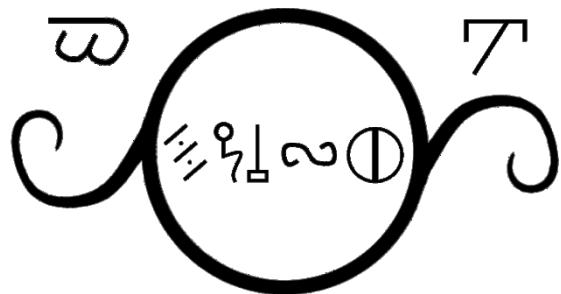


**The Patchwork Man
by Jesper Udsen
AN ADVENTURE FOR CHARACTERS LEVELS 6-9**

HANDOUT BOOKLET

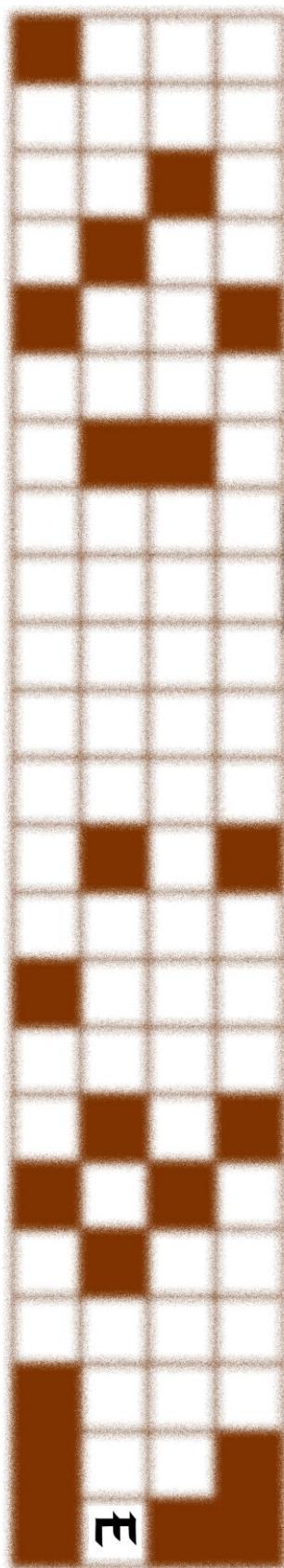


CONSULT THE LIST OF HANDOUTS (APPENDIX H) FOR WHEN TO PRESENT THE PLAYERS WITH THEM.

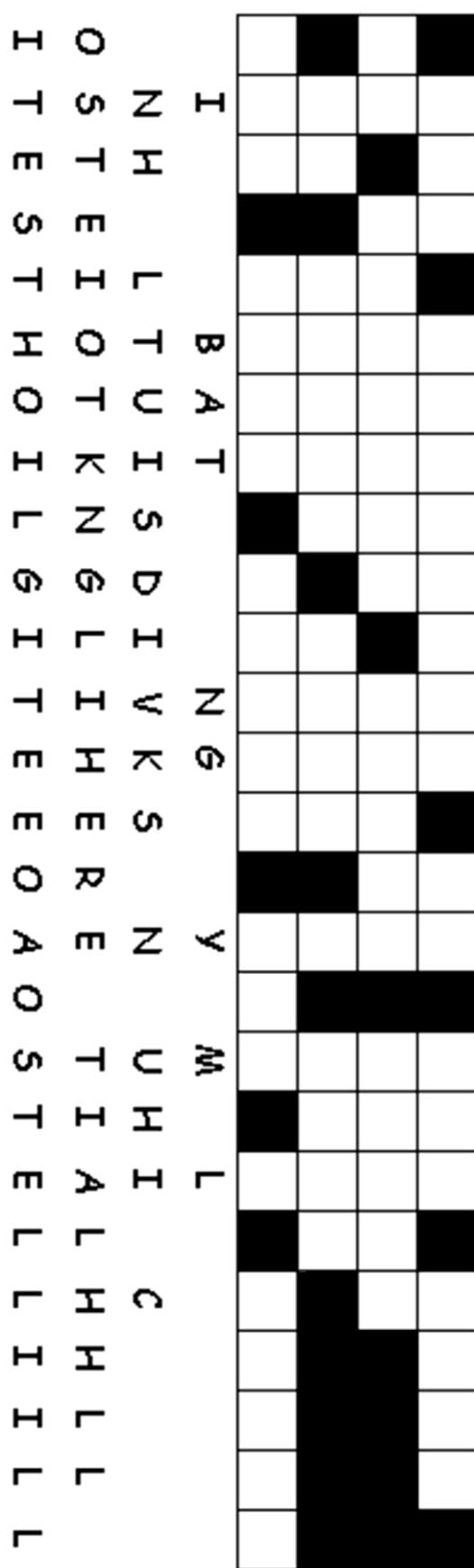
THE MAPS OF BANDAGORA AND HARDNIT ARE NOT INCLUDED HERE.

P1

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I S A D I V O A E V H S U T O E Y B T C E E
T A T T O T I G L S T L N A R U O A L R L U #

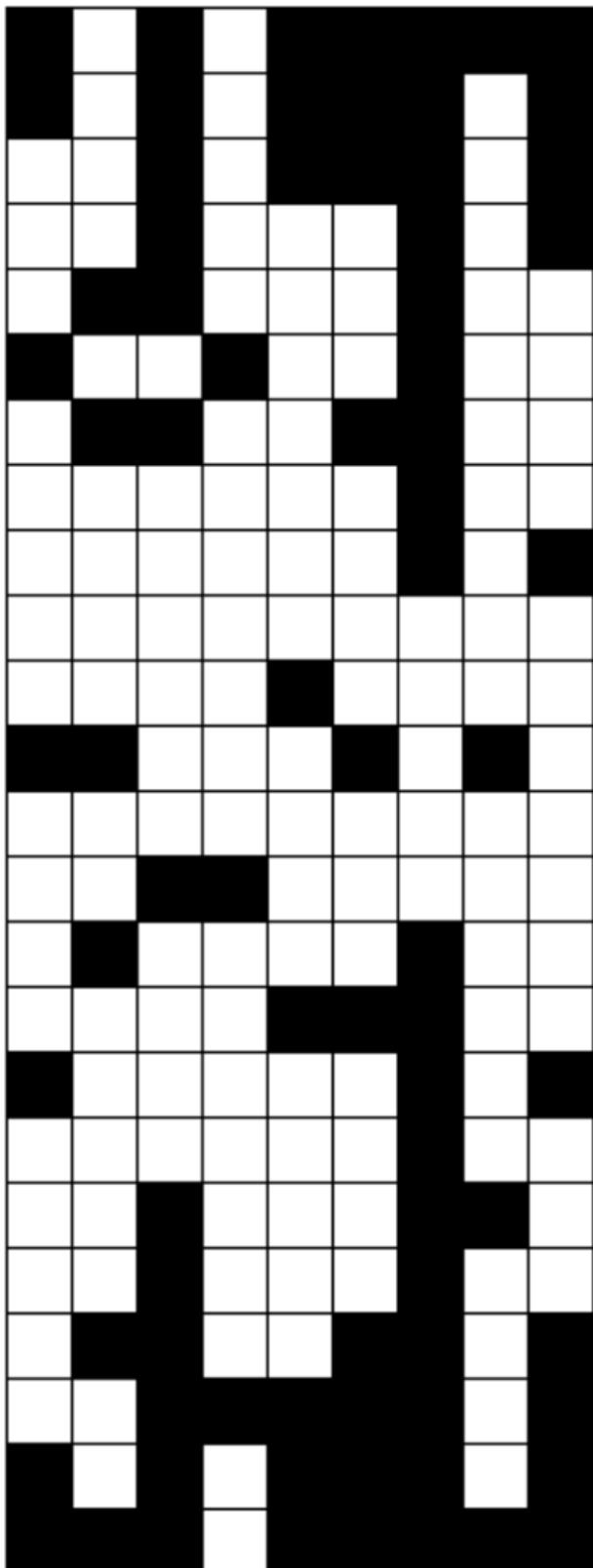


P2

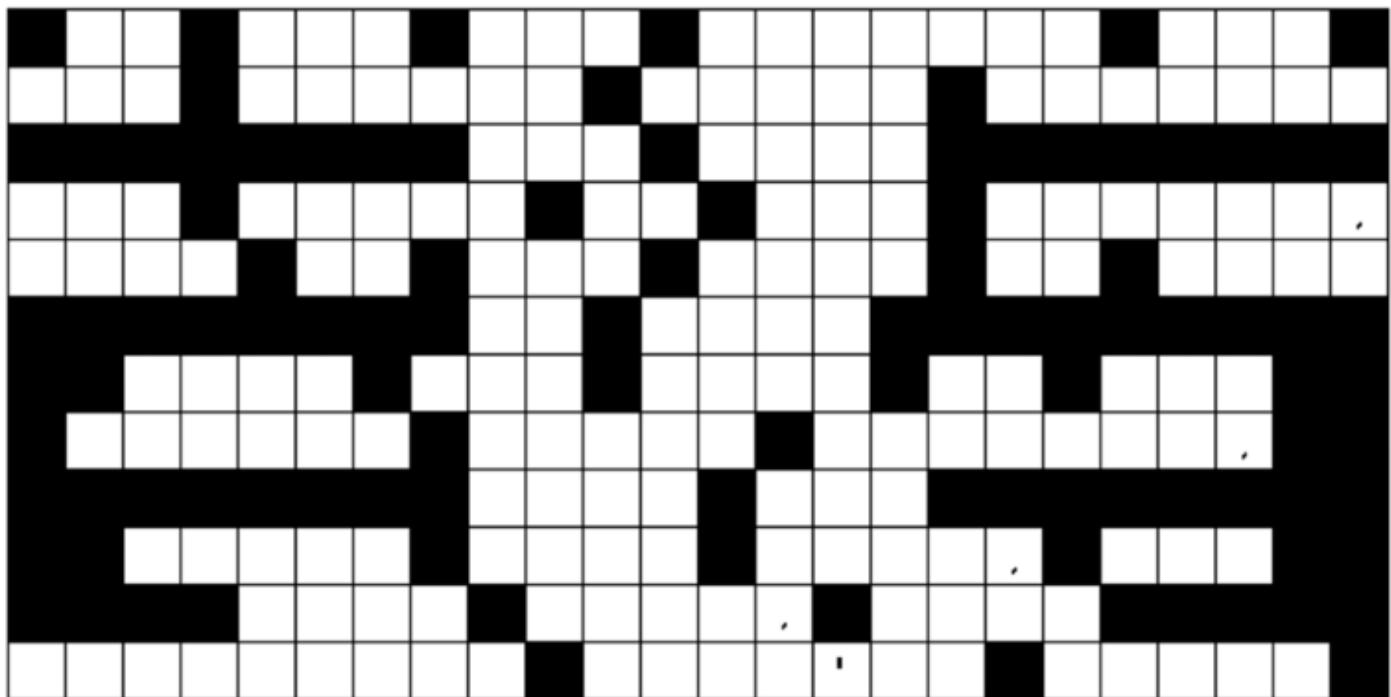


P3

THE END

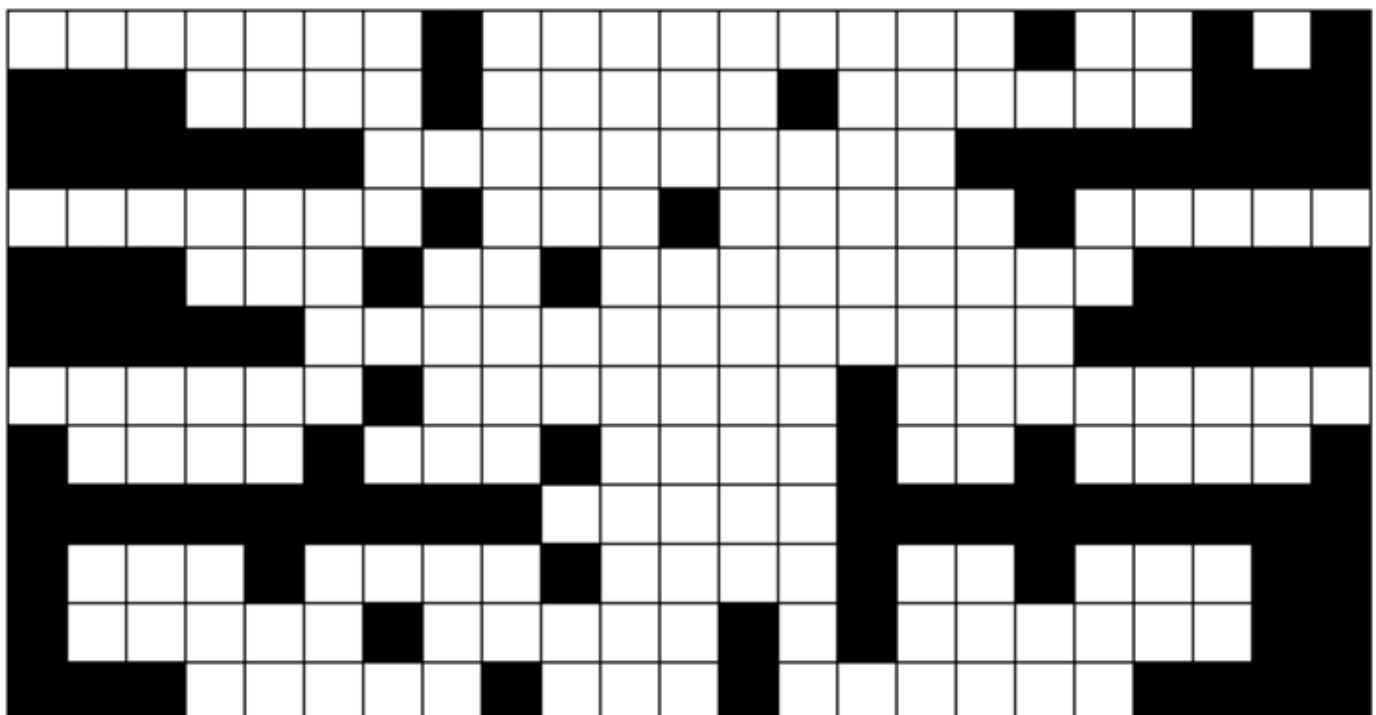


P4



M
T E Y H L
T H V E S F O O E
T H U D N R E G E A I S M
F T P U I R L H S T C E T N E I
U H R W H O U S N E O R L I N O A O A
T E E W E I S E E E O L O E L E N T N E R T
O I E N R O S E A H I T L S E L I K S T F A L
P H K A E I R T R H T R W I I E S B E T T L K
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T C E E Y A N I T G E P O I I N K E G C I E E E

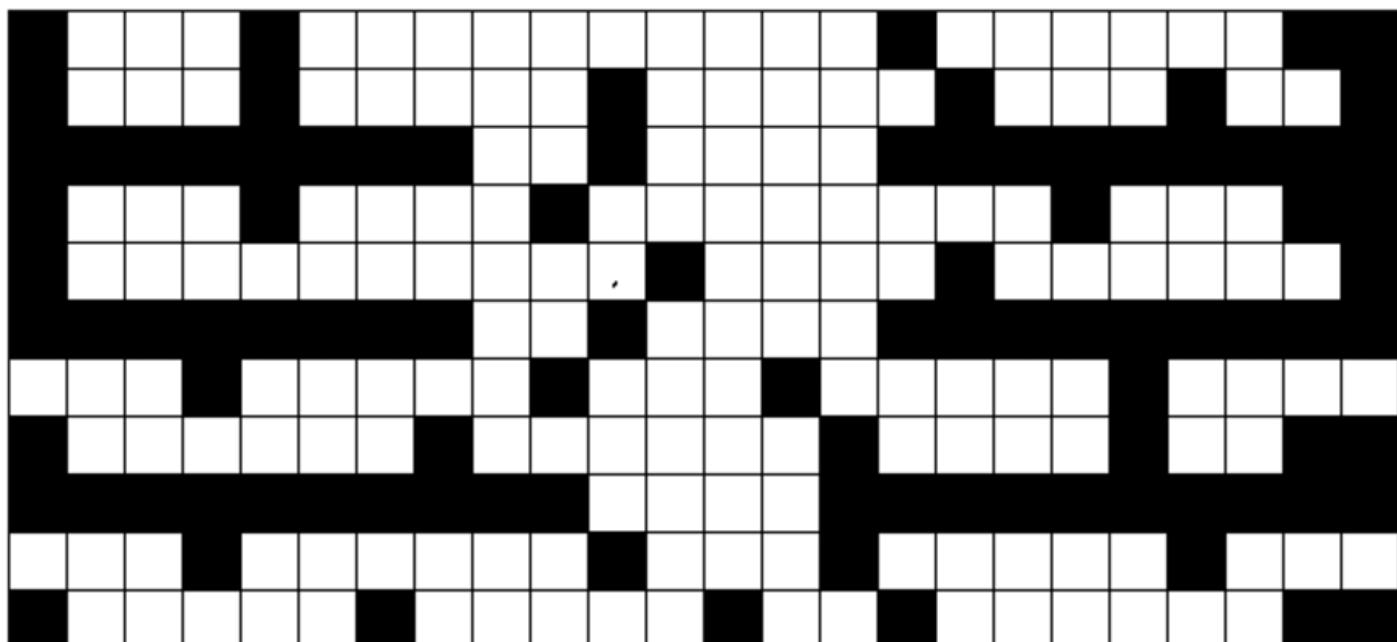
P5



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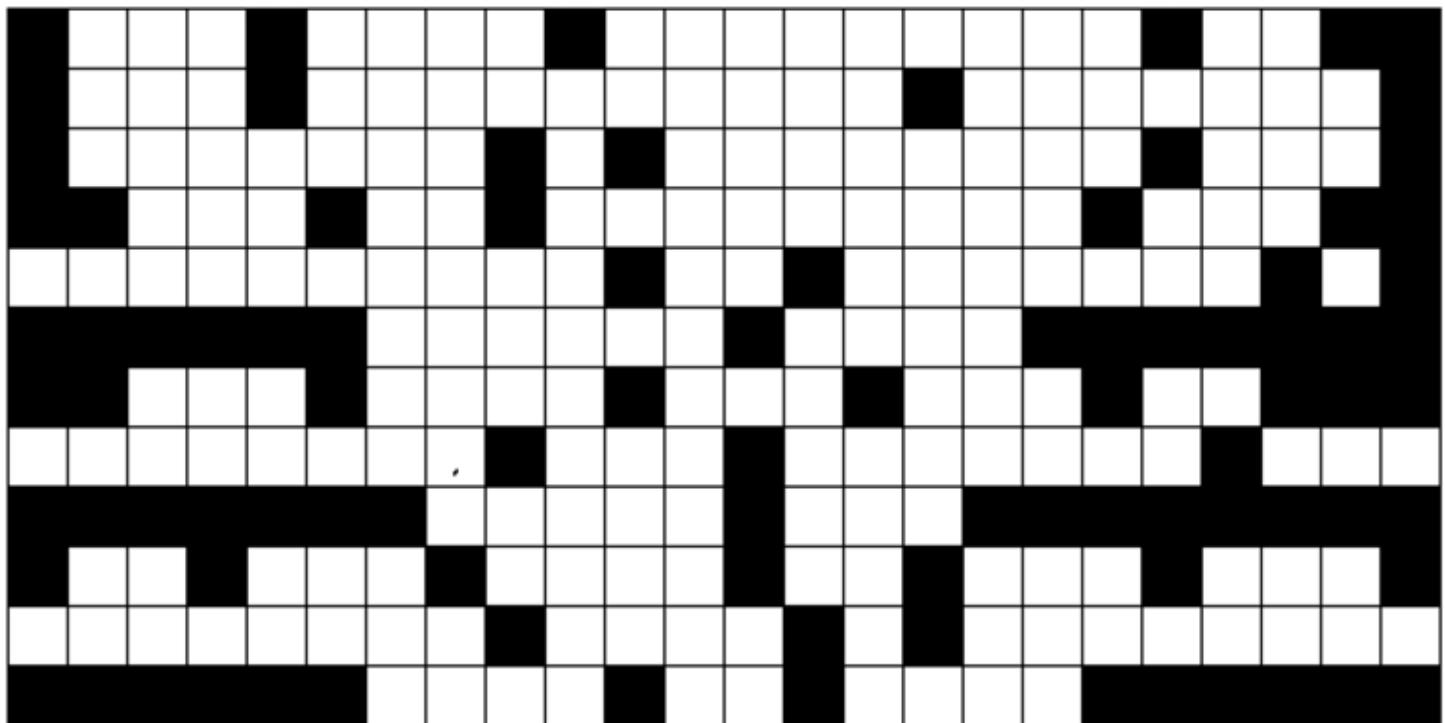
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		U	S	L	S	E	A	R														
Q	O		E	K	U	O	D	S	N	O	I											
A	N	Y	K	A	K	H	E	S	M	N	Y	P	Y									
D	E	S	U	L	G	N	E	I	T	T	D	E	I	G	T							
I	N	O	Q	U	E	T	M	T	M	N	E	L	A	H	S	Y	T	H				
E	E	M	W	I	G	B	W	E	T	W	E	Y	G	P	O	N	A	T	S			
C	T	E	A	S	U	P	H	L	E	N	M	D	T	D	R	N	S	N	I	R		
U	S	H	F	I	N	E	E	A	O	H	M	P	E	A	O	E	A	I	R	E	N	
F	W	L	W	U	M	Y	O	E	T	I	E	E	A	T	M	T	R	G	O	E	A	S
B	T	O	B	O	L	N	C	P	A	O	N	R	A	R	G	N	E	G	A	N	R	E

P6



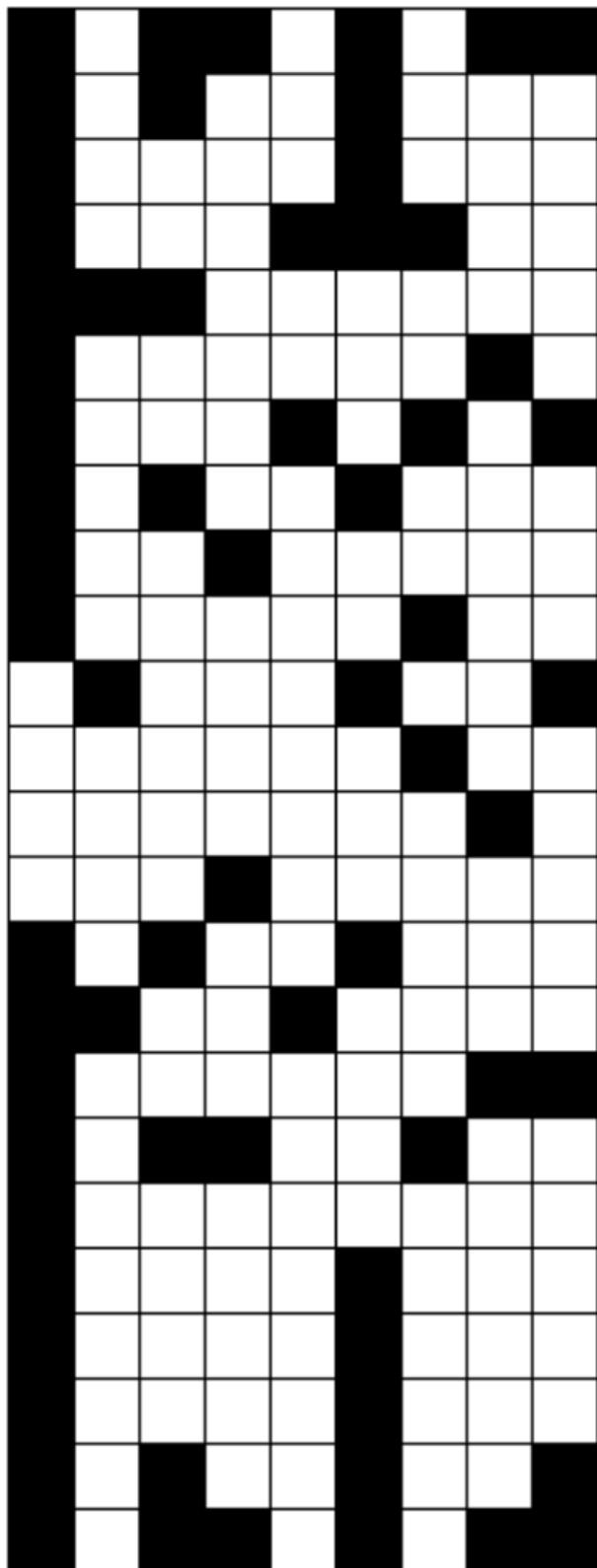
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A	N	S	R	Y	I	U	N	D	S	W													
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D	T	E	I	E	R	M	T	I	M	G	L	Y	R	I	L	O	S	R	L	T			
N	A	D	O	H	E	R	R	E	M	T	L	T	D	M	Y	M	N	S	E	F	Y		
T	H	D	T	R	C	O	E	Y	R	H	E	E	S	M	E	U	O	B	H	O			
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P7



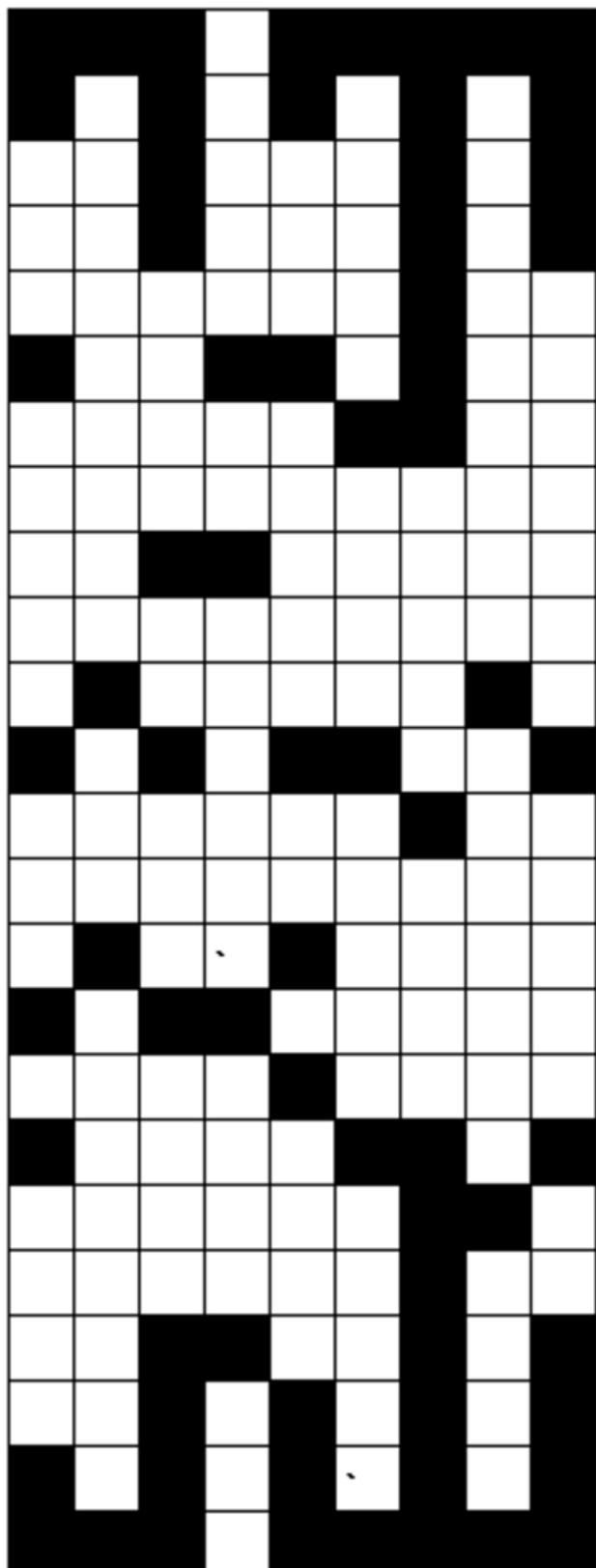
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X O N U T L F T E L N O C T R A V E E M Y T
T H M O N L S T A F I V R E I T H O S G H A
E T N R D A C A T E M L S O N N T C O T D H N
E N H O A H T O L E U I D T N A N U P U L O O D
C T T E T E E A E E I F M I H A I M E R O L E U

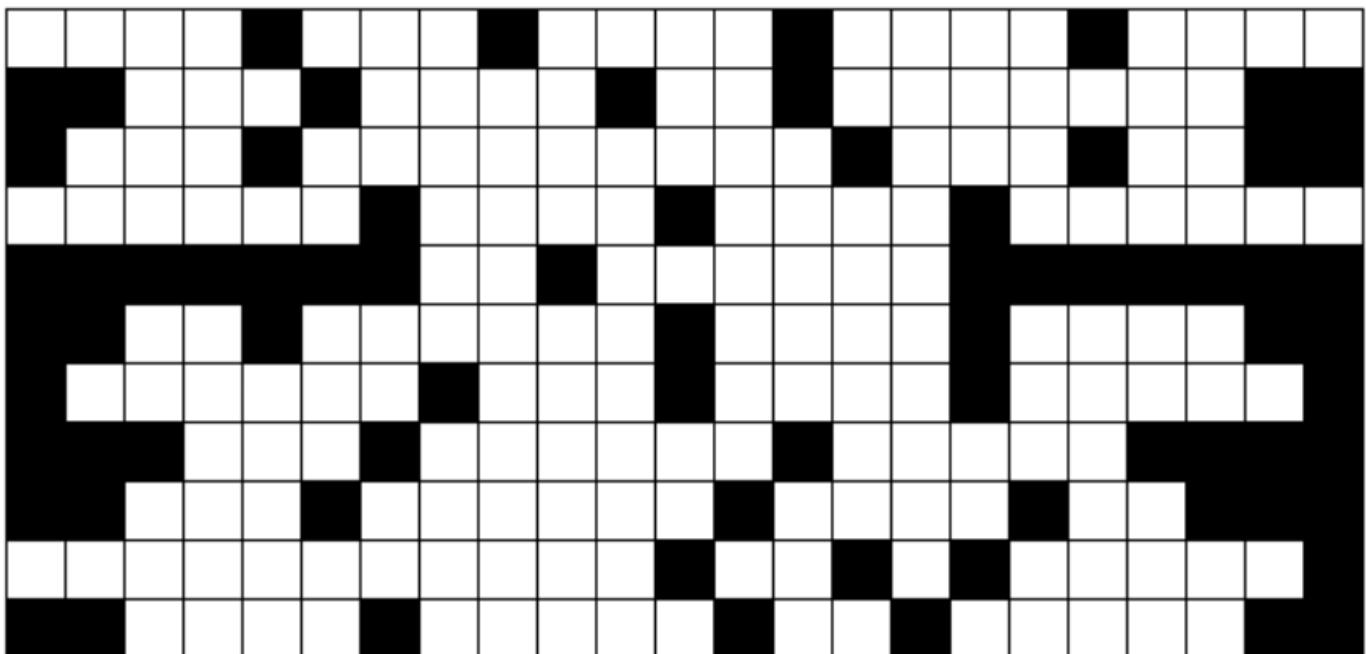


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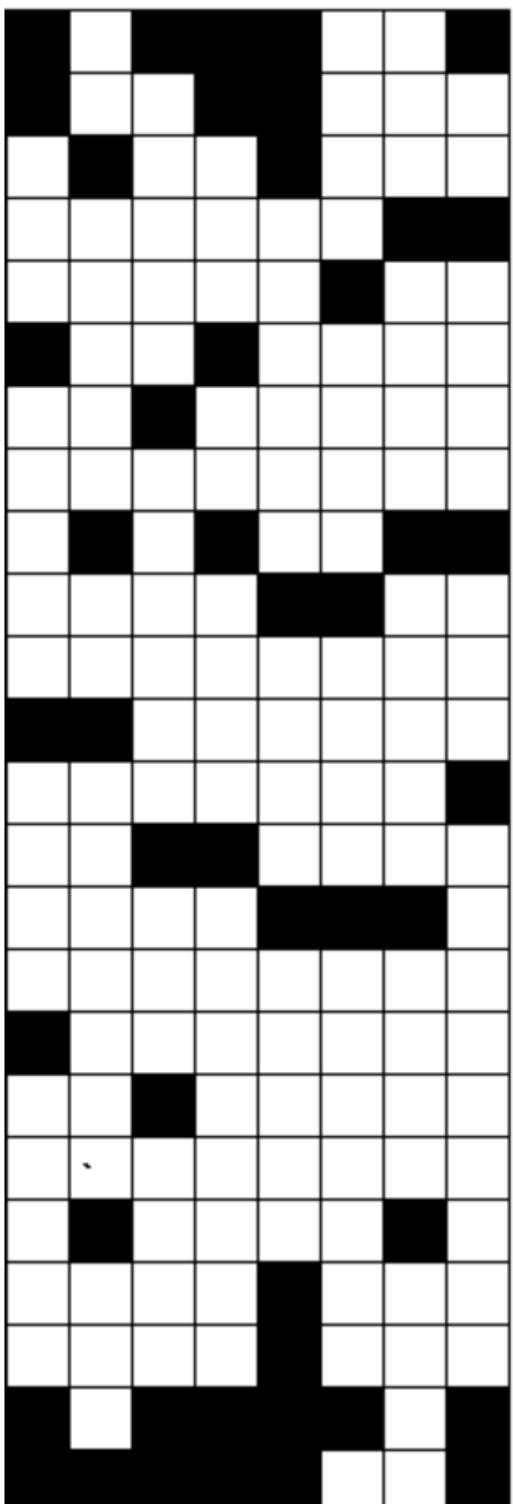


P10



H	U	L	E	C		A																
Y	R	N	D	H	N	O	D	O	E	V												
E	O	M	W	M	E	L	R	A	A	E	B	E	V	E								
N	T	H	Y	A	P	R	E	T	V	T	K	V	C	R	O	N	H					
T	E	O	P	P	O	O	C	D	O	I	R	S	L	E	V	R	U	R				
O	H	O	E	M	E	T	A	H	G	L	W	S	A	M	H	N	E	A	A			
T	F	R	E	W	C	W	I	I	D	A	H	H	O	E	E	P	E	E	S	A		
R	E	C	G	O	E	C	R	C	A	A	H	E	E	O	O	M	E	I	A	C	O	
L	N	B	E	U	R	O	A	H	T	A	T	A	I	V	I	L	Y	A	S	O	K	
O	H	C	E	M	I	A	T	N	L	W	R	R	T	L	T	N	I	L	W	E	E	T

T H H L
E O E C B O W R E L
T I O T I E N R E C A T A R K
A G I F I O T I E N R E C A T A R K
T A T O R S O T H E E N R E C A T A R K
E T H S A R W I T H E E N R E C A T A R K
R M B X A T Y O C E A W H T O V A H L O L L A E W H B O U A
M N R F T V M M A T W I T H E E N R E C A T A R K
G M R F T V M M A T W I T H E E N R E C A T A R K
B R M B X A T Y O C E A W H T O V A H L O L L A E W H B O U A
M E O B E C D H M W O T F P P S E R R A F O R E



MC

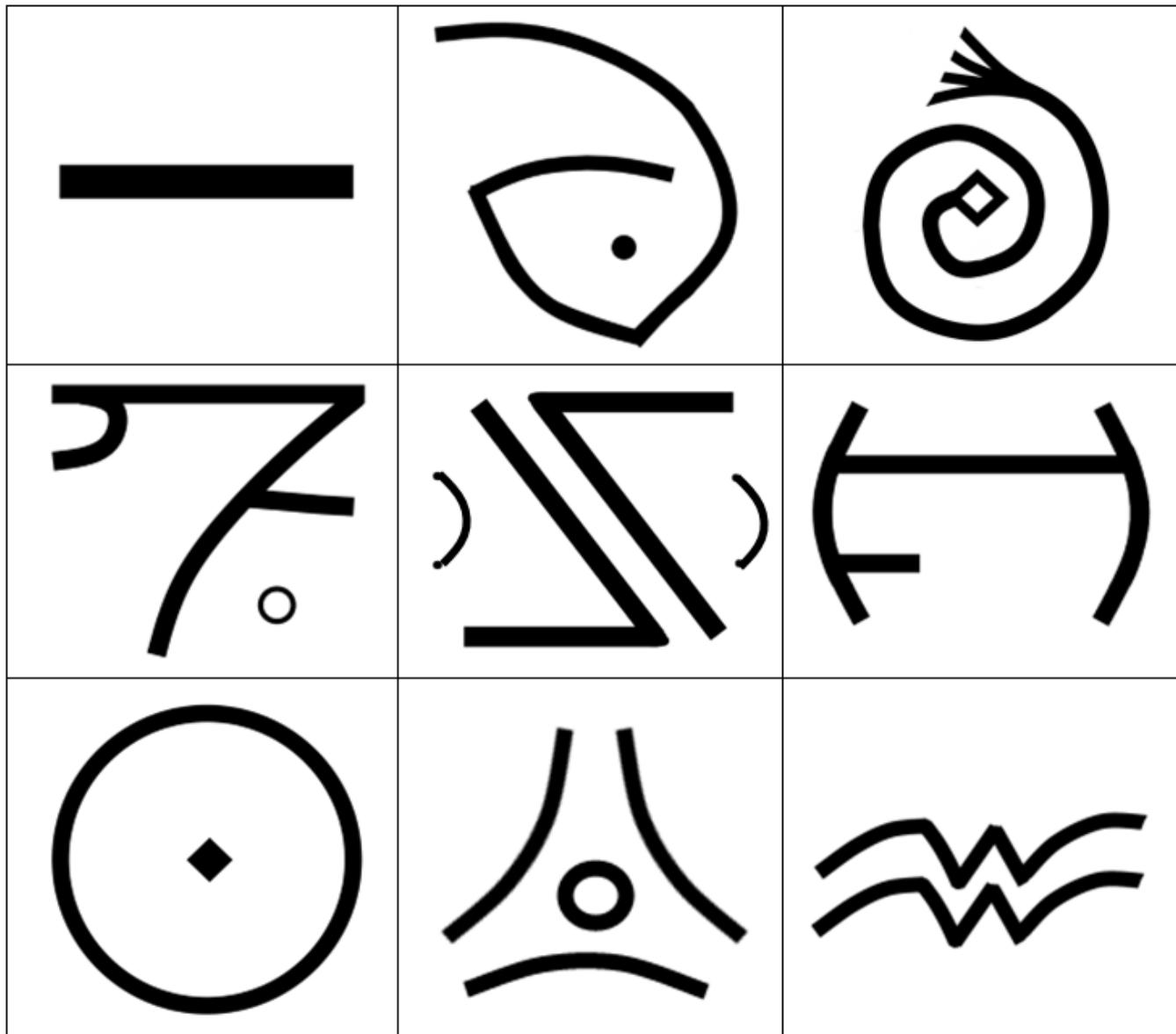


MB



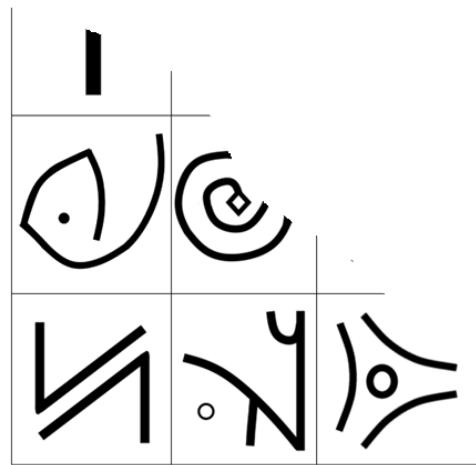
E1a

E1b

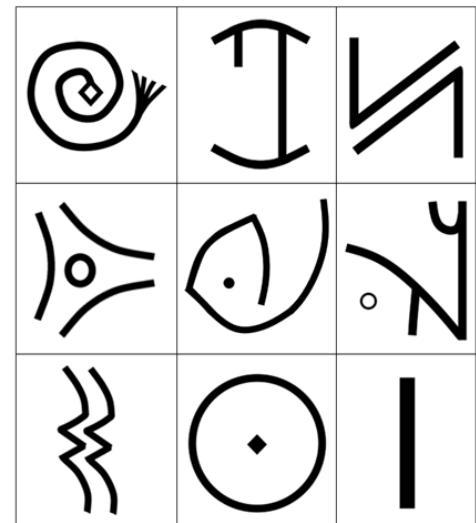


E2

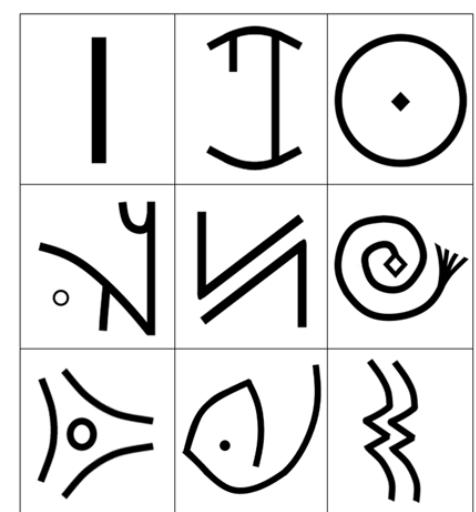
CORE



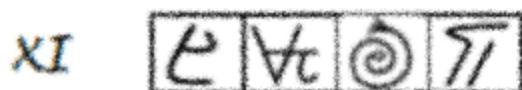
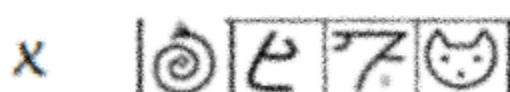
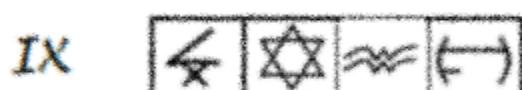
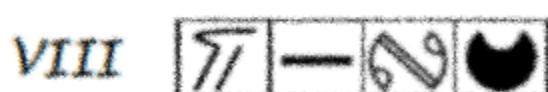
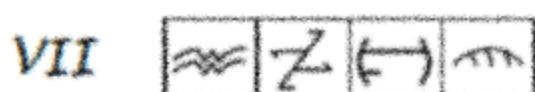
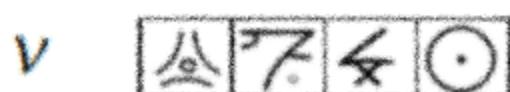
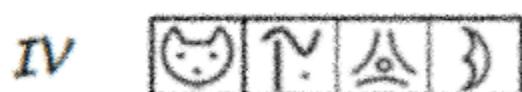
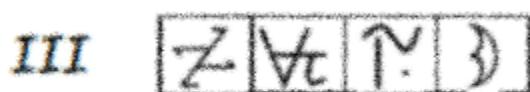
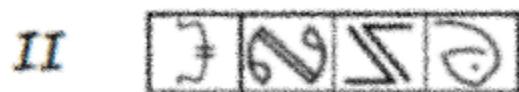
ZOO



LAB



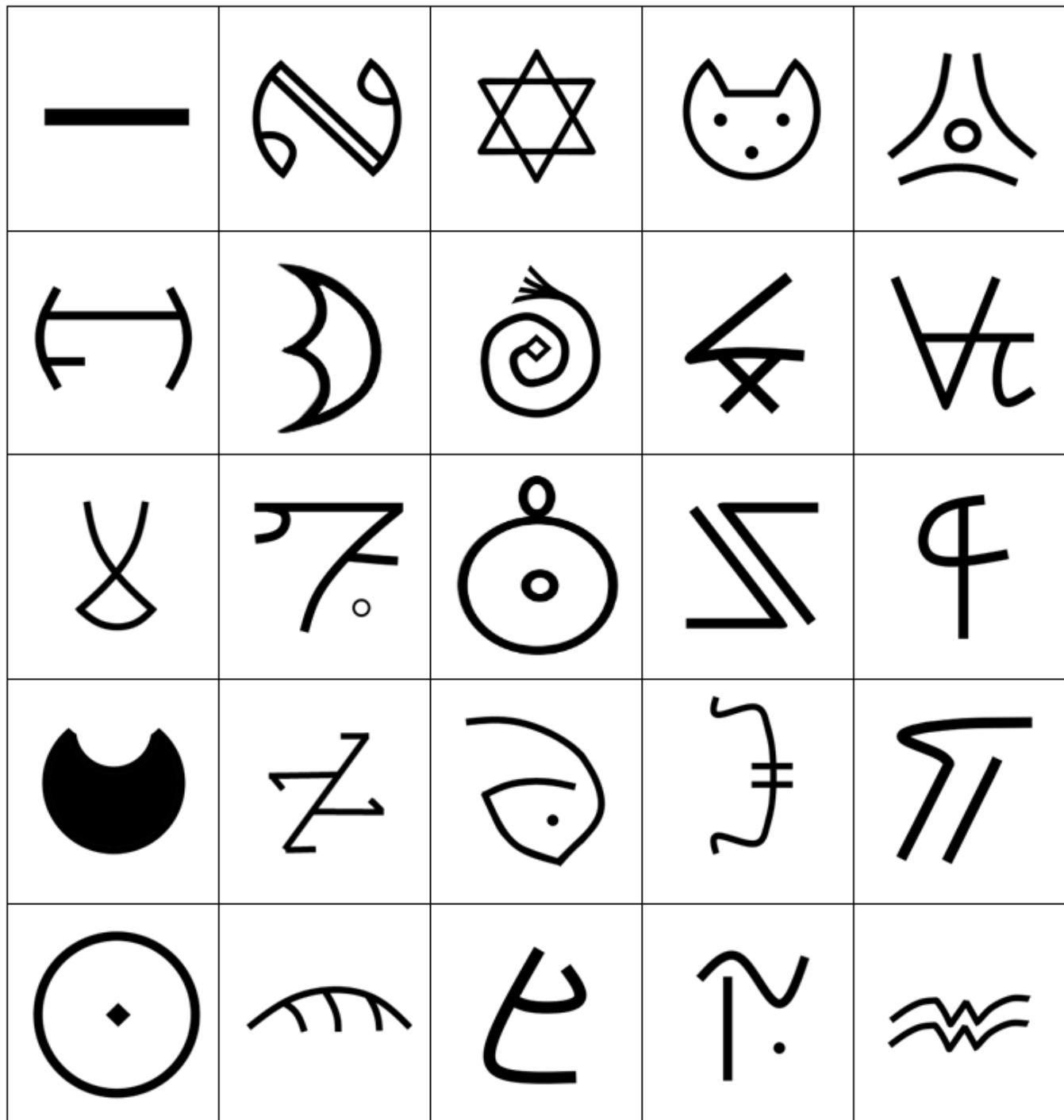
Z1



If I am dead, take the crucible from the time vault in Cell XI, and the essence of summoning crystal from Holding Cell IX, also the spear of banishment from Holding Cell III. Bring these three things to the magic circle in the Core, and place the crucible within the circle, the crystal in the crucible. Also put in all you can find of the conduitice, and then use the large blue pestle which should be there already to grind the crystal. When the crystal is ground, it should summon all conduitice from the Servan Plain into the crucible. Once you think it has all been collected, stab the conduitice with the spear, and if all goes well, it should send the cursed lot back whence it came. As soon as you see the process start, stay back, lest you be sucked in with it. Good luck.

Nistris of the Servan Plain

z3

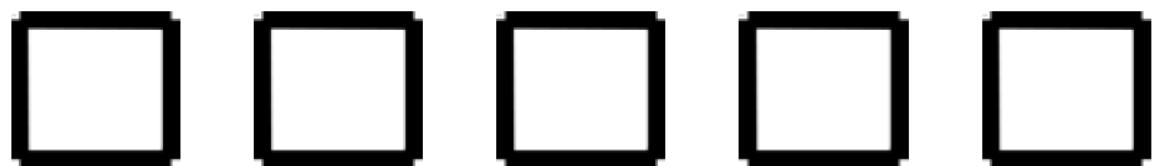


Z4

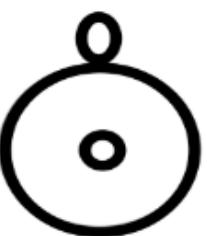
- I Umber Hulks 4 3
- II Living Ruby
- III Urten
- IV Dragon, enhanced stage 5 6 7
- V Memory Eraser
- VI Nil - USE this first
- VII Fire hounds - enhanced
- VIII Lightning lizard - enhanced
- IX Polymorph beast
- X Nil - RESERVED for insect men
- XI Nil - DO NOT USE

C1

5 2 5



C2

A1a

From **Micropædia Bandagora**:
List of autarchs and kings of Marentia:
[Time of Kings 726–878CC]

Autarchs	Start of Rule	End of Rule
Nimrod I	441	505
Politorn I	505	534
Nimrod II	534	549
Bazen	549	564
Celestian I	564	588
Ashanar I	588	605
Nistris I	605	633
Faldorno	633	647
Chalmar	647	656
Iktemar I	656	726
Kings		
Tornfast I	726	755
Legemul	755	768
Stevoen	768	793
Allisar	793	806
Benotto	806	806
Rashidu	806	825
Rialdo	825	835
Asfando	835	839
Rotigar	839	855
Balorn	855	870
Tasmul	870	872
Erandur	872	875
Nitilmar	875	877
Tornfast II	877	878
Autarchs		
Celestian II	878	923
Castanamir I	923	961
Iktemar II	961	974
Castanamir II	974	1002
Iktemar III	1002	1005

List of emperors of the Pandese Empire:

		Start of Rule	End of Rule
Nistris II	1005	1016	
Nistris III	1016	1024	
Celestian III	1024	1037	Emperor
Castanamir III	1037	1053	
Castanamir IV	1053	1059	Hardaukar I Romus
Nimrod III	1059	1069	Trasimen Romus
Celestian IV	1069	1080	Nekar Romus
Ashanar II	1080	1085	Osmandis Vega
Politorn II	1085	1096	Laruman Vega
Castanamir V	1096	1102	Rel Vega
Nimrod IV	1102	1105	Altenmaya I Sunobon
		605	609
		Beydelius Cato	
		609	629
		Testudis Sunobon	
		629	632
		Aurelian I Romus	
		632	640
		Karamon Romus	
		640	666
		Hardaukar II Romus	
		666	673
		Altenmaya II Sunobon	
		673	680
		Amastris I Sunobon	
		680	689
		Belizar I Atlida	
		689	712

A1b