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A WORLD OF  
BARNAYNIA  
RPG SETTING



# A Games Master's Guide To The Free City of Dunromin

Capital of the Land of the Young and  
Greatest City in the World of Barnaynia



A Campaign Setting for OSRIC Fantasy Role Playing Game

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For all the players I have known...

# A Games Master's Guide to Dunromin

## Welcome to the Free City of Dunromin, Capital of the Land of the Young

*A Social Description of the Greatest City in the World of Barnaynia intended for use by the Games Master only. Player daring to peruse these pages risk spoiling their enjoyment of any games played within the Dunromin Campaign Setting*



## WELCOME!

This is the Games Master's Guide to the City of Dunromin,  
the capital city of the Land of the Young.

Herein is contained the GM's version of all the information that is available in the **Player's Guide to Dunromin** and it is strongly recommended that the reader have a copy of that book to hand while reading this book, as well as the maps from the **Traveller's Guide to Dunromin** and the **Land of the Young** (free to download from drivethruRPG.com).

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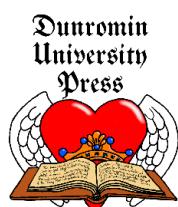
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## Introduction and How to use this Book



This document is the **Games Master's Guide to the Free City of Dunromin and the Land of the Young**. It is written on the understanding that you have already read some, if not all of the **Player's Guide to Dunromin**, looked at the maps in the free to download **Traveller's Guide to Dunromin and the Land of the Young** and generally got a feel for the generic but odd fantasy city that the place is. The following details are a little more precise and are one possible example of the 'fleshing-out' process that GMs do either in advance of play or as the Campaign develops. This version of the city has undergone layers of detailing over the years of play in and around it since its creation in 1986-7, although there also remains plenty of scope for further interesting development.

The **Player's Guide to Dunromin** was written in the style of a tourist guide. Its detailed contents and index are designed to allow players to find out what they need to know without first having to read through and understand every page of the whole thing. Indeed, it was envisioned that it would be used after only the map had been inspected and, possibly, the players' characters were already walking in the gates. It is the general experience of players in the Real World that they do very little preparation, perhaps at the most fleshing out a back-story and perhaps

drawing or downloading a character image they like.

That's fine, the Player's book was written with this expectation in mind.

For the GM of course, it's not that simple, or at least not *quite* that simple. Really the GM needs to have read about the locations they expect to use in the Players' Guide and probably read up on the Guilds and some of the optional special rules that are likely to crop up. *Ideally*, the GM will have skimmed the whole of the Players' Guide already. Or at least the bits up to the Appendices, the Appendices being all optional additional ideas anyway.

This GM's Guide is written in a similar style to the Players' Guide with a thorough index to help you navigate around the city with the minimum of preparation. Again, *ideally*, the GM should skimmed the whole of this book too but, if you are pressed for time or whatever, you might be able to get by with just the essentials. If you fall into this latter category then it is suggested you aim to read through the GM's descriptions of the areas your players are likely to visit, the Guilds they are likely to be members of, brush up on some/all of the individuals named in those areas (all in the index and in the body of the book in alphabetical order by social group). It is also recommended that you flick through the first section on Hierarchies and Social groups as well to give you a feel for the place as a whole.

This book, along with the **Players' Guide to Dunromin** and the **Traveller's Guide to Dunromin and the Land of the Young**, are the first three books in a whole campaign set with scenarios that detail the City of Dunromin and the Land of the Young, as well as the wider, impossible World of Barnaynia beyond.

If you plan to use some or all of Dunromin in your own campaign then excellent, more power to your elbow. I hope you have as much fun as my friends and I have had. What follows is but one version of the city; please feel free to ignore, adapt and corrupt it for your own in-game use as you see fit.

If you are a player in a campaign run by an insightful, perceptive and talented GM who is using the material herein to run a

campaign then shame on you for cheating by reading this.

The concept of Dunromin and Barnaynia was originally based around a party of low to mid-level adventurers playing first edition AD&D which was then converted to OSRIC. The city has been successfully used as a back-drop for play up to least ninth level over several campaigns with different players and character classes. That said, it should be good up to fifteenth level and perhaps beyond. There is no reason it can't be used higher but the play-testers have never had characters higher than this.

The text deliberately describes most NPCs in terms of their general powers and skills rather than anything specific so you can



easily adapt them to suit your adventures and different party levels. Some Key NPCs are detailed in depth enough to build more complicated encounters and plots around them. Numerous optional variations and corruptions of the standard rules system are referred to, all of which are documented in the player's guide. These can be ignored without any impact on the usefulness of the characters and locations.

Of course, this being Fantasy Role-Playing, nothing is set in stone – feel free to adapt it further to your own personal requirements. It is based around adult players and no apology is made for the use of colourful

language and adult references, although this is uncommon.

It has taken years of development to get Dunromin to the state it's currently in and hundreds of hours to put it into a vaguely publishable format. I hope you get as much from it as I have and quickly find a way around any errors, typos or inconsistencies.

I must express my deepest gratitude, respect and general big-up towards the creators of OSRIC, D&D (Gary and the gang, TSR and now the Wizards of the Coast, et al.), Dragon Magazine and the other people and organisations that have added to the dream: Games Workshop's White Dwarf Magazine, the & Magazine among others, and all their contributors, and all the players and GMs I have met over the years.

And of course all the movie makers, writers and artists that have inspired these crumbling, dreaming spires of imagination. All trademarks are the property of their respective organisations.

As well as a few (planned) scenarios there's plenty of room for any other adventure you have in mind. There are plenty of other scenarios out there that will fit into Barnaynia with very little work – some published by Wizards of the Coast through Drive Thru RPG. The wider world is so varied that there is plenty of room to put in whatever you fancy!

## **Games Master's Version of the History of the Land of the Young**

The **Player's Guide to Dunromin** includes a time-line for the history of the Land of the Young. This book will not repeat that section but will highlight the key events within it that the GM could most easily use as adventure hooks in your own campaign.

The most relevant parts of that timeline are how the shape of the Land of the Young is today and even here, there is an amount of flexibility for you to shape the backdrop to your campaign. The current politics of the Land of the Young is a standard fantasy feudal society with the king at the top and the regions (baronies or counties) ruled by feudal lords usually titled Barons.

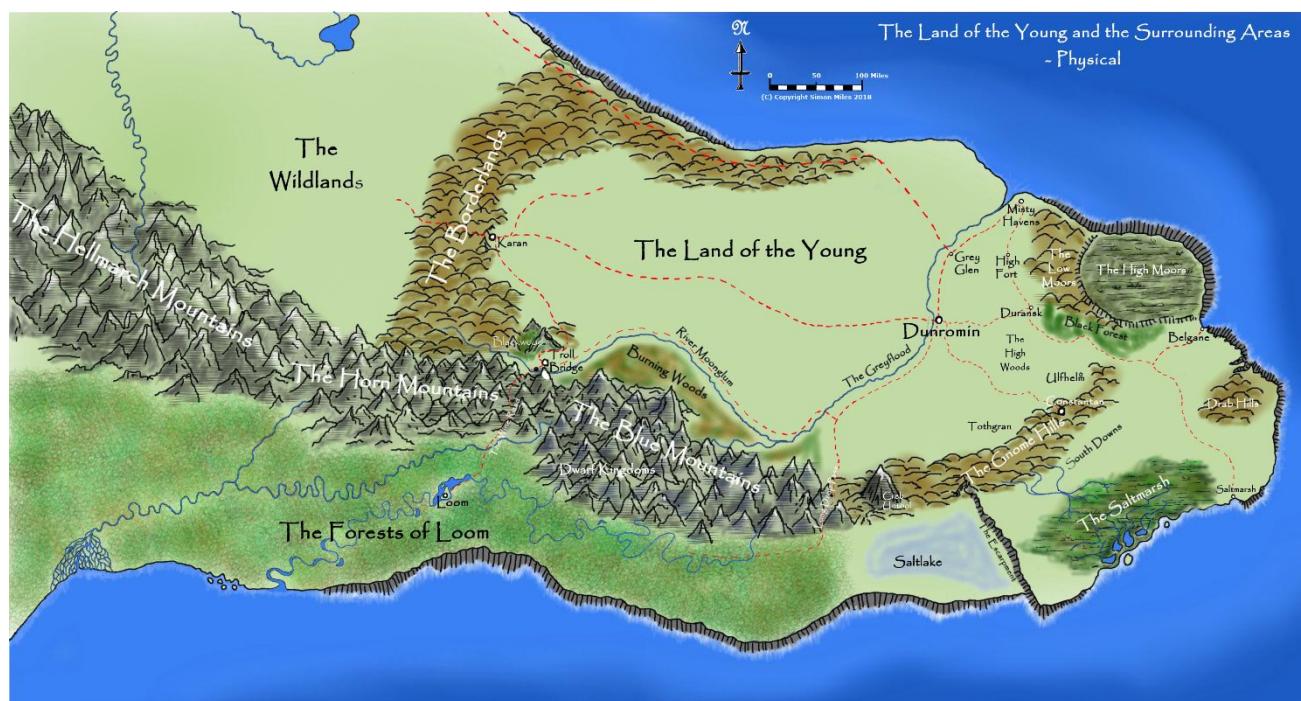
There is no accurate map showing the precise extent of these baronies in any detail

as this is deliberately fluid. There will be a list of all the Barons in the **Gazetteer of the Land of the Young** but you can also make them up as you go along.

The nature of the relationships of the barons with the king and each other can be as standardised or varied as you want it to be. King Mordred has based his style of domination on a very hands-off, business friendly approach. As long as the Tribute (tax) comes in every year he really doesn't worry too much about how the individual barons behave themselves.

One book it is suggested you have a look at for ideas about this is the first half of "The Shortest History of Germany" by James Hawes. The inspiration for The Land of the Young is very similar to the post-Charlemagne Germania and Holy Roman Empire up to and including the time of the Junkers (the warlords, not the aeroplane manufacturer), but without Christianity or the Reformation. This is all summarised beautifully in Mr Hawes' book; it really is fascinating stuff.

There follows a brief re-examination of the Timeline for Dunromin given in the



Onto this idea you can impose whatever regime you like and it is likely that every baron will run their personal area differently. Some will be benign and gentle landlords, some will be unprincipled extortionists. Some barons will get on well with their neighbours, some will be at open war with each other or embroiled in perpetuating some ancient argument. Some barons will be staunch supporters of their king and believe he can do no wrong, some not so. And everything in between.

Whether your campaigning style is Game of Thrones, Lord of the Rings, Conan the Barbarian, The Princess Bride or Monty Python's Holy Grail, the relevance of the barons and their policies to the players can be ignored to concentrate on the dungeons, or exploited savagely to cause the players as much grief and consternation as possible.

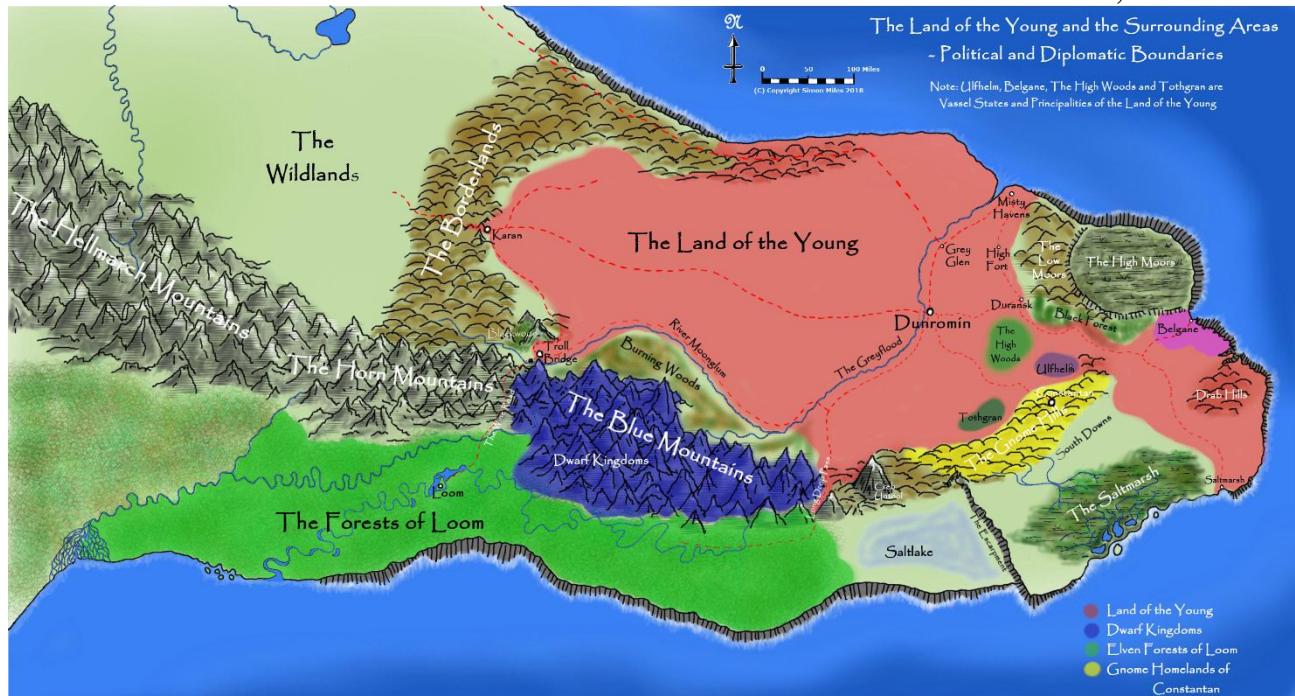
**Player's Guide to Dunromin**, looking at just those events which are likely to be directly relevant to the campaign, in reverse order. There is also a section in the appendices of this book that suggests one *possible* future for the Land of the Young, to give you even more ideas.

**CY584** – this is the year it is envisaged that you will start play in Dunromin. It doesn't have to be; you can of course set your campaign in the past or in the future as you wish but the relationships and systems in place are as they were (are?) at this time.

**CY580** – the War of the Ring was a very significant event in the recent history and is based on a campaign run during play-testing based loosely on Tolkien's Lord of the Rings, a bit, as you may have guessed. The

impact it has on the current state of the Land of the Young is as follows:

- Many of the south-western baronies are in turmoil, many have lost much of their population as casualties, refugees or slaves and many of their barons and their families are dead. The lands around the Burning Woods are getting very chaotic. The woods themselves are full of wandering and settled monsters - the remains of Kzenzakai's defeated forces or other entities trying to benefit from the situation. This area suits low-level adventurers looking to help tidy up the mess. It is also the setting for the dungeon Scenario **The Warren** to be available from 2019.

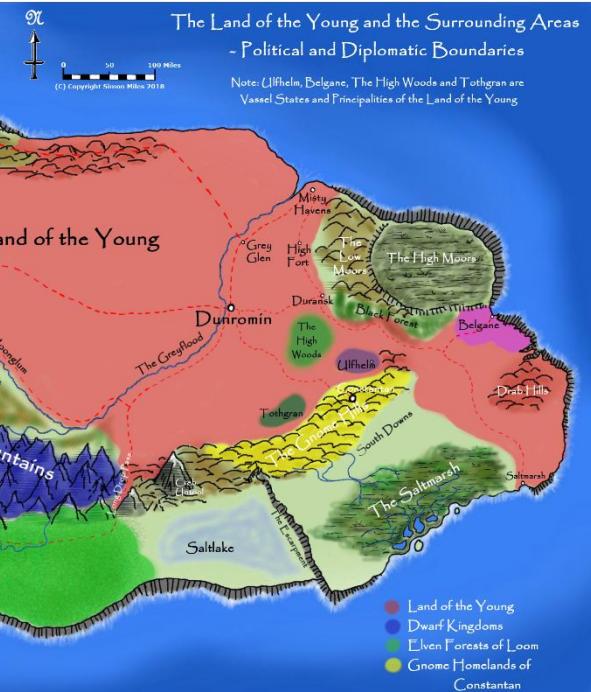


- Revolution and bloody insurrection is in the air in the North: Baron Ferrous has already tried and failed to revolt against the king but the disillusionment with the Dunromin-based rulership of the Land is still felt by many of the barons all across the North. Not to mention the fact that Ferrous himself, his mysterious Oracle (see the key NPCs section) and many of his chief revolutionaries remain at large with prices on their heads.
- Kzenzakai managed to attack the city through the Darkworld: Somewhere down below the Sewers and the Catacombs there are still links into the

Darkworld, possibly even into an ancient Rakuli city long lost and abandoned beneath the granite outcrop (Tor) that is the foundation of the city.

- Ghouls and Deep Race were pouring out of the Castle at one point. Most were killed but some may have fled into the Sewers, Catacombs and Undercity.

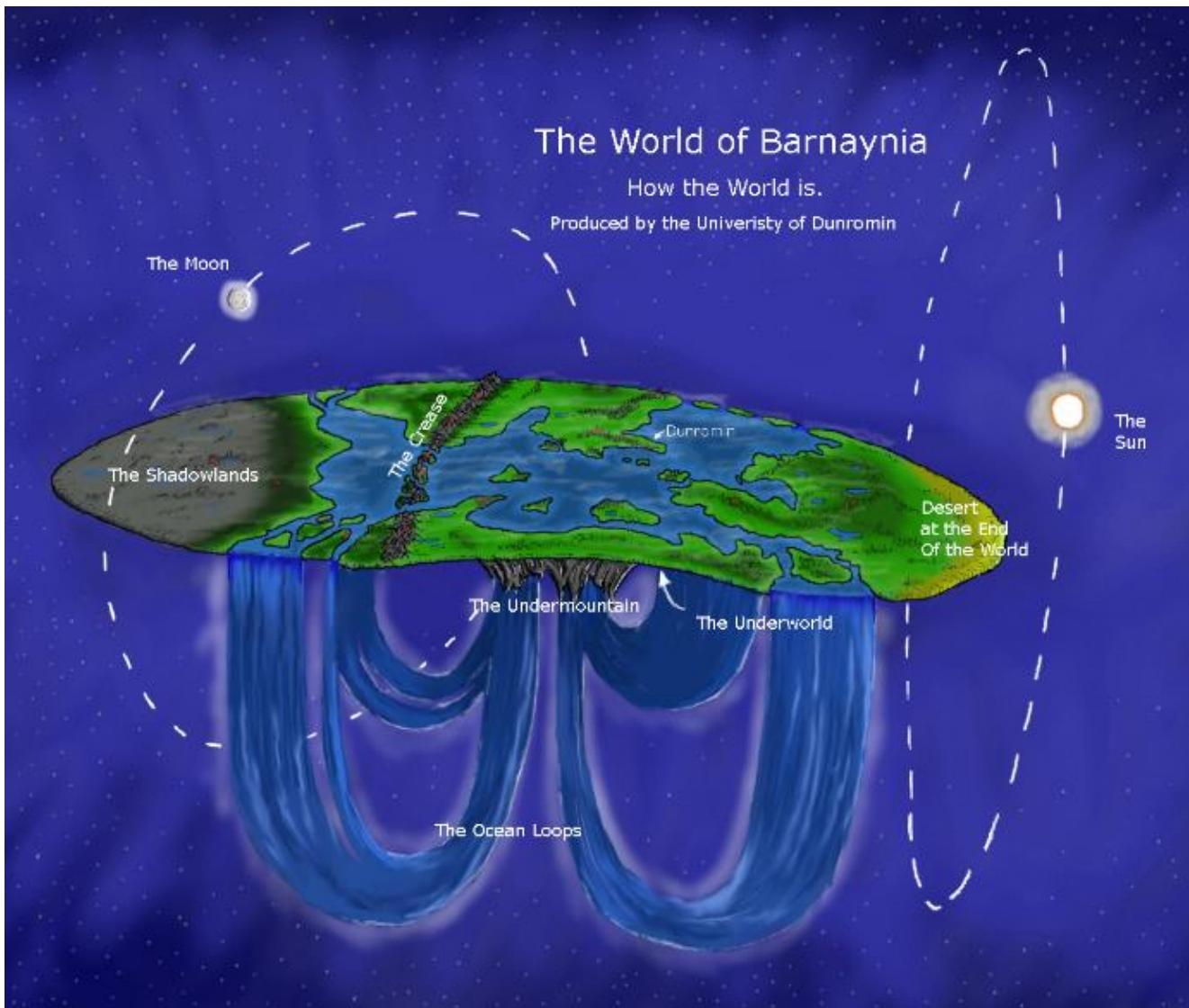
**CY579** – Creb Untool and the hills around it are the abandoned heartland of an old Gnome empire. This is another adventuring opportunity as the underground tombs, fortresses and towns will be brim full of monsters, tricks and



traps by now. A low-level dungeon module **The Tomb of Firkin** is planned, set in these graveyards. Creb Untool itself is a fortress-city that has been taken over by the forces of the evil dead.

**CY577** – the Rakuli are returning: This will be dealt with in a lot more detail in another publication. **The Rakuli**, also known as the Great Old Ones, are a super-race of complex culture and powerful magic. They vanished 80,000 years ago for unknown reasons but some are thinking of returning now, or so the omens say...

**CY574** – the Legend of Garibaldi: Baron Garibaldi is a key NPC for most of the recent history however, as of the start of the campaign, he is about to vanish off the



World of Barnaynia for good. This is likely to leave a power vacuum behind him. While many will sigh with relief and say good riddance, many of the organisations he has helped, supported and restrained in the past will then be left to their own devices – including his Barony of Border Creek and Troll Bridge; the Wine Road trade route and the Olympian Temple. This could all cause intrigue for the players as you see fit.

**CY559** – the Heliopian Temple is shutting up shop and preparing to move to a mausoleum they are building in the southeast (a pyramid tomb, of course) for when the current high priest dies. They are desperately trying to raise money to fund this and can probably be persuaded to join in any kind of scheme if there is cash to be made – like resurrecting player characters, no questions asked...

**CY548** – Baron Clementine's disappearance caused a lot of embarrassment. He served in the Paladin Wars and was close to the Royal Family, a close friend of Prince Morev, King Mordred's older brother and the rightful heir. There are those that are still out of pocket for monies loaned to Clementine and yet others who think his disappearance was far too convenient as regards rumours circulating about Prince Morev's death. One rumour suggests Clementine was the ring-bearer at Morev's wedding to a barbarian princess from the west coast while out fighting the Paladin Wars. The official histories state Morev died unmarried and childless...

**CY541** – The death of Lady Bowater remains a mystery tormenting her children. There were many casualties of the Paladin Wars, not just the brave knights who fell on the battlefield.

**CY538** – The fortress of the Mage, Priest and Seer Tholtane of Days of Future Past remains abandoned, mysterious and very, very dangerous. That's practically an open invitation to adventurers of any level to head over there and get themselves killed. Whatever lurks there, whether it's Tholtane himself or something else, must be powerful to summon creatures that could slay two small armies as they did. It sounds like the work of a Lich, perhaps.

**CY532** – Tillius the Broad Back was never brought to justice and fled into the north. While he was a human he was also a young man in CY532; he *might* still be around making a nuisance of himself.

**CY519** – Barbarian and humanoid attacks on the borders of the Land are a common risk; there's the usual traditional adventuring fair not far into the Borderlands. The latest information on the tribes and other inhabitants about the areas close to the Land's borders can usually be got from the local Troll Hunters.

**CY517** – the origin of the Stone Golem that attacked the Royal Mint was never established. The Bank and the Mint remain rich targets for a powerful, resourceful and ambitious (some might say foolish) gang. Do the party fancy having a crack at it? Or perhaps they have information that could be used to prevent an attack...

**CY512** – The Necklace is a collection of asteroids and other flying mountains swirling around the odd-shaped planet of Barnaynia. It is the favoured habitat of many high-level flying monsters, such as Dragons, Giants, Titans and magic-using classes, as well as more mundane flying things. Assuming the players can get up there, there's a lot of interesting possibilities to be investigated.

**CY509** – The Kingdom of the Lizard is a wild landscape of marshes, swamps and heaths. It is poor farming land and devoid of natural resources so no one has much interest in the place. The Lizard King, who arose there and then vanished again, was said to have undead servants and came from the Saltmarsh. This could be the basis for all kinds of adventure; the Lizard King might still be out there or his ruined fortress may be there; perhaps other swamp creatures have taken over and are plotting against the realm.

**CY500** – And every other new century when the inhabitants of the city are assailed with death from the mysterious Century Plagues. No explanation for this curse has ever been established. Inhabitants of the city are struck down even after fleeing the city for the duration of the turn of the century, to the tune of up to a tenth of the population each time. No preference for male, female, rich or poor is made. No sign or suffering is noticed, the dead merely seem to die in their sleep, leaving lamenting families behind them. The next one is due soon; can the party identify the cause of the Plagues and prevent the next one? No one seems to mention that the Royal Family are never effected...

**CY485** – The vanished Castle of Broadoaks remains a mystery. Perhaps it is trapped in some demi-plane, the haunt of who knows what kind of weird beasties? Sir Oscar the Broad Oak was a very successful adventurer and his castle was said to bulge with treasure...

**CY444** – The Archmage Panzar who plunged to his annihilation after fighting a mighty Efreeti in the Necklace marked the landscape where he fell with a deep hole. **The Pit of Panzar** is a dungeon adventure planned for release later in 2019, estimated.

**CY435** – The ruins of the home of the Archmage Mirt in the Barony of Warbois is the setting for a dungeon adventure module scheduled for release later in 2019 (probably called **Mirt's Folly**).

**CY411** – Baron Melthezaar was identified as a Vampire and slain, but some of his family escaped. They could be anywhere by now.



**CY395** – The demigod Bolimar Greystreak hasn't been heard of for nearly 200 years. He was once a hero of the city and a loyal servant of the king. You have to wonder what he has been up to in all that time?

**CY391** – Starfall remains a strange place, centred around the over-grown ruin of the Storm Giant's smashed castle that fell from the necklace. The area is still magical and the haunt of supernatural things.

**CY388** – Long Drop Pass is a well-established trading route between the Land of the Young and the Forests of Loom. The castle at the top of the pass is a magnificent fortress but the mountains around are still infested with nasty things, particularly to the east. There are some possibilities for forays into the Darkworld from here.

**CY366** – Belgane remains a very independently minded community. There is a strong separatist movement amongst its citizens that wants to throw off the allegiance to Dunromin and become independent again. King Mordred maintains a Guarde outpost nearby to keep an eye on things. This represents a different kind of adventuring opportunity involving spying, investigation, intrigue or even assassination.

**CY365** – The Oomlanders remain a threat, most claim, but the establishment of trading links with their distant empire could be incredibly profitable. It is likely Oomland has changed considerably over the years so there may be all kinds of opportunities here for the ambitious merchant and his bodyguards.

**CY335** – The arrangement of the Monks in Dunromin and the lands of Barnaynnia is that they are a fighting sect of agnostic clerics. Rather than deities they get their powers through their own spiritual connections with the Moon and the Sun, as well as other natural/random phenomena. There are several Sect or Cult hierarchies around the planet. All of them have capitals based in monasteries somewhere and distributed smaller monasteries owned by one Sect or shared between several (as in Dunromin). All of these Sects have their



own histories, ambitions, secrets and treasures. All are ripe for adventure.

**CY332** – The Deep Elf books brought back by Lady Arrowsmith are a potential route into all kinds of dark elven mayhem under the mountains.

**CY317** ~ Ulfhelm is an interesting Principality whose ruler is traditionally referred to as the "Big Man". The locals are stoic and grim but have a biting sense of humour and a reputation for avarice. It is a place of relaxed racial attitudes and remarkable tolerance, although Ulfhelmers are staunchly proud of their Ulfhelmer heritage. They also play a game with clubs and cork balls they call "Cricket". Ulfhelm is divided into four quarters, called the Ridings and named after the compass points. The different areas of the Principality produce sufficient coal, wool, potatoes, rhubarb and beer for export.

**CY315** – As has been said, the Necklace is a very magical place. Anything that drops from there might have many secrets and treasures associated with it. Who knows what might exist in the misty Grey Marshes near the Barony of Splendid?

**CY312** – Azurateth the Necromancer was a little inconvenienced by being burnt at the stake, but it suited his purpose to have people believe that they had beaten him and that he was dead and gone. He's still out there, somewhere. See the NPC Character Class Necromancer in the Appendices for more information.

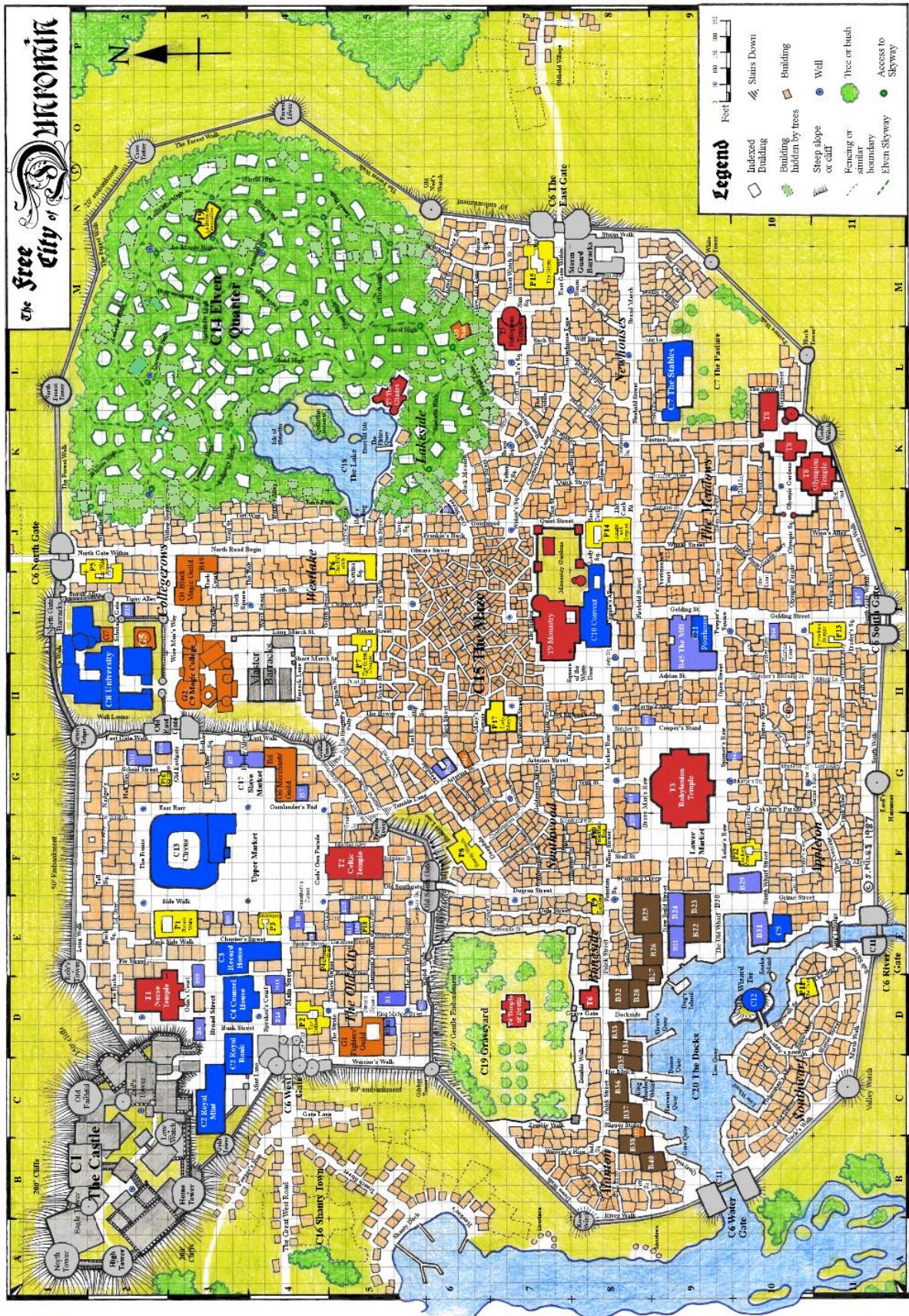
**CY284** – The City of Karan will be detailed in another publication. The history of the region around it is still scarred by the treachery of the Turncoat Vassals. Old families have dark secrets, old enemies and far more pride than is good for them.

**CY207** – Hougloff the Wizard and the Princess Melikki did indeed run off to the Hellmarch Mountains. Whether she was willing or unwilling in this remains uncertain – any conclusion can be taken and their offspring might be anywhere and doing anything. Hougloff was very powerful but of peasant stock and would never have been allowed to marry the daughter of the king, regardless of her feelings for him. Hougloff's power could have been used to

make some kind of home for them in the mountains or beyond, away from the petty familial politics of the Land of the Young.

**CY168** – The Blasted Heath is an area of high magic and ruined civilisation. Lots of fun to be had there!

The older history of the Land should make further interesting reading but the list above gives an insight into the huge variety of possible scenarios and campaigns available within a few days travel from the magical City of Dunromin.



## Official Hierarchies, Social Groups and Subgroups

Social Class		The Lord of the City, King of the Land of the Young					
UUUC	The Counsel of Three	The Privy Counsel	Earls	The City Treasurer	The Master of Records	Royalty Family	
UUC		Guarde Captains	March & Home Counties Barons	Shield of the King		Temple Masters	Royal Family of Karan
MUC	University Principle	City Knights Dukes	River and Southern Barons	Bank Master Mint Master	The Guild Masters	Senior Priests	Extended Royal Family
LUC	University Staff	Guarde Officers	Northern March and Eastern Barons	Leaf Lords Hammer Barons	The Mayor Poorhouse Master	High Level Paladins	Elven & Dwarven Speakers ***
UMC	Famous Adventurers ** Troll Hunters		Other Minor (SW and NW) Barons	Sheriffs	Civic Ranks *		Mid to high level Clerics
MMC	Magic-Users	Knights	Sages		Merchants		
LMC	Guardesmen			Teachers	Craftsmen	Nuns	Elves
ULC	Soldiers			Shopkeepers		Witches	Dwarves
MLC	Mercenaries			Farmers	Tradesmen	Monks	Halflings Gnomes
LLC	Sailors		Fishermen	Apprentices	Labourers		Half-orcs
Under-class	Beggars		Assassins	Criminals	Slaves	Humanoids	
Outlaws ****						Traitors	

The table above reflects the social ranks of the various individuals and groups within the Free City of Dunromin relative to one another. Those at the top are the Big Cheeses; the movers and shakers that make the city work, detailed shortly. The lower level characters, that grease the wheels and actually do the work, will be dealt with later in this book.

\* **Civic Ranks** include the Royal Architect, Harbour Master, etc.

\*\* ‘Famous Adventurers’ means successful and well known adventurers with no other specific rank; 7th level or more, or just high profile or rich. “Troll hunters” are a special adventuring type detailed later.

\*\*\* The **demi-humans** that are the leaders of, or ‘Speakers’ for, their communities but whom are not Barons (equivalent ranks for non-humans are Sheriffs if they are Halflings, Leaf Lords (or more exotic titles) if they are elves, Hammer-Barons if they are Dwarves, all equivalent to minor barons) or having another official rank. While they have no real official clout their social standing



within their own communities means they have some influence and therefore social standing in human society as well. In the relevant demi-human society they are probably higher than this. Examples of these people are Elven Storytellers or minor royal family, Halfling master brewers, Dwarven warlords and Gnomish master craftsmen.

\*\*\*\* **Outlaw** is the proper term for ‘criminal’. These are persons who have been

found guilty of an act in contravention of the Law. They are therefore Out of the Protection of the Law, hence Outlaw. This means they have no claim to respect, property, personal freedom or safety.

Usually, when some land-owner is declared an outlaw their property becomes the property of the person declaring them an outlaw (Guarde Captain or the King) and any dependents they might have who have no property of their own will effectively be destitute, even if the outlaw was only a partial claimant to the property, such as a spouse of the real landowner. Of course, such grave matters would have to be adjudged by the king, if significant enough.

The titles in italics on the table are members of the Grand City Counsel and *may* be invited to sit in the Royal Counsel chamber during the King's Privy Counsel Sessions. Sometimes they may even be allowed to speak.

In all cases the position relative to the top reflects the amount of influence and/or respect the named position commands, not necessarily how physically powerful (what character class level) they are. Everything is measured relative to the king, and the people are not mentioned by name but by rank as the persons in these positions may change as the campaign progresses. The current holders can be found by cross-referencing the titles in the Index.



The closest to the king are generally the Private (Privy) Counsel, who are the Upper Upper Class (UUUC). This UUUC ranking is purely to demonstrate these are the absolute power-brokers in the kingdom.

These positions are initially unobtainable to players without something serious happening but are also the most powerful allies or enemies the PCs might get. Of course, as your campaign progresses there is no reason your players can't get a seat on the Privy Counsel one day.

At the other end of the scale is the underclass or sub-class which, on balance, the players may find a far more accessible civic position.

There are several definite layers to the ranking of individuals in society and these get more significant and painful towards the top of the list. The key element here is an understanding of the role of the king as Lord of the City and King of the Land. As Lord of the city he is the manager of all the trade and military organisations operating in the area. Everything in the city is ultimately geared to serve his ambition and all the trade tariffs, taxes and general health of trade feed his coffers. Despite the fantasy nature of the setting, trade remains the key element of the prosperity of the city and the land. The King's main objective is encouraging, nurturing and taxing that trade. This is helped by adventurers who remove threats, bring fresh revenues into the city and often open new trading routes (or secure existing ones).

In the city all the king's revenues come through the tax office. Everyone pays tax and only the king is above the law, which is the King's will and is primarily concerned with getting taxes paid. To this end the ever-resourceful and cunning Lufthearts have developed an unprecedented medieval network of tax assessment, collection and personal auditors. This legal infrastructure is supported by the military machine and some debt collection specialists (who can call on the Garde and whatever other tactics suit them).

These Tax Collectors and Bailiffs are not corrupt, as such, but nor are they angels. There are checks and balances to make sure they retrieve only what is owed and hand it all in. In any dealings beyond that the king will usually support their decisions; loyalty goes both ways after all.

The GM can have as much fun as you like with this in terms of persecuting wide-boy PCs or involving the PCs in the debt collection process. There are also a number of possibilities in terms of patrons coming forward for assistance from the players in tax

debt issues: for instance, proof of fraud by a third party; body-guarding; re-gaining stolen payments; etc. It's all up to you and it is a useful extra level of leverage on powerful PCs or barons, although simple tax collectors wouldn't be sent after deferring barons or other persons of rank. In their case a subtler message would be sent so as to not embarrass a baron in difficulties. If the difficulties were not serious enough and funds were still not forthcoming, then more drastic action would be taken.

In the city the Taxman (Master of the Royal House of Records) is the most important man in the king's personal crew, much as the Chancellor of the Exchequer is essentially second only to the Prime Minister in the UK.

Outside the city things are more political. Since the King's income from the barons is termed "Tribute" rather than taxes these payments are more of a demonstration of fealty, regardless of how it is defined.

In practice the king says how much he thinks the barony is worth and the baron pays it by whatever means suits him/her. If there are difficulties then pressure is brought to bear via political and military means using whatever route is expedient. In the past the king has usually had brothers and uncles (or members of the Privy Counsel) whose loyalty is beyond reproach to go around and politely chase up barons who slip up.

In the present this is not so much the case as no suitable relatives are available and the Privy Counsel are being kept close to the throne. Instead the Lord has a number of other agents, of scalable worth and tastefulness. If you default on your tribute you can quickly find out in what esteem the king holds you by whom he sends to remind you. And by how many reminders you get before things get messy.

Onto this framework of city rankings is grafted other groups associated with the various temples, the trades-people and merchants represented by the guilds and other professional bodies, including adventurers and civic dignitaries. All these are profiled by their relevant position in the table above and the manner of their progression to power as laid down in the Player's Guide.

Non-human celebrities are also recognised in the city and many of the Barons and other important people are not human. Save for some minor adjustment in titles there

is no significant issue as regards social advancement of elves and dwarves, although there is a slight glass ceiling as regards getting married into the Royal Family as far as dwarves are concerned.

Halflings tend not to get very far in this, due to their own tastes in social hierarchies, and humanoids, including half-orcs, will find it practically impossible to get anywhere. Elite Gnomes tend to advance in Constantan society rather than in Dunromin although some are recognised as significant individuals in trade bodies and particularly craft guilds. Gnomes not of the elite classes can be found anywhere they can make a living.

As can be seen the family of the King of the Land, the Lufthearts, hold a very lofty role in terms of managing how all this fits together and avoiding the rich and powerful killing each other, more or less. As part of a deliberate non-interventionist policy the king makes sure the different parts of the system that are outside the largest, most politically sensitive revenue streams are left more or less alone.



The most important trade routes are the March Baronies, between Karan and Dunromin, the River Baronies down to the sea and up to the mountains, and the Southern Baronies down to Long Drop Pass over to the forests of Loom and the Gnome hills around Constantan. These baronies tend to be given more lee-way in terms of delayed payments

and gentle reminders, and their tributes and ranking are higher as a result. These are also the more secure baronies – further from dangerous frontiers and generally run by old, respected and well-connected families.

Recently, a new trade route through the Barony of Troll Bridge in the southwest, into the western Dwarven Kingdoms of the Blue Mountains and down into Central Loom. This is known as the “Wine Road” and its creation has upset a lot of people. Many barons are up in arms about the drop-off in tithes and trade revenues on older routes and the king is constantly receiving requests for action or tribute reductions. Unsurprisingly, the western barons who are benefiting hugely from the change in trade routes are very defensive about any suggested increase in their dues.

As has been said, these main trade routes are the biggest direct interest to the king. Outside these primary areas the barons are, more or less, encouraged to get on with things as they see fit. As long as the regular annual tribute is delivered and they don't get involved in any openly traitorous activities the King very seldom gets involved.

And even if he has to, he will try to act indirectly.

This means that many of the lesser, more distant baronies are, effectively, independent states and regularly in dispute and even open war with one another. The lower the court profile of the barons involved, the less worried about their activities the king is and, as a result, the bigger the issues the barons have with their neighbours and their lord and master's lack of interest.

Of course, this makes things very sensitive, politically, in the wider, outlying baronies and adventuring parties might easily find themselves embroiled in plots and counterplots, open war and various other forms of intrigue when moving around the Land.

The size of the Land of the Young means that communication is often slow so the king has little ability to take a direct hand in internal affairs. However, the ancient title of Earl is reserved for the leaders of roving bands of well-equipped soldiers in the direct service of the king. In times of uncertainty the king will usually put two to four Earls into the field.

Each Earl will have a band of high-level servants (a blend of warriors and

magicians recruited from successful city adventurers and the families of nobles) and a body of men at arms. The purpose of these forces, which may be up to several hundred fighting people plus retainers, is to act as a rapid defence force. Generally, they will travel the land, camping or lodging with the barons (who can offset the cost of feeding them against their tribute) and attacking or moving to block any new threat, be it domestic or foreign.

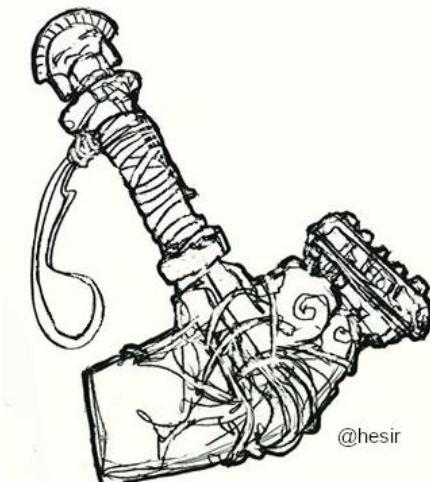


The creation of Earls is usually a matter of great civic unrest as it suggests a threat, internal or external, is imminent. Despite potential unsettling effects on the market, it remains the role of the king to make sure several suitable individuals are available at any time. It is of course a huge honour to be asked to be, or to serve, an Earl and any prudent person would not refuse such a favour.

The net effect of all this on the lives of the players will be such that *any* plot device the GM needs as regards disputes between barons, kingly interference and/or reactions to real or imagined threats to the Land are available. It also means that ambitious players can use whatever Machiavellian strategies they like to further their own plans for power.

It should be noted at this point that the title of Baron is issued by the king to whomsoever he chooses. They may already have land or be given a parcel of land as part of the title. They are then responsible for that land and for giving the king an annual tribute

of gold or equivalent other goods as agreed in advance. A baron is expected to enforce the king's laws but their diligence in this is hardly a serious matter as long as tribute keeps coming. Likewise, they are expected to field fighting soldiers, trained and equipped for war, to the king as and when asked, for whatever reason.



The title of Baron then becomes hereditary so a barony can establish a lineage of considerable wealth and power over time. Barons can be stripped of their titles but this is rare. Barons who die without an heir will find their titles and lands passed back the king and looked after by a Steward, until such time as a new baron becomes available or they are gifted to a neighbouring existing baron. As a result of this considerable time and effort is given by the various barons to secure themselves suitable heirs and marry into more and more powerful potential allies. If you want to know how this works, try reading the excellent Fire and Ice series of books by George RR Martin, or just binge-watch the Game of Thrones TV series.

These strange alliances and changing loyalties can be the source of as much or as little influence on the players' campaigns as the GM wishes, but it is worth noting that even the king himself is not without his vulnerabilities. In fact, his elder brother, Morev, the rightful king, vanished some years ago while adventuring in the Paladin Wars to the far west of the Wildlands. Suppose Morev had married before he died? If his wife bore a son far in the west and this fact was suppressed by Mordred a Player Character

may discover that they are the grandson of Morev and, therefore, the rightful ruler.

The GM can have fun at lower levels as well with endless issues of honour and inheritance between minor nobles. The definition of 'Nobility' by the way is anyone of MUC standing or greater and the close families of Barons.

### Important Social Groups:

(See also the *Guilds, listed in the "Guild-Houses" chapter later in this book*)

This short section gives the GM a bit more detail on the social groups the players are likely to meet. This information may be discovered as the campaign progresses and will not be immediately apparent or common knowledge amongst the city residents. Note that some titles are a very fluid property in the Land of the Young and people might be known in different terms in different parts of the country.

Everyone has a main name they are known by and may have nothing else, or perhaps just a title or nickname, such as Baron Garibaldi who is sometimes just known as Garibaldi but might even introduce himself as Baron Garibaldi of the Murmur. Alternatively, many people have a second name that is a family name passed down through generations, such as Edmund Lufheart, usually indicating a rich family history or at least a claim or pretence to one.

Confusingly, people might also use the village of their birth (or street if they are from the city) as their second name, not bothering with the 'old fashioned' *of* in the middle. For example, Ogranis Divmeng is actually Ogranis *of* Divmeng, Divmeng being the village in the rural south where he was born.

There is yet another tradition where you take your mother or your father's name as your second name and add 'son' to it if you are male or 'dos' to it if you are female. Hence Selina Marydos is daughter of Mary. You may also note some characters have Earthly French sounding affectations which usually means they are of elfish decent (particularly Loomish) or have aspirations that way.

### The Royal Family:

These chaps and their kin rule the land and have their assorted fingers in every

pie going. While not being particularly unfair or wicked rulers their emphasis of leadership is essentially self-serving and bent to benefit themselves and their friends. They have a severe loyalty to their country and city and tend to expect everyone else to have one as well, but most of all to the king and themselves. Most are sensible patriots with an eye for business and profit. Some are dangerous war-like beings but most are out to make money and maintain or advance their position. The Royal family are entirely the Upper Upper Class and have plenty of skeletons in their closets if you can get anywhere near them. If you're after the Royals expect to find enemies and friends in every level of society. As the players get to be higher level and better known in the city, or perhaps save it from some peril from time to time, they may find themselves mixing more and more frequently with the Royal Family. At this point they might find themselves getting embroiled in plots and adventures where a sharp sword is not the best way to see off a foe. An indestructible character might very well be laid low by inappropriate behaviour or attention.

Mordred is the head of the royal family and the city. He has a loyal son and close family but his extended family are a different matter, especially one or two of his sisters. His elder brother is believed to be dead (which is why Mordred is king) but no body has ever been found and no priests have been able to communicate

with his dead spirit, although *Auguries* suggest he *is* dead. The various barons, be they of royal blood or not, are just as fickle as any feudal society. In the history used in this book, Morev was indeed married and had a son while out campaigning. But he was then caught in the thrall of Kzenzakai by a magical ring and made the head Ring Wraith. He was then slain by Garibaldi (not that Garibaldi realised this) but that doesn't *have* to have happened in your campaign, or it might but then have no effect whatsoever in your gameplay. As has been said, Morev's son and even grandson (by this time) might be anywhere or anyone...

#### **The Privy Counsel:**

The king's Royal Court is a place of intrigue and power games where anyone with the right connections might make a name for themselves. This includes all the barons, their families and all the civic and religious personalities detailed later. The top of this hierarchy is the King's Privy Counsel. This small group is the team of well-informed individuals the king relies on the most. Its members are invited and dismissed on a yearly basis and while there is great honour in being invited to join, there is no disgrace in being dropped, unless the reason for the dropping is because of some criminal or treasonous act. Rather when you leave the Privy Counsel it is often regarded as a career progress step, either into



retirement or to concentrate on some other greater task or, as is most often the case, the matter that called you to the Privy Counsel has been resolved. There are some permanent members of the Privy Counsel and these are the Master of the Royal House of Records (Taxman) and the City Treasurer. In addition to these there will usually be a member or two of the Board of Three present, the Board of Three being the heads of the College of Magic and the Guild of Magic. These days usually Mozgad, the king's uncle (and one of the Board of Three), is present, along with the head of the Norse Temple and some other prominent, powerful people (see Baron Darkmoor, Medramb Luftheart, Lord Frederick, Edward of the Guarde and Mayor Methrin Goodson). There is also the role of "Shield of the King" or the King's Shield Bearer, which is an official title for the king's chief bodyguard and enforcer. The Shield is usually a very highly skilled warrior but not necessarily a leader of men or a bureaucrat. His job is to attend to the king's safety at all times and ensure security of the king's will (which means making sure people whom the king wishes dead or arrested receive what's coming to them). The Shield usually works closely with the Guarde Captains and will not be required to be an Earl (although they have the same rank). The Shield attends all the Counsel meetings with the king but is very rarely called upon to speak. The links between the Privy Counsel and the Town Counsel are the Whips. These are three individuals, politically powerful and old and trusted friends of the king. While not always members of the Privy Counsel as well, they are often present and will pass messages and directives between the two bodies. Mayor Methrin Goodson is one whip while the other two are Sir Dwelte of Deepdale and Baron Howerrin.

#### The Elves:

This disparate group of demi-humans are dealt with more generally in the players' book but you should be aware of the level of integration between the elven and

human communities. While elves tend to view themselves as a cut above everyone else and there are those humans in the city who hold them in awe, it should be noted that for all intents and purposes they are just another group of citizens who have to pay tax for the water they drink just the same as everyone else. The younger High Elves in particular are getting more enthusiastic in their relationships with the other races and this will probably be reflected in the elven representation within the party and the NPCs they interact with.



#### The Dwarves:

Are less numerous and less well integrated than the elves. Most of the dwarves living in the city don't see it as a permanent position. They don't have any interest in the place, even given the prospective ownership rights they have to the city, and most are only trying to make enough money to back to their home cities and show off. There are few female dwarves in the city, not that anyone would notice much due to the beards. Most dwarves in Dunromin are therefore male and single, and therefore given to the kinds of pastimes associated with males everywhere. The image of drinking and fighting is not a correct profile of dwarves

in general, but it is borne out in and around the city.

### **The Gnomes:**

Are more numerous in Dunromin than in the rest of the Land but are still a small minority. Their unique attitudes towards each other, other races and money have given them a rather sordid reputation. Gnomes are mostly selfish, liars and profiteers, even the Lawful Good ones. They don't come across as nice people at all but have certain endearing qualities. They do tend to be extremely loyal friends, once they have become a friend. They have a fascination with detail in all things – engineering, art and literature. Gnomes tend to be very observant.

### **The Halflings:**

Bumpkins or bandits. It is not unusual that adventurers tend to view Halflings as targets for bullying and ridicule. There are some very nasty Halflings around but generally they are a harmless sub-species you might use as a patron or for comic relief. One exception to this is Jerry Twoshank – an interesting NPC to have interact with the party at some point. Halflings are usually very good at whatever it is they do. Their temperament is modest but they do take pride in their work, often rising to being great masters of their chosen trades and crafts. The largest populations of Halflings outside the city are in the meadows and valleys to the south and southeast where they grow much of the produce and almost all the beer consumed in the capital.

### **Knights**

Significant fighters who either come to the notice of the hierarchy of the city or are born to families that already have a significant presence in the king's court (the children of barons for instance) might be invited to be knighted, becoming Knights. This is a significant role within the military of the kingdom and represents a dedication of life to the protection of the realm and the

celebration of its core values. This is commonly referred to as Chivalry and the elven equivalent is the Chevaliers upon whom the model might be based. Anyone with the title "Sir" is a knight of the city. This means they have been formally recognised by the king in being knighted and are expected to live by a more strict code of laws, honour and bravery than normal warriors. The nature of these rules can be found in any romantic book about the fairy-tales of King Arthur and such. These are the warrior elite of the city and are all members of the Militia. They will also be careful to maintain their positions in society and take a pride in the level of respect and good manners they show their peers.



### **The Guarde:**

A very insular and raucous mob and are dealt with in more detail later. They are mostly lazy and tend to look after their own interests first and foremost. The richer you are the more likely you are to benefit from their efforts, or at least receive any kind of justice. Don't expect them to intervene in fights too enthusiastically. It is more likely they will wait until it's over and arrest the survivors. The Guarde represents an interesting potential career or background for the players, but the party are more likely to come into conflict with the Guarde really – there is more

guidance on this eventuality under the details on the *Guarde Regiments* later. Persistent offenders will be treated less and less fairly, if they're even treated with any fairness in the first place. Of course, having friends in the *Guarde* or influence with their commanders can be *very* useful. Bribes can work too.

#### **The Monks:**

As has been described in the *Players' Guide to Dunromin*, the Monk is a special kind of Cleric. They must be human as only the humans seem to have the direct link to the purer forms of the subconscious that control magic. While the Elves have Nature, Dwarves have Earth and Stone, Gnomes seem closely linked with intellect and the Halflings to playfulness and childish things, only the Humans seem to have at their core a relentless spirit of dominance, for good or ill. This power manifests itself in many humans as a direct, psychic link to the Moon, as the source of Magic, and the Sun, as the source of Life. These marked individuals are chosen, tested and, if appropriately powerful, qualify as Monks. This means they are Clerics, with clerical spells and abilities, but without a patron deity, although some remain loyal to certain temples. They are restricted to blunt weapons (as per all clerics in the Core Rules but not on Barnaynia) and leather armour only, as the shedding of blood is against their temperament and metal armour interferes with the unique way their powers flow. They regain spells as per normal clerics but through Meditation rather than prayer (although both work the same in game mechanics). They can use Clerical spells up to and including level 5 spells, but no higher. Otherwise they are pretty much as per normal Clerics but of a Sect and the Monastery rather than a deity and a temple.

#### **Humanoids:**

The number of humanoids in the city is increasing due to trade but they still not numerous, tend to be very nervous and move in groups. They avoid certain areas

of town completely and will always run from a fight unless they are being paid to stay. The party might see this as an opportunity for some quick XPs but endless attacks and fights within the city walls will attract attention: In such a situation the *Guarde* or some other authority figure will 'have words' as the behaviour will be discouraging trade, as will traders around the fight sites who will be losing business. The Babylonian Temple, however, might show an interest and even court human members of the party, to the detriment of non-humans.

#### **Undead and Lycanthropes:**

Things walk out of the graveyard from time to time and, being a centre of population, the city attracts other creatures to feed as well. Most are dealt with quite effectively sooner or later, the exceptions to this being the small vampire population in the city: Alan son of Matthew and Nicolias Morgul being the highest profile NPCs who are actually vampires. The GM can put the party into conflict or alliance with these individuals as suits them. Quite what their ambitions are is pretty much up to the GM, likewise how they get along with each other, or not. Old Nick, for instance, is researching some magic items that will allow him to walk the earth in daylight and mix with normal society. Quite how Big Al feels about this is up to you – he would certainly want such things for himself, by whatever means.

There are also a few Necromancers active in the city and the local baronies, but probably only acting through agents and based in a dungeon or fortress further afield, if they are of any significant power. Spectres and other haunting spirits may appear and attach themselves to areas for whatever reason. If they are outside the graveyard then they are outside the jurisdiction of the Temple of Death and the *Guarde* might invite the party to sort such issues out for them for a (very) small reward.

As mentioned in the Player's Guide, certain forms of undead and lycanthrope can retain the abilities they had in

'normal' life, so that creatures like Nicolias Morgul, known as 'Old Nick', and Otis the Ratman can become much more threatening and sinister creatures. As an example, Nicolias has been a patron in a very successful series of adventures run on four separate campaigns in play-testing Dunromin. In it 'Old Nick'



advertises for some adventurers to do some special tasks for him and then *Charms* them when they come to see him. He then employs them (by paying them in case the *Charm* fades) to collect magical ingredients to certain spells he has prepared. The ingredients are hugely varied and different but the spells allow him protection from direct sunlight (by wearing magical sunglasses) and allow him to disguise his evil and undead nature from even magical examination. The result is a very dangerous individual bent on re-taking his original kingdom in the west of the Wildlands. In one campaign it led to the party being changed into 'Ring Wraiths' (that weren't really Wraiths at all but a more powerful and sinister form of undead) and some highly bizarre and amusing adventures searching for the Wunn Ring ('Wunn ring to rule them all, Wunn ring to find them, Wunn ring to bring them all and in the darkness have a few beers.' It is a most excellent campaign and will run and run).

More generally, Undead can be an amusing and distracting threat to use on the player characters and should be varied as an encounter. How about a wight wrapped in bandages like a mummy, or a single folded sheet like the Turin Shroud? And think about all the other burial techniques and how the people in them might appear as they become undead. How about a Wight in plate mail, or a ghost in the shape of a phantom dog? Humanoid zombies seem to confuse players for no reason that is easily explained. Or instead of an animate dead from a 9th level cleric animating 9 humans, why not a 9HD monster? Animated fossils of Tyrannosaurs are fun (although strictly speaking they're not bones, but stone. So what?). Of course, an animated skeleton Dragon would not have a breath weapon, but a Zombie one might.

Lycanthropes are more usual in this role and need no special attention here. Concealing their natures and alignments are the biggest issues facing a lycanthrope trying to survive in Dunromin, but that doesn't mean they are not out there – see Otis the Ratman.

#### Sewer Porters:

See White Dwarf magazine's 'A place of damp and dark'. These people run clockwork barges through the city's sewer systems and make their money smuggling people and cargoes around beyond the reach of the authorities and the thieves' guilds (or for the thieves' guilds, or for the authorities). They are a very odd bunch; insular, miserable and often quite mad.

#### The Sailors:

Dunromin has a rich sailing history of discovery and looting. Their sailors are more akin to pirates than warriors and even the merchants aren't averse to a bit of piracy when it suits them. Dunromin merchant ships tend to be very heavily armed.

The party might include some characters with sailing backgrounds, natives of the city or not, or the party might want to hire

a ship for transport for whatever reason. Always treat sailors as a breed apart and somewhat proud and elitist. Beyond this they can be anything from Jack Sparrow to Vikings, as suits your whim, and crews might be made up of a variety of different nationalities.

A separate and less celebrated breed of sailors are the Rivermen who move cargoes up and down the River Greyflood and its tributaries, generally as far as the Grey Havens downstream and perhaps as far as Troll Bridge upstream. This is a good way to move deeper into the south as the river is wide and slow for much of this route and the cargoes include passengers as well as timber and produce. One of the Heroes of Baron Garibaldi has started bringing wine from Troll Bridge and the Wine Road down the river as well, undermining the Long Drop Pass route into Dunromin even more. Rivermen are much more civilised than their salt-water brethren, often living on the river or having a permanent home somewhere on the riverbank.

It is worth mentioning that the Grey Elves of the Land of the Young have a seafaring history as well – using their long life-spans to explore forests and seas as takes their fancy.

#### The Religious Fraternity:

This group are surly fanatics and profiteers. Due to the First Apostle the behaviour of most religions in Dunromin has more in common with insurance companies than the church. They are constantly trying to wheel and deal and get more worshippers, often by seeking to discredit their opponents' abilities or whatever other means comes to hand.

The temple to which PCs attach themselves may have a big or small effect on their career, as suits the style of your campaign. While overt prejudice based on religion is unusual (apart from the Babylonians) it certainly still happens – the Norse Temple jealously guards its links with the Royal Family and in any interaction with the King, non-Norse worshippers will be at a disadvantage.

Changing religion and temple does happen for various reasons although numerous changes are very much frowned upon. Play it to suit your style. The temple should not just be seen as a place for healing and training; clerics and others can lodge in the temples and there are constant conflicts between temples over various issues, from rights to parade on holy days to approval or disapproval of new city policies (trade with demi-humans, let alone humanoids, is not popular with the Babylonians for instance). Active feminists in the party might find their ambitions conflict with the teachings of one religion or another, although there is also a suffrage movement within Dunromin which the GM may wish to have come into contact with the party.



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Clerics and Druids changing deity will lose all their powers and have to start from scratch again, **as would anyone changing alignment**, assuming they survive the wrath of their patron deity. It is possible the party will have alliances with several temples or none, either is

perfectly acceptable. Note that due to the need to maintain worshippers and the income they bring, all the temples are more evangelising about their own faith than they really should be, but this need only be played out so far as it is amusing. The Heliopian Temple may be the most useful to the party as it is in decline and desperate for funds to complete the mausoleum they are building outside the city. As a result, they could probably be persuaded to do anything if the price was right.



### Magic-Users and Illusionists:

Are quite common in Dunromin compared to the rest of the world, due to the wealth of training, high background magic levels and resources available. There are all sorts, including charlatans and profiteers, and any one particular type can probably be found in the city somewhere at any given time. Expect a high knowledge of magic even among the common people, who will know the names of major spells and roughly what they're capable of.

Again, this is a group the party are likely to come across a lot. There are representatives of the magic using classes

in the Guarde and generally around the city so feel free to roll out magic users and such whenever the plot needs them. Many keep a low profile but many also act up their powers to scare off competition. Some are like the bumbling, self-interested power-broker's of Terry Pratchett's "Unseen University", others more like the pompous and narcissistic mages of Jack Vance's "Dying Earth". The term "Trickster" is common slang for a Magic-User/thief multiclass as this is such a popular option.

### Black Magicians:

This is a strange phenomenon for most RPGs and is effectively a segregation of one sort of magical practice from another. In truth the difference is more or less the same as the difference between Rugby Union and Rugby League. It's very important to those involved but meaningless to everyone else. A better comparison might be between Pool and Snooker. Pool (Black Magic) is looked on as a poor cousin for social undesirables, more often associated with gamblers and drunkards than sportsmen. In truth the difference is harmless and too many people have links with both guilds for one to gain status over the other. While the Magic Users' Guild is the major political player, the Black Magic Guild is more varied in its membership (including witches, debutantes and even people who do not actually use magic as such, like midwives) and is therefore much larger.

### Monsters:

There are a number of monsters living in the city for a variety of reasons. The usual strange ones like Bookas and other Faeries are everywhere (see the appendices for more information), while there's at least one troll, lots of griffins, probably a Pegasus or two, some vampires and a little enclave of Wererats. While not encouraged (obviously) there is no reason why any low-profile monster couldn't set up base in Dunromin and survive. The wandering monster tables later in this book reflect this.

### The Upper Human Classes:

The upper class of Dunromin is as snobby and incestuous as anywhere. There are often hidden rules and agendas governing the way in which one might behave in their midst. The average player might see this as a nice piece of escapism but remember that practically every powerful family has a link with one of the thieves' guilds somewhere down the line. Blackmail is a dirty word but many of the most desirable potential partners in the city are of the upper class and you can't get one unless you dance to the right tune. Regardless of their real links with the underworld, however, all royals and nobles are considered 'gentlemen' and 'ladies'. This means it is universally accepted as an unassailable truth that they have unimpeachable morals and will be trusted over any other social group by the Garde, Guilds or any other organisation or individual the party are likely to come across. Powerful people are obviously favoured by the gods and NO ONE wants to go against the will of the gods...



The main groups of the upper classes of interest in Dunromin that are on the table of the social classes in the player's book are the March Barons, Home Counties Barons and the River Barons, although all the barons do appear in the capital from time to time, at least once a year.

If the players get to high enough level that they seek to found a fortress or an area of land to call their own they will probably gain these titles (see the separate book *Gazetteer of the Land of the Young* for details on this). March Barons have land in the productive central and western regions of the Land of the Young. The River Barons have lands on the flood plains of the Greyflood as it flows towards the sea. The Home Counties Barons hold lands in the central area close to the capital. Other lands are just as prosperous but of less social significance for parochial reasons or traditional allegiances.

Of course, as a great person once said, men seek only power, which means all the upper classes are desperately trying to keep everyone below them, which includes everyone else in the upper classes and especially those of the lower classes, and foreigners of course.

Many of the barons have read the monograph "Securing one's right" by the old priest of Athena (also the son of a baron) Thlebias Tool and use its lessons wisely and often. By a bizarre quirk of reality there is a copy of this tome available on Earth called "The Prince" by a chap called Machiavelli.

The Barons themselves are the core of the ruling elite and may be of any race or class. Some classes prefer other titles and there are other ranks within the Land that the party may also come across - many mages prefer the title 'Duke' for no reason other than their peers are also dukes and many barons are fighters or subclasses.

Barons may be of any alignment, in theory, and may have any number of motives and ambitions. They may be help, hindrance or arch-enemy to the party but they will, always, be there on the periphery, sticking their greedy noses in where they are not needed...

### Outlaws and Bounty Hunters

The medieval term 'Outlaw' means literally 'one outside the law' and it is this meaning that is used in Dunromin and the Land of the Young. The consequences of someone being declared an Outlaw are

that they are immediately denied all the protections and advantages of societal law.

This means anyone can attack them, steal from them or do anything to them with impunity. If someone of status so offends the king then they might be declared an Outlaw and have a price put on their head. Anyone declared an outlaw ceases to be able to lawfully own any property at all and anyone can, pretty much, help themselves to it all.



An example of this is the ex-Barons who were involved in a recent revolt in the north led by Baron Ferrous. These individuals are now on the run or dead, their lands seized by the crown and currently being administered by Stewards appointed by the king.

As Outlaws often have a bounty placed on their heads (dead or alive, usually) so it is that adventurers may often make some money for themselves as Bounty Hunters. This is a generic title given to one who is habitually or temporarily hunting down an Outlaw for the benefit of the bounty. Such a title might be applied to the party if they do this. Such a label will persist, whether the party like it or not. The powers that be are quite keen on their will being enforced and will be appreciative of

those who help the lawful will of the King to come to pass.

All convicted criminals are Outlaws until their penance is served and they have no legal recourse to recover any damages done to them whilst outside the law. Likewise, non-humanoid but intelligent monsters are 'Outlaws' by default. There is a point of debate regarding Humanoids and no rules are set in stone save to say the Guarde will probably turn a blind eye to any odd mistreatment of a humanoid (or slave as long as it's done by the slave's owner), as long as it doesn't upset trade. Indeed, any humanoid inside the city walls after sun-down is an Outlaw by definition...



## Women

The Core Rules are written to preserve equal opportunities within the game system to appeal to as wide a customer base as possible and remove any gender-bias. Dunromin and the Land of the Young proudly maintains this balance and has enshrined feminine power in the campaign setting. In fact, one campaign was based around a majority female party and their attempts to build power and reputation to promote the Suffrage movement within the city.

Dunromin is roughly a mediaeval society but in its equivalence and freedom of women it hugely breaks with its traditional historical setting.

While the laws of succession are based on the male-dominated human society that founded the Land of the Young, at the time of play in Dunromin society is erring more and more towards the elven ideal of complete equivalence of male and female. If the GM wants a truly realistic medieval setting then they will need to research the appalling deprivations visited on women throughout the medieval period.

However, one might observe that the increasing prominence of women in a city where magic makes the bearing of children a far less hazardous occupation does make sense as well as making the setting a lot more flexible.

Women do not need to be breeding machines if childhood mortality and death in childbirth is significantly less than 50% (at least in the moneyed classes). Likewise, the favour of the gods can be enlisted more easily and more apparently in terms of successful conception, surviving childbirth and generally liberating the women from their 'traditional' roles and allowing them a career. The philosophy behind Barnaynia embraces this completely.



Similarly, the talent to use magic is apparent in about one in a hundred citizens of the Land of the Young (an unusually high average) and is not biased in favour of one sex or the other. In order to take advantage of this resource the Magic College and most temples have always admitted women as equivalent to men. Anyone suggesting otherwise would probably be laughed at.



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## Important Personalities:

Here listed are some ideas for NPCs the party might come across as they move about the city. There are many NPCs listed here with enough information to bring them in the game as appropriate. For some personalities there is a lot more detail in the later Key NPC section.

Specific stats are not included as these would limit the application of the person to parties of different levels and situations but a general class/level is given for guidance as well as any special abilities or items the NPC may have. If no stats are given then assume a

normal human or Peasant class. Of course, the GM can over-rule these suggestions and make up whatever powers, levels and treasure they like as befits the occasion. Some specific personalities are singled out for special attention and extra campaign hooks in the “Other NPCs” sections later in this guide.

As a guide the following table gives some idea of the kinds of powers of these individuals. The rest is based on the likelihood of higher-level characters having higher stats, either through training or natural talent, which have enabled them to survive to that level.

Description	Level Range	Prime requisite	Other stats
Low level	1-5	16-18	4-17
Mid-Level	6-10	17-18	9-18
High-level	11-17	18+	12-18
Very High-Level	18+	18+	14+

## Royal Family, Guard Captains and Temple Figureheads:

*This section details everyone whom might be referred to as “Royal Family” and their key associates. Unless otherwise stated they will all be rich and have much influence. Any native of the city will be aware of them and most regular visitors too. They will all be well equipped with mundane and magical items as well as employing bodyguards where necessary too.*

King Mordred Luftheart, Mordred the Mighty, Lord of Dunromin and King of the Land of the Young: *[much more detail and stats are given in the Additional NPCs section at the end of this book, along with his bodyguards]* Second son of the last lord and king, Marioch Luftheart and his wife Edwina of Karan. Mordred has three brothers and two sisters, Mordred being the second eldest son. The eldest son, Morev was a brave Paladin who was lost in an expedition known as the ‘Paladin Wars’, which went to the West Coast of the Wildlands in CY543. Mordred was crowned when he was 36. His mother died two years later. Mordred is a wise and capable man with an illustrious Knight adventuring



*King Mordred Luftheart, King of the Land of the Young, Lord of Dunromin*

history behind him (he has earned the title Lord). He has settled into the role of ruler a lot easier than his elder brother might have done and is at home with the intrigues and shady characters that keep the trade in the city alive. He keeps a tight rein on all levels of society through his family,

servants and contacts, with the close help of his best friend, Baron William Darkmoor, and his Privy Counsel. Mordred's wisdom has kept the city from ruin on more than one occasion. Mordred fell in love with and married a half wood elf called Olana and they have had two sons (the eldest human, the other a wood elf) and four daughters (two human, two elf).

Mordred is a reasonable man but will stand for nothing that threatens his family, land or subjects. He tries to keep a close eye on his barons, mainly through the Records House, but it is difficult with such ambitious, remote and powerful people. He achieves what he can by extending them enough rope to hang themselves, a policy which has been successful although occasionally problematic. With the power shift on trading routes to the west and the general perception that Mordred failed the barons when Kzenzakai attacked, Mordred has lost considerable popularity with many of his supporters.

A prime example of Mordred's shifting position is the apparent change of his perception of his protégé Baron Garibaldi to potential opponent. Despite this recent shift in grip Mordred has had some remarkable ideas and understands thoroughly the theory behind many of the amazing wonders of Dunromin.

He is rightly proud of who he is, what he has achieved and all of those about him, particularly Baron Darkmoor. The King holds regular festival feasts in his castle, to which many important people are invited, and is always present at the weekly meetings of the Privy Counsel, where he is chairman and judge. His decisions are final and cannot be questioned.

He has recently re-instated the old role of Earl although, however honestly meant, this has unsettled many barons who see it as a political tool to bring them back in line rather than a defence measure in response to their own demands for greater security.

Mordred is still smarting from the War of the Ring and the rebellion in the

north that followed. He is also getting to be an old man and suffers from growing doubts and paranoia. He has total faith only in Blackmoor, his brothers and his son, Morev (Edmund). He is accompanied everywhere by the Shield of the King; his personal bodyguard, Sir Oswald Darksmelter, and several other armed guards, as well as a curious bald man who wears red robes, known simply as 'Samuel' See also the section on key NPCs later in this book.

**Princess Charlotte Luftheart, Princess of the Land of the Young:** Elder sister of the Lord by 3 years and married to Sir Godram of the Guard. She has two sons, Sir Tristram, a Paladin, and Edward, a successful wine merchant.

**Edwina Luftheart:** Eldest daughter of Mordred and the ex-wife of Lord Frederick of the Guard, she is now dishonoured and banished from the city. She lives in a village to the south under the watchful eye of the local Baron of those parts. She is a bit of an embarrassment but Mordred loves her too much to stay angry for long. She is not a bad person, just careless and too romantic. She had two affairs while married, one with a sea captain and the other with an adventurer who still visits the city and her from time to time.

**Prince Garan Luftheart of Karan, Lord of the City of Karan and Prince of the Land of the Young (uncle of Mordred):** A high-level fighter and Knight. A noble old warrior whose exploits are legendary throughout the world (or at least the bits that matter). He married the only daughter of the last Lord of Karan and inherited the title that way, thus uniting the two cities and the land once more under the banner of the Lufthearts. He is currently training his nephew Prince Morev (known as Edmund), heir to the Crown of Dunromin. Garan has two sons and two daughters. Do not confuse Prince Garan with Sir Garin.

**Prince Sir Gareth Luftheart:** Younger son of Garan and a witty, charismatic Knight of some distinction (a Fighter).

Unmarried and being groomed for some sort of ambassadorial role in the future.

Prince Sir Gurth Luftheart Eldest son of Garan and heir to the throne of Karan. Is more like his father than his brother and famed for his Germanic ways; lack of humour and a long duelling scar down the left side of his face. Think of Adrian Edmundson in *Blackadder Goes Fourth*. High level Knight (Fighter).

Princess Loella Luftheart, Princess of Karan: Eldest daughter of Garan whom was tragically kidnapped by an Anti-Paladin called Juno Doomskull. She was rescued by Sir Gawain Dirkschnieder ('Gawain the Insane') and married him. He is in the service of Sir Tristram and they live in an apartment in Sir Tristram's house in Dunromin. Low level fighter.

Princess Lorna Luftheart the Fair, Princess of Karan: Married to Juno Doomrumbum, head trainer of the Dunromin Fighter's Guild. Princess Lorna is very fond of her station in society and gossips more than the vicar's wife in *The Simpsons*. Low level thief with skill in the short bow.

Princess Madeleine Luftheart, Princess of Dunromin and the Land of the Young: Daughter of the king; born a Wood Elf and yet to mature.

Princess Mariane Luftheart, Princess of Dunromin and the Land of the Young: second daughter of Mordred and lost at sea when she was 14. There is a memorial to Princess Mariane in the outer courtyard of the Lord's Keep.

Prince Medramb Luftheart: Master of the Royal Bank, younger brother to the king and a permanent member of the Privy Counsel. Never married and with a string of relationships behind him, including one with Mary (as in Lady Mary - see also Sir Garin of the Garde). Once an adventurer, although not very successful, Medramb is now retired from that career and that of being a Garde Captain, which he once was as well. He's a mid-level Fighter/Magic-User. As Master of the Royal Bank he is in charge of making sure the capital's funds are kept under safe guard. This

he does by guarding them well, with guards and magic, and keeping a close relationship with all the thieves' guilds. Medramb himself is a dour and cynical man. He needs a hobby.

Prince Mirim Luftheart, Prince of Dunromin and the Land of the Young; Mordred's second son, born a Wood Elf and yet to mature.



Prince Morev Luftheart, or more properly Prince Morev II of Dunromin and the Land of the Young, Earl of March, heir to the throne of Dunromin. Born in CY552 and named after Mordred's elder brother, Morev is more commonly known by his familial name Edmund or Prince Edmund. He is currently in the service of Prince Garan Luftheart of Karan, learning the responsibilities of a Lord of the Land. He is a well-qualified Knight (Fighter) with more than a passing interest in the more fleshy delights of life available to one of his rank and position. When visiting Dunromin (usually at Festival Time) he tends to spend a lot of time with his friends from youth and squire training, notably Sir Tistram, Lord Frederick, Eldredd of Bremen and others. He is a bit like the Prince Henry character in *Henry the Fourth Part One* by Mr Shakespeare, and Eldredd is his Falstaff (a bit, he's a Ranger who travels a lot...). Morev is one of the appointed Earls although he tends to have his missions restricted to the less

hazardous tours of the south and east, in the main.

Princess Mornema Luftheart, Princess of the Land of the Young, member of the Privy Counsel: Mordred's younger sister and widow of Sir Gershevin, knight and marshal of the navy (now non-existent) who was lost at sea with Mordred's own daughter. Mornema is a total snob who keeps herself busy with a controlling role in the Poorhouse (so she can keep an eye on the serfs) and attempting to match-make appropriate royalty throughout the court of this and other local lands. She has a number of unlikely associates but is only using them. She might readily take it upon herself to scupper any society aspirations any of the players have if she takes a dislike to them.



Prince Mozgad Luftheart, the Royal Archmage, uncle of the king and member of the Privy Counsel: A very high level magic-user (30+) and an illusionist, he sits on the Counsel of Three as a leader of the Guild of Magic. He lives in the Mage Tower with his friend Cornelius Stinge and their (limited) families. He has been married and widowed twice. The second was reincarnated (by his

magics) as a female Halfling, which is why he never re-married (she still lives in the tower as his wife). He has one son and one daughter from his first marriage. His son is a knight in the service of Sir Tristram, while his daughter Tania lives with him in the Wizard Tor. He employs a number of magical servants and is hugely powerful. He also has a collection of cats and spends most of his time in the Tor or at the Castle, but is never seen travelling between them.

Princess Nirana Luftheart, Princess of Dunromin and the Land of the Young: Daughter to the king, born a Wood Elf and yet to mature, currently studying at the Name of the Rose College for Ladies in the Old Town. She is accompanied whenever out of College or away from the Palace by her bodyguard and companion, Helen of Went.

Queen Olana Luftheart, Queen of the Land of the Young: Also known as Olana Half-Elven. She is Mordred's wife and mentor. Her mother was raped by barbarians and Mordred (then an adventurer) hunted them all down and killed them. He fell in love with Olana, a young bride at the equivalent of 14, but they have made an excellent couple. She is an elegant and controlling influence on the female side of court, having an old head on her (still) young shoulders. She is intensely in love with her husband and very proud of her children. She is also the head of the Guardians of the Winged Heart (see NPC groups later).

Sir Oswald Darksmelter, the Shield of the King: A very experienced but still relatively young warrior of impressive credentials. He is always near the king's side and sleeps in a chamber guarding the entrance to the king's own bedroom, along with Samuel. Officially even the Queen has to ask the Shield's permission to visit the king in his rooms.

Oswald is a grim youth and utterly devoted to his master. He seems to tolerate Samuel rather than getting on with him but the pair work well together, both being frighteningly

professional in all things. Sir Oswald is unmarried and his only close friends are the group of twelve bodyguards he has selected for the king. It is the tradition that the Shield will retire when he marries and one of the bodyguard will become his successor. Oswald has a lot of influence but is not a wise man. He is aware of his limitations and takes an interest in political affairs only in-so-far as they might endanger the king's life. He is always dressed in magical Full Plate and armed with a long-sword and large shield. Wears a helm of telepathy, ring of protection (+4) and a cloak of displacement. He is VERY dangerous in a fight. His lover is Helen of Went, the bodyguard and companion of Princess Nirana.



Samuel – this mysterious man has been with the king since his last adventure and will never leave his side. Nothing is known of the man save his name. He is a completely hairless human, seven feet tall and thin. He wears elfin chainmail, with black trews, high boots and carries only a Bastard Sword and a Dagger. He wears no helm and only adds a thick grey cloak in the cold weather. He never speaks but responds

instantly and intelligently to any threat posed to the king, as he does his kings' commands.

His judgement appears to be very shrewd and he will only actually draw his sword if the king is in danger. No one seems to like him very much and he certainly has no friends, even the king doesn't seem to ever engage him in conversation, treating him more or less as an animate piece of furniture. He has no official title and seems to work seamlessly with the King's Shield, Sir Oswald Darksmelter, although Sir Oswald seems not to entirely trust Samuel. More details in the NPCs section later in this book.

#### Guarde Captains:

Prince Sir Garin Luftheart of the Storm, son of Prince Medramb, Prince of the Land of the Young: Sir Garin is a complicated figure with a dark history, having never married but had plenty of mistresses. He is the bastard son (allegedly) of Medramb and Lady Mary (the dates don't quite tally, but the resemblance is too marked to be avoided). He is an excellent and professional warrior (high level fighter) with a foul disposition and a hot temper to match (he's one of the reasons why the Storm Regiment is like it is and he has a reputation for beating people who displease him, sometimes to death). As far as anyone knows he hasn't spoken to his half-sisters or his mother for over ten years, preferring the company of the other royalty who seem to have taken him in to a limited extent. His supposed father is very proud of him and the two get along very well. Garin recently took on a new Regimental Marshal, promoted meteorically from the ranks, called Barff Fallamewir, half grey elf and sponsored by Queen Olana. No one seems to know why or where he's from (an NPC for a plot that never quite came to fruition, but free for you to use).

Foréman Doomspark the Olven, Captain of the Olven Watch: A High Elf

fighter/Magic-user of considerable (high-level) skill and experience. He also advises the Counsel of Three on military matters. His wife is Carnel Entwoodnir, niece of the Arboreal Lord, King of the Forests of Loom. His Olven Watch regiment has often been described as a 'rough collection of individuals' rather than a regiment, since he biases policies towards individual judgement, skill and ability rather than teamwork.



**Joburn Mongreg, Captain of the Royal Watch Regiment:** A half-orc born to a now dead cousin of Mordred. He was taken in by his mother's family (through pressure from Mordred to encourage trade with half orcs) and educated to become a Guardesman (now a high-level fighter). He did the rest on his own merit, although his inclination is always selfish rather than in the favour of the regiment he runs. He spends more time on his personal ambitions than running the regiment. Having said that he is well known and surprisingly well spoken of.

**Lord Frederick, Captain of the Ward Regiment and member of the Privy Counsel:** A stern old man and son-in-law to the King, having once been married to Edwina. He obtained his rank before she was married (he is a high-level

Knight) and so kept it when they divorced. He was responsible for the Lord's son's first training as a Knight and the two have remained close friends ever since. Lord Frederick is Lawful Good and his regiment is the best in the city, responsible for the protection of the Lord, his family, and the important buildings in the old city. **Regimental Marshal Salek of the Royals:** A close friend and rival of Joburn Mongreg. A very capable warrior (mid-level Knight) who expects to take over the captaincy of the Sun Guarde when Shirley Dragonsbane retires despite Shirley's daughter's potential claim (a female captain of the Guarde? Unheard of! Well, actually not. Karan has a female Guarde Captain). Full name Salek Mongreg, half-cousin of Joburn, unmarried.

**Sir Godram, Captain of the Moon Regiment:** Mordred's brother in law and an old comrade from his adventuring days. He is a very capable Fighter/Cleric of the Norse temple and widely thought of as Mordred's religious counsellor. His wife is Princess Charlotte and they have two very successful sons.

**Sir Shirley Dragonsbane the Dragonslayer, Captain of the Sun Regiment:** A legendary but now ancient warrior with no less than six dead dragons to his name. He spent some time as King Marioch's champion and Shield, and went on to be a Guarde Captain when he married. There are many stories about this old man and some of them might even be true. His regiment are very good at parading but little else (so many suspect). Due to Shirley's increasing decrepitude the regiment is mainly run by Shirley's daughter, Nehru of the Sun, a Regimental Marshal and a nifty fighter herself. Shirley also has a son, Gregarin of the Sun, who is a retired adventurer with ten children, married to Alissa Martine. Sir Shirley was a very high-level fighter and Knight in his day but his faculties are failing now.

**Sir Tristraime Muller, Captain of the Ice Regiment:** A high level Ranger from the rugged lands of the northeast, this strange and sombre man is a fearsome

warrior and commander. His men are much the same, operating as small patrols far out into the Land to police invaders and citizens alike.

### Temple Hierarchy

*Note that temple leaders are also named with some details under the temple descriptions, or possibly the Thieves' and Assassin's Guilds' descriptions later and in the Player's Guide to Dunromin. Anyone who is a native of Dunromin and/or has the Streetwise skill will probably know all these people. All the named characters will be mid to high level unless otherwise stated. They will be highly skilled in their temple weapons, specialised if fighters. They will have magical weapons and armour or other protections as well as other useful magical items.*

Aranir Moonglum: A grey elf mid-level cleric who is a purist and a philosopher in the Elven Temple. He offers spiritual guidance and encouragement to his flock, seeking to instil in them a deeper bond and respect for the nature around them. A mover and a shaker in elven and some human social circles as a kind of health guru.



Balgamesh the Witch-King, master of the Babylonian temple: This creature of the night is a deep mystery to most of the population and has never been seen without his ceremonial robes and

headress obscuring his identity. He is known to be a very high-level cleric and magic user of incredible age, but little more is known about him. His role in the temple is figurehead for the ceremonies; the xenophobic politics of the temple he represents have rallied a rather disturbingly high number of native Dunromin persons to their cause. Of course, there are accusations of magical abuse of power but it is very difficult to protest too long when you consider the practices of the other temples and the law enforcement in the city. It would be well advised to keep the players well clear of this guy until they are capable of holding their own, especially if they're not human. Not that this is very difficult. Balgamesh is only ever seen at important ceremonies and then wrapped in priestly garb and surrounded by guards. The rest of the time he lurks in the deeper, inner sanctums of the temple, or perhaps somewhere else entirely.

Borvel Doowop, member of the Privy Counsel: The second in command at the Norse temple and greatly respected social commentator. His views and advice are used by many as a guide to the way they live their lives. His politics and firebrand speeches appeal to the common man and his charms the common woman. He is unmarried and holds a share of the stables in the southeast corner of the new city.

Brother Jondyk, of the Cloud Sect: One of the balancing evil faction of the Monastery, he has connections at all levels of the underworld and uses his position within the religious community to ridicule and criticise Paladins, whom he contemptuously describes as elitist fascists, warmongers, etc. He has a healthy interest in the slave trade as well. A wander around the city with him is guaranteed to be amusing. Outspoken, especially for a Monk, and very able to take care of himself. A high-level cleric.

Delvin Sternhammer: A tough warlord dwarf cleric/fighter, famed for great acts of bravery in some goblin wars (it's easy to be brave with a good armour class

and faced with less than one hit dice monsters some say, but this may be a bit cynical). He's co-head of the Norse order but has a personal dislike of Mordred, which is mutual. He more or less runs the dwarven community despite the efforts of the Dwarven Temple and tends to represent them rather than his temple at the counsel (although it might be argued that the two are inter-dependant).



**Donna Zooma:** A fair and strong lady with many powerful friends (and possibly lovers) around the city. She represents Babylonian interests on the city council and is vociferous in her condemnation of the non-humans in the city both here and in the streets when she's preaching. She avoids the elven quarter and one elf who claimed she was having an affair with an elf was found beaten to death near the Green Dragon a few years ago. Another of her supposed lovers is Herman Baalin.

**Dougy Doom:** A violent and fanatical Paladin of the Heliopean mythos. He wears black plate whenever out of the temple and is deadly with both short sword and the khopesh. His personal views are rarely voiced and he mainly acts as a bodyguard to Eddifis Morpham.

**Eddifis Morpham:** Head of the Heliopean temple, an avid socialite and a popular chap even if he does have a habit of prattling on at parties about religion and the great mausoleum he is building to the east. He won't speak to anyone of less than upper class or 5th

level. Be aware that masturbation figures prominently in the Heliopean creation myth and probably the spring festivals as well (called the Flood festival, or Nile Festival as Nile is Heliopean for 'Flood')).



**Edison Shadowsoul:** Son and bodyguard to Moldark Shadowsoul. He wears a white tunic and silver death mask over his plate mail. Twin to Edwin. Mid-level Paladin.

**Edwin Shadowsoul:** Twin to Edison and also a bodyguard to his father. Also mid-level Paladin.

**Elmir Woodrum:** A wood elf Druid, high-level prominent in the elven temple and the Druid's Guild. He spends much of his time out of the city, acting as the liaison between the temple here and the main religious centres in the forest of Loom. A nice bloke but a bit of a gossip and an eavesdropper. He is a tremendous source of information with many contacts around the Land rather than in the city specifically. Spends a lot of time at Rupert's Bathhouse.

**Eric Munsta:** Head of the Norse Temple and an extremely high-level cleric. He is the official religious adviser of the Lufthearts and runs a tight ship in his temple as well. Respected, professional and dangerous to make an enemy of. Very clever but a little intolerant of non-believers (but not as intolerant as the Babylonians). He has recently stepped down from the Privy Counsel in favour of his deputy but this was a purely personal choice; so he can spend more time in the temple.

Falena Yorek: A ferocious, middle-aged lady, prominent in the Druid's guild (mid-level) and the Celtic Temple. Since she's a devotee of Morrigan she's a bit handy with a spear as well. Currently in a long-term relationship with Yg-Malarn. Famed for her gossip and loud and honest opinions of people. She has many enemies, often among people she thinks dote on her.

Falgin Greenleaf: A wood elf Ranger, high ranking in the elven temple on account of his wonderful singing voice. He also doubles as a messenger, but between the scattered elven communities of the Land of the Young rather than the Forest of Loom. When in town he will spend most of his time at La Boîte de Grenouilles Inn.

Father Makela: Currently the Administrative Head of the Dunromin monastery and in the Order of the Heart branch of the Dragon Sect based here. He is top man of this order but the higher ranks of the Dragon sect are located in the Horn Mountains in a proper mountain-top monastery fortress. Makela himself is a quiet, smiling man of senior but not ancient years.



Moldark Shadowsoul: The whacky head of the Temple of Death; he is accompanied everywhere by his two twin sons (Edwin and Edison, both Paladins). Moldark Shadowsoul is more than 400 years old and wants nothing more than to die (as it's his temple's belief that all things should), but his god won't let

him. He goes about the city in his white robe and gold death mask screaming at sinners to repent, warning people of the transient nature of life and generally annoying everyone and frightening little children. He is quite mad, but also very high level. It is a well-kept secret that the strange creature known as Rigger Neverdead is Moldark Shadowsoul's brother – even the twins do not know this. See the section on Key NPCs later in this book.

Gary Chalk: A pious dwarf and non-aggressive, except in terms of expanding the teachings of his faith and protecting the dwarves in the city from his base in the Dwarven Temple. The closest thing a dwarf can get to being reasonable and diplomatic without actually killing themselves in the attempt. This conceals a frustration that much of the dwarf community has more time for Delvin Sternhammer in the Norse Temple. Although all dwarves are welcome at the Dwarf Temple many spend more time at the Norse temple. Gary is very active in the non-religious fraternities in the city, building up a network of friends and allies against the Babylonians, particularly among the Gnomes and Halflings. He also has a great many friends among the elven community.

Gonron Spleenslice: A wild fanatic who likes nothing better than slaying heretics found trying to steal from the Babylonian Temple or spreading blasphemy about the place (this includes defacing the walls and statues). He recently stepped down as deputy Temple Head and is looking towards retirement (or at least one last attack on the humanoids of the wild lands from which he probably won't return).

Gregarius Timius: A noble and well-travelled old man and high-level cleric who runs the Olympian temple as a kind of social club for the egotistically-challenged. He encourages an easy-going atmosphere of worship and enjoyment of earthly delights (probably a bit of a leech as well as a hippy). This means there are many

intrigues being hatched all the time in the temple by the various factions and personalities here. Different individuals have their own agendas and see this temple as the perfect, respectable basis for their own plans. Some of the temple's hierarchy are probably less pious than they should be as a result. Despite his laid-back demeanour, Gregarius is no fool and keeps a close eye on the various interactions. A very close eye if there is any licentiousness about, especially where Aphrodite's followers are involved. He is very generous by nature but will not be taken for a fool. Gregarius is a close friend and religious mentor of Baron Garibaldi. He also invented the kite, cool huh?

**Helena Mulapes:** A follower of Prometheus and a self-styled psychiatrist. She is a close friend of the queen and is much seen at the Castle, much to the annoyance of the Norse Temple. Mid-level cleric.

**Ildris Coraine:** This staunch, militaristic and anti-Deep Elf high-elf is the vocal and stern conscience of the Elven Temple. His hatred for Deep Elf approaches paranoia and he uses his celestial and city contacts to organise crusades against them. A bit of a fanatic. Married to a cousin of Mordred with one half-elven child although rumour has it that the marriage is not a good one. He is a high-level Fighter-Cleric.

**Janis DeMouvre:** A male, mid-level cleric of Aphrodite and owner of the Silk Shop (a brothel). He runs the place as a tool to recruit people to the somewhat liberated practices of the Olympian Temple.

**Jolb Magickthise:** A senior member of the Temple of Death, who is slightly more in control of himself and the temple affairs than Moldark Shadowsoul is. Rarely seen outside the temple as he spends most of his time there overseeing the temple's affairs and keeping down the undead. Very high-level and very dangerous in a fight.

**Jolias Hollatup:** A leader of the young, Druidical psychotic hippy trend that seems prevalent in the Druid's Guild. Into orgies and drug-induced quests.

Well-travelled on the real and outer planes, his planar knowledge and experience is unequalled in the city. He is a sun worshipper and mainly a follower of Hermes. He is a high-level Druid of the Olympic temple.

**Marig Doombonk:** Into wine, song and antipersonnel weaponry. A true dwarven military priest in the oldest tradition. Likable if manic. Often getting arrested but rarely prosecuted. Son of the 4th son of the king of Belegost. He is a high-level fighter-cleric.



**Polval the Crimson:** Head of the Celtic Temple and notorious as the Bloodlord of the Battle of Belegost. When Belegost was being besieged by a Deep Elf sponsored army of orcs and ogres Polval, then a Marshal of the Royals, was sent to aid in the fight against the humanoids. The resultant blood bath managed to relieve the beleaguered city but resulted in a 98% casualty rate among Polval's men. Polval boasted amid rumours of suicide charges, harsh discipline and killer route marches. The Norse Temple won't let this little episode vanish into history either.

**Sir Garth Trueman:** Astonishingly handsome and followed everywhere by adoring fans. He is brave and pure (a mid-level Paladin) but being a Babylonian, he is also a screaming, bigoted and racist psychopath. He is torn by his respect for the law and hatred for humanoids and demi-humans. Under instructions from his masters he spends most of his time charismatically stirring ill-feeling towards the humanoids and demi-humans in the city.

**Sister Beatrice:** The treasurer for the convent and hospital and chief fundraiser for these organisations. A close friend of

Sister Narice. Unaware of the Thieves and Assassins using the convent as a cover. More information under the Thieves' and Assassins' Guilds below.

Sister Farella: A reformist, closely involved with Lowlaya and her Assassin activities. Communicates very well and well known and respected about town. More information under the Thieves' and Assassins' Guilds below.

Sister Lowlaya: A pillar of society, in charge of the Sisters of Mercy who travel through the city bringing help and relief to those who can't afford proper medical help or are house-bound. She is also head of the Assassin's Guild. More information under the Thieves' and Assassins' Guilds below.

Sister Morwen: A Monk rather than a nun and one of the female Monks of the Dragon Sect at the monastery. She acts as Father Makela's assistant and helper. She is lawful good and constantly at odds with Jondyk.

Sister Nahna: An evil female Monk (not a nun) and Jondyk's lover and accomplice. She is an Acolyte of the Cloud Sect but is well known among the low-life whom Jondyk needs to help him but would rather not mix with himself.

Sister Narice: Joined the convent when the last lord, Marioch, died (she was one of his lovers) and has risen to run the place. A follower of Zeus but very old now and only rarely seen outside the convent.

Sister Werner: Head of the Sisters of Deliverance and also closely involved with the Poorhouse Thieves' Guild. She is strangely unaware of Lowlaya's double life. She helps run the poorhouse, which is how she can communicate with the guild in secret. Ruthless, sly and a brilliant actress. She probably has several lovers but that can be put into the plot later. More information under the Thieves' and Assassins' Guilds below.

### **Guild Masters, City Dignitaries, Successful Merchants and Adventurers:**

*These are all reasonably well-known and respected pillars of the community. Any*

*character with a Streetwise Life Skill can make an Intelligence check to recall the name and rough details of these individuals.*

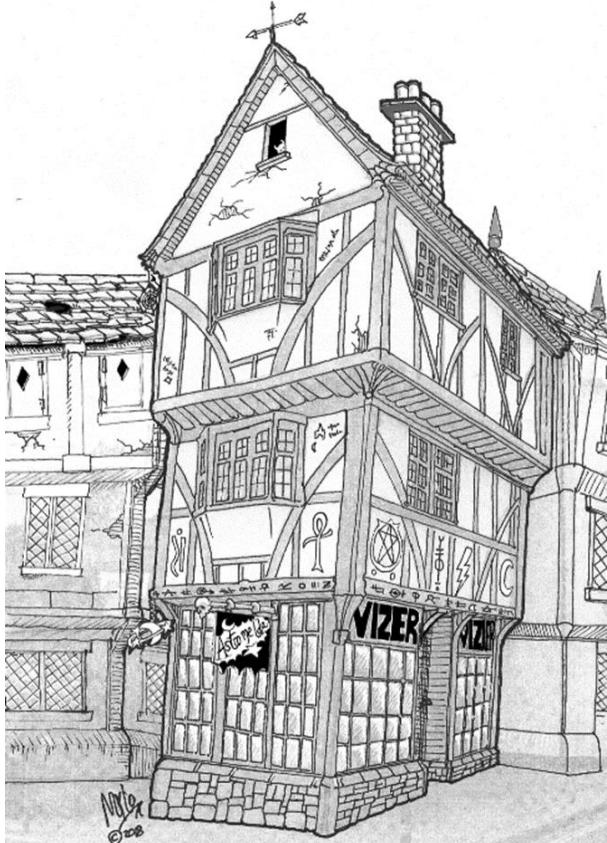
*Those in this section with adventurer class training will have appropriate magical weapons and those with money will also have magical items of relevant types – usually aimed at protection from magic and attack.*

Mistress Alice Harcourt: Is the principle of the Name of the Rose College for Ladies and is responsible for the training of the daughters of the elite of the kingdom and all that entails. She is a very stern and precise lady, a spinster of middling years but not without her fans and a troupe of close female friends, mostly staff and ex-students. She is a significant member of the Guardians of the Winged Heart and a very competent Courtesan.

Anthelias DuWood: Also known as the Druid in the Woods, Anthelius is currently the head of the Druid's Guild as his father, the old Master Druid Morbidius DuWood, is in a mysterious coma after experimenting with a new potion. Anthelius comes across as a slightly stressed-out, vaguely bemused Lee Evans look-alike, but is actually a very shrewd judge of character and keen businessman. He might even be the richest man in the city in terms of material wealth secreted in various organisations. He also has a huge circle of friends and acquaintances, all of whom are very loyal or owe him something. Messing with this man would be an extraordinarily dangerous thing to do. Some things are worse than death. Make a friend of him, however, and you have a very useful ally. Get him indebted to you (like curing his father) and the sky's the limit. Anthelias is not quite Master Druid level but very close.

Arum the Soothsayer: Is a wizened, Sean Connery Medicine Man type in a wolf-skin robe. He travels about the city and the locality telling fortunes, predicting the weather and advising farmers and craftsmen on what they should do. He obviously charges for these services but not always in money. Arum is 6th level Ranger and Diabolist and has several

very useful Life Skills. His predictions are usually based on common sense, information unknown to the customer and magic. A lot of businessmen and barons give credence to what he says. Has a bitchy/camp rivalry with Astromelda and is in business with Jobramis of Arenissa.



Astromelda 'The Grand Vizier': She is an astrologer of some repute with some training and influence in the Black Magic Guild. She is a self-styled fortune-teller and adviser to the rich and influential members of society. She also employs about a dozen assistants and contacts in the thieves' guild to demonstrate an uncanny insight into any person's life and history. Among her talents are entrails and palm reading and she tends to be very good; this is a magical world after all. She also communicates with 'spirits' which may or may not be genuine as the Games Master desires at the time. Information gained in this way will be accurate and spooky, but rarely useful. She is middle-aged and very charismatic with lots of important friends and customers. She is a 4<sup>th</sup> level

Witch but is 'between covens' at the moment.

Basil Culpepper: One of Garibaldi's Heroes and a Priest of Athena (mid-level). He has a reputation for championing the less fortunate in society and has, despite his young age, been given the job of building the Olympian Temple in the Barony of Garibaldi. He spends less and less time in the city as a result. Married to Libby Ludlow, also known as Libby of the Tree.

Sir Beckett of Bowater: only son of the Baron Bowater. He also has a sister, Jane, and they both witnessed the mysterious death of their mother while their father was away fighting in the Paladin Wars. Sir Beckett is a Fighter-Magic-user currently leading a very successful career as an adventurer in the High Moors. He believes his father did something unholy during the Paladin Wars that doomed his mother and relations between the two have been strained ever since.

Sir Bedevere: A Paladin of Odin and one of the Heroes of Garibaldi. He is now Herald of Baron Garibaldi and spends his time, when not adventuring, acting as an ambassador for the Baron around the Land and in the city. When in town he stays either with his great friend Elegrin or at the Norse Temple. Also a close friend of Sir Tristram.

Bolger Storm: A slave merchant and influential man in the Merchants' Guild. He deals in human and demi-human products from all over the place, running several ships to bring in a steady supply of medium class merchandise. He also takes slaves from closer nations covertly and has a reputation for selling goods with a short shelf life. Ruthless and nasty, everything a slave merchant should be, with wicked henchmen and slave girls to please him. He owns the main stand in the Slave Market area but avoids permanent property to avoid taxation and allow him to sell cheap. He is a mid-level Thief.

Bolram Donray: A sword specialist in the Fighter's Guild (half-elf, fighter-thief of very high level). Linked with the Western Old Guild and a prominent

underworld personality, although this is mainly by reputation as he tends to keep himself to himself. Unmarried and still given to occasional bouts of adventuring (usually to rob other cities...).

Baron Bowater, Sir Bald Berrick, Son of Berrick: A huge bear of a man but very wise and shrewd, high level fighter. He was a great friend of the King's elder brother and fought in the Paladin Wars. He remains a good friend of the King too. His more distant past is a mystery and his wife died in mysterious circumstances while he was away fighting the Paladin Wars. The story goes that a black shape passed over her and she died with a look of terror on her face. This was observed by her children, Jane and Sir Beckett, who were very young at the time, and a couple of old and trusted servants. No efforts to *Raise* her or even contact her have succeeded. The couple had another son, older than Sir Beckett by five years, but he died at the age of six.

Brutus Twopenny: Chief of security at the Swan's Wake inn. A mid-level fighter and very good bouncer. Lots of friends and lots of influence. He isn't directly associated with anything illegal but keeps a very close eye on the staff under his control – particularly the profitable prostitutes that work there.

Cornelius Stinge: One of the Counsel of Three, a head of the Magic Guild. Once a powerful wizard, he is still of more than 20th level but is old and tired and failing under the weight of his own mortality. Well-meaning but often muddled, he is usually assisted by his daughter Morganis; illegitimate, sired by a slave girl who died in an adventuring accident – actually Cornelius isn't the father, a barbarian rapist is. What happened to the Barbarian is not very nice. He's not dead but he's not going anywhere either. Cornelius lives in the Mage Tower with Prince Mozgad, an old friend. They enchanted much of the old tower themselves and the interdimensional nature of it is more or less all their fault. Cornelius has

avoided using magic to extend his life as he is actually a devotee of the Temple of Death, where he maintains a shrine to all the old friends he has buried over the years.

Darem Orgsage, the Royal Master of Buildings: A tactile, reptilian man who runs a small team of master craftsmen responsible for the upkeep of the various civic buildings and the city walls. His role is supervisory and his assistants do the main organising and all the hiring and firing. An exceptionally dull and revolting little man.

Darke Longstride, a Troll Hunter – see section on Key NPCs for more information.

Darkmoor, Baron and member of the Privy Counsel: William of Darkmoor is one of the most powerful men in the city. He is a childhood friend of the king and they adventured together for many years. Darkmoor has been a close advisor and confidante of the king for his whole life and the two are inseparable friends. Darkmoor is very wise, charismatic and knowledgeable about all the personalities, events and conspiracies of the Land and employs a broad set of spies and informers to keep it that way. He knows all the guilds, including the Thieves' Guilds and even the Assassins' Guild, but is a member of none of them. He knows many secrets but is fair and unbiased in most dealings. He is a Fighter of great power. The Barony of Darkmoor is an ancient and grand family but one that lacks the easy wealth of many of the ancient, great trading baronies. It has an unbroken male line going back thirty generations and is secured in the flesh of William of Darkmoor's three sons and two daughters, all yet to come of age. His wife is a lot younger than he is but a strong and intelligent woman. Her name is Freda of Darkmoor and is a daughter of an old Guard Captain of Karan. Darkmoor is also a Courtesan; he was trained in this by his old master, a previous Captain of the Guard named Sir Wallace of Bok, who was killed in the Paladin Wars. Darkmoor is the current leader of a line of Courtesans, all male, going back

a couple of hundred years who have been keeping a watching brief on the progress of the Royal Family. They are aware of the Guardians of the Winged Heart but the Guardians are not aware of these men. The group tend to keep themselves close to the real power of the throne and use their powers to manage domestic and foreign affairs to the king's (and their own) best interests. They are loyal to the king rather than the lineage as the Winged Heart are, but are quite happy with the status quo and aim to keep it like this. Darkmoor is very suspicious of Garibaldi and concerned with the ever-present rumours of a pretender to the throne in the form of the grandson of Prince Morev, the King's elder brother. Darkmoor is extremely cunning and a brilliant actor. He will keep a very close eye on anyone he sees as a threat or a benefit to his position. To maintain his grip, he trains his squires to be Courtesans and assist him with his own plans (see George of Oomland and Kiplin of Newhouses). He is also on very good terms with Prince Mozgad, the king's uncle and leader of the Counsel of Three.

David Spronge: A lecturer at the University, specialising in art in all its forms. Respected but camp and more than a little snobbish.



Desmundt Van Cliyah: Arguably one of the most powerful merchants in the city. His main industries are the importation of wool and cotton and the fashioning of it into textiles. He is currently attempting to buy up a number of the

jewellery businesses here and in Constantan (maybe he should change his name to Ratner?), and seems to be able to get them cheap due to some rather important robberies. He also has shares in the Poorhouse and the Mill operations and is a major player in the criminal underworld. Ruthless and murderous, but a cunning and useful ally. There are a number of his family operating businesses on smaller levels across the city and the complexity of family rank and influence is not understood by anyone outside the family. Desmundt is the Godfather of the family. He has no adventuring class but will always have some very dangerous bodyguards with him.

Dirk Golmao, Chairman of the Fighters Guild: An honest politician? Or is he just stupid? Hard to say, but he's a very good fighter. A skilled trainer and reasonably adept at the day-to-day running of the guild; he is a cousin of the Lord and the two are old friends. He seems to be blissfully ignorant of the corruption seething below the superficiality of every level of the city's social structure.

Doctor Wappo (Elias Wappalgax): An Entrepreneur is a strange concept in the Middle-Ages but here is the magnificent Doctor Wappo. He and his staff of hired, low-level Magic-Users cast spells and create magic (and non-magic) items for sale to the general public. Continual Light in a shuttered Lantern for instant, everlasting light? Just 200gp sir. Cure-alls, lotions, enchantments, lucky charms and wardings. Some of them even work. A charismatic and visionary man, also a dentist, optician (!) and psychiatrist. Friendly, likable and extrovert, frowned upon by higher society but essentially well-meaning and harmless. He has designs on the Royal Archmage's daughter but she just finds him amusing despite his true magical capabilities; he is a upper mid-level mage and illusionist multi-class. More information on his Magic Items in the Appendices.

Dogran Spronge: A thin, insectile man with pale skin and still habits (work that one

out). He teaches Maths at the university and his own knowledge of trigonometry and geometry is impressive (and well ahead of its time).

Don Martine: Just about the only honest and successful merchant in the city. He runs a number of fruit traders and imports his own product from the countryside along the river. He employs a number of cart-men-cum-buyers. Very able. Also exports weapons, armour and books to Gidrall and Skull Crag.

Donovan Spronge: Head of physical sciences at the University. Thin, bearded and suffering from hideous BO, even by the standard of a medieval society.

Doroon Spronge: Head of languages at the University. Although fluent in twenty languages and dialects, he also has a list of persons about the city he uses to teach other languages (at a percentage). Handsome but slightly frantic.

Drevalim Spronge: A lady of many words and varying relevance, she is head of Philosophy and Psychology at the University. Old, wizened, conceited and would have been a devotee of Freud if she had heard his theories.

Drevane Spronge: The head of the Alchemists Guild, this rather dizzy but incredibly intelligent woman bustles about like a bee on a hot tin roof. If you met her you'd know what I meant. Has a slightly endearing lisp. Teaches Alchemy and Pure Chemistry (which is difficult without any clear idea of a Periodic Table).

Drim Spronge: Head of the University, he and his 'brothers' and 'sisters' organise the training and education of those members of the city society who can afford it. Drim is a fat man with halitosis and a chirpy voice. He has an opinion on everything, often wrong, but like all teachers he treats you with patronising contempt as he corrects you if you attempt to contradict him.

Sir Dwelte of Deepdale: Counsellor and Whip, Sir Dwelte rose to power as a successful adventurer but lost an eye and one leg fighting against the Deep Elves. He is a tiresome old bore who drinks too much. He is a personal friend of the

king and fought alongside the king's elder brother in the Paladin Wars. He now earns a salary as a Whip, which is a messenger between the Privy, Royal and City Counsels. He has a quick brain and lots of friends but is on his last legs. His liver in particular could give out at any moment. He is a widower and misses his wife deeply.

Dyfed Gudthrottler, the Tax Collector Captain: The real job of calculating taxes and collecting them from the population is done by Godram Molaff, Treasurer for the Land of the Young, and Norman Basingstoke, the Master of Records, for those in the city. If Dyfed and his team of professional thugs (called Bailiffs) get involved it's because someone has defaulted on a payment. Dyfed is a psychopath, pure and simple, trained as a fighter and, for a while, as an Assassin in Skull Crag. His permanent team of six are all ex-Guardesmen with some mage skills. Additional muscle is hired as and when required, potentially including the players. This team is the reason why inhabitants tend to pay their taxes on time. They also enforce with the local baronies and are often on the road to collect due monies. Adventurers might be hired to escort such caravans, although the team is very capable with some magical ability and equipment. They are based in the Records House. Dyfed himself is a huge man with short black hair, beard and a huge scar down one side of his face. He is a Fighter-Magic-user-Assassin of mid to high level. He and his men are very well equipped. Dyfed likes to get involved with the dirty business of collecting the taxes from defaulters but the running about and delivering the bills is left to his assistant Sir Thetlin of the March.

Edward of the Guard (Edward Godramson): A responsible, sensible voice of reason and restraint among the hot-headed egos of the Merchants' Guild. He is a nephew of the Lord and his Brother, Sir Tristram, is a famous Paladin. Edward is a brilliant merchant, the most successful figure in the wine and beer importation business (you know how important this is in Dunromin) and

owns the Swan's Wake inn. He has many enemies and has suffered several attempts on his life. He owns several large vineyards to the east and exports the grapes to the hobbit baronies for winemaking. His title 'of the Garde' is due to his rank as chief of the Militia during times of war. As such he has a seat on the Royal Counsel and has been on the Privy Counsel in the past. Low level fighter.

Eldredd of Bremen: A drinking friend and bodyguard of Prince Edmund. An accomplished Ranger, it is said, he travels about a lot with his noble friend and seems to have a friendship of sorts with the king, although his background is shrouded in mystery and he has no title or lands of his own. His income appears to be from adventuring but he is mainly maintained by a small commission from the king as a sworn bodyguard of the prince.

Elegrin Utherassell; an elven fighter-mage and one of the Heroes of Garibaldi. He runs a wine importation business based near the Bawdy Wench Inn and is a well-known old soak. He also runs some barges for bringing imported wine down to the city from Troll Bridge. Elegrin is a personable chap with a talent for ghost stories and a passion for wine. He is a skilful adventurer who loathes the cramped stone of Dunromin and yearns for trees and open spaces again. Given to black moods and short bursts of foul temper.

Falckack Sistem, Master of the Royal Mint: A high-level magic user and supposed bigamist (like anyone cares). He is married to the daughter of a merchant but no proof exists of his first wife's death. He runs the Mint and is responsible for the quantities of gold entering and leaving the premises. He has a little to do with the Thieves Guilds but only as much as his job requires. An old adventuring friend of Sir Tristram but now retired to his current role.

Farn Moonleg: A timber merchant with a controlling influence in nearly all the timber importation to the city, at least everything that comes down the river,

but this is most of it. He's an experienced elven warrior and effectively runs a monopoly. Rolling in it.

Freeda of Darkmoor, Baroness Darkmoor: Wife of Baron Darkmoor. They have five children, three boys and two girls. She is a low level fighter.

Frederick Godram, the Harbour Master: He is responsible for the upkeep of the harbour facilities and the gathering of docking and export duties. He employs a small staff and a team of enforcers to make sure duties are paid, but doesn't ask questions about exactly what you're carrying most of the time. He has close links with the Thieves' Guilds at a number of different levels although he isn't a member of any. The various warehouses that are registered to him he doesn't actually own but instead runs for the city treasury for a percentage. Low level Thief but quite intelligent.

Futil Migram: A dwarven builder, his constructions are cheap and functional. He hires and fires as he sees fit; these days he would be seen as an out-sourcing guru.

Galforlindellin, also known as Old Galfie: A Troll Hunter. For more information see the section on Key NPCs.

Baron Garibaldi: A successful adventurer and non-native of Dunromin. He appeared on the city landscape a few years ago and rose rapidly in power, soon gathering a gang of powerful followers (also adventurers and often referred to as 'Garibaldi's Heroes'). He swore allegiance to Mordred and was knighted within 2 years of his arrival. Soon after he was made Baron of Border Creek and Troll Bridge in the far southwest (now called the Barony Garibaldi). He and his forces defeated the ground forces of Kzenzakai and Garibaldi himself slew the ancient Witch-King in a fight in the heart of the city. Garibaldi used to be a popular celebrity but his popularity has waned due to his opening up the Wine Road and shifting a lot of trade away from the capital and a number of very powerful baronies. He is a balding, middle-aged wiry man of above

average height, see the NPC details later in this book for more details. He is a priest of Hecate and shares chambers with Basil Culpepper in the Olympian Temple. He also has a room in the Royal College of Magick and often stays with his friend (also one of the heroes) Elegrin Utherassell when in the city. However, he spends most of his time at his barony these days and is unlikely to be found at any of these city locations often.

**Jeremy Gazoot, Principle of the Magic College:** While not as powerful as the Counsel of Three, this man's role is complex and demanding. He runs the teaching, training and research facilities of the college and coordinates the Guild's practices here as well. Actually a lot easier than it sounds as a member of the Magic College is more than likely a member of the Guild as well. He is still responsible for all levels of the upkeep of the place and as such is always stressed out and wheezing. When particularly bothered he has a habit of raising the pitch of his voice, which makes him even more difficult to take seriously. Short, fat, sweaty and very unfit. He is also a mid-level Magic-User-Thief (Trickster).

**Gern Doupher:** Pawnbroker. A survivor who is well aware of the value of treasure that adventurers might bring back from a campaign. Always a friend to the people with something to sell but not so friendly that he wouldn't try pulling a fast one from time to time.

**Godram Molaff, the City Treasurer and member of the Royal Counsel:** An ex-merchant who is married to one of the Lord's cousins. He is responsible primarily for ensuring the taxes from the lands beyond the city walls are collected and counted and that not all of it is spent on fripperies. He is good at it too although he only actually visits the baronies he issues writs to if he can't avoid it. He has a staff that assist him in collecting the monies owed and can call on Dyfed Gudthrottler if all else fails. Godram's a bit of a recluse and dislikes the pomp and theatrics of his position (his wife isn't that bothered either). These days he would wear a

grey suit, drive a Volvo and shop at Marks and Spencer. Mid-level Fighter-Magic-User.

**Grom Glitterbone:** A Gnome builder who will throw up any old thing and charges the bottom rate. His constructions are worse than the dwarves', but still better than the worst of the humans. He runs a squad of Gnome navies, all of whom will do anything and everything they can get away with. It is people like Grom that give Gnomes a bad name.

**Grondar Sternlyre:** A dwarven gold and silver merchant. He imports from the Blue Mountains and Constantan, works it himself (he has a small staff of dwarves) and exports or sells locally. Quality stuff. He is closely tied with the Dwarven and the Norse Temples and is the elected spokesman for the Dwarven community. Having said that, his influence is rarely opposed to the Dwarf Temple hierarchy. He likes having influence but lacks the imagination to exploit it.

**Harry Efftrueman:** The head of the Shop Owners Guild and a prominent member of the Poorhouse Guild. One of the fixers and grafters that keeps everything ticking along but is unlikely to meet the party members in any normal situations. Very high-level Thief.

**Helen of Went:** Bodyguard and companion of Princess Nirana, Helen is also a member of the Secret Society the Guardians of the Winged Heart. She is a high level multi-classed Fighter-Courtesan, although she keeps the Courtesan bit secret. Her lover is Sir Oswald Darksmelter, the Shield of the King.

**Herman Fettling:** Owner of the ship yard. A notoriously mean man and a bad payer (his staff are always complaining as well). People will always avoid doing business with him and certainly keep a close eye on him when they have to. Despite this he produces good quality vessels of all sizes.

**Herman Baalin, the Royal Architect:** A stone merchant who has a staff of dwarves and gnomes who actually do the work. He is responsible for those constructions that are civic buildings

but not private property (some of the civic buildings have staff looking after them, like the Guildhouses), like the streets and the sewers. He knows very little about the job and relies on his staff mostly. One of the lovers of Donna Zooma but his association with demi-humans prevents them from meeting socially. A very confused and lonely man.

**Baron Howerrin:** a successful businessman and son of the original Baron Howerrin who was an old friend of the king from when they trained as Knights together. The current Baron Howerin, known as Donny to his friends, has little martial ability but is an excellent administrator. He runs his own barony and assists several others with theirs for a consultancy fee. Unfortunately, many barons get their ranks from activities other than leadership and administration and so lack in these faculties when it comes to fulfilling their new rank. In this Howerrin helps them out and makes firm and lasting friends doing so. Socially he is very influential, having married very well, although militaristically weak. He is a powerful political person and he is one of the king's Whips. As a person he is very wise but also a total snob.

**Jane of Bowater:** The only daughter of Baron Bowater, she is a mid-level Cleric-Courtesan who was educated at a now defunct College for Girls in Karan. She is a charming and stunningly beautiful lady who drifts through Dunromin social and political life following fashionable causes and turning down suitor after suitor. She has many friends in the Royal Family and other areas of influence but is a Cleric of the mysterious Life Travellers Temple in Karan. Her true ability is unknown as she seems to rarely use her powers at all. She is often accompanied by four fair young handmaidens whom used to be street-runners and guides working for Gerym Tallfella. Jane's continued acquaintance with Gerym is perhaps the only stain on her otherwise impeccable character. She remains on good terms with her father and brother, Sir Beckett.



**Jedriah Porange, Master of the Poorhouse:** This man has more skeletons in his cupboard than your average Necromancer's Lair. He is supposed to be the representative of the poor and homeless but his commercial interests have long since taken over from this. Still, the only people who mind this are the ones who live in the poorhouse and the vociferous ones of those keep dying... He is a lithe, small man with ferret-like features and sparkling eyes. He has his fingers in practically every sordid pie in the city. This is reasonably well known, or at least suspected. But he is also a very quiet, self-contained man who rarely gets directly involved in his high-profile goings-on, so he is generally ignored by most of the important people in the city. He still has a position of some considerable influence (a seat on the counsel) and a lot of very useful connections. A high-level Thief.

**Jelth of the Pasture:** A fixer and negotiator with a royal heritage – see the Key NPC section below. Also known as 'Moody' but real name is Murder Lufheart.

**Lady Jennifer Howler:** Widow of the former Baron Howler, the title now being subsumed into the Barony of Holme, the current Baron Holme being Lady Jennifer's son-in-law. Lady Jennifer has four daughters all married to powerful and influential men who all

love their mother-in-law. Lady Jennifer is the current Secretary of the Guardians of the Winged Heart Secret Society. She and all her daughters are very competent Courtesans. She is very close friends with Baron Riano.

**Jobramis of Arenissa:** The business partner and nephew of Arum the Soothsayer, this charismatic young man is the sole spiritual representative of the Goddess Arenissa in the World of Barnaynia. He can make accurate predictions of the future for people when he manages to enter a trance-like state and communicate with the spirit of his patron at a tight and sinister level. How this man was 'chosen' and what the deity's intentions are is unclear.

**Joe Dogran:** A paper merchant. He manufactures printing paper, special papers for spell books and papyrus. That's about as interesting as he gets.

**John Mansan:** He owns and runs a chain of clothes shops across the city selling imported fashions. Low profile but successful.

**Joprun Drood:** A grain merchant. He runs a fleet of carts that import grain from the growers in the southwest to the city throughout the year and runs a number of mills in the villages to the south. He then imports the flour to bakers in the city. Quite how he has managed to become the centre of this trade is an interesting subject and involves bully-boy tactics used to force the producers to use his transport. It grew from there. The family (see Salek and Selia as well) are all good at this. Mid-level Fighter-Thief.

**Juno Doomrumbum, Head trainer of the fighters' guild:** A seriously Loud and Frightening character (I used capitals for that because he talks like he's in capitals all the time). He is married to a princess of Karan and served for a time in the Storm Regiment. A decisive and petulant man who is constantly at odds politically with the Lord, although they are actually very similar people. A very high-level fighter.

**Lady Mary:** Where do I start? She is the owner of the biggest brothel in town and mother to three children by three different fathers. Her eldest, Sir Garin,

was 'adopted' by his alleged father's family. The other two girls, Selina and Natasha live with their mother and are already making their mark on the city. Mary herself is a shapely and sly middle-aged woman. She is rich and influential but unpopular with high society. Her position is a little vulnerable as she is still very dependent on either the good will of the city as a whole, or the Thieves' Guilds. While she has the support of both she is well, with one she will struggle. If she loses both she will die very quickly. She realises this and will not risk her station and particularly the future of her daughters. If pressed she is a mid-level Courtesan.



**Libby Ludlow (Libby the Tree):** A beautiful Druidess and one of the Heroes of Garibaldi. Married to Basil Culpepper and head of the Grove in Owl Wood in the Barony of Garibaldi. The original suffragette.

**Malcolm Darkstar of Portside:** More commonly known as 'Darkstar' this portly gentleman of advancing years is a goodly friend and confidante to many mages. He runs a kind of coffee shop in the Magic Guild and sources magical spell and item components for people – see the Key NPC section below. His wife is called Tamella and is the landlady of a lodging house in Portside.

Methrin Goodson, The Mayor and member of the Privy Counsel: A neutral and totally apathetic man; neither brave nor romantic. While he had political ambition once and a determination to make it as a merchant and a civic dignitary, he has a failing for things sordid and is easily blackmailed. As a result he has perhaps achieved everything he set out to do but has lost his credibility as a result. He is torn between the Guilds, who own him, and the underworld, who know him. He sits as a silent witness most of the time but is occasionally called upon to be the casting vote as he represents everything the Lord is but doesn't have an opinion on. He dreads these times but is addicted to the importance he appears to have.

Morganis Stinge: Adopted daughter of Cornelius. She dotes on her 'father' and tries to be everything and all things to him. There is a lot of love here and no small ability either (mid-level Magic-User). She has a number of suitors but seems to have no interest in any of them. Exactly what her motives are remains to be seen but they are probably entirely based around her 'father' and she will be destroyed (emotionally but not socially) when he dies.

Murman Skarblok: The best dwarf builder in the city and charges appropriately. He has many contacts in the Blue Mountains and uses labour and crafts-dwarves from there if his customers can afford it.

Murzurphius Darklord: One of the Counsel of Three who run the Guild of Magic, this dark and sinister figurehead of all the less "Good" magic-using members of society mainly follows mysterious and sinister plans entirely of his own. He's got a voice like black oak and all his clothes are black. He has little or nothing to do with any of the Thieves' Guilds, or the other guilds or even the temples. He is of very high level and lives entirely on-campus in the College of Magick (although often 'away' on business). He gained his position in strange circumstances many years ago when Mordred was adventuring. The

story goes that he saved Mordred's life and asked one favour in return. When Mordred was made King, Murzurphius came back to claim his favour as being made one of the Counsel of Three. As it transpires this doesn't seem to have been too bad a thing and the wizard seems loyal to the city and being in excess of 20th level (it is alleged) he is a useful ally to have. He rarely appears at the City Counsel meetings however, usually sending his servant Sly Malcreet to act has his Herald.

Necrus Baaliagra, Guild-master of the Guild of Black Magic: This bloke is exactly what you would expect. He wears flowing black silk robes over black leather armour. He has a handsome face that is greying at the edges and speaks in a booming, deep voice. His eyes are deep and sparkle with a dark unlight, his lips are full but permanently poised on the edge of a wry smile. Basically, he's a puppet. The Black Magic Guild is really run by Alan son of Matthew and Nicolias, with the population happy under the illusion that they have a vaguely sinister club they can go to from time to time to relax and exchange stories and information. Necrus himself is a powerful entity (a witch and a Diabolist of high level), but is completely subject to the will of his masters. He still has enough free will to be interested in normal society and can be seen mixing with important people most of the time. This is often to extend his own goals as well as those of his masters. His own goals are mainly the promotion of the Guild as a respectable and capable resource for all the city's inhabitants. He is particularly interested in getting the Royal Family to show more of an interest in the commoners' magic.

Nehru of the Sun: Daughter of Sir Shirley Dragonsbane and Regimental Marshal for the Sun Guard. As her father gets weaker with age Nehru, a good daughter, takes over more and more of the administrative tasks of the regiment. In fact, the only thing she doesn't do is the Judgement duties over the arrested persons. She is intelligent,

charming and an awesome fighter like her father. She isn't very active in social circles but still has suitors chasing her. She has a number of useful contacts here and there in all levels of society, but is most often in the Green Dragon drinking with her fellow officers. She assumes she will get the captaincy when her father retires, but nothing is certain and she has at least one rival; Salek Mongreg.

Norman Basingstoke, Master of the Royal House of Records, Guild-master for the Sage's Guild and a member of the Royal Counsel: He runs the Records House and is responsible for reporting the levels of the population to the Tax Office and collecting the taxes from the city's inhabitants. All of which he does very competently. If someone does not pay on time he and Godram Molaff then pass all the details of non-payment to the Tax Collector Captain, Dyfed Gudthrottler who is head of a team of Tax Collectors and enforcers.

Ogranis Divmeng: Is a country boy who has made it good in the big city through his clothing business. He started by stealing from caravans in the south and importing the booty as his own products. This led him into the Thieves' Guild but he was also successful as he increased the legitimate side of his business. With a talent for sniffing out the trouble and the profit he has also got involved as the Poorhouse Guild's liaison with the Assassin's Guild and acts as a spokesman for small businessmen in the Merchant's Guild as well. He is a vicious, two-faced man who is motivated only by greed. If he can smell a profit, he can be used to fund anything, but expects pay-backs soon and gets very angry if he thinks he's being fleeced. Has lots of influence and contacts everywhere, but is also high level as a Wild Domains Barbarian and Thief from his bandit background.

Sir Oliver the Red: a Paladin of the Celtic Temple but also a Troll Hunter – see section on Key NPCs for more information.

Ralph Marpe: This man invented the vertical market. He started by running his own

ship and travelling up and down the coast collecting rare, exotic and often magical items and importing them to Dunromin for sale. He runs three ships now and is the main supplier of most exotic spices to the city, along with spell ingredients of an unusual nature. He can source practically anything and now exports inventions as well, like Dr Wappo's lanterns, which he sells everywhere. A real entrepreneur but also a trifle strange, with wild enthusiasms and world views. He should really be a UNIX programmer. Well known and well liked with lots of magic-user friends. He never forgets a name or a face and is always looking for ways of bringing people together for mutual benefit. He is a high-level Magic-User-Thief (Trickster).

Baron Riano: a well-built and handsome woman married to a famous warrior (who is not known as Baron Riano). Her husband mainly manages the barony as Riano is an active adventurer and socialite in and about the city. She is an ex-student of the Name of the Rose College for Ladies and a high-level Fighter-Thief. She is also Treasurer of the Guardians of the Winged Heart Secret Society. She is a very close friend of Lady Jennifer Howler.



Salek Drood, Master of the Merchants' Guild and a member of the Royal Privy Counsel: He makes his living as a cloth

merchant and has interests in the Mill and the importation business, particularly silk. Historically an enemy of Ogronis Divmeng as he ran the caravans Ogronis used to raid, although they do business together now. One day Salek will put out a contract on Ogronis and he'll get a nasty shock. Salek is a nasty piece of work as well, with more skeletons in his closet than you could shake a stick at (like a taste for little girls...). He has diversified recently into slaves, wines and some raw materials. He only exports through agents and covert means to avoid export duties. Unmarried and close to his sister. Hmm.

**Selia Drood:** Sister to Salek and Joprun Drood and the biggest fish merchant in the city, not that she has anything to do with the business herself besides running it. The history is that Salek bought into it, found it dull and gave it to his sister to run. She is very good at this and as the biggest importer uses strong-arm tactics to fix prices with the competition. She usually buys at the pier and sells at the market. Those fishermen trying to take their own fish to market tend to get persuaded to do otherwise. She is quite charming but very nasty, and single.

**Selina Marydos:** Eldest daughter of Lady Mary, stunningly gorgeous and possibly one of the most dangerous women in the city. She is a high-level Courtesan and has *Charmed* or Fascinated a number of the more important people in the city in order to exert an influence in the future progress of her own career. Her ultimate ambition is to be queen of the Land of the Young, although exactly how she will achieve this is complicated.

Basically, she plans to marry the current Prince of the land, Prince Edmund, but has been unsuccessful in Fascinating him yet (he has made his saving throw each time and as he goes up levels it gets harder for her enchantments to work). At the moment things have conspired against her as there is a surveillance contract

out on her with the Assassins' Guild (from a disgruntled wife, probably), which is taking some shaking off. She will probably try and eliminate the Assassins' Guild first, or take it over. Plus, with Edmund in Karan her opportunities of getting in there are few and far between. Edmund's friends are shielding him from her, suspecting what she is planning, and the longer it carries on the less chance she has of succeeding. Needless to say, there is no way the upper classes would let them marry anyway and would kill Selina first. Of course, this has huge possibilities for the party - how about a party member falling in love with Selina?

**Sheriff Fumthert of the Ale:** A Halfling brewer of historic reputation. His chain of breweries in villages to the south supplies beers to most of the inns in the city. He is a wise but honest and jovial person, married with four sons, two of them adventurers. He doesn't have a permanent residence in the city but is often in town on business, staying at the Restaurant. Fumthert was honoured with the title of Sheriff by the King in recognition of his brewing skill and generous cheap supply of ale to the Royal Family. He has no adventuring class credentials.

**Slenia the Whitewytch:** A Mage, Druid and witch, Slenia is a well-known and respected Grey Elf of ancient lineage. She has a deep love of the city, particularly the Elven Quarter, and is a close friend and confidant of the King and Queen. She even acted as midwife for the Queen's last three children. The elves hold her in high regard because of her skills and faultless memory, however there are many in the poor of the city close to the Elven Quarter who view her with fear and suspicion for some reason. She is a regular at La Boîte de Grenouilles and a close friend of Insignia Ponce.

**Sly Malcreet:** Whether 'Sly' is his name or a title is unknown. He is the personal assistant of Murzurphius Darklord, to the extent that he even sits on the Counsel in his master's stead when the great mage is indisposed, which is

often. People seem to have learned to accept this and he has generally assumed the rank of Herald of the Darklord. He is also a magic user of some credible skill (mid-level), and an Assassin as well, although this is obviously less well known (especially as he isn't in the guild). Instead he pretends he is a Fighter-Magic-User of low level. He is a devious and generally disliked little man but is incredibly loyal to his master, seeing himself as nothing more than an extension of his will (honestly!). Sly has many contacts but he is always kept at arm's length by everyone.



Talin the Swift; a Troll Hunter – see section on Key NPCs for more information.

Tania Lufheart of Mozgad (also known as Tanya Mozgaddos): Daughter of the Royal Archmage Mozgad Lufheart. Low profile and homely despite being entitled to call herself 'Princess'. She is a skilled magician, it is thought, but spends most of her time running errands for her father. Her mother is dead (Mozgad's first wife) and little more is known about her.

Sir Thetlin of the March is the master of the Land Bailiffs and work for Dyfed Gudthrottler, although the two are very different characters. Sir Thetlin is a mid-level Knight of LN alignment. He has nothing but contempt for Dyfed and the two don't get on beyond professional necessity. Sir Thetlin is a polite but austere man with a fanatical

belief in the order of society and the will of the king. While he is the master of the Land Bailiffs he prides himself on delivering all the tax bills to the barons in person. As such he spends a lot of time travelling. He has a huge warhorse and travels with his squire and two assistants (one is a Magic-user low-level) along with three Blink Dogs he has trained from birth to be his guard dogs.

Thomas Duneray: A slave merchant to the upper classes specialising in slave girls, dancing girls and slaves with special skills of all descriptions. A hearty and capable man who is just in it for the money. He is a reasonable sort of bloke who is simply unaware of the moral issues involved in his trade; these *are* less enlightened times after all.

Tomere Kerium: A rich financier who specialises in funding new businesses and then clearing them out with the interest payments, or at least keeping them tightly under his own control. He has a healthy fear of certain members of the Western Old Guild.



Sir Tristram Godramson: Is a nutter. He is a high-level Paladin, nephew of the Lord, experienced campaigner and generally nice guy. He is also racked with a hatred for the Spider Queen and her minions the Deep Elves. He has organised a number of crusades against them and while inflicting severe damage this has failed to make any money for him. Sir Tristram is assisted in his quests by numerous

influential allies and helped out with the money stuff (he hasn't a clue) by his wife (a mystery - a local woman whose history seems to be unknown - think what you like) and his trusted second in command Sir Gawain Dirkschnieder. Despite all their best efforts Sir Tristram, is still hugely in debt to various people.

His wife has one son, Horrice, from a previous marriage, who is also a Paladin. The son hasn't been seen since he went Type F Demon hunting on the west coast three years ago. Sir Tristram's younger brother is the successful merchant and politician Edward of the Guard.

**Sir Victor Malware;** Sheriff to Baron Garibaldi and Steward of the Barony of Ferrous. A warrior of great renown and one of the Heroes of Garibaldi. He used to look after the Barony of Garibaldi as Sheriff while Garibaldi was away adventuring or researching, but has now been chosen by the king to act as Steward of the Barony of Ferrous until a new baron can be found (Ferrous was disgraced as a rebel and a traitor).

**Yg-Malarn:** This odd native of Skull Crag is most famous for his liaison with a Celtic Priestess. He exports cloth overland to Belegost in exchange for dwarven crafted items of such quality as there is a demand for in Dunromin (mainly weapons). He is a mid-level fighter, which is important as the route to Belegost is through the Wildlands.

**Zebiaq Falmedir:** A slave trader who only deals in Humanoids. He sells them on as cheap labour of all sorts and generally makes very little money. He will buy prisoners from adventurers and has a team that beats respect into them. Not a nice man but not a scoundrel either. He's a grafter, pure and simple. He's chosen his business and he's sticking with it.

#### **Other personalities, underworld characters and businessmen:**

*These NPCs are not so well known as the previous sections. Even natives of Dunromin would only know them if their paths, careers*

*or family connections would link them. There are exceptions of course; everyone knows who Papa Baz is... However, anyone with the Streetwise Life Skill will know them all and possibly a little about them too – although some will be surrounded by misleading rumours (like Old Nick).*

*Individual equipment will vary widely but anyone of mid-level or above will have a magic-item or two which would be useful to them and perhaps potions and such as well. All will have suitable non-magic equipment and somewhere to live as well.*

**Alan son of Matthew :** Also known as Big Al as a result of his large and a little portly stature – he doesn't look like a Hollywood vampire but he is probably the most dangerous single NPC in the city. This successful vampire has charmed a horde of the upper-class males of the city and runs his little empire from his brothel. He charms as many as he can and uses his contacts to find out lots of useful information to slowly, insidiously take over the city. He is already virtually immune from prosecution or detection. He and Old Nick may well even completely take over the city soon – they could probably do this without anyone even noticing. Exactly what his ambitions are is up to the GM but unlike Old Nick he has no skill other than being a very dangerous vampire.

**Alec Caxton:** Owner of the only printing press in town. He lacks the vision to see the potential of his device and his activities are closely controlled by the Sages' Guild, of which he is (unfortunately) a member. He is a simple man with an annoying habit of sucking his teeth when asked anything. He came up with the idea of moving typeface (others have been printing with wood-cuts for years) but doesn't understand the value of books in terms of spreading knowledge and changing society.

**Alfred 'Tunes' Lovelace:** Plays the lyre and the lute in Big Al's Place and uses his considerable skill to maintain an easy, bohemian atmosphere. He is a vampire like his master but also has a

fourth level Life Skill in lyre and second in lute.

Algon Smire: A small-time crook living over the Fisherman's Rest who makes his money running little errands for the Poorhouse Guild and stealing in the others Guilds' territories. He is a mid-level Thief and has been around a lot so he knows a lot of people and a lot of secrets. Just a small timer who might be used as a fall guy to tackle a nosy party. Physically and behaviourally he resembles the singer Tom Waits.

Archerez of Stook: A resident of the Black Magic Guild this mid-level Mage and Diabolist has a frighteningly intense appearance and a reputation for being very volatile and often violent. He is an expert with a knife in either hand or throwing and has been in any number of colourful exchanges with other residents of the Guild and visitors. It is widely believed that the Garde should do something about him but they haven't yet. He often buys slave children but they seem to never be seen again.

Basil of Portside: this huge man is more commonly known as Baz Thunder and is a known associate of Oglevy the Wide Walker. For more see the Key NPC section later in the book.

Berim and Boran Chelmburke: Two brothers who run the Wild Boar Inn, one outgoing, the other quiet. Berim runs the bar space, chatting to customers in a loud, self-important way that seems easy to get along with. He is a wily businessman and desperate for the inn to be the best in the city. Boran is slightly older and wiser but keeps himself to himself. Boran is an excellent cook and runs one of the most popular kitchens in the city. Both are mid-level fighters who used to work as caravan guards.

Bogart Cringe: A streetwise Gnome moneylender who will buy adventuring booty for as little as possible. Not a nasty man, but keen and with a subtle eye for a profit. He likes repeat business and will quickly try and develop a trustful relationship with any party 'on the up'. Depending how he is treated he may even help them out in times of trouble too. A mid-level illusionist.

Boris Manell: A blacksmith who works for the Western Old Guild mainly as a trainer these days. He's a big bloke who looks more like a thug than a Thief but he used to be one of the best pick-pockets in the city. High level thief.

Brian the Brian: Usually just known as 'The Brian', this half-orc is a cleric of the Celtic Deity Dagda and a known close associate of Oglevy the Wide Walker. For more see the detailed NPC section later in this book.

Claudius Nervalum: An ex-Garde sergeant who now makes his money as a pawnbroker/moneylender. He won't have anything to do with thieves or adventurers. He is saving money to regenerate his right leg – which is missing below the knee. Mid-level fighter.

Colin Bartlett: Manager of the Swan's Wake Inn. A stout practical man who sucks up to the rich and only cares for money. He regards himself as upper class but no one else does. His boss is Edward of the Garde.

D'Mitri Slaarv: A dwarf from Belegost and lover of Rupert of Willow, owner of Rupert's Bathhouse. D'Mitri is a sullen young dwarf who seems unhappy in his skin. Given to drinking too much and crying in the gutter for reasons unknown.

Delna Gromblurt: A dwarf pawnbroker/moneylender and a widow. Her husband was killed by orcs whom she hates more than anything. Orc slayers get special rates.

Den Potter: An ex-page of Sir Fordé Doomtrodden, he gave up adventuring after an unspecified injury and now runs the Knight and Serpent Inn. A solid, earthy and reliable barman but not someone who makes close friends. He is supposed to have had several lovers and is said to be burning a candle for Lady Mary. He travels several times a year all the way to his home in Potter's Ford, far to the east. He is a mid-level Fighter-Thief.

Dergul, Whyn and Mosfat: Three insidious accountants who are paid to help their clients lower their tax bills. Not very

interesting really but used by many high flyers at the Merchants' Guild. Employing them is almost a status symbol.

Dervalum Darkblade: High level fighter, head bouncer and maître-de at the Swan's Wake Inn and a fearsome swordsman. Also second in command of the Western Old Guild and a high-level Thief (although he keeps this under his hat). He knows all the important people in Dunromin and is usually the one who sorts them out with nice tables.

Douglas Fairbink: Owner of the Restaurant Inn, clever businessman and excellent cook. Snobbish and well aware of which side his bread is buttered on. He is involved in the Western Old Guild as a financier and organiser but not a thief.

Duggy Drexson: A half-orc and widely regarded as the best Sewer Porter in the business. He's a bit handy with a scimitar as well and generally works for the Western Old Guild and the Assassins' Guild, shunting people and cargo in and out of the city incognito. Mid-level fighter.

Dunblat 'Thrasher' Smrog: Brother of Kenny 'Keeleye' Smrog, a massive man with double specialisation in club and a high-level fighter to boot. Works as a bouncer in the Docker's Arms.

Edward Lovejoy: Proprietor of the auction house. He will endeavour to assist anyone to sell anything and is fairly high in the Merchants' Guild as well. Edward has been closely involved in the auction of very expensive items many times, such as magic items (recently for Baron Garibaldi and the Olympian Temple) as well as land, castles and family heirlooms.

Edwardo Diminim: An architect. He is well regarded by Royalty and Barons alike as a clever designer of castles and defensive structures. He has a definite style to his architecture and many of the castles around the Land bear his distinctive style. He keeps all his designs in a locked safe in the Bank but often recycles them with small variations to save on time. He also uses Zoot Allorz a lot.

Eldritch the Witch: This miserable old crone fell out with the Black Magic Guild for reasons the GM can decide but which may be of use to the campaign (for instance, perhaps she fell out with Old Nick, or had a run-in with the Guardians of the Heart; perhaps she was caught selling potions below Guild Pricing or stole a recipe from the Druid in the Woods). Whatever her link with the campaign she is a nasty, lonely old lady who makes friends with difficulty and loses them easily. She is a fourth level witch and a sixth level Diabolist.

Eric of Mircumb: a cheerful and robust fellow who is actually a high-level Fighter-Magic-User-Thief working for Nicolias Morgul. Eric is rarely in the city but is rather pursuing unknown missions about the Land and beyond. Despite this he is well known and popular, making a nice side-line in story-telling (he has Life Skills in Story-telling, Folklore, Poetry and Mythology). He is not evil but completely under Old Nick's control and so may do practically anything to complete his mission, which is usually sourcing magic components or information.



Exello Zipser: A retired mid-level magic-user who now runs a bar, the Evening Star. He enjoys his job and tries to keep his life uncomplicated, although he yearns for a wife. A nice bloke and a nice place.

Farnir Doomray: A high elf spear maker and a highly skilled burglar for the Arborium.

Fast: This camp individual's real name is Phillippe of the Maze but everyone just knows him as Fast. He runs a travelling beautician business for the rich of the city and is a business partner of Oglevy the Wide Walker. He also has close ties with the Priestlings of the Bright Fruit. For more details see the Key NPC section later in this book.

Ferret Golner: The manager of The Joint , an inn of very dubious reputation. 'Ferret' Golner is a low-level thief and shameless drug pusher, getting low-lifes hooked and then getting them to steal for him to fund their habit. He buys a special brew from the Druid in the Woods and sells it on as it suits him. He runs the place for Jedriah Porange, his cousin.



Finbar Ponce: A grey elf and co-manager of La Boîte de Grenouilles Inn, although his elder brother Mirror is the main manager Finbar is an excellent chef. His mother is Insignia Ponce and his wife is the half elf Doris Ponce.

Fromalla Yonsarin: A high elf lady who works in a detective agency. She is actually a retired mid-level fighter-thief from

Karan. Charming and seductive and good at getting information and remembering people. She has a light touch in making contacts and friends everywhere she goes and often remembers a favour, which gives her a favourable reputation. Whether she has any suitors or not depends on the information she needs.

Gadrax the Summoner: A mid to high level Diabolist and key player in the Assassin's Guild. He actually makes his living summoning minor elementals and binding them for Dr Wappo (ever-lasting fire place anyone?). He has loads of contacts, loads of friends, gets about all over the place and yet comes across as a nervous, hairless man of undetermined age. His sunken eyes and parchment-like skin combine with his thin body to give the impression of a vaguely dead person nervous he might be found out and made to stop moving at any moment. He is of course very clever and perceptive with a small army of dangerous creatures bound to different charms he wears about himself at all times.

Garig Loombar: Married to Nostra Bromfella, he is a Knight from Karan of some sound reputation (mid-level).

Gavin Malletta: The retired boss of the Western Old Guild. Lives with his partner Boris Manell, who left the Western Old Guild to join the Arborium some years ago during an underworld war. All differences are settled now, mainly due to Gavin. Fading fast and possibly in need of some additional persuasion in case he starts telling any of the many secrets he has. Was very high-level Thief but lacks dexterity now due to age.

George of Oomland - a young man who has served Baron Darkmoor as squire for some years, ever since he jumped ship from a merchantman to make a new life in Dunromin. Now a fully-fledged Fighter he has joined the Guarde Militia and is attached to the Moon Guarde in the defence of the Royal Family, rising to the rank of Lieutenant very quickly. He remains on good terms with his old master, Baron Darkmoor and spends most off-duty

time with the baron's new squire Kiplin of Newhouses. Like Kiplin and Baron Darkmoor, George is also trained as a Courtesan and works with Baron Darkmoor to maintain a close eye on activities at court. While George's Oomlander heritage might be thought of as a hindrance, he actually is well received as a sign of the softening of old hostilities. "At least he's not an orc" many are heard to say.

**Gert of Tumble Lane:** the mad leader of the cult that calls itself the Believers. Gert calls himself the Great Eye of the Dark and uses a mysterious power to bind his followers fanatically to his will. He is a follower of the Oracle, although he has never actually met the Oracle nor knows his real name. Gert is working towards the enablement of the return of the Rakuli, but he probably doesn't realise this. It is not clear if he is a great Diabolist or is perhaps possessed by a great Diabolist.

**Gerym Tallfella:** A Halfling who acts as the main link in the Assassins' Guild between the Sisters and the troops. He is a quick, agile and dangerous hobbit, who looks and behaves like a beggar with a duff ankle (*Usual Suspects* anyone?). He appears to make his money controlling a street gang of urchins he rents out to visitors as city guides. He's a nasty piece of work that watches new arrivals most of the time and might even offer himself as a city guide. A potentially useful contact who has a habit of vanishing when you need him. He is a high-level Assassin and the ankle is part of his disguise. He can disguise himself as a Gnome very well.

**Gharn Ghambull:** A solicitor and assistant for the Western Old Guild. He knows all the legal bits about Dunromin backwards and also knows all the Guard Captains personally (he has something on nearly all of them). He has designs on Nehru of the Sun as well. Mid-level Thief but would never 'get his hands dirty'.

**Gilgalad:** A high-level Ranger and a traveller. Very important in the Western Old Guild, this charismatic story-teller and poet (Life Skills) travels the whole land

gathering information and passing on messages. Very useful in a fight and shrewd with it.

**Gorffrik Demout:** Master of the Arms Guild, which means he is in charge of creating and tracking coats of arms and the like. An intensely dull but manic man. Sometimes referred to as the Golden Dragon Cake, but no one really knows why. He is a good source for identifying unusual coats of arms and will be interested in information on new tribes and cults of humanoids, demi-humans and barbarians the party might come across. Trains the Life Skill Heraldry.

**Gregarin of Ingleisch:** A landlord who rents numerous properties around the city. Not in a Thieves Guild but too successful to be left alone for too long.

**Griffin Parkes:** Head of the Parkes Family and manager of the Parkes' Bathhouse (near the docks). Griffin is a massive man and a skilled masseur, as well as being a Magic-User-Thief (Trickster in the Dunromin vernacular). Not a native of Dunromin, he grew up in the Forest of Loom and learned his craft there. For various reasons this does not mean he is an Elf Friend but rather dislikes them. His family are similarly huge and all trained in the arts required of a Bathhouse. His three sons, Bolt, Nigel and Halfred are all trained low-level fighters as well as masseurs. His wife Estar and daughters Fiona and Gwendolin run the slaves and the business side of things, and are also trained as fighters (all low level).

**Grundir Nirlagir:** A wood elf master gold and silver smith. Also a member of the Arborium and a genius with locks and traps. A mid-level thief but very much a specialist in locks and traps – he even designs and builds his own.

**Gurth Tidcum:** A dwarf architect and the best in the Land of the Young at underground constructions and earthworks, probably.

**Guy Fontayne:** Landlord and part owner of the Green Dragon Inn. He is also the head of the Arborium and a very high-level Thief. Seems to be a respectable man with poor health, often laid up because of his 'weak heart'. He has many

friends among the upper classes; “Guy? A Thief? Don’t be ridiculous! I know the man!”

Harry Mallet: Hobbit Thief mid-level. He now makes his money retrieving stolen goods, finding missing persons and spying on spouses. He’s a detective.

Hertsberg the Redblade: A particularly manic priest of Morrigan (Celtic) and an ex-member of the Dragon Hunters. He rarely spends much time in the city and if he does, he will be in the Celtic Temple. The rest of his time he spends organising the Wild Hunt celebrations in the Moors to the northeast. He will have nothing to do with Sir Drakspear, having sworn an oath never to speak to him again, and is barely on friendly terms with Zarthis and Thellerra. He wears red at all times, smells foul and dribbles a lot. He has the title Dragonslayer but chooses not to use it. See the later detailed Key NPC section for more information on the Dragon Hunters.

Horrace Gavalier: A respected businessman, who runs the shipbuilders and a warehouse with Desmundt Van Cliyah. Successful but nowhere near Desmundt.

Insignia Ponce: An arrogant and conceited grey elf lady of great years. She is the head of the Ponce family and runs the entertainment side of the La Boîte de Grenouilles Inn. She has two sons, Mirror and Finbar, both married, and is close friends with Slenia the Whitewytch.

Captain James Habbard: This man has been missing for the last 15 years. His bar on Dogran Street, the Knot, is run by his wife Marci Habbard and their 12 year old daughter... The place is really the main avenue of access into the Assassin’s Guild and the training centre they have is in the catacombs accessed through several secret passageways below the bar.

Jason Carudes: House Keeper for the Merchants’ Guild and head of the Western Old Thieves’ Guild. He is a quiet, subservient and unassuming middle-aged man who joined the staff of the Merchant’s Guild after a brief but successful adventuring career as a

‘fighter’. He now runs all the logistical side of the Merchant’s Guild and has the ear and the advice of all the important businessmen in the community. He has far-reaching influence and a lot of information and blackmail material about all the people in important positions in the city. If the party start to get particularly important then Jason might well arrange for something damaging to be found out about them. Suddenly Jason, or more likely one of his underlings, will become that party member’s best friend and keep the secret safe for them... Don’t underestimate this man or his influence. He has Int of 18 and Wis of 17 as well as Dex. Think Moriarti from Sherlock Holmes; very high level Thief.

Jerim Slott: A pawnbroker and a glum alcoholic. His partner is Shamus Peabody, his only friend (not that this is saying much).

Jerry Twoshank: A retired Ranger (mid-level) and owner of the Outlaw Inn. He was once in the City Garde and his son still is. A handy swordsman and a bit of a sad old regimental man, always talking about the great times he had with his ‘lads’ before he retired and tried his hand at adventuring. After one adventure he met his wife and used his loot to buy the pub. He helps out the Western Old Guild and runs a warehouse for the sewer porters, many of whom are close friends. Not a big player in the Guild and mainly does it for the excitement.

Jerym Ponderis: A meticulous and well-dressed, robotic sort of bloke. Moneylender to the rich and famous and, in his obsequious social dealings, he is the closest thing you can have to a reptile while still being warm blooded. Not an unpleasant man to deal with in business and he has reasonably good relations with his predominantly upper-class clients. He might even be called ‘generous’ sometimes.

Jesmond of Old Town: Usually known as Jessie, this young female mage is a known associate of Ogley the Wide

Walker. More information in the Key NPCs section.

**Jud Gromskat:** A one legged sailor who lost his leg to a shark/dragon turtle/pirates/Urdum Empire raiding party. Alternates between entertaining and disgusting. Always cheerful and friendly, like the ‘toughest game in the world’ lonely bloke in the ‘Fast Show’ TV Comedy Show. Pimps his daughters as prostitutes...

**Kelmin Grogar:** A mid-level Thief who now works as a detective for Sunny Investigations. A fun loving charmer with friends (and enemies, probably) in every rough dive in town. Often gets in over his head and has been beaten up far too many times to be healthy.

**Kenard Proktor:** A stern and heartless solicitor who is well placed within the Western Old Thieves’ Guild and often used by them to discredit public people they have been unable to ‘own’. He often acts as chairman for public debates, which he organises at the Circus from time to time. He has a subtle skill at swaying the somewhat partisan crowds that come (not that they’ve got a vote, of course). There is gambling on the outcome and any controversial new bit of news is game subject matter (as long as it’s not treasonous of course).

**Kenny ‘Keeleye’ Smrog:** A retired sea captain who has lost three ships in mysterious circumstances. He runs the Docker’s Arms with his brother “Thrasher”. Keeleye is very much like Tom Baker’s character in Blackadder II. A mid-level fighter,

**Kiplin** of Newhouses is squire to Baron Darkmoor and a close friend of George of Oomland. He is a low-level fighter, as one might expect, with some ambitions to be a Knight. He is also being trained as a low-level Courtesan to support his master in his efforts to maintain court stability.

**Krillo Drooga:** A decrepit old man with a wit sharper than a tunnelling electron microscope. He is the most senior solicitor in his partnership and often acts for members of the Royal Family, rather than having them represent themselves. Very smart, but a little too

fond of showing it off. He’s a lecherous old sod too. Knows an awful lot about an awful lot of people but won’t stand up to the mob. A very useful adviser on city matters. It may seem odd that the Royal Family have to represent themselves in court but the king is very keen in keeping a lawful and respectable profile for his realm – only the king is above the law, although anyone bringing a case against the Royal Family would have to be very sure of themselves.

**Larnir:** A psychic living in the Norse temple and acting like a Soothsayer. She advises people of disasters and famines and speaks of the wonders of the next world. She tends to be very cryptic and misleading. The GM can use whatever vagueness and ambiguity you like as regards her visions but she is actually genuine and connected to the Norns (Fates) through the Astral Plane.

**Lee the Reed:** a skinny youth of indeterminant origins who hangs around Big Al’s Place as a runner and odd-job boy. He’s a Doppelganger with some useful magic items. He has been *Charmed* by Big Al so the vampire has someone he can use to run errands in daylight. To be honest, Lee quite likes the life and probably didn’t need *Charming*. The person Lee is impersonating is long-dead and eaten but the Doppelganger has spent so long in his shape he sometimes forgets he is not the real person.

**Lloyds Family:** Shipping insurers. Hmmm. Middle Ages you say? They do reasonably well at it since people shipwrecked on Barnaynia rarely survive to claim, but insurance sounds a very good idea when in port. There are many people in the family and related to it so there are links with many businesses. While insurance interest is the highest profile, they are also landowners in and outside the city and trade with foreign countries regularly. Their main purpose here is as potential patrons for water-borne or distant adventures.

**Malmir Fairchild:** Landlord of the Elf’s Walk Inn. He’s a friendly bloke but fickle with it. Always curious for stories of

the elven homelands. Quite high-profile and well known and liked (but somehow not trusted). A high elf and only slightly involved with the Arborium.

Marci Habbard: a street-wise lady and wife of Captain James Habbard, running the bar on Dogran Street, the Knot. She is a front for the Assassins' Guild but has no real skill herself (to keep the profile of the place low). She isn't even evil - she is CN - although she is nobody's fool. She has a twelve year old daughter, even though her husband was lost at sea 15 years ago.

Melissa de la Rouge: a half-elf and chief handmaiden to Queen Olana. She is a close friend and confident, a mid-level Thief-Courtesan and member of the Guardians of the Winged Heart.

Merd the Mage is the rather sordid assistant of Zoot Allorz.



Mirror Ponce: A grey elf and the main manager of the La Boîte de Grenouilles Inn. He is as conceited and painful as his mother Insignia Ponce, as is his wife Lily and their three married children. All work at the inn.

Morbidius DuWood: Father of the current Druid in the Woods, Anthelias DuWood. Morbidius has actually been

in a mysterious coma for the last three years but this has done his physical appearance no harm. He used to be a powerful Druid and what happens when he has a challenger to his title remains to be seen.

Natasha Marydos: Younger daughter of Lady Mary and a well-qualified Illusionist and Thief. She works as a thief and looks after the books for her mother. She is nowhere near as frightening as her elder sister, but not someone you would want to cross. She looks like the quiet bookworm you see in Manga cartoons (funny how they always turn out to be ninjas huh?). More details under her mother's brothel itself, below.

Nicolias Morgul: 'Old Nick' is one of the characters of the Guild of Black Magic and generally regarded as being a bit of a sad Nick Cave wannabe kind of person (although he is completely hairless, like Nosferatu without the teeth). Seemingly harmless and never coming out during daylight makes him a kind of figure of fun among the inhabitants of the Guild and others. Perhaps surprisingly, he is actually a very powerful vampire and close associate of Alan son of Matthew. Old Nick is a high-level Diabolist as well, just to make him really dangerous. He is currently working on several magic items that will allow him to go out in daylight and resist the effects of garlic and holy water. Obviously, if he succeeds then he will become very dangerous indeed.

He is extremely ancient and is the younger brother of Kzenzakai, aka The Great Gorger, the legendary barbarian witch-king from the far side of the Wildlands who was slain in the War of the Ring by Baron Garibaldi. Quite what Old Nick thinks of all this is up to the GM - he might be conspiring against the Baron or he might not care and be deeply enmeshed in his own plans and ambitions.

Much of Old Nick's business is taken care of by Eric of Mircumb, who is his *Charmed* servant in the world of daylight, although the two never meet

publicly and no one really associates the two.

Old Nick deliberately cultivates his almost comic reputation and a GM might want to play him as having a sham Transylvanian accent like the Counting Count from Sesame Street



Nostra Bromfella: Daughter of Ostrix, married to Garig Loombar. Practical, clever and very thick-skinned. She's a clichéd, self-important business woman, a real "Ball Breaker" as the saying goes. She more or less runs the Traveller's Respite Inn for her father.

Ogley the Wide Walker: Mainly known simply as Oggy, this unkempt fellow runs a mob for hire as purveyors of magic items and rare spell components. See more in the Key NPC section below.

Old Maud: See Titania the Purple

Ostrix Bromfella: Owner of the Traveller's Respite Inn Inn, but mostly a lazy old fat man. His daughter Nostra (a frightening but practical woman) actually runs it all, assisted by his three sons. Ostrix is a harmless man blissfully unaware of how many people his off-hand bigoted opinions offend. His daughter's much the same but very professional with it.

Oswald of Baltig: Also known as Ozzy the Booka Whisperer, this Halfling Druid

of the Air makes a living managing the relationships between citizens and the endemic Booka population. For more information see the Appendices.

Otis the Ratman: Leader of the Ratmen gang of Assassins (only some are Assassins in truth, some are Thieves and fighters, all are wererats, like Otis). A cunning spy and a ruthless killer. He often scrabbles through the upper levels of the sewers listening to gossip on the streets or interrogating his rodent cousins. A useful ally, but not a very dangerous threat in himself to any party above about third level.

Papa Baz: A travelling circus owner, kind of... See separate section under Key NPCs section later in this book.

Pavlova Generoe: A teacher who makes her money teaching people to speak, read and write Common and other languages. She is a fussy old spinster, but well-meaning and a very good teacher.

Percival Prescott: A half-elf Fighter-Magic-user and general party-animal. Infamous among certain social groups in Dunromin – mainly upper middle- and upper-class families – and works as 'something' for the king. This is mostly a front as he acts as a secret go-between for the king, the Prince of Karan and the royal family of Loom. He knows a lot of interesting secrets but is fiercely loyal to the king and very capable of looking after himself with his double-specialised +4 Two-Handed sword and 18 Str. He has magic armour and Horseshoes of the Zephyr on his light warhorse

Quigg Mitsnaiker: Pronounced Kweg Mits-nay-ka, this mid-level human fighter of unknown origins seemed to appear in the city a few years ago and has been hanging around ever since. He never seems to have a lot of money but it never seems to run out (Everard's Purse). He has very earthy tastes and lodges in the Bawdy Wench. He is an averagely built, middle-aged man who has a finely trimmed beard and wears his receding hair in a top-knot. He always wears brown suede armour (magical, as +2 leather and permanent Protection from Normal Missiles), an

outrageous red codpiece and carries a broad sword (magic +3) on a thick belt (Belt of Stone Giant Strength).

Rigger Neverdead: See the section on Key NPCs below.

Robin the Emancipator is a mid-level fighter who feels driven to do all he can to abolish the Slave Trade. His motives are a firm belief in the right to freedom of all individuals and the essential wrong-ness of owning slaves. Few take him seriously but he is determined, although peaceful, and is intent on lobbying the Royal Family to restrict the slave trade. It is likely that if he starts making any progress he will become dead very quickly. He has numerous friends but few share his zeal.

Rupert of Willow: Owner of Rupert's Bathhouse, this spry middle-aged man is a very shrewd businessman who never forgets a name or a face. He is the receptacle of a massive amount of information and delights in starting rumours about those people that offend him. Despite this he is very popular among his friends and is gregarious enough to have many friends indeed, particularly among the Royal Family and Old City personalities like Big Al. Rupert has little to do with the Thieves' Guilds, or at least as little as he can. He lives on the premises with his lover D'Mitri Slaarv, who is a very capable Diabolist.

Sergeant Barnes Steadman: Another ex-militia man running an inn (the Storm), but this time without the sense to see what a mess the place is. The Guard are always fighting, thieves are always picking pockets and he thinks it's the best pub in town. Quick tempered and violent with a low opinion of everyone who hasn't fought for the city at some point. He is a low-level fighter himself.

Shamus Peabody: Moneylending partner of Jerim Slott. He is married with three children, jovial but shrewd. He knows of his partner's failings and is slowly cooking the books to make it look like Jerim has been stealing from the company for years. He will eventually use this as a basis to sue his partner and then retire to the country, where he has

been secretly investing in some land. At the moment he rents this to poor farmers who couldn't otherwise afford their own land.



Sid Nertrid: The publican of the Bawdy Wench Inn and a half-ogre (!). He runs the place with his partner Tom Dunug who is the real brains, but being a troll can't own property in the city. Between them they run what is probably the most profitable and entertaining pub in the city. They have surprising friends at all levels of society and can be unexpectedly welcoming and generous to adventurers on the up. This is purely from a selfish, profit-based standpoint of course. Sid in particular never forgets a face and is keen to make everyone feel welcome.

Sir Drakspear the Dragonslayer: One of the Dragon Hunters and seen by many as their leader. He is a very accomplished Fighter-Thief and very self-sufficient, seeming to have no fixed abode and often travelling. He stays in the Green Dragon when in the city. He is a fierce, dark-haired man of mature years and lean build. He wears black leather armour decorated with green velvet, which is an elven fashion of some time ago, and carries a very ornate long sword (all magical). He can be hired for special jobs and may even cross the

party's path as an adversary after the same prize on some adventure. He can call upon his close friend Zarthis, also a Dragon Hunter, who will drop everything to help him. See also the Key NPCs section.

**Sir Fordé Doomtrodden:** A determined social climber and landlord of the Knight and Serpent Inn. His primary career is as a successful adventurer and hopes to be a *Guarde* captain at some point. In fact, he probably will be. He's only 30 but already has a formidable reputation as a warrior and a businessman (mid-level fighter-magic-user, magical weapons and armour, perhaps a wand or two as well). He mainly relies on his retired page Den Potter to run the inn. He has no connections himself with the thieves' guilds. He is rarely in the city.

**Tasmonica of the Red Flame:** a known associate of Oglevy the Wide Walker more usually known simply as 'Tash'. See also the Key NPCs section.

**Tim Barane:** A sergeant in the Moon *Guarde* and head of the Royal Messenger Service, which is a band of riders who run messages and letters between the cities and baronies of the Land of the Young. Tim also runs messages for the Assassins' and Thieves' Guilds on the side.

**Titania the Purple:** also known as Old Maud is a rather tragic figure of a failed Mage but with a talent for communicating with Bookas. See the Appendices for more information on Bookas.

**Thellerra the Dragonslayer:** This lady is one of the Dragon Hunters, or she used to be before she left the group in a grump. She is still on speaking terms with Zarthis and Hertsberg but has not spoken to Sir Drakspear in years. She is a huge warrior maiden with terrifying aspect, strength and speed. She makes a living as a bodyguard for Barons and successful merchants. She has two young daughters (father unknown, possibly different, not Dragon Hunters though) whom are looked after by her mother and younger sister, who are also very imposing but half the size of Thellerra. Thellerra would like to progress

through the *Militia* and even become a *Guarde* Captain but something about her or in her past means she keeps getting passed over for promotion. See the section on Key NPCs.

**Tom Dunug:** A troll, living and working in the Bawdy Wench Inn and a close friend of the landlord Sid. Tom and Sid used to be adventurers and Tom was a successful fighter-thief, until he was killed and a magic-user read a *Resurrection* spell from a scroll to bring him back. Tom came back as a troll and the magic-user is now dead. Tom is very clever and *very* dangerous in a fight. Or in fact at any time. His troll claws do not restrict his thieving skills except pick locks and pockets and he is a fantastic hider and climber. If the GM is feeling really nasty he could allow Tom to be a specialist or even double-specialist with his claws. He has some magic items as well, including a Ring of Protection which just fits on a little finger (he has other non-magical rings as well to make it look less suspicious). He has a deep voice and a slight lisp due to his fangs but is a cheerful and engaging conversationalist with a stunning ability to tell a funny story or two. He can be very scary though and on good terms with the *Guarde*. In fact if any one wasn't on good terms with Tom they would probably keep very quiet about it.

**Tulley Gadzmoot:** the current head of the Artificers – magic users who have formed a rough brotherhood and sell their services to any patron rich enough. They deal exclusively through the Magic Guild for mutual protection and are all based in the comfortable chambers, offices and workshops of the College of Magic. Tulley is an old Karanian who lost his interest in adventuring and two close friends to a great beast in the deeps. He now makes a good living in less hazardous but more arduous magical crafts. He is a gruff old man with a cunning twinkle in his eye. He knows all the master craftsmen around the city and will try anything, for a price, up to and including wands, rings and +3

weapons. He even trains people, if the price is right, and is one of Baron Garibaldi's tutors and oldest friends. He is very well equipped and very well protected.

**Yaffe:** A mid-level Ranger of unknown origins who has led a career as a successful adventurer. He is the sole representative of a lowly deity of poorly explained origins and has half-heartedly tried to raise a cult based on this. Despite his eccentricities he is well known, respected and welcome among Royalty. There are even rumours that he fathered a child with Princess Edwina Luftheart. He wears magical elfin chain beneath his fine and fashionable clothes and wields a Flametongue.

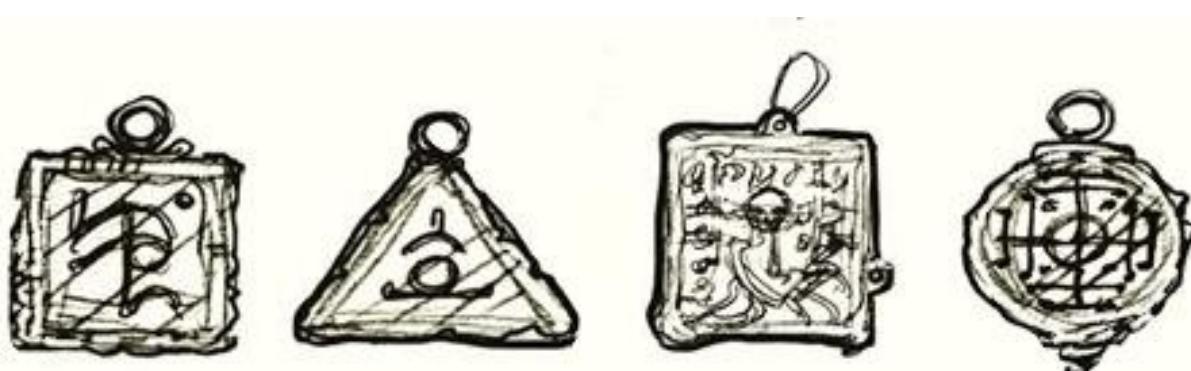
**Yarvid Brenn:** A solicitor and a fat, lewd gentleman with a taste for prostitutes. He makes his money advising on and executing wills, property deeds and such boring, highly profitable services.

**Zarthis the Dragonslayer:** One of the Dragon Hunters, Zarthis is a mage of considerable power and spends his 'retirement' deep in the Magic Guild Library researching his passion for magical wands and staves. He manufactures these to order as well. Personally, Zarthis is a painfully shy middle-aged man whom it is difficult to believe faced down three major dragons and several minor ones.



He is, indeed, far more dangerous than he looks and comes armed with a battery of wands. He will respond to any call for help from any of the other Dragon Hunters and is the only one still on speaking terms with Sir Drakspear the Dragonslayer. See also the section on Key NPCs later in this book.

**Zoot Allorz:** A mid- to high-level Magic-User of repulsive habits. More details under Key NPCs below.



## Key NPCs and NPC groups

In this section are more details on some of the NPCs listed earlier and some other NPC ideas for you to consider. Unlike the NPC character ‘sketches’ given above these are much more detailed.

You can include them or not in your own campaign as good guys, bad guys, patrons or enemies. They will also be of interest in terms of illustrating the diversity of campaigns that can be run in Dunromin and the Land of the Young or as adventure hooks in themselves.



### Lord Mordred the Mighty, King of the Land of the Young

In case you need them, here are the stats of the Lord and the main figures around him. The key bodyguards will be close to him at all times and Samuel, in particular, is always close but never speaks. When in the Counsel Chambers Mordred will be accompanied by the Privy Counsel, or at a minimum Baron Darkmoor, his Uncle Prince Mozgad, also one of the Counsel of Three from the Magic Guild, and the Shield of the King, Sir Oswald Darksmelter, as well as Samuel. Mordred will

never be alone or unaccompanied except when in his bed-chamber, and even then will have servants and Samuel present unless sleeping. Samuel sleeps on the step outside the bed-chamber (well, he doesn’t actually sleep).

When about the castle the king is accompanied everywhere by Samuel (see below) and the Shield of the King with possibly a few Royal Sentinels. When out and about outside the Castle, even just going to the Counsel House, the king will be accompanied by the above plus four Sentinels (at least) and a body of Guarde, usually one or two companies. There is also likely to be a pair of Griffin Riders overhead.

The Royal Sentinels are those members of the Guarde that have risen in personal notoriety to a sufficient extent to be invited to be among the King’s senior bodyguard, known as the Royal Sentinels. It is a very prestigious post to hold and includes ex-adventurers, the sons of barons and ordinary Guarde who have proved outstanding in their abilities and loyalty. There are up to 12-24 Royal Sentinels at any time, each serving for five to ten years, with a third of them on duty (close to the king) at any time. All are of at least 7<sup>th</sup> level in their primary class and most are fighters, Knights or multi-classed fighters. Pure magic-users and Wild Domains Barbarians are rarer but not unknown. Pure clerics are not present but the king has all the resources of the city temples to call upon should he need them.

All the Royal Sentinels are Lawful (Neutral or Good), excellent horse riders, have outstanding manners and usually a number of other skills as well as the best magical and non-magical equipment available. It is not impossible that a player character could become a Royal Sentinel but it is suggested that this is not for playing time but rather in retirement or semi-retirement.

Lord Mordred is a high level Knight (Ftr 18<sup>th</sup>, S 18:76, I 16, W 18, D 17, Cn 16, Ca 16, A 14; HP 132) and when in public he wears +2 Full Plate, Shield +4 (carried by the Shield of the King when not in combat), Ring of Protection +2, Cloak of Displacement, +3 Vorpal Broad Sword (Int 17, LG like Mordred, Permanent Detect Lie, empathy with Mordred, can also Detect Magic and Detect Gems 3 times per day, 60’ radius duration 3 turns), Ring of Spell Turning, Helm of Underwater

*Action* (with a gold coronet fastened on top of it), *Periapt of Proof Against Poison* and rich clothes. He wears his cloak, rings and Periapt at all times as a defence against assassins. He also carries a +1 dagger with him at all times which has a bound 32HD Air Elemental in it that he can call upon at any time and which will defend him if he is attacked. He sleeps with this under his pillow. The dagger is otherwise a normal +1 weapon. Mordred will always have his sword with him when not in his private chambers. This is not just for protection but the *Detect Lie* ability he has when he wears it is very useful.

When in court the king will wear one of two crowns. The main one, the Crown of Kings, is a fabulous gold affair with the family coat of arms (the winged heart) and other regal signs and symbols on it, as well as lots of diamonds.

This object is rather heavy and covered in bling so when not engaged in official business he wears the less impressive but more ancient and significant Storm Crown. This crown is also gold but the only decoration is a Storm Cloud emblem on the front. This was given to his ancestor by a visiting Storm Giant as a mark of respect and was taken as the symbol for the then newly-formed Storm Regiment of the Guard (previously called the Eastwatch). Neither crown is magical (unless the GM needs them to be).

Sir Oswald Darksmelter is the Shield of the King and is a high level Fighter of great renown (Ftr 13<sup>th</sup>, S 24 (*Belt of Storm Giant Strength*) I9 W12, D 18, Cn 18, Ca 12, A16; HP 125). He wears +2 *Full Plate*, *Cloak of Displacement*, a *Ring of Protection* +2 and a *Helm of Telepathy* when on duty. He wields a +4 *Bastard Sword Defender* that has an Int of 12 (LG as is Oswald, SA Telepathy with wielder, *Detect Magic* 30', *Detect Invisible* 30', both 3 times per day, duration 20 rounds, can cast *Cure Light Wounds* once per day).

Samuel is a strange creature whom will ignore anyone trying to communicate with him. Anyone persisting will be told not to by the king. Samuel is not really a human, although he always appears as a very tall and lean, hairless man of pale complexion dressed in fine red silks and cottons. In fact, he is a Grey Slaad that has been bound to protect Mordred by a curse (on Samuel) that was the result of a strange encounter with a demigod in Mordred's last adventure. Needless to say,

Samuel is not greatly impressed with this 101-year service but is bound by powerful divine magic to ignore his instincts and do the best job he possibly can. In his usual, human form he has Str 18:99 despite his tall, skinny appearance and a Dex of 18 (-4 on AC). He wears +4 *Elfin Chainmail* under red silks and red silk slippers and carries a +3 *Bastard Sword of Sharpness* (NSA) which he uses two-handed. Mordred doesn't really like Samuel much but has kind of got used to having him around.



As can be seen, Mordred is pretty safe most of the time, as you would expect of a man in his position in a magical fantasy world. It is certainly not anticipated that the party would ever want to engage the man in combat for any reason. The other members of his circle of friends might offer other adventuring opportunities of course.

As an additional piece of background, Mordred is a passionate collector of weapons, especially swords, of different styles and origins, magical and non-magical. This collection is displayed in some private apartments above the main hall of the Castle. He enjoys food, drink and the sports appropriate to his position, but has great self-discipline and is relatively sensible at all times. He can be proud and spiteful at times but his wife will curb these weaknesses if she can.

## Troll Hunters

In the year CY 293 the Land of the Young extended into the southwest, pushing the border back beyond an ancient bridge there and up the valley of the Ruined River. This bridge quickly became known as “Troll Bridge” as it was utilised by humanoid raiders from the mountains to access into the lowlands. The king of the time, Michael II, appointed a Baron of Troll Bridge and Border Creek to build a castle to guard the north end of the bridge and secure the realm’s southern border.



This was done, but took some time. Coincidentally, at same time there was a plague of trolls coming down from the High Moors and raiding the eastern lands between Potter’s Ford and the coastal baronies. In response to these threats the king set up patronage for a new breed of champions. The aim was to attract experienced fighters to go out into the wilds beyond the borders in all directions to gather information about humanoid movements and tribes and coordinate strikes against them, should they be required. This band of lonely wanderers became known as the Troll Hunters and some went on to become the first Rangers.

While the funding for the organisation ceased, officially, long ago, many border barons still meet regularly with any Troll Hunters passing through their territory and reward them, in whatever way is appropriate,

for any information they can pass on. Troll Hunters also get preferential treatment at the Fighters’ Guild and used to get free membership. Since the loss of their ‘official’ status, the group has persisted as a fellowship of like-minded and highly motivated individuals.

A Troll Hunter will usually be a loner and have a fondness for wild places. They may have issues with, or merely a dislike for, towns and villages and for dungeon and underground adventures. The reasons why they have become what they are varies from Troll Hunter to Troll Hunter. Most Troll Hunters are human but there are half-elves as well, even half-orcs sometimes. Most are male but female Troll Hunters are a significant and respected minority. Some are fighters, fighter-thieves, Wild Domains Barbarians or even Paladins, however, most are Rangers. The Ranger class grew from a group of very able Troll Hunters who developed their skills very specifically and then started training their own successors. These specialists became the first to call themselves Rangers as elite Troll Hunters but have since evolved into the Ranger Class as it stands now, separate from the role of Troll Hunter.

But not all the Troll Hunters became Rangers, and some that became Rangers continued to be Troll Hunters too. So the Troll Hunters of today are a mix of different classes and personalities, although they have a number of characteristics in common.

- They all feel more at home in the wilderness than in towns and villages. While many will have a base farm, holdfast, village or such to which they return, usually in the winter, and while they might even have a family there, they prefer to spend their time in the Wilderness.
- They don’t adventure below ground. This is usually a personal preference but is often due to some bad experience (PTSD) underground or character ‘flaw’ such as claustrophobia. Whatever the reason, they might explore underground in small orc dens or a goblin hive, but they will have no inclination to go any deeper than a level or two at the most.
- They make a decent living and are usually very experienced. They are not called “Troll Hunters” for nothing and they get

- a lot of XP and treasure from their occupation. How they spend this loot varies, of course. Some might not even be bothered about material gains and bury it, leave it where it lies or just give it away.
- They are widely known in the areas they patrol and well respected. The reputation they have for being fierce fighters is formidable and they often have the ear of the local barons. They are a tremendous source of information about the country around the border and often work as guides for adventuring parties seeking specific locations.
- They tend to travel alone although can often be encountered in pairs or threes. In such cases one of them will be an apprentice of less than 3<sup>rd</sup> level.
- They all have some training as a Witch (optional – see the **Player's Guide to Dunromin** for more information on Witches). Their affinity with nature and the power of the planet gives them a natural awareness that lends itself easily (and even involuntarily) into witch-craft.
- Troll Hunters usually get on well together and will often leave coded messages or symbols for each other as they move through the landscape. They often band together on a temporary basis to tackle a particularly threatening foe. At such times they can ignore the limit on the number of Rangers in a party as they are only working together temporarily and for a defined, short-term goal.

New Troll Hunters initially start by being mentored by an older Troll Hunter. This apprenticeship lasts until they are 3rd level. How prospective Troll Hunters are selected varies a lot; some will be the sons of older Troll Hunters continuing a family tradition by being trained by their father or a friend of their father; some will be errant youths identified by the elders of their village as having the relevant disposition; some will be ambitious individuals who fancy life in the wilderness; and some will be troubled souls who seek to get away from civilisation for whatever reason.

Assuming the candidate survives the apprenticeship and likes the lifestyle, at attaining level 3 they attend a ceremony with several other Troll Hunters and are inducted into the tradition. This ceremony will happen

in the Castle at Dunromin with senior members of the Royal Family present, usually the king himself. Thus every Troll Hunter is known to the king and as such their opinion and existence matters. If a Troll Hunter goes missing in the Wilderness people will notice and steps will be taken. In return the Troll Hunters will feed back information to the king about the activities of the monsters, barons, merchants and others in their areas. Troll Hunters are staunchly loyal to the king and the realm.

Sometimes new Troll Hunters may already be high-level in an appropriate class and be looking at a career change from some other life – perhaps an adventurer sick of life underground or a member of the Guard (particularly the Ice Warriors Regiment) who is looking for something more interesting with a better income. Once they have served a shorter apprenticeship (6 months minimum) they are inducted in the same way as other apprentices. There is no badge or special title associated with qualification, other than merely being known to be a Troll Hunter.

Troll Hunters are very practical and pragmatic individuals; their survival depends on it. Their equipment will be the best, often well-worn. Their weapons practical and well-cared for. Armour, equipment and clothing will be appropriate to a life spent outdoors and mobile, which is why there are no magic-users or similar amongst the Troll Hunter ranks. Troll Hunter lifestyles do not suit a life of reading and carrying magical books. All will be prepared to use flaming oil on Trolls (only) regardless of class preferences.

Troll Hunters are usually excellent riders but their use of horses may be restricted by the terrain of their home ranges. They will often have dogs for war, hunting or tracking, even wolf-packs or hyenas, hawks and such, using their Witching powers to bind these creatures to their wills as companions as much as servants. Troll Hunters are used to living rough so Life Skills will be more about survival than social niceties, but may also reflect the reasons they became Troll Hunters in the first place.

Not all of them are grim, solitary warriors; many are quite gregarious and have hidden talents. They are often younger than expected too. Hunting humanoids is not a career that makes old bones so there are quite a number of retired Troll-Hunters amongst the

warriors and captains of baronial fighting forces. In short they are experienced warrior-type adventurers who have grown tired of adventuring underground. That all said, they are also often troubled individuals for one reason or another, even coming across as rude, aloof, proud, enigmatic or even sordid or sociopathic.

Troll Hunters are, of course, masters of their domains, first and fore-most. They will have an intimate knowledge of a vast range usually overlapping civilised and wilderness areas and two or even three baronies. Troll Hunters are not territorial about their ranges and as such will overlap a lot with their neighbouring Troll Hunters, sharing information with them. They will know all of the main inhabitants of the areas and be known by them. Recurring tribes of humanoids will be aware of the Troll Hunters they have in their areas and vice-versa. Villagers, inn-keepers, farmers and land-owners in the area will know the Troll Hunter and will usually be very well disposed towards them. Many have established signalling techniques for calling the Troll Hunter in times of peril too – perhaps coloured smoke signals.

Classical inspiration for the Troll Hunters is pretty much any example of a loner living in the wilderness or questing knight choosing to guard an area simply because they feel drawn to it: Tolkien's Dunedain Rangers guard the Shire for the hobbits; the fur trappers of 19th century Canada live alone in the wilderness; the Knights Templar protecting pilgrims going to the Holy Land; perhaps even the Fremen of the Dune books by Frank Herbert or the Poacher character from the film *Withnail and I*: All these are possible archetypes for the Troll Hunters, as well as the excellent original Scandinavian film *Trollhunter* itself of course.

In game terms the Troll Hunters are useful little plot elements for the GM. They can be used as guides to take the party to a dungeon in their range without any fear of them wanting to come into the dungeon too. Or they can be used for any amount of information and clues about the areas of interest. They can be the messengers of the king, asking the party to get involved in some political or diplomatic situation of whatever form.

While it is unlikely (very unlikely) that any player would be a Troll Hunter for obvious reasons, there is no reason that a starting character can't be a failed apprentice Troll Hunter; perhaps they didn't like the lifestyle, or they got scared being out in the darkness on their own, or maybe they failed due to some secret, personal flaw. Or perhaps the character is the son or daughter of a Troll Hunter and fears/envies/hates their parent for whatever reason.

Troll Hunters are thus a useful tool or plot device but not likely to be an adversary, unless the party is evil or against the king. Indeed, if the party has got itself lost in the wilderness and is heading for a TPK (Total Party Kill) situation, a Troll Hunter or two might happen upon them and help them out to save everyone having to re-roll new characters.

Here's some Troll Hunter examples to get your imagination working:

**Darke Longstride** (level 9 Ranger, level 3 Witch, human male, mature, magical chain-mail and shield, uses a long-sword and is double-specialised in long-bow, has magic arrows) patrols the Borderlands westwards of Karan with a lanky youth called Ned (Edward of Karan, level 2 Ranger, level 1 Witch, human) and a whole gang of trained hunting and war dogs. He is on very good terms with the Prince of Karan and the local barons. He also has a farm, run by his little brother and his wife. Darke finds domestic life uncomfortable and will never linger long under a roof. He used to be an adventurer with his elder brother and sister but was the sole survivor of a trip into the Hellmarch Mountains.

**(Sir) Oliver the Red** (level 8 Paladin of the Celtic Temple, male human, young adult) is a broad, hairy and gruff knight of anti-social demeanour. He wears battered but magical Plate Mail and wields a Bastard Sword and throwing axes. He resembles a tall dwarf and is taciturn and suspicious of everyone he meets. However, among his trusted friends and companions (other Troll Hunters, older priests of the Dunromin Celtic Temple and some locals he has made good friends of) he is a charming and vivid story-teller with a fine singing voice and fantastic memory for the ancient sagas. He will one day return to the temple to continue his training but for the present he wanders the Low Moors to the

northeast of the Land of the Young scouting out routes and locations for the temple's magnificent Wild Hunts.

**Talin the Swift** (fighter 11, Witch 3, human female, young adult, legendary magical broadsword and magical splintered mail, dedicated follower of Freya, Norse Mythos) is a broad-shouldered, stocky and aggressive young lady of uncertain lineage. Her mother was a Troll Hunter but died while Talin was still young. Talin is aggressive and assertive to strangers but caring, empathic and tremendously loyal to those lucky enough to call her friend. She has many lovers but has never settled anywhere. She has one of the largest ranges of any Troll Hunter and covers the southern Low Moors all the way east to the coast and down to Illmere, where she is a good friend of the Baron.

She is exceptionally talented for her young age and favoured by the King for any missions in this area. She has a younger sister and brother, both still spending their teenage years in Dunromin; the sister at the Name of the Rose College for Ladies and the brother being trained as a Cleric of the Norse Temple, their tutorage being paid for by their sister.

**Galforlindellin** (Fighter/Thief level 7/9, half elf male of mature years, long sword Frostbrand and magical elven chain) is better known as **Old Galfie**. He wanders back and forth between Dunromin, Tothgran, The High Wood, Long Drop Pass and the Forests of Loom, riding a pale horse and playing his harp. He is a cheery wanderer with many acquaintances but few friends. He is tormented by strange dreams and will seldom dwell anywhere longer than two nights, although he may return often if the welcome is warm. He willingly acts as a guide to those seeking to explore the Gnome tombs and ruins around Creb Untool, for a reasonable share of the loot of course.

### The Fallen Crest

There is an old, tall story that King Morev, King Mordred's older brother, was married briefly before he died in the Paladin Wars. The story records that his wife, a great beauty of the local barbarian tribes, bore him a son shortly after Morev's death, but died herself in the act. An inner circle of powerful counsellors, barons and others believed

Mordred's business-friendly attitudes would be better for them and allegedly sought to hide the existence of this other blood-line.

Despite their efforts, the son was secretly returned to the Land of the Young and then borne away to the east by a courtier loyal to the dead prince, even as Mordred was crowned in Dunromin. In hiding this boy was raised to a man and hidden in a rural community in the east of the Land of the Young where he married a local girl and himself had a son. Throughout this time a band of senior royalists calling themselves the Fallen Crest were keeping the prince's existence secret, awaiting a day when Mordred's popularity might dwindle and they would be able to allow Morev's son to claim his true birth rite.

Twelve or so years ago something went wrong and someone in the hierarchy of Mordred's supporters found out about the son, but not the grandson. No one knows who organised it nor if Mordred himself was complicit or even aware of the plot. Whatever the truth of it, a bunch of low-life, down-at-heel murderers were hired to kill an unknown farmer and everyone on his farm.

This they did, reasonably thoroughly, and tried to make it look like the work of bandits or orcs. However, while the prince was killed his six-year-old son managed to survive. The morning after the attack the child was found by an old passing Ranger and brought up as his own son, unaware of the true significance of his heritage.

While the Fallen Crest discovered the betrayal too late and were unable to prevent it, their agents did discover the child was not among the dead. They don't know the True King's whereabouts or even his age other than he was a child at the time of the attack (as all the prince's wardens were also slain), but they do know he still lives. The Fallen Crest are now engaged in two main strategies: finding the missing prince and getting themselves and their allies into positions of power sufficient to be able to enact a bloodless coup-de-main when the time is right.

As to who the members of the Fallen Crest are, that is up to the GM, but they will be powerful individuals in the Royal Household, the city hierarchy or the barons.

## The Guardians of the Winged Heart

While sounding very dour and militaristic, this Secret Society is entirely made up of upper-class ladies (and a few men in lowly positions) educated at the Name of the Rose College for Ladies in the Old City. The society has existed for a couple of hundred years and was founded by the original mistress of the school who was, herself, a Courtesan of considerable power (see the appendices for details on the new Courtesan Character Class). Every year certain outstanding students of the school are taken in hand and trained to become members of the Secret Society. Those that pass selection are trained as Courtesans of Lawful Neutral alignment. Those that don't make the grade are not discarded but remain loyal initiates of the Society and will work towards their own missions as prescribed by the leaders of the Society.



The purpose of the Society is to protect and manage the royal bloodline of the Lufthearts and ensure that the existing hierarchy of landed gentry is perpetuated into the future. Being Courtesans, the way they do this is by manipulating the minds of those loyal to the throne, making good marriages, often using members of the society as the brides, and doing away with anyone of an undesirable background who seems to get too close to the king. Their invisible and subtle influence will be present in practically every baron's life in some way, especially those of royal blood or married to someone of royal blood.

The leader of the society, the Honoured Chair-Lady, is always the queen of the realm, but the real power behind this figurehead, within the society at least, are the Secretary and Treasurer, who will always be powerful Courtesans or multi-classed Courtesans. Linked to these powerful women will be a whole hierarchy of a couple of dozen initiates and friends, all fiercely and selflessly loyal to the Guardians and the power of the Throne. In this way the Guardians have a hand in every political and society relationship with any royal connection in the whole Land, while at the same time maintaining such a high level of secrecy that anyone outside the society will not have even heard of them, including the King himself. Probably.

As has been said elsewhere, it is a tradition that the king selects a bride from the villages about the kingdom. While this is a free choice in theory, in practice the available prospects will be very carefully vetted by the Guardians and often already be a member of the order. The current Queen, being of elven stock, caught the Guardians wrong-footed but they soon recovered and the Queen was approached, persuaded and has now joined the society and assumed her role as Chair-Lady, although she is not a Courtesan herself. Her daughter Loella is also a significant member of the Guardians but also not a Courtesan. The other current important NPCs in the Guardians are as follows but remember that members exist everywhere and nearly every wife of a senior Baron or Female human baron close to the King will be a member, some of them Courtesans themselves.

The present Secretary is **Lady Jennifer Howler**, a very high-level Courtesan and widow of the previous Baron Howler. Lady Howler is a level 12 Courtesan, equipped with many subtle magical items and with close friends in most of the social and religious hierarchies in the Land. She has four daughters, all Courtesans like their mother and married to powerful barons and businessmen. Her eldest daughter is married to Baron Holme and the joining of the two families and their lands has created the richest barony in the country. The title of Baron Howler has been subsumed into the slightly less well-bred Baron Holme and the family now has a split coat of arms reflecting the joining of the ancient houses. It is likely the

family will become the Holme-Howlers in the next generation.

The Treasurer is **Baron Riano**, a well-built and handsome woman well-known for her skill with an axe and married to a famous warrior and second son of another baron, who dotes on her. Baron Riano is a multi-class Fighter-Courtesan of 10<sup>th</sup> level in both classes. Her axe is a +3 Axe of Sharpness and she wears +5 chain-mail under her quite unladylike city clothes. She has enchantments (rings or charms, as suits the GM) to protect against poison and fire attacks. She also has a *Ring of X-ray Vision*. Jennifer and Riano are firm friends even though Jennifer is some nineteen years older than Riano.

Other important members include:



**Mistress Alice Harcourt**, current owner and headmistress of the Name of the Rose College and a capable mid-level Courtesan and spinster in her mid-thirties. “Mistress Harcourt” as she is most commonly known, is the only daughter of the second son of Baron Riversdam. She wears a *Ring of Protection +2* and carries a *dagger +3* at all times – this is not unusual as many ladies carry knives, daggers and other weapons for self-defence.

**Melissa de la Rouge** is a half-elven friend of the queen who has joined the order and is chief hand-maiden to the Queen. She has no Courtesan skills but is a low-level Thief on the sly and not a member of any of the Dunromin Guilds.

**Helen of Went** is not of royal blood but her father was a very successful adventurer who paid for her to go to the Name of the Rose

College. She is a capable, mid-level fighter and is bodyguard and companion to Princess Nirana. She is also the lover of the Shield of the King, Sir Oswald Darksmelter. She has a +3 *Long Sword* and wears *Plate-mail +2*. She is double-specialised in long sword and loves fencing.

How the GM might use the Guardians of the Heart is entirely up to you: They might be secret patrons, employing the party to assist in the rescue or guarding of one of the wards or members; or they might be an opponent to a character who seeks to marry someone of royal heritage; or the Guardians may seek to partner a powerful player character with one of their own members and manipulate them that way.

While prizes their secrecy above all but the king’s life, the Secret Society is very switched-on and have a myriad of tricks and contacts they can use to achieve their aims. They are not shy of using extreme tactics when required but will do nothing to jeopardise the secrecy of their little group. Indeed, they have more than enough people under their control that they can make almost anything happen without exposing any of their own number to any kind of risk. They might sound nasty but they are purely concerned with the maintenance of the status-quo and will be of no threat to anyone who has no interest in the machinations of royalty and high-society.

### Baron Garibaldi

Garibaldi is a famous (or increasingly infamous) adventurer around the Land of the Young. His origins and ambitions are very strange. He appears to be a Ranger-Cleric from the far west of the Wildlands, although his accent is hardly noticeable and he sounds like he’s from the Northern Baronies. He is in fact a priest of Hecate, in her aspect as the Moon Goddess, even though he is Lawful Good.

But this is only part of his true calling as he is possessed by the mind and memory of a traveller from another, parallel universe. This second consciousness inhabits the mind and dominates Garibaldi but in a fairly benevolent way, more Neutral than Lawful Good. The second mind was a kind of Magic-User-Thief in his own world. This alone would make Garibaldi very powerful but, in

fact, the second mind is also a time traveller, or will be.

Garibaldi's other-worldly second persona was visited by his future self, a time-traveller. This visitor briefed him in great detail about what he was about to do and then sent him by magic across the parallels to Dunromin, to inhabit the mind of a wandering mystic who kind of lacked direction at the time, namely Garibaldi. From this fore-knowledge of what he is about to do, from his second consciousness, Garibaldi was able to go on several adventures with an uncanny knack of knowing where all the loot was and how to avoid the worst monsters, tricks and traps. Thus he became very successful, very quickly but he has shared none of this information with anyone, even his Heroes.

This success got him noticed as he started selling at auction the 'spare' magic items he found and using the money to fund his magical research into planar and time travel.



The king first made Garibaldi a Knight of the City and then given a Barony in the far southwest of the country as rewards for his services. This latter gift, the Barony of Border Creek and Troll Bridge, was a mixed blessing as it put him on the main axis of attack for the impending war with Kzenzakai. Naturally, Garibaldi knew this, expected it and had warned everyone about it, although no one took much notice.

Garibaldi built a huge castle, using magic and employing Zoot Allorz, and recruited the best army he could afford. His castle is an extraordinary construction, resembling a WW2 German Atlantic Wall block-house more than a medieval castle.

Due to this construction and Garibaldi's fore-warning of the attack, Garibaldi was, just, able to defeat Kzenzakai, gaining great power and reputation in doing so.

Unfortunately, it also made the king look like a fool for employing the wrong strategic response to the attack and imperilling the capital by leaving it practically defenceless. This was not Garibaldi's intention but it has undermined the previously good relationship he had with the king.

Now Garibaldi's plans approach fruition and he will soon leave this plane to return to his own, to complete the research he has started into Time Travel and thence brief his own past-self and keep the cycle going. It's all a bit Bill and Ted's Excellent Adventure, with swords and magic.

While adventuring Garibaldi has also recruited a number of close allies, forming an adventuring party called his Heroes, to continue to defend his Barony and the Land after he's gone. These are all characters whom he has befriended and/or advised (with his fore-knowledge, referred to as his 'Moon Vision) and sponsored.

When Garibaldi goes he will leave a power-vacuum behind him, but this may or may not have any effect on your game as suits you. He is probably best left out of the campaign and will soon be on his way anyway, leaving a legacy of unfinished business, secret treasures and potential adventure hooks behind him that the GM can get the players nice and tangled up in.

Garibaldi's Heroes must be included here as they are pretty active and well-known NPCs in Dunromin and about the Land. Your players are far more likely to encounter these individuals than the good baron himself. They are all specially selected and mentored by the Baron, very well equipped and experienced adventurers of great celebrity.

Abu Ratep is a wily Arabian warrior-thief with whom Garibaldi returned from an early adventure. His background is unknown but it is said he was trapped in a parallel dimension by a Mummy as a boy and aged to

a man after Garibaldi freed him. He is the oldest and most loyal of Garibaldi's heroes, and a deadly foe (Hum F11/T14, S18:99, I13 W10 D18 C16 Ch12, Scimitar of Speed +5, Dagger +4 (in left hand) *Ring of Water Walking* (not normally worn), *Bracers of Defence AC1*, *Ring of Protection +3*, *Ring of Invisibility*, *Cloak of Displacement*, Abu is immune to the effects of any poison or intoxicating fluid as the result of a *Wish*).

Sir Bedevere is a high-level Paladin of the Norse Temple (Odin) and was an established adventurer before his association with Garibaldi. They met when Garibaldi rescued him from the Deep Elves and have been great friends ever since. Sir Bedevere acts as the Herald of Baron Garibaldi (Human Pal 9, S15 I14 W16 D17 C16 Ch17 *Long Sword +5*, *Plate Mail +4*, *Shield +4*, *Ring Fire Resistance*, *Ring Protection +2*, *Belt of Storm Giant Strength*, *Cloak of the Bath*)

Elegrin Utherassell is an elven middle-level Fighter-Magic-User who makes his living as a wine merchant between Loom and Dunromin (his business is location B50). He was the key figure in the conception and foundation of the Wine Road when Garibaldi was made Baron of Border Creek and Troll Bridge. Elegrin is a quixotic figure who is very fond of wine himself. Very much too fond in fact (High Elf F8/MU11 S17 I17 W12 D17 C15 CH11, *Long Sword +5*, *Elven Chain +4*, *Shield +3*, *Wand of Frost*, *Ring X-Ray Vision*, *Ring of Flying*, several potions).

Basil Culpepper is a fighter-cleric of the Olympian Temple and was originally sent by the temple to keep an eye on Garibaldi when he first started getting powerful. The two are firm friends but Basil seems to have ill-luck and has been killed and raised several times. This gives him a morose demeanour (PTSD) (Hum F9/C8 S15 I10 W18 D18 C16 Ch14, *Short sword +3 Fristbrand*, *Short sword of Sharpness* (uses both short-swords at once), *Bronze Plate Mail +3*, *Cloak of Displacement*, *Ring of Regeneration*). Basil is married to another of the Heroes, called Liberia (Libby) of the Tree. Libby is a powerful Druid who has a grove in Owl Wood, neighbouring Garibaldi's barony. She is as beautiful as she is shrewd and dearly loves her husband and friends (Hum Dr11 S12 I15 W18 D17 C16 Ch16, *Scimitar of Speed +3*, *Cloak of Protection +2*, *Ring of Invisibility*, *Necklace of Lightning*, *Gloves of Ogre Power*).

Sir Victor Malware is an old castle and caravan guard from the north. He's a high-level fighter and acts as Garibaldi's second in command, although he has recently been sent by the king to steward another barony when the last baron there turned traitor (Baron Ferrous). Hum F9 S18:99, I12 W12 D17 C18 Ch12, *Long Sword +4 Defender*, *Plate Mail +4*, *Shield +2*, *Helm of Underwater Action*, *Boots of Springing and Striding*, *Ring of Protection +2*. As well as being married with two children, Vic is accompanied everywhere by his childhood friend, originally from Karan, Gunther Kluge. Gunther is a remarkable fighter as well and wields Kzenzakai's Two-Handed *Vorpal Sword* (NSA), given to him by Garibaldi as a gift after the defeat of the witch-king (Hum F10 S17 I9 W13 D15 C18 CH13, *Two-handed Sword +5 Vorpal Weapon*, *Plate Mail +3*, *Belt of Stone Giant Strength*, *Full Helm of Protection +4* to Saving Throws only).



Gothmog and Kurt, accompanied everywhere by their wives, Barbarossa and Alissa respectively are from an otherwise extinct barbarian tribe of the eastern Wildlands. They are probably all *Charmed* by Garibaldi so they tolerate his use of magic. Indeed, Barbarossa is an accomplished Shaman of Hecate herself. Gothmog is Hum WDB9 S18:99 I13 W10 D18 C16 CH18, *Long Sword +4 of Sharpness*, *Dagger +3* used in left hand, *Bracers of Defence AC3*, *Ring of Invisibility*, *Ring of Warmth*, *Bag of Holding*,

*Long Spear +5.* Kurt is Hum WDB7/Th9, S18:65 I14 W12 D18 C17 Ch11, *Long Sword +2,+4 vs. Large Targets, Bracers of Defence AC2, Boots of Speed, Ring of Invisibility, Cloak of Survival in All Climates.* Barbarossa is WDB5/MU11 S15 I18 W9 D15 C16 Ch14, *Long Sword +3 Flametongue, Ring of Protection +4, Torque of Defence AC4, Ring of Feather Falling, Whistle of Flying, Wand of Fire, Helm of Telepathy.* Alissa is Hum WDB9 S18:50 I9 W9 D18 C16 Ch 11, *Short Bow +3* (double specialised), 12 x +2 arrows, *Long Sword +2, Shield +2, Chain Mail +3, Rug of Flying.*

Aramis son of Ararat is a Ranger but is younger than the other heroes, although he often comes across as older. Although loyal to his friends he is very quiet and watchful, often away on his own (Hum R10, S15 I14 W17 D16 C16 Ch9, *Long Sword +6* (NSA but has legendary status as the Blade of the Bledites), *Chain Mail +5, Shield +3, Belt of Cloud Giant Strength, Wings of Flying, Boots of Varied Tracks, Ring of Swimming, Ring of Fire Resistance*).

Olnor and Eldir are grey-elf twins (a very rare thing) from the Forests of Loom. They were sent by their queen to help Garibaldi however they see fit as Garibaldi saved the queen's daughter from Giants. The presence of the twins is a sign of her gratitude. Both are fighters but one is a MU and the other a Diabolist as well. Olnor is a very gregarious and friendly chap with an inexhaustible enthusiasm for life and people; Grey Elf F6/MU12 S15 I19 W14 D19 C14 Ch18, *Long Sword +3, Long Bow +3, Elven Chain mail +3, Elvenkind Cloak and Boots, Wand of Lightning, Ring of Animal Control (mammals).* Eldir is much quieter, aloof and often rude (probably intentionally); Grey Elf F6/Diab12 S16 I19 W16 D18 C14 Ch8, Long Bow (normal but with a 1HD Air Elemental Bound to it to retrieves unbroken arrows that miss), +3 arrows x12, *Long Sword +2, +4 versus creatures from planes other than the Prime Material, Elven Chain Mail +3, Wand of Wonder, Belt with a 16HD Air Elemental bound to it he uses for combat and flying, Tinderbox with 2HD Fire Elemental Bound to it for lighting anything, anytime, anywhere, Ear-ring with a 2HD Air Elemental bound to it that acts as a permanent Unseen Servant Spell, Crystal Ball, Elvenkind Cloak and Boots.*

Lance Surefoot is an accomplished adventuring Thief and acts as Garibaldi's representative in the city and on the counsel when the Baron and Sir Bedevere are not available. He can be a little eager to prove himself on adventures but is developing into quite a politician at court (Hum F7/T10 S16 I17 W13 D18 C12 Ch15, *Long Sword +3/+4 vs. Giantkind, Short Bow and 20 x +1 arrows, Bracers of Defence AC4, Ring of Invisibility, Bangle of Proof Against Poison, Elvenkind Cloak and Boots, Ring of Feather Falling*).

### The Priestlings of the Bright Fruit

On the Great East Road about two hours ride out of the city is the estate of the Priestlings of the Bright Fruit. This is a fresh and virulent area of fruit trees, green vegetables, orchards and vines growing fine and well throughout the year. At the centre is a fortified set of buildings that are the farm buildings and temple complex of the religious group that is generally called the Cult of Isis of the Bright Fruit. The central precinct is accessible only to the Priestlings and approved staff, while the outer buildings are the kitchens, farm buildings, school and accommodation for all the inhabitants. The central precinct contains the college, library and temple. There are between 60 and 100 Priestlings and up to a half of them will be present at any one time. In addition to these are about thirty to forty apprentices aged between 7 and 13 and up to 100 staff, mainly kitchen staff and farm hands.

The Cult is governed by a body called the Counsel of Ten and any member of sixth level or over may put their name in a hat to see if they can go on the Counsel. Each member serves for five years and a new one is selected every half-year, ensuring a constant rotation and flow of new blood and ideas. Each member may serve on the Counsel only twice in their lives. The Counsel is led by an elected Chairman (the whole cult is male-only, although humans, elves, half-elves and Gnomes are accepted) who is one of the Counsel. Many of the Priestlings never sit on the board and many of them never travel beyond the walls of the complex, except to maintain their agreed levels of adventuring competence.

Cultists are easily identified by the style of armour and weapons usually worn under purple and jade coloured tunics. Helmet plumes are always purple and jade stripes.

Among the travellers are a number of senior members called the 'Savants'. These are actively adventurous and journey around the community looking for prospective members. They are looking for youths between the ages of 6 and 10 who they believe have been 'touched' by the goddess. The Savants will bring prospective youths back, termed 'apprentices', for initial training and selection, with the approval of the boys' parents of course (usually). At the next Spring Equinox after their 13th birthday they have to undergo Selection to become full Priestlings.

The Selection process is deeply secret but those that don't pass the test are given a ceremonial basket of fruit and sent home. Regardless of whether they are successful themselves, these children will then have the best possible education until they are 13 years old and remain in good relations with the Cult for all their lives after this.



There seems to be no animosity (in most cases) between the rejected and the Cult, and the failures often have access to jobs in other areas of the society or even as servants and helpers at the temple.

Those that pass Selection are taken in to the inner chambers to begin their temple training and take their Oath. This Oath is one of total abstinence. That is abstinence of anything that may bring them satisfaction of a non-spiritual or academic form. That is abstinence from alcohol, drugs, sex, masturbation, lechery, fantasising,

inappropriate amounts and types of food, shouting, swearing, crying, arguing, even excessive clothing and personal grooming.

This abstinence is also total. Throughout their life if they break the oath, they will lose all their Clerical powers and revert to non-Cultists, automatically, whether they confess it or not. Although not Clerics any more, they do immediately become Fighters of the same level as they had achieved as Clerics.

However, because becoming angry or confrontational would endanger the Oath of those challenging the individual, once the Oath has been broken, the individuals in question are expected to tender their resignation as soon as possible. Of course, they always do.

It is worth mentioning that the breaking of the Oath does not have to be voluntary. Should the oath-breaking happen involuntarily, such as by falling in love, consummated or not, the goddess Isis will know and powers will be lost. The only exception is if a member had been magically coerced into the Oath-breaking act in which case they do not lose their positions. As a result, the Oath-Breakers are not vilified but instantly forgiven. While they may no longer enter the inner sanctum of the Cult they are still held on friendly terms with the Temple and will often work to its benefit after leaving. Many of the staff of the temple will be ex-Priestlings or Apprentices.

All members are expected to help out in the farm while staying at the Temple when not involved in research so, while they are all bookish, none are unfit. They are excellent examples of the maxim "A healthy mind means a healthy body".

Once a Priestling, the new member is trained as a Cleric of Isis *and* as a Magic-User or Illusionist. The resulting multi-classed character will often advance in levels far quicker than might normally be expected. When they qualify a book is started within the library of the Cult, copied into the Library of Dunromin as well. This is the Priestling's personal Ledger of Significance into which is written their every action of importance, large or small, either to themselves or the Cult. This involves their progress at learning, books read, scholarly reports and works, missions completed and significant life events. It also

records their Salary and Credit account with the Cult.

Besides the Magic Guilds of Karan and Dunromin, the Bright Fruit temple is the only place where the magical crafts may be taught for a fee, but not to non-Cultists.

In order to progress faster Cultists do not have to pay for their training up front but may instead set up a credit account with the Cult against future earnings at an interest rate of 10% per annum. The same arrangement persists for the Clerical levels and as a result the Cultist tend to progress in levels at an astonishing rate.

Life Skills training is also provided in-house either by other members or experts bought-in at the bequest of a member seeking to broaden their education. All skills that are not in contravention of the Oath are encouraged and learning different languages is also seen as a worthy pass-time.

Since a Priestling's level progress through training alone is restricted, they also arrange 'Forays' in which a number of Cultists will hire some additional adventurers and go out into the wilderness or deep into the Darkworld to test their powers and learn more practical skills than they might in the Temple. There is even rumoured to be a connection to the Darkworld deep below the Temple itself to facilitate this accelerated learning.

As a result of this process the Cultists become very able very quickly and the Cult itself gets a lot of money for reasonably minimal risk. The Cult also actively encourages (often orders) students to practice the art of Magic Item manufacture. Members can obtain the raw materials against a credit note from the Temple and then construct the magical devices. The Cult often use Ogley the Wide Walker and his group to source unusual raw materials.

Once manufactured, if the magic item is then donated to the Temple the individual is credited the approximate value of the device, which is how the members build up credit to fund their own research or make items for themselves.

The items produced and 'sold' to the Cult are then redistributed or sold at a profit in Dunromin. Some of the members do this all the time, devoting their lives to such magical research and the generation of revenue for the Temple. Such individuals also meticulously record their experiences and discoveries in the Library at the temple meaning that, assuming a member takes the time to research the object of their endeavour first, the manufacturing time and cost of any Magic Item can be reduced by 2d10%.

No wonder the Temple is one of the richest entities in the Land.

The accommodations in the temple are sparse but not uncomfortable. While indulgences are not tolerated, trophies, totems and keep-sakes are allowed and each member has a two-room habitat within the Temple

Complex that they may decorate to their own design, remembering their Oath at all times. As a result, these spaces are all unique and represent the celibate passions of each member. Some collect art or books, some weapons. Others might practice their own forms of art in their rooms, write books or otherwise indulge their curiosities in whatsoever appropriate way they feel driven. Members often delight in each other's endeavours and the Cult's calendar includes dates for performances and displays of work, conferences lectures and other culturally enriching diversions. Speakers and performers are often invited

here after a successful period in the city.

The Cult's core ethos is that the divine spirit of Isis and the universe as a whole flows through the fruit of the goddess and only the pure of spirit, heart and mind may profit from it, and profit they do...

In Medieval Times on Earth the Knights Templar were a group of pious knights who gave their worldly possessions to their order and escorted pilgrims to the Holy Land. The grateful pilgrims also paid and made donations for the service. The Templars became one of the richest organisations in the world and started loaning money to all kinds of suitable people. The Priestlings do the same and as a result wield huge influence in the Royal Court and within every Guild and other



organisation in the land. They have a very close relationship with the King as well and often help fund his worthy activities.

The Priestlings also travel around the Land adventuring and gathering information which they feed on to the University and the King, often giving rise to the notices that appear on the side of the Counsel House advertising for new adventures. The Priestlings also have a very good relationship with the Troll Hunters and their paths cross often.

As a result, the King and the Priestlings have a very close liaison although, given the way in which the Priestlings run themselves, a personal relationship beyond the professional one has always eluded them. This means that the king probably doesn't trust the Priestlings entirely and may do a serious King of France on them one day... (you'll have to look that one up).

All the Cultists are Lawful Neutral and fanatic supporters of the Goddess Isis, the Cult and their fellow Cultists. They are all trained as Cleric-Magic-User or Cleric-Illusionists although their levels in their two classes may vary a lot. The permitted weapons of the Cult are the dagger, short sword, khopesh, military pick or atlatl (any type), short bow and spear, coupled with open helm and chain or scale mail only. The aesthetic of the place is quite Egyptian but there are no actual links between this temple and any of the others, even the Heliopian, except for mutual recognition and respect. The fact that Isis is a patron of the Heliopian Temple as well as the Priestlings seems irrelevant to both parties and they have neither special associations nor antipathies (other than that the Priestlings will never lend the Heliopeans money).

Dawn, noon and dusk are holy times for the Cult and are celebrated at the Temple every day. Other than this they have no special days or festivals leading to perpetual daily dedication to the pursuit of knowledge and power, apparently purely for their own sake. The Cult follows their own calendar

which simply numbers the days and years, resetting at Midsummer each cycle.

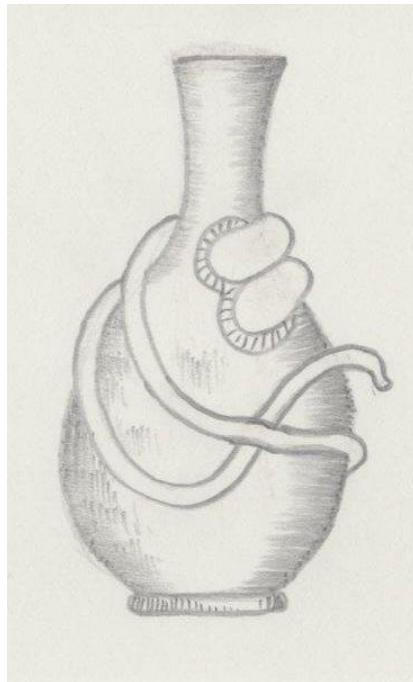
On the whole the Cult are very pleasant as individuals but as a collective they wield enormous financial and religious power. All the members are of considerable skill and may have access to powerful magical items as well. Should the GM need it there follows a random way of generating a Cultist.

All Priestlings encountered will be Clerics of level  $1d10+1d8-3$  (a zero or less indicating they are Apprentices only). 70% are also Magic-Users of level  $2d8-1$ , while the remaining 30% are also Illusionists of level  $1d12$ . Statistics are Strength 3d6, Intelligence  $2d4+10$  (+11 for Grey Elves), Wisdom

$1d6+12$ , Constitution 3d6, Dexterity 3d6 (Illusionist will have a higher Dexterity appropriate to their class), Charisma 3d6 and Appearance 3d6. The elevated levels of their attributes is due to the selection process not letting anyone of lesser ability through. Only humans, elves, half-elves and gnomes are accepted and all must be male. Due to the supernatural way in which their Oath is managed there is no one in the Cult who shouldn't be there. Scandal simply does not occur but they are not intolerant of those that fail, merely understanding.

Members cannot join after the age of 13 and then only after passing the Selection mentioned above. Training in and access to the temple is therefore impossible for anyone other than Cultists, meaning that Player Characters may not be members of the Cult. They may be failed apprentices or even resigned members, but only as back-story.

The Temple might be used in all kinds of ways by the GM: The Savants are regularly feeding information back to the King including some quite sensitive information regarding the Barons, which might connect to the party in any number of ways; The party might come across a Cultist and take a dislike to him; a Savant might be a bit over-zealous in their recruitment and a family might want their son back; perhaps the party fancy raiding the Magic Items store in the temple



(potentially suicidal), or any other of a dozen adventure hooks.

### The Oracle

Rodolf Baritz is a sad victim of the fickle humours of powerful gods.

He has no skill of measurable worth and his homestead in a far western barony has been burnt down by the local baron in vengeance against Rodolf's father, who tried to con the baron.

Rodolf has been surviving on his wits ever since as a kind of confidence trickster and card sharp. He wasn't very good at it and was barely managing to survive when he was thrown out of a village for 'touching' one of the farmers' daughters. He fled into the wild and happened upon a tunnel in the side of an escarpment on the lower slopes of the Low Moors. In this tunnel he found a fountain of glittering water and drank from it. He fell into a sleep and awoke some three or four days later close to the market town capital of the Barony of Ferrous, some hundred miles from where he had been.

He quickly discovered he now had the power of prophesy – he could accurately predict the fate of anyone he touched. In fact, if he touches (not necessarily flesh to flesh; brushing in a crowd will do; he now avoids crowds) someone he must make a saving throw versus spells or he will be compelled to blurt out some fact about that person's future fate.

This prediction is entirely accurate at time of telling, but of course any random act or happenstance could change this outcome – the more distant the event the more likely any change in the person's behaviour as a result of knowing the prediction will change it. So immediate predictions like "Don't eat that apple, it's rotten," are always proven correct, but longer term prophecies tend to become untrue soon after they are proposed. Also, he cannot predict any fate closely tied to his own as accurately; or at least only predict those events that are not directly linked with his own fate.

This meant that he needed a partner to help him make money from predicting the future but even this was fraught with difficulties as his own fate then became

entwined with any business partner and blurred his vision.

By unhappy accident his power came to attention of Baron Ferrous who sought him out. Pulling him out of an inn the baron, of course, touched the man they were already calling 'The Oracle' and Rodolf blurted that the baron would be the new King of the North! He then predicted some other things, at knife-point, that convinced the baron that this Oracle was genuine.

So the baron immediately assembled an army and rebelled against Mordred, confident from another prophecy that he would defeat the king in battle. Of course all this went horribly wrong as the prophecy had originally referred to Ferrous not doing anything unusual and being elected the King of the North after the collapse of the Land of the Young. By rising in revolt he cancelled the prophecy (although the Oracle was too terrified by what was happening to tell the Baron).

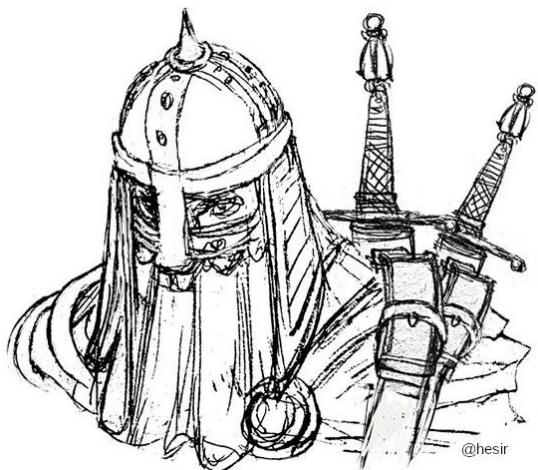
The King also heard about the prophecy and sent a cohort of other barons to sort Ferrous out. Ferrous was defeated and he fled into hiding, as did Rodolf. They both have a bounty on their heads but are no longer together. Rodolf is desperate and paranoid and tormented by his power. The gods are laughing their socks off but he might be a useful NPC to the GM for whatever purpose.

### The Believers

This group are little more than a bunch of hobbyists posing as a cult but they are a collection of persons that have heard about the powers of the Oracle and have decided that he is a messenger of the Great Old Ones (also known as servants of the Mad Gods), generally the Rakuli and a sign of their imminent return. They have been indoctrinated by their leader, the Great Eye of the Dark (real name Gert of Tumble Lane) who is probably quite mad. Somehow they have become enslaved to Gert's whim and he is determined to locate the Oracle and use his powers to free the Rakuli, summon the Great Old Ones back or transport himself to the World of the Mad Gods; his precise aims seem to change. He is determined to travel to the Isle of Dawn and/or locate the Oracle, either of which he might need help with.

Gert is a Diabolist of mid-level power (or he is possessed by the spirit of a Diabolist of great power) but his plans are chaotic and his followers, although loyal, are of mixed views, inspiration and wisdom. Some are quite powerful NPCs in the city, others common thugs or gullible idiots – the GM can decide which ones.

Gert could be an enemy or a patron. The source of his power over his followers might be god-given or based around a Magic Item of some kind, or he might be a charlatan. He has never met the Oracle in person and has no idea who he is. Similarly, the Oracle has never heard of Gert or the Great Eye of the Dark either.



### The Dragon Hunters

The Dragon Hunters are a very successful band of adventurers and Dragonslayers who have split up for complicated reasons. Their leader, at least he appeared to be their leader, was Sir Drakspear the Dragonslayer. He remains on good terms with Zarthis the Dragonslayer. Zarthis is a shy and retiring mage now lost in a life of anonymous research in the depths of the Library, although he is still totally loyal to Drakspear. The other two Dragon Hunters were Thellerra the Dragonslayer and Hertsberg the Redblade.

Thellerra is a huge female fighter of terrifying reputation. She is estranged from Drakspear for unknown reasons, although they were never close.

Hertsberg is a particularly manic cleric of the Celtic deity Morrigan and has sworn an

oath never to speak to Drakspear again, although no one will say why.

### The Association of the Nation's Knights

Known across the land as the 'TANKS', this rough association of fighting men and women includes some of the most experienced warriors of the land. These are not dungeoneers but rather Knights, Guarde, Baronial men-at-arms and other professional fighting people who have formed a society at arms based around informal royal patronage in the cities of Karan and Dunromin.

Membership is demonstrated by a blue and red scarf tied about the left upper arm. The body of the group is made up of small associations of friends and comrades with an experience of fighting together and/or serving together in border patrols or garrisons or similar. Most of these are from the western border with the Borderlands but some are also from the south and southeast, some have even served on several borders. The membership is gained by three or more existing members inviting a new member to join. The initiate or "Prospect" needs then only to be recognised by a dozen other members and they become a full member and are permitted to wear the armband.

It is not an automatic recommendation of ability but the tradition is that the nominees must have demonstrated courage, ability and honour (or at least loyalty) in the execution of their duties. As a result members are of all ages and any level, all of fighting or multi-classed fighting classes, but not barbarians. It is rare that they have a magic-using class but not unknown. Fighter-thieves and Fighter-clerics are more common as multi-classes but the vast majority are pure fighters, Rangers or Knights of Good alignment (usually).

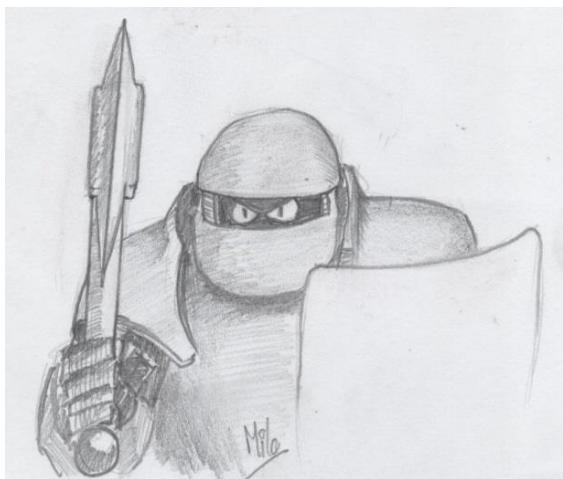
Tanks can be found in almost every significant formal fighting force in the land and many Guarde will be seen in every regiment wearing the armband, which they are permitted to by special dispensation of Good King Merrick the Wise in CY 387 and tradition ever since.

While the reputation of the Tanks has had its ups and downs their existence has persisted for the simple comradeship that drives it rather than any deeply held code of laws. Rather their association is a loose one of

shared respect. Many have no knowledge of more than a couple of dozen other members, but some seasoned warriors might have come across hundreds in their time. The number of members nationwide is unknown, there is no central list or register, but their reputation is still formidable and something they are very proud of. A true Tank is an asset to any fighting force they are a member of and can, it is claimed, demand superior pay and working conditions.

Exactly how this would affect play is up to the GM. It is possible the party could run afoul of the Tanks for some reason and find their movement through the Land considerably more complicated. Player Character members might find themselves compromised in dealings with some authorities, or they might find friends in unexpected places.

Of course, there are fakers as well and no real way of rooting them out, but the Tanks don't really worry about such things. It may be that they have secret passwords, signs and handshakes to discover the veracity of another's claim but who can say for sure?



### Jelth of the Pasture

The character of Jelth is well known all over the city as a facilitator, chaperone and generally useful contact. He has friends from the seediest of dives to the closest chambers of the Royal Family. He is a regular at the Black Magic Guild and has even taught courses on city history at the University and Longsword in the Fighters' Guild. Most Inn-keepers know him, as do many tradesmen and women across the city. And he is known as a man who can keep a secret, will always pay his bills and

always acts with honour. His true story is not well-known but is no great secret either. His unusual birth-right and life has left him with a great number of friends and contacts the length and breadth of the city and far beyond.

Jelth is human LG, age 36, F7, S13 I16 W15 D12 Cn11 Ca18 Ap16, double-specialised in longsword and has a +3 weapon (no SA) which he carries at all times. He has some magical armour but doesn't usually wear it about town. He is always well dressed, immaculately turned out, smiling and charming to the last.

His real name is Murder Lufheart, possibly one of the most regal names it is possible to have in the Land of the Young. In fact, he could probably lay claim to the title of 'Prince' should he wish, but he is a long way down the line of heirs to the throne. His father was also called Murder, a Lufheart and cousin of the king. He accompanied Prince Morev in the Paladin Wars but never returned. He went as an archer and squire to one of the royal household who also didn't return, a previous Baron of the Darrell Valley. Just before they all left Jelth's Father married his sweetheart, Matilda "Tilly" of Brown Street. Jelth was born some six months later but the story goes that it was a marriage of love not of honour.

With her husband not returning from the wars the Royal Family moved Tilly and her baby out of the castle and set her up in her own apartment close to Brown Street with a generous but not ostentatious pension. She never re-married and lives there still.

The young Jelth lived on the streets with his cousins and was brought up by a mixture of his mother's close family and other relatives, most of whom were street traders and crooks of one kind or another.

When he was deemed old enough (8) Jelth was removed from this street life and taken in to the University. He was educated in reading and writing, history, geography, etiquette, heraldry and the fighting arts as befitting his lineage. He proved to be a talented academic and a very capable swordsman, unlike his father who favoured the bow, as well as a friendly and gregarious classmate.

He suffered some ignominies of course, given his background, but when he was chosen as whipping boy to Tristram Godramson his position in the city hierarchy was sealed. Things went astray as he had a falling out with Tristram over a woman when

they were sixteen or so. The two remain friends but the closeness there once was has gone.

Jelth also remains close friends with Tristram's brother Edward Godramson. Jelth joined the Garde and served successfully in the Royals for six years before being discharged over a strange misunderstanding with Sir Shirley Dragonsbane, of all people. Despite this his time in the Garde was well-served and he even ran for a while as the King's Messenger, another lofty position that lends itself to making contacts all over the Land.

Being ineligible as a suitable husband for any of the daughters of the landed gentry Jelth found himself back with his mother's family at a bit of a loose end. He had a brief but successful adventuring career but decided it wasn't for him. He even trained as a Troll Hunter for a season but liked good company too much.

He then discovered that he had lost none of his friends anywhere in the city and, although unlucky in love, he retains the affections of many very influential people, or at least their wives.

Using his charm and wits he now helps out anyone and everyone with difficult issues, meetings, consequences and secrets. He is ever honourable and the very soul of discretion. He has become the go-to man for any of the upper classes who needs something done but don't have any contacts in the appropriate Guilds...

It should be noted that Jelth has inherited his father's wealth, not that it was much, but is very comfortable and independently wealthy. Which means he tends to do all these delicate and secret things for kicks; the sheer fun and friendship.

Jelth never goes by his real name and although it is no secret, nor is it widely known, which is just the way he likes it. To his mother's family he is simply 'Tilly's little Jelthy', or occasionally 'Moody'. To his other friends and royalty he is simply 'Old Jelth', a "solid chap" and a good friend.

His adopted name of 'Jelth' is a nickname from his posh school days. It is a reference to a way of cheating at a popular board game but used in an affectionate rather than insulting way. In fact, even as a child he was rarely called by his formal name, Murder, due to the societal issues associated with it,

and was usually called by his family nickname of 'Moody', as his baby cousin and best friend Sarah of Brown Street called him 'Moodah', because she couldn't pronounce 'Murder' as a child.

The GM can use Jelth in any way you see fit. He might be a go-between for a wealthy patron, a useful contact with regards to information or any other assistance moving about the city or across the land. He might become a rival or he might be utilised by a rival to cause the party grief. He is not the most frightening warrior, although no slouch, but he does have many, many friends in the semi-professional criminal fraternity, the Garde and the Royal Family, not to mention the Black Magic Guild, the University and the Baronial Houses of much of the Land.

### **Papa Baz**

Abaubel is a Magic-User-Diabolist of exceptional talent and unknown power, great age and questionable humour, popularly known as Papa Baz.

It is not clear if he is a native of Dunromin as his skin is darker than a native's and he has an odd accent, however no one can recall a time when Papa Baz didn't spend his Winters in a collection of brick houses built into one another deep in the Maze. He has two sons and four daughters, with many grandchildren and great grandchildren, although his wife is long dead. The identity and reach of his family is poorly understood and, due to their power, the family is left alone even by the Thieves' Guilds.

Which is all fascinating, but the thing Papa Baz is best known for, throughout the Home Counties, March Baronies and other, richer areas of the country, is his fantastic Circus of Curiosities.

For the spring, summer and most of the autumn Papa Baz and his sons, along with many others of his family, hitch up a caravan of huge ox-carts and travel around the country offering the locals entertainments of a variety of natures, for a price.

Among the population of the caravan are pretty much every freak and talent you can think of; there's a bearded hobbitess, three different sets of Siamese twins of different races, a troupe of goblin acrobats, a fire-eating albino half-elf, a six-legged wolf, a were-

gorilla, and many others. The GM can add other curiosities and performers as suits your imagination, all corralled by Papa Baz, resplendent in his top hat – the original circus ring-master.

As well as the bizarre but traditional circus fayre, Papa Baz has also got a whole host of bound and charmed creatures to amaze the public with. He has a number of low-hit-dice elementals bound to various devices for various reasons and tricks, for instance 2HD air elementals that can make his chairs hover around the room, carrying their occupants. Or a 4HD Fire Elemental than fans multi-coloured gouts of flames about dancers of indeterminate race. He has a number of mephits bound to small cauldrons and other creatures of whatever caste and power that suits the GM's plans. As well as these he has hidden and *Polymorphed* servants that could make any trip to the circus utterly terrifying, should that be what Papa Baz wishes to visit on interlopers.



While Papa Baz might have a number of minor devils bound about him for various tasks and protections, he will not use demons for their lack of reliability. He even used to have a squad of undead, zombie orcs to be precise, to put up his tents for him, but he had to get rid of them as the smell offended the customers too much. This tale has fallen into legend and if you walk the alleys of Dunromin you will often hear an errant child being

warned with the dread threat that "Watch it or Papa Baz will have you for a zombie!"

Among the supernatural are also the merely mundane: Using *Charm* spells and *Charm Monster* Papa Baz has also got a menagerie of curious beasts, all chained (although the chains are fake for many of the beasts, used only for the vanity of the customers,) up to and including lions, a Great Cave Bear and a minotaur (called Percy Longhorn). As well as these there are wanderers, lost souls and ne'er do wells who have, for various reasons, pledged their lives and loyalty to Papa Baz's odd entourage. All in the circus are totally loyal to their figurehead and his wit, cunning and insight as well as his reach should not be underestimated.

Physically, Papa Baz is a lythe and mobile old man with thick, dark hair and wide, mad eyes. His skin is possibly black, possibly deeply tanned or disguised, painted or tattooed black. His face is marked with the deep wrinkles of time and his visage alternately comical or hauntingly alien. He cackles and chatters with a throaty rasp that carries with surprising volume and reach.

His raiment is a rich cloak wrapped around a skinny body that is naked save for a black silken loincloth. His long fingers are festooned with rings, his wrists wrapped with bangles and knotted reeds. He sometimes wears arm-bands, even necklaces and torques. He affects staves and walking sticks as the image suits him and many of these items will be magical or the home of bound spirits.

Despite all this largesse, Papa Baz is not a rich man. His wealth and power stems from his knowledge and his enchantments. His influence grows from his family and bound entities that surround him and journey out and around, doing his bidding. Papa Baz and his associates pass about the city in a different manner to the guilds of thieves and spies they might be compared with. None of Papa Baz's family nor servants would pass unnoticed, for instance. They all stand out, demanding attention. They take messages, run errands and other things but without the anonymity of the thieves and merchants' servants that occupy the majority of the streets. Or they do, occasionally. In the main, even when in the city, his family remain in their homes, rarely seen outside, rarely visited.

It cannot be doubted that the powerful individuals of the city are very much aware of

the strange man in their midst, as he is of them, but never the twain shall meet. Papa Baz has never been invited to the castle, nor to the city circus. He is not a member of the Black Magic Guild, nor the Magic Guild, nor any other Guild, although his servants have been seen visiting these places, from time to time. More likely if he needed their resources he would make a bargain with a powerful scholar and get them to do the hard work for him.

Rumour has it that Papa Baz was a friend of Archmage Pidcock the Pandimensional. The same rumours suggest some of the great carts his oxen drag around the Land are gateways to a separate dimension, permanent spells offering more comfortable accommodations than a mere caravan. It is said he has a library of texts and scrolls hidden in his halls in the Maze to rival the library of the Magic Guild itself. It is also said that the king himself owes Papa Baz a favour, but who can say how the old man's influence can spread through the land and the city?

Papa Baz is a parallel society to himself, separate to all the Guilds and unrelated and, really, unthreatening to them. He is just odd, a curiosity perhaps, or a deeper, more powerful influence within the nether regions of all society.

Papa Baz is a curiosity that the GM is free to use or ignore. He can be used as a little piece of colour or a tool for a wider plot and bigger, deeper plan. He might be the maggot in the fresh apple of the Land of the Young, or he might be the mysterious but benevolent wise old man who is the only hope for the barons to survive a new peril. He could be an insane but good maniac and the only thing preventing Nicarius from taking over the city. He might be an ally, or a patron, or an endless enemy. A PC or important NPC might be an escapee from his sinister circus, or a double agent, manipulating the party as an element of a wider, bolder plan of the patriarch of the circus.

Papa Baz can be anything you like but, before you use him, watch a few episodes of the Papa Lazarou character from the "League of Gentlemen" UK TV Show. Papa Baz wasn't *entirely* inspired by this character, but he's not far off a cross between Papa Lazarou, the Seven Faces of Dr Lao and the monkey character from the Lion King.

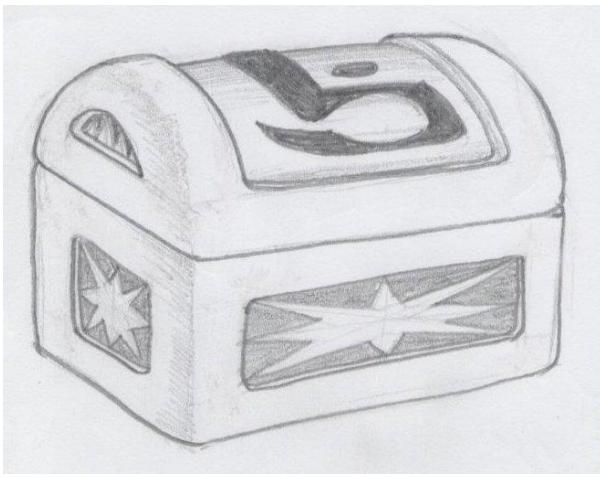
### Ogley "Oggy" the Wide Walker

Oggy and his team work for the Magic College on a small retainer. They make a living as collectors of common ingredients of potent spells, potions and magic items, supplying the Bursar of the Magic College, Malcolm Darkstar of Portside. Malc (or more usually 'Darkstar') runs a little tea-rooms and emporium from a few of the spacious rooms in the front of the college that he uses as his private rooms and business premises. Most mages (anyone trained in Dunromin and any regulars at the College and/or Guild) will know of this establishment and many will socialise here, enjoying the conversation, peace and a good cup of tea or coffee. This is the chattering society about which revolves a significant part of the politics of the magic-using community. More about Darkstar in a moment.

Oggy runs a little band of highly skilled adventurers and they have a long and successful career behind them. However, they are not very well known beyond their regular clients. They tend to get the requirements from Darkstar, the Priestlings of the Bright Fruit, denizens of the Black Magic Guild and others, plan out where they are

most likely to find the stuff required, and head off to find it. They do not deal exclusively with Darkstar, but he is their main customer and will handle any mage's requirements from Oggy with a small mark-up for himself. The relationship is an honourable one.

Oggy's group have thorough knowledge of certain areas of the Blue Mountains east of the Burning Woods, the



western Borderlands and the near Wildlands. They also know a fair bit about the upper caverns of the Darkworld in both locations and even some of the northern slopes of the Horn Mountains. These are areas beyond the normal haunts of the Troll Hunters but Oggy does cross paths with them regularly. Some he gets along with well, others not so.

**Oggy** (human Rgr/Th 8/10, NG, age 41-ish, S17 I12 W16 D14 Cn18 Ch12 A9, Life Skills in animal and plant lore, zoology and similar) himself is a slim man with straggled blond beard and hair, usually unwashed and smelly. His blue eyes are webbed with laughter lines and he is always ready for a chat and a joke with his many acquaintances, although he makes close friends rarely. He never stays long in the city, preferring the life in the wild, sleeping rough and washing rarely. He keeps his vast knowledge of the wilderness to himself and likewise his tricks and strategies for catching things to sell. He has a very magic longsword (+4 NSA) and is a specialist in the short bow (+2 arrows x12). He wears excellent magical *elven chain* +3 hidden beneath his battered country clothes and all his gear is solid and functional, including a *Ring of Feather Falling* and a *Ring of Warmth*. Quite what he spends his cash on is not really apparent. He runs with a small group of close friends but also takes students from the college along on his hunts for a charge, to get them some adventuring experience usually. This is a service well-known of amongst the richer families of young mages and others are very jealous of the excellent opportunities it provides. Oggy will sometimes take students for no charge as a favour to Darkstar - usually a poorer mage with promise.

**Jesmond "Jessie" of Old Town** (human female MU3, age 22, S10 I16 W12 D17 Cn10 Ch12 A14) is one such student that Darkstar took under his wing. Unusually, Jessie stayed on with Oggy and his crew for more than the usual one adventure and seems to enjoy the outdoor life and lack of materialism or creature comforts eschewed by Oggy's gang. There doesn't seem to be anything deeper than this but Jessie has definitely been accepted as a capable and respected member of the gang.

**Alfonso "Alfie" the Flash** (Human MU1, age 20, S10 I17 W13 D15 Cn9 Ch10 A14) is the latest apprentice mage to have been taken on by Oggy. Alfie's father is a minor

baron but Alfie is still a wide-eyed and naive youth, although not stupid. He does not seek an adventuring career but rather favours research, so he sees his time spent with Oggy as unpleasant but necessary to his development as a mage.

**Brian**, sometimes just referred to as 'The Brian' (half-orc F/C1 7/9 age 26 LN, S18:70 I12 W18 D15 Cn16 Ca8 A6) is a Celtic Cleric of Dagda. He was an orphan handed in to the temple and taken on as a foundling by Polval the Crimson, initially as a kind of pet, later to become a favoured protégée. Polval and Oggy go way-back so it seemed fitting that once qualified Brian would be attached to Oggy's band. He quickly proved himself very able and progressed rapidly up levels. He is thick of body and glum of manner, often completely uncommunicative even with friends. What he lacks in personal appeal he more than makes up for in loyalty and cold, professional survival skills. In combat his uses a +3 short spear, +2 shield and +2 studded leather armour. He also has a trove of scrolls of useful spells and *Protections* that he keeps in bone scroll cases in his backpack. The Brian sees himself as Oggy's shield-man and the two are inseparable.

**Tasmonica "Tash" of the Red Flame** (female wood elf Ill/Th 6/8, age 55, CG S9 I16 W12 D19 Cn10 Ch10 A10) is a kind of surrogate daughter of Oggy and enjoys the wild and unpredictable nature of Oggy's work. Tash poses (badly) as an archer and has her composite short bow to hand at all times, along with her +2 short sword. The rest of the gang know her real skills but, apart from being a member of the Arborium Guild, she keeps them hidden in the city. She is a cheeky and moody young wood elf who kind of just follows the group around. She is fickle and childish but seems incredibly calm and fearless in the worst situations. She is also a fantastic cook, which is what Oggy likes most about her (and the others really). She is a close platonic friend of Oggy but the Brian seems cold towards her.

**Basil "Baz Thunder" of Portside** (human male F5, age 27, NG S18:91 I9 W9 D16 Cn18 Ch6 A10) is 6'8" and 360lbs of muscle. Basil was employed by a baron of the south as a bodyguard but got bored. He happened to get talking to the Brian (unusual in itself) and ended up joining the gang. He is a man of little imagination but has a

fascination with the entrails of exotic creatures. He is very dull and talks little (although listens a lot). He has a range of skills in underground adventuring, built up over the years with Oggy, and a fascination with Tash, although it is not clear if this is sexual or zoological. He is double-specialised in bastard sword and has a magical one, a *Frostbrand*. He also has a short sword, many heavy darts and +2 plate mail.



The next member of the group is simply known by everyone as 'Fast' - very few know his real name (human male Th9, age 44, CG S12 I15 W12 D18 Cn10 Ch16 A13, +2 broad sword, no armour but +4 *Ring of Protection* and *Boots of Speed*) which is **Phillippe of the Maze**. Although Darkstar knows him as **Phillippe Mage-Friend** he still calls him Fast. Fast is a close friend of Darkstar and has become a good friend of Oggy, handling the business side of things and supporting Oggy in the field as best he can. Fast does not go on all the adventures with Oggy as he also runs a team of four travelling beauticians for the rich society players of the city, sometimes even hiring a room at the 'Swan' to run a parlour for a day or two. As yet he doesn't fancy being tied down to a fixed business.

Fast is an adrenalin junkie who loves the finer things in life. He is camp, charismatic, can be vicious but probably has a heart of gold. He is very close friends with Oggy and Brian, gets along very well with Jessie, has a love/hate relationship with Tash and seems perpetually confused by Baz. Oggy and Fast really run the operation between them, although Fast is the main man for dealing with the Priestlings of the Bright Fruit.

Those 'in the know' can come to Darkstar, Oggy or Fast with their requirements and Fast will sort them out, either by planning an adventure with Oggy or by farming it out to some other party if it seems too mundane (for a cut obviously). This is where the party could come in - if Oggy doesn't want a job for whatever reason then Fast might pass it out to the players for a finder's fee. Fast is a member of the WOG but has dealings with the other guilds as well, sometimes. He also has many contacts all over the city either as an adventurer, a close friend of the Magic Guild, the Magic College or the Black Magic Guild, or as a purveyor of excellent beautician services to the rich and royal of the city.

**Malcolm Darkstar of Portside** (human MU9, age 43, LG S9 I17 W15 D12 Cn9 Ch16 A12, lots of interesting Life Skills in magical research and manufacturing) is a good-hearted old soul with an encyclopaedic knowledge of the Guild and College business, and a similar knowledge of magic items, old tales and recipes. He has a passion for tea and more illicit substances, all of which are for sale in his rooms, he'll even serve coffee if you bring your own.

He has an exclusive book collection, some of which he generously shares with the college library. While he is called the Bursar in fact he has little to do with the general finances of the college or guild, which is mostly sorted by Jeremy Gazoot. Instead Darkstar busies himself managing the speculative funds the guild which are used to invest in new magical ventures he thinks will turn a profit. In this role he is the Keeper of the Spells and decides what spells are for sale in the Guild and to whom, although this is usually as many of them as possible and to anyone with the money.

While not a member of the Counsel of Three his authority within the Guild and the respect given to him is comparable. He is good

friends with the mages in the Mage Tower, has a working relationship with the third member of the Counsel of Three and pretty much all the other significant mages in the city. Dr Wappo is a close personal friend and they often help each other out on various projects - they are friends from training together as undergraduates, although Dr Wappo is several years younger than Darkstar.

Personally Darkstar is a kind and chatty man, well into his middle years but not old. He is honest and clever, shrewd without being mean spirited. This, and his generosity with tea and cakes, is the main reason for his popularity.

He also maintains a large house in the southwest of the city which is run by his portly and ever-cheerful wife, Tamella, as a guest house with several respectable families inhabiting the bottom two floors and the Darkstars living in the top floor and attic. Darkstar himself splits his time between his wife and the college and has been known to cross the city on his own late at night on more than one occasion. The couple have three daughters, all now married and only one of them trained as a mage. This daughter is now working as a bursar in the Karan Guild of Magic (which is really a branch of the Dunromin Guild). They have a few grandchildren too but not of significant age yet.

Darkstar always remembers a favour and will be generous with his time and information. He sees the Guild as a large family and thinks the mages should be more open and helpful to one another than they usually are. Darkstar does not give credit but is always on the watch for new opportunities to make money for the college or extend his own knowledge and influence...

Hanging around in his cafe will produce some interesting encounters with persons of all ages and abilities, and not just magic-users at that.

### Rigger Neverdead

Rigger Neverdead might easily be mistaken for being Undead but he is not. He is something a lot more sinister than that.

He is an unpopular and generally unpleasant figure resembling a recently dead

human of mature years and an unforgiving lifestyle. He is tall but hunched, filthy and always dressed in ragged clothes and a battered, long leather coachman's coat. His skin is grey and streaked with dirt and festering sores. His long hair is black and unkept, sometimes clamped down under a grey, fez-like hat. His few teeth are rotten, his saliva like watery ink runs between yellow and black chunks of shattered bone piercing his gums.

He speaks in a deep voice, always calm and almost cheerful, in an old, city accent. He uses unusual words and phrases, some of which have fallen out of common usage centuries ago. Rigger reeks like a tramp and has the manners and sensibility of the most unpleasant kind of person you could care to imagine. He lives a nomadic lifestyle, usually sleeping rough and often disappearing for weeks on end.



Many have speculated what Rigger is but no one really has any idea. His age is unknown but even the elves say he has been around forever. Everyone in the city seems to know of him and he moves through all levels of society unwelcomed but tolerated, like an unpleasant cousin.

Rigger turns up when least expected, being able to sneak about the city without note

despite his fame and aroma. He has the best knowledge of the city, the catacombs, sewers and undercity of anyone alive and probably moves across the rooftops too, although it is hard to say how. He is lighter than he looks and is a very experienced Thief, or was once. In truth he was once a very successful adventuring Thief but something strange happened to him and he has become a unique (it is hoped) kind of monster ever since.

Rigger's power comes from his ability to respond to the unspoken need of someone in trouble, without them asking or wishing for it. Some examples are given below but whatever he does for people there is always an immediate benefit to them. The problem arises from the simple fact that the person then becomes honour-bound to Rigger's welfare, even if they aren't of Lawful alignment. In this unpleasant state the person will find Rigger turning up at the most awkward moments and helping himself to whatever they have to offer – food, accommodation, alcohol usually, or whatever they have that he fancies.

A person only has to breathe a desire or frustrated wish under their breath and he may appear next to them, wink at them meaningfully with one rheumy eye and say "You owe me now." And that will be it. The victim will be forever in Rigger's debt. Rigger's visits will not necessarily come thick and fast from then on and sometimes a debtor might go years without seeing him, but the debt will never be paid.

For example, someone might wish misfortune on another, or some specific ill or boon, and then the wish will be fulfilled (not fatal though): A man might wish a pox on his wife in a moment of frustration, a pauper might wish for a windfall, a young man might wish for the attentions of a young lady, a gambler might yearn for an end to a losing streak, a thief might seek a way out of the Garde's clutches or a young girl might fall pregnant without a hope of caring for the unborn child.

Soon after these ill-considered words, spoken in the heat of the moment, the wish will come true and Rigger will appear to the wisher, with a wink and a smile. Only then the unfortunate person will not only know the misfortune is entirely of their own doing but that they are now and forever indebted to Rigger Neverdead, the Demon of Ill Wishes as

he is sometimes called (although he is not a demon).

There is no negotiating with Rigger. He chooses when to help people and extracts his own price for the act, regardless of consequences for any party involved. Even those that have attempted to slay the creature find their plans frustrated; he is far from easy to kill but even if he is slain, he reappears a day or two later and will seem oblivious to the situation.

In fact, his slayer will find themselves even more indebted to Rigger. Perhaps a favoured magic item or two will go missing and then Rigger will return one of them, hinting about how the other might be returned. Or the beast will revisit his slayer and infer some terrible threat against someone or something the person holds dear.

To be indebted to Rigger is a potentially terrible thing but, at any time, anyone might be in such a situation. While Rigger doesn't target very many people he does so regularly and relentlessly, without any reason or pattern to his attentions. Only Paladins and mid- to high-level clerics seem immune to his 'gifts'.

This strange creature could target party members who are careless in what they say in discussions with the rest of the party, or perhaps he could target someone close to a player character. Likewise, player characters might notice him about town, accompanying or frustrating someone they know.

Rigger can be used as a foe or an adventure hook. There are rumours that Rigger will sometimes release a victim from their debt in return for some deed or item, but no one seems to know anyone who has actually managed this. The GM can weave whatever complications about this as they like.

All natives of Dunromin will know who Rigger Neverdead is and particularly gullible people might carry wards or use poems to protect themselves from him. None of these charms are known to work although some clerics claim that if a *Protection from Evil* is in place when the careless words are said then Rigger cannot act on them. Similarly, some claim a *Remove Curse* by a high-level caster, *Limited Wish* or *Wish* will remove the debt, but again no one knows for sure if this has ever worked (the *Wish* and *Limited Wish* would, for the record). Whatever the truth of the matter, wise people should be very careful

about what they wish for and everyone will be taking extra care if Rigger is about.

Of course, Rigger himself appears oblivious to people's awkwardness and discomfort around him and excels in outstaying his welcome, even if there would ever be one. Rigger will often claim to be a friend of a person, whether they are indebted to him or not, and will seem aggrieved if the person objects to this familiarity. He has a knack for knowing things as well and, while your thoughts are your own, any action or careless word that might be observed he could be aware of – even if there were no witnesses present at the time. Rigger is remorseless and relentless in all his activities.

Of course, there is a way to slay him permanently, but it is difficult and not recorded anywhere. When slain (reduced to ~10hp or less) Rigger's material form and all his possessions will turn to ash. He will reform at the next midnight in his tomb hidden in the Graveyard and then continue his life as normal. If he can then be slain whilst still in his tomb then he will be dead for good. Of course the location and even the existence of this tomb is a deep secret and Rigger is always very careful not to be seen leaving the Graveyard after a slaying.

The only person who knows of Rigger's secret is Moldark Shadowsoul, who is also his brother and was his old friend and adventuring comrade. The enchantment that makes Moldark undying happened at the same time to Rigger and the fate of the two is bound together forever. So long as one lives, so will the other, but if either is slain then so is the other. Of course, while Moldark yearns for death he is trapped in life by the machinations of his god, whose will he would never dare to cross. As such, anyone going after Rigger might find themselves frustrated by Moldark as well, but in no way that would reveal the true nature of their relationship, even to Moldark's twin sons. Rigger and Moldark do not acknowledge each other's existence as each blames the other for their predicament.

Rigger has the abilities of a 12<sup>th</sup> level Thief with a Dexterity score of 18 (Move Silently 60%, Hide in Shadows 85%, Pick Pockets 75%, Climb 99%, Observation 90%, pick locks 60%, Find Traps 40%). His stats are Str 15, Int 14, Wis 8, Con 16, Dex 18, Cha 6, App 2, alignment is Chaotic Neutral. He fights and saves as a 12HD monster with 51hp, but

regenerates 3hp a round and re-attaches severed limbs as per a troll (with the death at ~10hp exception detailed above). AC is 4 (due to Dex and a *Scarab of Protection +2*). He has a magic resistance of 25% and a base move of 180feet, including climbing up buildings and similar surfaces at 90 feet. Damage is as per weapon (including backstab at 12<sup>th</sup> level) or two claws for 1d4+1 each.

About his person he has concealed a number of items including, but not limited to, a *+3 curved dagger*, a *Scarab of Protection +2*, a selection of potions (including *Invisibility* and *Gaseous Form*) and some money (*Everard's Ever-Full purse type 2*). His coat has many pockets and will contain several knives and concealed thieves' tools as well as whatever he has helped himself to recently.



### Zoot Allorz

This rather odorous man is a Magic-User of some power and a remarkable history as regards his adventuring career. Zoot Alors (human male MU7, age 38, CN S10 I16 W12 D11 Cn13 Ch9 A8, *+2 dagger*, no armour *Bracers of Defence AC6*, Wand of Magic Missiles, *Pendent of Proof against Charm* (and similar), ) is now 'retired' from adventuring and lives in a roof garret opposite the Name of the Rose College for Ladies in the Old City. He shares his filthy chambers with his servant Merd (Human Male MU3 age 27 CN, S12 I15 W12 D16 C11 Ca9 A9, Dagger and staff, *Ring of Protection +1* and several potions) who is a low-level Magic User as well and is indebted to his master in some way or other best not known.

Zoot and Merd seem unremarkable and pretty undesirable individuals of no interest to anyone. The parents of the young ladies at the college might take more of an interest if they understood the implications of the *Clairvoyance* and *Wizard Eye* spells the two use, but the two have another, more commercial string to their bow too.

On his adventures Zoot was able to secure a spell book belonging to an ancient and reclusive elven mage whose lair they raided in the far Wildlands. The mage himself was long dead but his spell-book, as well as containing a lot of normal spells, also contained several enchantments the mage had developed himself. The mage, it seemed, hated dwarves and resented having to rely on them for any building work of quality. To this end the mage developed spells based around doing away with the dwarven masons he loathed so much.

All these spells are contained in Zoot's main spell book and he has copies of them in another spell book secured at the Bank. Zoot is very jealous of the power of these spells and will not share them with anyone. Instead, he works under a special contract to various architects and builders about the city, assisting them in producing miraculous feats of masonry.

All these spells are casting time 4 segments and duration 6 turns plus 1 turn per level unless stated. Area of effect is one item or person or is detailed in the spell descriptions. All have M, S, V components, the material component being a building tool of great quality (Zoot has four beautiful stone-masons' chisels for this purpose).

*Fast Craft* (level 3); acts as a *Haste* spell on a craftsman working in Stone or Wood without the problems of surviving the spell or aging quickly. The spell can only be used on a person building or working in conjunction to building or tunnelling; any action not related to building (like fighting) will cancel the spell effect.

*Mirror Builder* (level 4); this spell is a little like *Mirror Image* and can be used in conjunction with *Fast Craft*. The spell produces duplicate craftsmen of a number equal to the caster's level. The mirror images are as capable and skilful as the original and their work just as good. They can work together with the original or independently with the same wisdom and intuition as the

original. They vanish at the end of the duration which needs to be managed carefully to avoid accidents.

*Construction Preservation* (level 4) this enchantment lasts for a number of years equal to the level of the caster. It protects a volume of building equal to 30 feet cubed per level of the caster from being diminished or changed by any spell, including but not limited to *Stoneshape*, *Earthquake*, *Disintegrate*, *Stone to Flesh* and so on. If the construction has been produced using magical means (*Dig*, *Wall of Stone*, *Stoneshape* etc.) then this spell adds +4 to their saving throw against being dispelled.

*Enchanted Master Carpenter* (level 2) is much like *Stoneshape* for wood. The area of effect is 1 foot cubed of non-living wood of any species per level of the caster. Duration is permanent.

As can be seen, the use of these spells in support of a skilled mason or architect and/or in conjunction with *Wall of Stone* and *Stoneshape* spells can produce prodigious constructions very quickly indeed. If Zoot is paid appropriately then he can reduce the building times given in the Core Rules by up to 60% - his fee is usually 10,000gp per 10% reduction in building time. It is said that many barons have extended their castles using these enchantments.

The GM may wish to have more spells in Zoot's mysterious spell book, but perhaps beyond his ability to cast or of limited use to a retired wizard. Similarly, Zoot has used the techniques given in the book to develop his own spells. He is an infrequent visitor to the Magic Guild, due to their rather disdainful attitude towards him, but he has a very well-equipped laboratory. Zoot and Merd can be hired for magical research and spell casting with no questions asked and with no one finding out, probably. They are a bit like the characters of Rik Mayall and Adrian Edmondson in the UK TV series "Bottom".



## The Games Master's Key to the City Map.

### Civic Buildings:

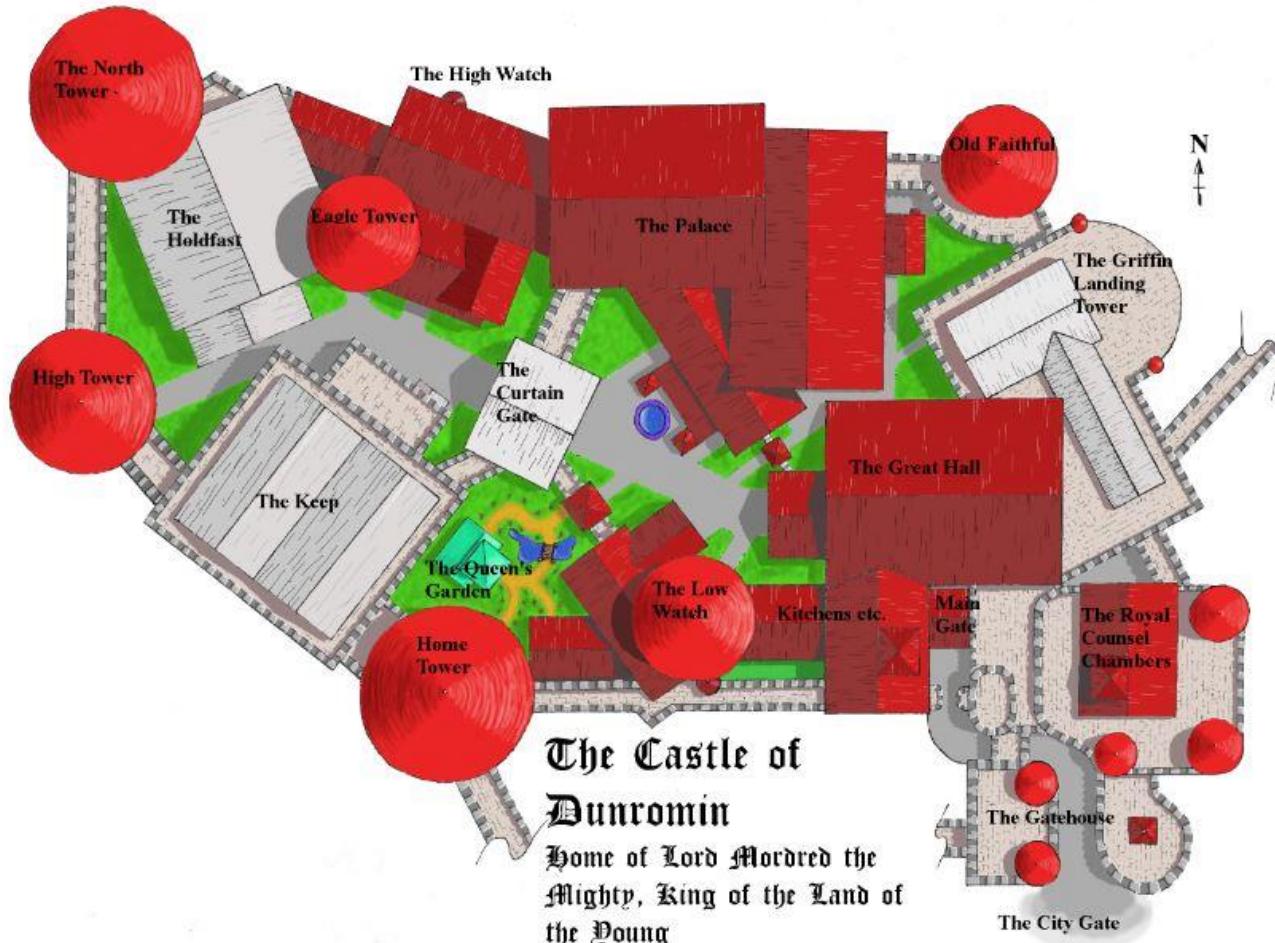
The coordinates given in the Location sections below refer to the Dunromin Street map available earlier in this text or in more detail in a free download in **SMOO A Traveller's Atlas of the Free City of Dunromin and the Land of the Young**.

#### C1 The Castle (also known as the Lord's Keep)

**Location:** A1-D3: The dominant feature on the skyline, located in the northwest corner of the city on a high Granite Tor 200 feet above the planes below. The escarpment slopes steeply down the west end of Broad Street from the castle gate.

**Purpose:** The ancestral home of the Lufheart family and seat of rulership of the city and the Land of the Young.

Notes and important inhabitants: Anyone visiting the city will notice and marvel at this huge construction. This place is built along impressive defensive designs but on such a large scale that allows those inside enough room to live comfortably without leaving the defensive structure. The castle's current format was completed 150 years ago and maintaining it is a full-time job. Within its walls are the accommodations for the senior members of the Royal Family, guest chambers, barracks for the Moon Guard, a gaol (very rarely used), a treasury (small) and everything else you would expect to find in such a powerful person's home. The whole place is defended with siege engines, store rooms and weapons caches. Mages and ancient spells



further protect the security of the Royal Family whilst in the place. The only weakness is perhaps towards aerial attack, but even that is only a relative weakness given the structure's strength and the number of ballistae and arbalests in the place. There are also Hippogriff and Griffin riders patrolling at all times.

The Great Hall in the main building beyond the gate (but not in the inner sanctums of the castle itself) is where the festival parties are held, to which only the most worthy citizens and visitors to the city are invited. Next to this are some meeting rooms and comfortable guest accommodation, including the trophy-festooned chamber where the Privy Counsel normally meet. Further inside the castle are comfortable living areas and even some rather lovely and private ornamental gardens. Some of the Royal Family is never seen outside the castle. There are stables and so on inside as well.

It's a complex construction that perhaps hasn't suffered as much as some of the other civic buildings in the city. Deep in the cellars there are hidden passages and connections to the lower levels of the catacombs and stranger places. Some of these are known by the inhabitants of the castle, some aren't, as Kzenzakai proved when he managed to break into the dungeons with his Deep Race and Ghoul army. The lower chambers are now more thoroughly secured and patrolled, of course.

The mystery of Zed's tower also needs mentioning – this tower vanished during the battle with Kzenzakai's forces as if wrenched from its foundations and cast onto another plane, which is actually what happened. Zedariniteel, who lived and worked in the tower until his death a few decades ago at the astonishing age of 112, was a high priest of Odin who went mad exploring deep in the Darkworld. He learned some great secret of the Rakuli on one of his explorations, probably the one that sent him into his paranoid mania. It

may be that this mysterious ancient race did something to conceal secrets left in his private chambers... There are as many rumours about what happened to the tower as there are conspiracy theories on the internet of course.

## C2 The Royal Bank and Mint

**Location:** C3-D4: Next door to the Castle in the Old City is this heavily built stone and iron-shod building.

**Purpose:** To mint and store the riches of the kingdom.

**Notes** and important inhabitants: These buildings are more heavily Guarded and even better maintained than the castle, partly due to the Merchants' Guild's sponsorship. It is protected with thick walls, reinforced with iron bars and protected with numerous magical wardings and bound guardians (and the interests of all the Thieves' Guilds).

Here the coinage of the city is minted and the economic stability of the empire master-minded. The people who work here look after the city's wealth and that of the richer inhabitants of the city. The richer merchants of the city, or those wishing to resemble them, tend to leave their money here and pass funds between them with letters of credit, like cheques, marked with a personal seal. Copies of the seal are kept in the bank and used to confirm the authenticity of a given note.

Adventurers can store their wealth here (it will be safer than practically anywhere else on the planet). No interest is given but a hire charge for the vault the valuables are stored in (20gp per year) is charged. If the place is not visited after 5 years suitable payment will be taken from the vault itself, after ten years the owner is presumed dead and the wealth becomes the property of the city.

The City Treasurer, Godram Molaff, and the Master of the Royal Mint, Falcack Sistem work here, as does

Prince Medramb Luftheart, Master of the Royal Bank.

Of course, the loyal staff keep track of monies held on account with them very accurately and use the banked coin to invest in new business and make loans, exactly as modern banks. The storage areas are only part of the story and more standard banking practices are used to keep the city profiting from the major trade of the population.

This is probably another wonder of the city and can be used in a number of ways by the GM. It should be noted that the Seal Rings that the registered account holders have are magically linked with their partner in the bank so that the authenticity of credit notes can be checked. The system is far from fool-proof but is normally effective enough. It is 99% likely that anyone important the party come across will have an account here, including all the temples, major businesses, guilds, barons, royalty and significant city personalities; pretty much the same as everyone has a credit card in the modern world.

Persons passing fraudulent credit notes will be hunted down and dealt with VERY severely. The actual wealth in the bank at any time is relatively low, as has been said. Much of the wealth is invested and loaned to third parties, potentially the players themselves, on a 20% per annum rate, which gives rise to the common term for living on a loan; "My dad got me the magic sword **on the one-in-five**. I have to earn enough to pay that off. The family honour depends on it."

The Royal Family and the Counsel of Three get charged only 5%. This system works for the simple reason that the Bank is closely tied to the Royal Family (who make the law) and the Magic Guild's Counsel of Three (who arguably control the most effective enforcement organisation in the country). Indeed, even the Thieves' Guilds know that they are tolerated only in-so-far as they don't threaten the banking business of the city upon which the whole success of the Land of the Young is precariously balanced. To

attack the bank or mint would invite rapid destruction on the peron(s) attempting it.

The party might get involved either as customers of the bank; or perhaps seeking to pay off a loan; or being employed by the bank to recover funds from a defaulting client. Such options present some interesting opportunities. Note that loans will be secured against real things, such as property or magic items, recovery of which is vital in the event of default. However, it is not always in the interest of the bank to merely sell off the security at the first opportunity. They are far more likely to be interested in recovering missing funds with interest and maintaining the debt relationship with the customer or another client. For instance, lending a magic sword to a player character for a fee of 500gp per month or similar. The bank would not employ a party to simply kill a debtor. That would be bad business.

### C3 The Records House (also known as the Tax Office)

Location: E4: This stout building is next to the Fighters' Guild in the Old City. It is entirely made of stone and contains many rooms separated by fire-proof, lockable doors. The roof is slate and has walkways for sentries to patrol too.

Purpose: The collection of taxes is a very serious and unique business in Dunromin. This place keeps a track of all the inhabitants of the city and all the barons and land owners of the Land of the Young in order that the taxes be raised appropriately. Consider the Domesday Book of William the Conqueror and then imagine what would happen if, rather than being a one-off, a special team was employed to keep it up to date on an on-going basis. This is often called the Tome of the Young but this is misleading as it isn't a single book but rather a whole filing system of index cards and suchlike.

Notes and important inhabitants: This is an improbable feat but works quite well.

It seems unlikely that this could be managed looking back from the perspective of a computerised age but Intelligence organisations in the Second World War and afterwards, for instance, kept extremely accurate and up-to-date card indexes on thousands of individuals and organisations, updated and cross-referenced by a small army of clerks. With the addition of magic, replication of this process in Dunromin is complicated but perfectly reasonable.

There are two departments in the building, consisting of two floors each. The lower two floors (the Domestic Tax Office) keep track of inhabitants of the city and on every birthday or the anniversary of their entrance to the city (if they are not natives) a bill will be prepared for each citizen. These are expected to be paid within a week and are delivered by a special courier service of Tax Collectors (they don't actually collect the payment, just deliver the bill). All births and deaths should be registered here and about 90% of them actually are. Non-payment of taxes is dealt with under Law and Order (enforced by the Bailiffs, supported by the Guard and led by Dyfed Gudthrottler) in the **Players Guide to Dunromin**. People leaving and entering the city are also logged at the Records House from reports generated at the gates. The place is a phenomenal feat of bureaucracy.

The upper two floors (National Tax Office) contain the taxation information about the domains of the Barons of the Land of the Young and their lands. Unlike the domestic records, these do not go down to the individual families but rather hold a general appreciation of the lands and population the barons and other land-owners can be taxed on. It is the barons' responsibility to tax their underlings appropriately. This information is gathered by a roving group of Bailiffs (titled Land Bailiffs, equivalent to Sheriffs and led by Sir Thetlin of the March). These deliveries are not called tax demands but rather

a "Royal Appreciation of Tribute" but they amount to the same thing. Of course, Sir Thetlin would respond angrily to being referred to as a taxman. The central records are pretty accurate and never more than 5 years out of date. Payments are not collected by these men but rather the Baron in question is expected to visit the capital once per year (on the anniversary of the date they were made baron) and settle the accounts in one way or another.

There is an underground tunnel connecting the tax office to the bank and this is protected from break-in by numerous wards and traps, as are both buildings. In fact, there isn't a complete record of all the summoned entities and spells cast upon the place anywhere so literally anything might happen to someone trying to knock-over either place. *Earthquake* and *Stoneshape* enchantments and the like are particularly unlikely to be effective in this area. The Record House itself is also heavily protected with spells and safety processes against fraud and fire in the main, but also intrusion. The information kept here is valuable not only to the king, so several of the clerks are illegally on the payroll of various people and organisations in the city to supply them with new information on anything that might be of interest.

There is a less effective Records Office in Karan and rules in both to deal with most eventualities.

The man in charge of the National Tax Office is a tedious little man called Norman Basingstoke and the man in charge of the Domestic Tax Office is Godram Molaff, the Royal Master of Records.

Dyfed Gudthrottler is the sinister Tax Collector Captain in charge of the Land Bailiffs, sent in to assess what barons and other citizens are up to and when someone fails to pay their taxes. If you don't turn up to pay your taxes on the day then a messenger is sent to your listed home three times over the period of two weeks. If no payment is forthcoming the third visit will be Dyfed and/or his team of enforcers

(the Bailiffs). Dyfed *really* enjoys his job.

#### C4 The Counsel House

**Location:** D3: This tall and ornate stone building on the south side of Broad Street, near the castle is made of sandstone and stands four storeys tall.

**Purpose:** Within is a maze of administrative offices for the secretaries, clerks and the members of the counsel (who all have offices, whether they use them or not) and the meeting chamber itself (with a public gallery that's even open sometimes). The City Great Counsel meet here to discuss business, taxation, wars and anything else that takes their fancy. Counsel members who are found guilty of a crime are also supposed to be tried here, but this hasn't happened for years (they're too expert to get caught these days).

The Whips run messages between this Great Counsel, the Royal Counsel and the King's Privy Counsels and other Organisations.

**Notes** and important inhabitants: No one important works here permanently and all the intrigues that affect city life will be decided elsewhere before they come up for discussion in open counsel. This is a semblance of democracy and the mayor acts as chairman (although he is not allowed to interrupt or argue with the King, nor question his rulings). The Great Counsel members are detailed in the diagram at the beginning of this book, the Royal Counsel members are a subset of this and also meet here. The Privy Counsel is a more intimate group based in the castle or where-ever the king happens to be.

The King himself will rarely speak to the Great Counsel or enter into any kind of debate but he does appear regularly at the Royal Counsel to hear matters of concern and announce new laws and policies. There is always open debate of these matters and the King has even, although very rarely, been

known to change his mind as a result of the debate.

Upcoming debates are posted on a noticeboard and characters may lobby Guildmasters and such to represent them on the Great Counsel. From there significant issues might be taken to the Royal Counsel. If the characters have some urgent news for the city this might be a way of frustrating them getting their message over and getting them into trouble.

One important thing for the player characters is that the Market Place side of the building has a notice board (Guarded by a member of the Guard) where people are allowed to post jobs and news. Adventuring jobs come on here from time to time and it is a good way for a low-level character or non-guild member to find work.

#### C5 The Harbour Master's Office

**Location:** E10: Logically, this generous building is next to the docks. Ground floor rough stone, upper two floors are wattle and daub.

**Purpose:** As for ground transport, there are tariffs for import and export, as well as docking fees and other administrative tasks to be carried out for port traffic. The Harbour Masters' Office handles these things. He has a staff of retired sailors who also patrol the docks looking for rule breakers. They all take their jobs far too seriously, at least until they are offered a bribe.

**Notes** and important inhabitants: The Harbour Master Frederick Godram lives and works here and he has a staff of eight plus his family.

See the Gatehouse details for more information about duties and taxation. Charges for the docks are 20gp to register a vessel, 1gp per day to dock a fishing boat, 3gp for small merchantman, 5gp for a large or military vessel. Import and export duties are the same as the gates, and everyone disembarking from a ship must pay 1sp per day dock toll (as if they had come through one of the gates, but their movements are not

always logged, which can be a problem; a problem for the character of course, if noticed, regardless of intention).



## C6 The Gatehouses

**Location:** J1, D4, I11 and N7: There are four of these structures, known as, and located on, the walls in the North, West, South and East. They are heavily fortified stone structures that also serve as barracks and gaols. As with all the towers around the walls, they are well-maintained and armed with sentries and ballistas. All are very well designed and, although constructed at roughly the same time, do appear different as they all had different architects.

**Purpose:** In theory everyone who enters or leaves the city must do so by one of the city gates (although there are other, mostly secret routes in and out). These also act as defensive structures and administrative centres for exacting trade tariffs and tolls from travellers.

**Notes** and important inhabitants: Each gatehouse is looked after by a Guard regiment. Everyone who travels through a gate must pay a toll, which is 1sp, but is charged per person (free or slave, alive or dead), per horse, cart, ox, donkey and other large, live animal (anything sheep-sized or larger; not chickens, ducks or geese). Dead animals are charged for as trade goods, which is explained below but is cheaper than livestock, so meat being

brought to market is killed outside the city and the carcasses brought in. This is the reason why there is no large livestock market in the city and helps to keep the roads clean, a bit.

There is also a trade tariff for merchants travelling in and out of the city. This tariff is a complex system based on roughly 1d8% of the value of any trade goods or monies leaving the city (less for goods entering the city), and a flat 10gp monthly traders' fee for any coming in (unless you are a member of the merchants' guild). This may apply to livestock, slaves AND booty from an adventure, unless you are a member of the appropriate city guilds, which might lead to an argument from time to time.

There is no levy for personal weapons and armour unless such items are imported or exported as trade-goods or for war supply, in which case they are levied. Of course the nature, size and complexity of these tariffs leads to smuggling being a very profitable way to earn a living. Likewise, accountants can make sense of the arcane tariff legislation, advise their clients appropriately and charge them for doing so...

When you enter the city for the first time your name is logged and passed to the city records house. If you are not a native of Dunromin then this is taken as the first day of your life for taxation purposes. Even if you are not a resident you are then expected to pay tax on the anniversary of this date. If you leave and come back years later you might be presented with a bill for the intervening time, but you can appeal against this (see the section on law and order in the *Players' Guide to Dunromin*- it all depends upon who you know).

Whenever someone leaves and returns to the city in the same day they are required to use the same gate so their name can be crossed off the list. Failure to do so is a crime and could result in you becoming an Outlaw....

## C7 The Stables and the Pasture

**Location:** L9: In the Southeast corner of the New City is an area of ground that is common ground, called the pasture, and a set of stables owned by the Fighter's Guild. There are other buildings too, also stables but of different style and quality owned by various people and often with space for hire. The dung gathered here is used in lots of ways by enterprising citizens.

**Purpose:** The stables are leased out to people who need stabling for whatever reason by the various owners.

**Notes and important inhabitants:** There are a couple of security guards on patrol at all times, co-funded by the various owners of the Stables (ex-members of the Garde or low-level adventurers) to avoid thieves making off with the horses. A number of stable boys are also employed here, either paid for by the Guild or the owners of the steeds. While the pasture is public property the stabling is not. This is a significant source of revenue and protection money for many wily businessmen in the city who know nothing of horseflesh.



## C8 The University

**Location:** H2-I3: On the north wall between the New and Old Cities. This is a grand collection of buildings of mixed architectural heritage. Most are designed in the Gothic style but a few are more classical in their form. Scattered throughout are offices, meeting rooms, some canteens, storage areas, grand lecture halls and classrooms. The most significant

building is the t-shaped building in the middle which is the Great Library.

**Purpose:** To act as an education and research centre for the people of the city.

**Notes and important inhabitants:** Most of the important people in the city will have been educated here, and/or their children will be. Education is expensive and still the domain of the rich. The University staff are titled Professors (the title for a learned person who is not a Magic-User nor a Cleric or subclasses thereof) and tend to specialise in certain areas of learning and knowledge. Most students are aged between 6 and 16.

The place is also the centre for the arts and many artists live and work in the grounds in rented apartments. There is a gallery that is used for special shows and other social occasions. Travelling players can perform in the University grounds, by the Knight and Serpent Inn, La Boite de Grenouilles Inn or use the Circus.

The teaching staff are detailed in the personalities section above and all refer to each other as 'brother' or 'sister' even though they aren't all even related. They all share the same second-name (Spronge) but this is more of a title than an actual familial name as it means "Of the University". The title is senior to the rank of Professor. The various staff using the title "Spronge" very rarely use their original second names (if they ever had any).

The Great Library is a heavily Guarded (physically and magically) building filled with narrow rooms festooned with shelves for books, scrolls and tablets. The whole is administered by a number of very clever scribes but the systems used are inconsistent and prone to failure. Books have been known to be lost in here for decades after some mis-filing. A rather determined student was arrested and starved to death in the North Gate gaol for insisting he wanted to borrow a book that could not be found. The book was found some years after his death in the wrong section.

## C9 The Royal College of Magick

**Location:** H3: Just across the road from the University. This is an even more eclectic mix of architectural styles with fewer windows, more towers and some rather odd features. Some buildings were purpose built for some magical reason or other and some are even still used in their original capacity. There is accommodation, a refectory and several common rooms, as well as lecture halls and research facilities that are the envy of every wizard in the known world. There is a set of tea-rooms as well, run by the Bursar.



**Purpose:** The headquarters of the Magic Guild and the centre for magical research and learning.

**Notes and important inhabitants:** All magic-users and illusionists should be members here, if they are not their life will be festooned with awkwardness. The strange and varied internals of the buildings are mostly offices, lecture halls and laboratories on the ground and first floors. There are also kitchens and similar accommodation facilities (unlike the University where people are expected to fend for themselves, the students here get full board, although of questionable quality). Upper floors are accommodation, mostly.

The geography of the college varies with time and magical fields, with some rooms disappearing for generations and others appearing much larger or smaller than they should be. There are extensive libraries and catacombs. There are no guards, at least no mortals patrol the grounds, but there will always be

members of the college or staff wandering around, even at night, as well as *other things*.

The college employs a number of local people to see to the mundane running and upkeep of the place, many probably on the payroll of other organisations and individuals as well.

The place is administrated by Jeremy Gazoot but the Guild as a whole is managed by the Counsel of Three. Jeremy also organises the assessment and sale of magic items that members of the guild want to make some cash on. He works closely with the Lovejoy Auction House in this regard and is used to *Identify* magic items offered for sale. More information can be found under the Magic Guild below.

All members will be aware of the Tea Rooms run by the Bursar, Malcolm Darkstar. This is a place to meet informally chat and share information. Most city Magic-Users will be regulars here.

## C10 The Convent

**Inhabitants:** Sisterhood of Deliverance: Narice (Cl 12 LN), Beatrice (Cl 12 NG), Allein (Cl 5, LG), Morwen (Dr 6, LG), Allela (Wood elf, Lvl 0, LG), Hayne (Lvl 0, LG), Angela (Lvl 0, NG), Grace (Lvl 0, NG), Polla (Lvl 0, LG), Areka (high elf, Lvl 0, LG), Rose (Lvl 0, LG), Mary (Lvl 0, LG), Alice (Lvl 0, LG) and Kate (Lvl 0, LG).

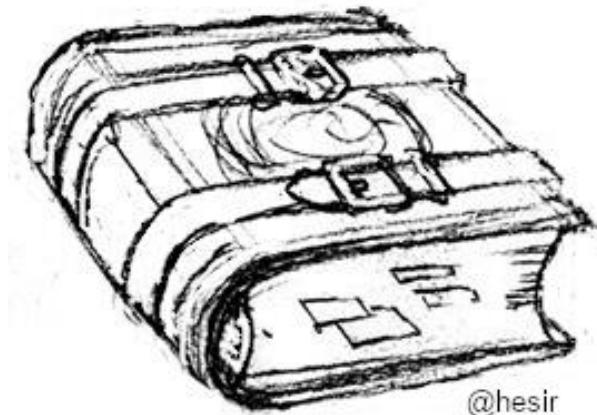
Sisterhood of Mercy: Werner (Cl/Th 16/19, N), Lolaya (Ass/Cl 15/9, N), Farella (wood elf, Ass/Cl 12/10, N), Lucy (Halfling cl/th 1/16, CG), Alison (th 4, N), Fiona (Th 6, CN), Christine (Th 4, NG), Rebecca (Lvl 0, LG), Elizabeth (Lvl 0, LG), Victoria (Lvl 0, LG), Guinevere (Lvl 0, LG), Ygrain (Lvl 0, LG), Elissa (Lvl 0, LG), Nicola (Lvl 0, LG).

**Location:** I8: In the middle of the New City at the east end of Monastery Square. This predominantly two-storey building is built like the monastery, of heavy limestone with a slate roof. The tall windows are high off the ground and upper floors are scattered throughout the tall, peaked

roof, mixed with attics and similar. Inside it is quiet and clean with only sparse, functional furniture. The public areas are the soup kitchen, hospitals and day-care areas for the poor of the city. These are all open during the hours of daylight. The other areas are for the nuns only and include shrines and worship areas, a cloister and living areas.

Represented Deities: All the nuns have their own patron deities who are all enshrined within their personal areas. These nuns will also have tight links with their respective temples.

Weapon Restrictions for Clerics: In theory all the sisters are non-violent [cough, cough].



Benefits and restrictions of Clerics: Not appropriate. The ladies who give themselves, permanently or temporarily, to one of the Sisterhoods are usually doing it out of a social conscience or familial embarrassment. They have a number of different perceptions, attitudes and hobbies such that they bear little resemblance to the Earth-style Catholic Nun other than a shared uniform with functional hat. Many of the nuns have lovers and even partake of alcohol and other vices. They are far more like modern nurses than nuns really but all lodge here with no over-night visitors in the inner rooms permitted. Some Good Clerics may visit here from time to time seeking converts among the patients through the use of their healing spells.

Festival days: As per the nuns' own temples.

Accommodation, Services and Rates: The destitute may stay here for free in large, austere dormitories. The sick are cared for without question but an appropriate donation is expected. Those wanted by the guard will be handed over once well enough. Those wanted by the thieves' guilds tend to just disappear...

Notes: The grand old buildings of the Convent were built at the same time as the monastery, but for a different purpose. It was originally intended to care for the many victims and survivors of the Century Plagues but has expanded to a more general healthcare role.

This is a home for the disillusioned women folk of all levels of society who take vows of service and seek to do some good in the city. They might be disowned by their families, ashamed or widowed, but for whatever reason they see fit to exclude themselves from normal society and care for the sick or live out their lives in seclusion.

That said, they do get involved in the political machinations of the city and there are a few nuns who retain royal connections or use old friendships to raise money and gather information. They are alternately seen as benevolent and generous saints or interfering busy-bodies. The religious aspect is practically non-existent save for the nuns' private benedictions. Rather the core function is based on loyalty to the convent and its purpose. Inhabitants may have their own personal piety, which is respected and not interfered with by the others. The Convent has many friends among the city hierarchy and uses them to obtain funds and support for various projects.

The Sisterhood of Deliverance are exactly as they appear to be and are headed by Sister Narice, a retired cleric of Zeus. Aided by the others in the sisterhood she cares for the weak and poor of the city coming to the Convent. While appearing stern she is very caring and astute, but believes the Convent's charitable mission should be separate and aloof from the politics of the city. Sister Beatrice acts as treasurer and looks after the upkeep of

the buildings themselves, sometimes at the expense of the patients since she spent a long period of her active life at the Temple of Death (many local craftsmen lend their services for free or at a reduced rate).

The Sisterhood of Deliverance tends to stay inside the convent and will not normally be met on the streets. They produce a herbal balm they sell for 100gp a dose, that heals an extra 1d6hp per day of complete rest. The nuns also manufacture other herbal remedies and similar things, like Witches but without always actually being witches. Of course, some of them are witches and are regular visitors to the Black Magic Guild.

The Sisterhood of Mercy's primary purpose is to go out to visit the common folk of the city and assist in the field as it were, and to raise funds. This means their members move freely through all levels of society helping (and hindering sometimes) wherever they can. They have a number of friends throughout all levels of society and very useful some of them are too. The nuns that travel around are never attacked by the thugs of the city, which, while nice, is hardly surprising, since the head of the order, Sister Werner, is a senior member of the Poorhouse Thieves' Guild (see the guild details for more information) and a proprietor of the Poorhouse itself, spending most of her time there.

She is ably assisted by Farella and Lolaya in both her activities, which makes the two sisters' reputation as the purest of the pure quite astonishing. Even more astonishing is the fact that, unbeknownst to Werner, the latter two are also the heads of the Assassins' Guild (more details later). They all appear inept at everything but nunning, but are closely tied into many illicit deals, although only Ogranis Divmeng, Otis the Ratman and Gerym Tallfella know their other Guild links. Only senior Assassins in the Guild know of the other nun's links. The lower nuns, apart from the obviously skilled ones listed above, are also predominantly unaware of the

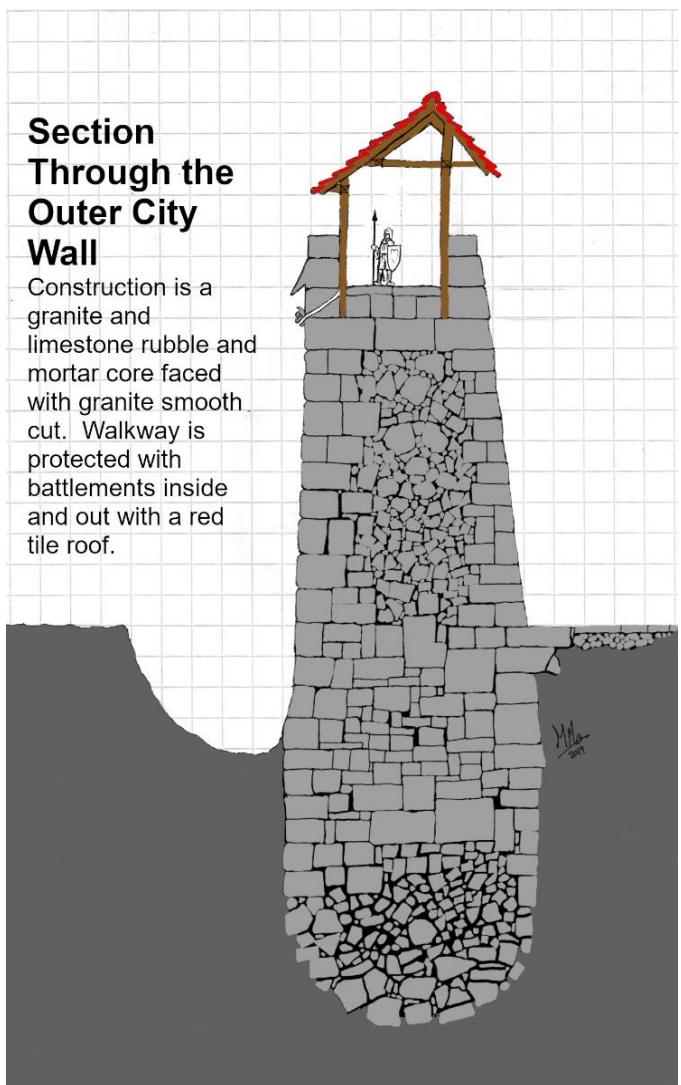
connection. Of those nuns with skills; the Thieves are in the Thieves' Guild and have no knowledge of the Assassins. The Assassins are in the Assassins' Guild but know *all* about the Thieves. See the sections on the Thieves and Assassins' Guilds later for more information.

### The City Walls

**Location:** All around the New City, and most of the Old City.

**Purpose:** To defend the city from attackers and to keep the population where the rulers want them.

**Notes and important inhabitants:** All the walls are patrolled and every tower will have at least two sentries on guard duty at all times, day or night, possibly out of sight.



The walls are built on deep foundations with the outer walls having a deep ditch on the outside (between 10 and 30 feet deep) and reinforcing earth rampart on the inside. The walls themselves are between 20 and 40 feet thick, rising 40 to 60 feet above their bases. The Old City Walls have crenulations on the outer side but are otherwise open to the elements. The New City Walls have battlements on the inside *and* outside and most sections have a sloping roof as well to protect the wall walkers from the worst of the elements and missiles. The outer wall tops also have glass fragments set into the mortar just below the level of the battlements.

Most areas of the wall also have curses cast on them to deter climbers, spell-casters and invaders alike. These are not consistent and most of the New City wall has few or none. Exactly what these might be depends on the GM as the need arises but some examples are: all persons climbing the wall are cursed to fail their third climb walls check, or similar; persons stepping off a ladder onto the outside of the wall-top are hit by a 6<sup>th</sup> level *Burning Hands*; anyone urinating on the walls must save vs. spells or contract a disease; or anyone casting a spell on the wall is immediately hit by a 10<sup>th</sup> level *Flame Strike*. Not all of the wall has all of these enchantments or any at all, but some areas will have others too.

There is also a Red Herring in the form of Mulgrew's Glass Webs. These devices resemble Dream-Catchers made of different colours of glass. They were put in place in CY523 by Mulgrew the Magnificently Bloomed, who was a member of the Counsel of Three at the Magic Guild at the time. There is one dangling from the roof of the wall-walk every thirty to forty feet but their purpose is a closely guarded secret. This is because they are harmless and have been placed there as a distraction to any invader. The King and the Counsel of Three know this but no one else. The odd ornaments radiate magic but only because they each have a *Magic Mouth* cast on them (to

scream and shout if a dragon lands on the wall; a dummy charm to keep them radiating magic).

The wall's upkeep is the responsibility of the Royal Architects office, based in the Counsel House. The towers are all bigger than they need to be and every one has a name. Built in less certain times, the store rooms and barracks they contain are mostly empty now as the standing army (the *Guarde*) is smaller than it was. The Regiments of the *Guarde* tasked with protecting that bit of wall will have established themselves in two or three of the towers, equipping their quarters as best they might. All the towers have gaols at the bottom but only the ones at the Regimental Headquarters are used consistently.

### The Barracks

**Location:** Scattered all over the city, but mainly in the larger towers and gatehouses on the city walls.

**Purpose:** Accommodations for the troops that guard the city. And gaols for criminals awaiting trial.

**Notes and important inhabitants:** See the notes about the regiments later and the notes on the walls above. Each barracks has accommodation, a cookhouse, an armoury and a gaol. Most also have some stabling. There is also an office and bedroom for the senior staff to use but they usually live elsewhere. Most of the serious work is done at the castle and the records office but the gatehouses also have a Registry where people entering and leaving the city are logged and tracked.

Gaols are usually below ground. Prisoners will not be fed – it is expected they will fend for themselves in some way and there are purveyors of foods who sell to prisoners. Some of the larger barracks are labelled on the map but there are others in the wall towers. Assume any larger wall tower on the outer wall will be used as a barracks of some description.

## C11 The Harbour Gates

**Location:** B9-10 and E11: The largest are at the west entrance to the docks, there is also some slightly smaller ones at the south entrance.

**Purpose:** To provide a fighting platform for the defence of the docks from waterborne attack.

**Notes and important inhabitants:** These could qualify as wonders of the world. They each consist of two large towers and a crenulated archway with a wall walk on top. The Southern one is barely forty feet off the surface of the water, but the Western one is tall enough in the middle to let the largest merchantman through. They are held up by magic. They both have gates as well, maintained by strong magical auras and operated by bound water elementals. They haven't been used in anger for three hundred years and are supposed to be tested once a year (they usually are, the Harbour Master has the Staff of Office that allows the holder to control the water elementals). The gates are huge oak constructions extending ten feet above and fifteen below the water level (leaving a 3-5 foot gap at the bottom). The water elementals bound to them make sure the gates aren't silted up.

## C12 The Wizard Tor

**Location:** D10: There is a small artificial island in the harbour, upon which has been built a tall, slim structure of white stone with a bright red roof. There are a few windows and even a small balcony (facing northeast) higher on the structure.

**Purpose:** This is the home of two of the Counsel of Three Wizards who represent the interests of the magic-using parts of society, in the form of the Magic-User's Guild.

**Notes and important inhabitants:** Prince Mozgad Luftheart the Royal Archmage, Cornelius Stinge and their (small) families live here (see the Important Personalities section above for more information), served by various conjured and enchanted creatures. Visitors have only ever seen the grand

entrance hall, reception room and dining hall, all of which are bigger in ground area than the tower itself. What else might exist elsewhere in the tower is not recorded anywhere outside the minds of the people living here.

There are probably links to the areas beyond the docks through the Undercity via the cellars and gods only know what on the upper floors. Gaining entry through one of the windows or the balcony would be a reckless act to say the least...

Pidcock the Pandimensional was a legendary wizard who lived in Dunromin about 200 years ago. His specialism was, as his name suggests, inter-planar and inter-dimensional magic, travel and inter-connectivity. His most famous achievement was the construction of the original Mage Tower on an island he created himself. While the tower has been extended and improved ever since, the core multi-dimensional nature of the guest rooms, banqueting hall, feasting kitchens (now disused), experimenting and test chambers, and the ornamental roof gardens are all his original work. Indeed, it was whilst working on the 200-acre fruit orchards and vineyards extension to the fourth level smoking room that Pidcock vanished, never to be seen again.

The tower was inherited by his nephew, Bratverst Stinge, and has been in that branch of the family ever since. Of equal merit to the Tower were the Magic Items Pidcock and his apprentices manufactured over the two decades he lived in the tower. These items were developments along the Bag of Holding and the Portable Hole ideas. Originally, he produced quite a few 'Bags' and 'Holes' but then went on to develop ever more complex shapes and portals, often to different Planes of Existence. More about these in the New Magic Items appendix. It is worth noting that the father of Papa Baz was one of Pidcock's apprentices.

This tower is not detailed more thoroughly in this book so the GM is

able to have any number of interesting plots hatching around it.

### C13 The Circus

**Location:** F3: This building, built in CY324, dominates the Upper Market in the Old City. While the foundations and lower part of the structure is stone, the rest of it is wooden. There are grandstands with rooves but the main performance arena is open to the sky

**Purpose:** As a venue for the increasingly popular sporting and theatrical events that offer entertainment to the populous.

**Notes and important inhabitants:** The place is run by a combination of the Merchants' Guild and the Royal Family and is also used by private individuals to house shows and special markets and auctions. There is a weekly combat on various levels (boxing, wrestling and melee to the first blood). The sporting activities are archery, running, throwing, jumping and similar. The theatrical activities are opera, musicals and more serious, larger productions. The Circus has also served as a place where the Lord can address the populous in times of civil strife, but this hasn't happened for decades; the last time was when King Marioch, father of the current king, addressed the assembled knights and his eldest son before they set off on the Paladin Wars.

Besides the main amphitheatre area there is also a number of smaller chambers, rehearsal halls and accommodation for visiting troupes. The lower levels include cages for more exotic combatant creatures (getting increasingly popular) and other storage facilities. Grand auctions are sometimes held here as well, as might a public trial of enemies of the state. There is betting on everything and some is organised by the Merchants' Guild or its members, some isn't. Gambling is very profitable and the Western Old Guild makes a lot of money at this place – most of their revenue in fact.



### The Streets

**Location:** Everywhere.

**Purpose:** To facilitate the movement of people and goods about the city.

**Notes and important inhabitants:** The roads of Dunromin are not paved with gold, but they are mostly paved; the exception being the roads off the main roads in Shantytown and the tracks just inside the city walls. The roads consist of two reasonably smooth surfaces on each side of the road made of slabs, cobbles or blocks. These two sides are angled to drain down to a drainage gutter in the centre of the street. One of the hangovers from the ancient Dwarven construction of the city's underground areas is a marvellous sewer system for run-off water and effluent.

As with any mediaeval city the streets are the dumping ground for rubbish and human waste. They are full of rats and other, stranger creatures that constantly harass and annoy residents and Guarde alike. The high rainfall of

the area at certain times of year helps to keep down the majority of the rubbish, but there is a terrible stench in dry, warm times. The constant flow of fresh water from the wells and lake means that there is at least water to wash down the streets and the level of pollution is a lot less than it would have been in, say, London, Paris or Rome in the 11-13th centuries (which are otherwise comparable conurbations).

#### C14 The Elven Quarter

Location: J2-M7: More or less the entire north-eastern quarter of the New City

Purpose: The huge oaks and elms of this area are the ancient ancestral home of a large number of the elves who live in the city. The place was once a wild wood where a community of Wood, High and later Grey Elves lived. When the city was expanded this area was enclosed in the new city margin, with the inhabitants' approval of course. Ever since it has been a suburb of the larger city rather than an independent community.

The trees are vast and ancient, many older than the city, all maintained with love and magic by the elves. The Grey Elf community here is newer but still predates the city.

Notes and important inhabitants: The majority of the elves in the city live in this area. There are three levels of tree houses, arranged in a complex web of architectural requirements and social necessity. At the foot of the trees are parks and gardens and pens for domestic animals, as well as other buildings. Many horses are kept in here and pigs and goats wander much of the area as well. Access up is by several large spiral staircases around the trunks of the major trees, with sturdy rope bridges between the trunks forming 'streets' in the treetops known as Skyways. The whole place is a lot more sophisticated than the village of the Ewoks in Return of the Jedi but nowhere near as grand as Lothlorien. Less crowding, better drainage and fresher air means this is one of the most desirable areas to live in the city and

some land is available for building at the bottom of the trees.

#### C15 The Maze

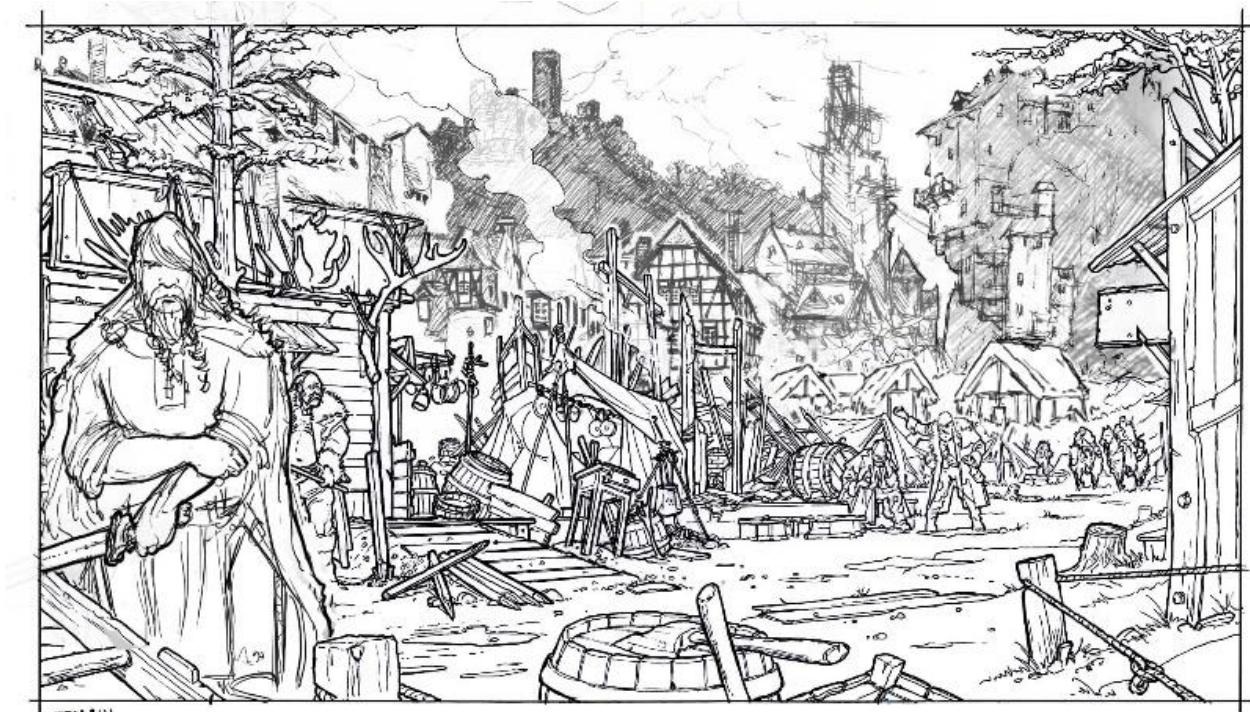
Location: H6-J7: The tightly packed and very old buildings around the back of Lady Mary's in roughly the centre of the city is known locally as the Maze. It is a labyrinthine sprawl of rotting buildings, filth and poverty.

Purpose: Originally a freehold farm, this area was sold off and built on about 300 years ago. Many of the original buildings still exist. It was intended as cheap accommodation for the poor. The alleyways are tight and over-hung by buildings making them shadowy even in daylight. The streets here are narrower than elsewhere and are also over-hung. The drainage works as well here as anywhere in the city, except when clogged with rubbish and larger waste (like bodies), as long as there is rain water to wash the filth away.

Notes and important inhabitants: No one particularly important in the city lives here for long except for Papa Baz, as most of the inhabitants are mainly concerned with moving out of the Maze as soon as they can afford to. Most thieves know the area and many originated here. The tight complex of streets and mess is an ideal place to lose a pursuing Garde patrol and there are many friends and allies as well as enemies among the shady inhabitants and street gangs.

The price of property here is low but few properties are for sale. Most are all owned by various people from all areas of the city and rented to the poor. The result is a horrible, squalid mess of humanity and suffering. Disease is rife, as is poverty and violence.

The Garde rarely venture into the area, not because of the danger (no one would mess with them) but because of the effort acting on everything they'd find. There are all sorts of illegal sweatshops, escaped slaves and illegal businesses to be found here as well. Papa Baz houses his odd family in a rambling set of tenements on the



opposite side of the Maze to Lady Mary's.

### C16 Shantytown

**Location:** B4-C5: On the outside of the main West Gate is a collection of dwellings that lie outside the city walls and the interest of the Lord (in the main).

**Purpose:** People who live here do so because they choose to avoid the city taxes and duties, or the law. Property here is for the taking and many horse breeders and sellers can be found here. Several of the established businesses have been here a hundred years or more and have stone buildings, but the majority are poor-quality wooden structures of variable water-proofing. This is where people who have been refused citizenship or wish to avoid the gate guards might find hidden, subterranean access to the city, or just live in relative safety. There are humanoids here, temporarily and permanently, and the lizardmen who sell fish in the city live in two small groups of huts on the river nearby. All the Thieves' Guilds are represented in Shantytown, as it is effectively neutral territory, and there are makeshift taverns and businesses here to provide for the inhabitants. Some businesses,

particularly horse traders and abattoirs, are well established. In fact, it is the price of land within the city walls that originally drove the horse trainers and traders out of the city and it is their existence here that legitimises Shantytown's existence.

The noisome result of so many horses and the numerous abattoirs in the area keeps it undesirable as a place to live if you have any choice in the matter whatsoever. The peasant festivals often feature horse sports based in Shantytown and as such Shantytown is now a necessary part of the city's culture. Somewhat less agreeable are the animal and slave pens that are a stinking morass of animal waste and dead beasts as well as the good housing for the valuable wares. Remember that importing live animals into the city carries a higher tariff than dead ones so there are several slaughterhouses here as well.

**Notes** and important inhabitants: All the Thieves' Guilds are represented and there are bars and usually a makeshift inn somewhere out here. The characters might prefer the anonymity this area offers compared to staying in the city. As the catacombs stretch beneath these areas there are access ways and guides to help anyone to get

into and out of the city covertly if they have enough money.

This is where the surly, outlawed and the easy of morals live, making a living however they can. Humanoids working in the city are not allowed to stay after nightfall so they will likely stay here instead.

### C17 The Slave Market

**Location:** G4: The east side of the Upper Market. This area has a number of semi-permanent pens with and without roofs and some stalls with tented areas around them. Various merchants maintain premises here offering their wares. Many different races are represented

There is an aura of style and money to the place although this feels very superficial and some of the noises one hears are more than a little unsettling. There is a stench to the place despite its appearance and the suffocating aura of suffering.

Slaves in Dunromin are tattooed with the mark of their owners and dealers so older slaves might have a maze of marks across their faces if they have had a number of owners. Dealers will very often have only samples of their wares here, keeping the rest penned up in lower cost accommodation elsewhere, particularly Shantytown.

**Purpose:** This place manages the buying and selling of slaves. They are all registered here and the status of escaped slave is one that will bring untold bounty hunters down on them. Some religions ban the ownership of any animals but 'dumb' beasts, although some people have a very fluid interpretation of what 'dumb' might mean. Indeed, owning a slave might not be viewed as even contrary to a Lawful Good alignment, depending on one's background.

There is a movement among some in the city that suggests slavery is bad, led by a charismatic mid-level adventurer called Robin the Emancipator.

As yet this is not a popular movement and the slave trade flourishes. It is by no means the size of the Roman trade

nor as formalised as the Viking Thrall system. But the steady trickle of skilled hands and labourers does enable those businesses and individuals who can afford to buy them and keep them a way of demonstrating their riches to others.

Slaves are not generally regarded any differently than the extreme poor, although obviously the poor regard the slaves as beneath them. Slaves are required to wear facial tattoos and iron hoops on their necks to identify them. They are rarely seen on the streets but rather kept below stairs for servant duties and cleaning, or in large gangs on country estates for agricultural work.

The law regarding slaves states that no citizen of Dunromin or the Land of the Young may be made a slave, even if bankrupted. There are less formal rules about not enslaving the close allies of the realm, especially elves and dwarves, but humanoids and far foreigners are perfectly acceptable. It is very unlikely that the players will come across and certainly interact with any slaves. If they do the general attitude towards slaves is the same as towards horses – they are property; some valuable, some not so. The Dunromin Slave Market is a bit like the Slave Market in Asterix and the Laurel Wreath.

**Notes** and important inhabitants: The personalities are mostly transient, the more established traders having their own premises elsewhere: See the personality descriptions above for Zebiaq Falmedir, Thomas Duneray, Salek Drood and Bolger Storm.

As the ownership of slaves is the province of the rich it is worth noting that there are no slave markets in the New City. Given that employing the poor to do menial tasks is so cheap the ownership of slaves is seen more as a status symbol than a necessity; like a flash car. The attitude of an individual towards slavery will depend on their background and religion. While Babylonians, Olympians, Norse and Celts accept slavery as just another benefit of being rich and powerful,

Elves and Dwarves tend to look down on it. Heliopeans are the most vocal in the support of the slave trade and make some money from it.

Slavery is also seen as a last resort if there is no one skilled enough to do the job or labour is too expensive for a given task. Using slaves to do a skilled free man's work can get you into trouble with the guilds. There might be some opportunities for adventuring here but otherwise the moral conundrums presented by the slave trade might prove too challenging or just in too poor taste for many.

## C18 The Lake

Location: K4-5: The corner of the elven quarter closest to the middle of the city.

Purpose: Several natural springs in the elven quarter feed this lake, which then feeds part of the complicated sewer system and the wells of the east of the New City (the Old City wells drop into deep, natural aquifers). The lake is actually three smaller pools that have been artificially expanded at the same time as the outer city walls were completed.

Notes and important inhabitants: This is a clean and tidy area, kept that way by the elves. Those herdsmen who live in the city may water their animals for free. It is a vital part of the extraordinary water and sewer system beneath Dunromin.

A few fish live in the lake but fishing here is more a hobby for the rich of the city than a profession. Monsters may bubble through from the various feed-pipes running off from the bottom of the lake but the elves are pretty good at dealing with them.

Note that the city's waste is discharged down-stream in the River Greyflood not into this lake so the water here remains fresh.

## The City Wells

Location: These are scattered all over the city and consist of a source, a trough for washing (varying in size from 5'x5' to 25' long and 15' broad), and a run-off hole.

Purpose: To supply the populous with fresh water.

Notes and important inhabitants: These are another part of the awesome sewer system, providing fresh water and washing/laundry facilities for the locals. The wells are always hives of activity and gossip, with washer women and slaves rubbing shoulders as they go about their daily chores. Many unskilled 'Water Porters' fill amphora here and carry them around selling the contents to people who can't be bothered to get their own.

Being a fantasy city these locations are not altogether 'safe' and watery beasts sometimes manage to squirm through the four-inch feed pipes or the 6-inch waste (with 1 inch grills). Clerics at local temples will usually have a *Purify Water* ready for any Water Spirits or Diseases that pop up. Other beasts come through too and City Garde in the locality will give handling such monstrosities priority. Deaths through such attacks are relatively unusual.

## C19 The Graveyard

Location: C6-E7: The south embankment of the Old City's Tor is the wooded and secluded graveyard. It is criss-crossed by paths and has many different funeral rites evidenced within it, from simple graves and urns to some quite showy mausoleums. Only Royalty is not buried here – their mortal remains go into the deep halls beneath the castle after burning on a high platform in the castle.

Purpose: A dumping ground for the dead of the city.

Notes and important inhabitants: There are numerous rich family mausoleums higher up the embankment, with lower, poorer graves being towards the southern side. Dunromin being built on an ancient magical site means that there is always the danger of the undead walking the streets and rarely does a week go by when zombies or more sinister entities aren't encountered around here by the Garde or the clerics of the Temple of Death. Please note that even if you are

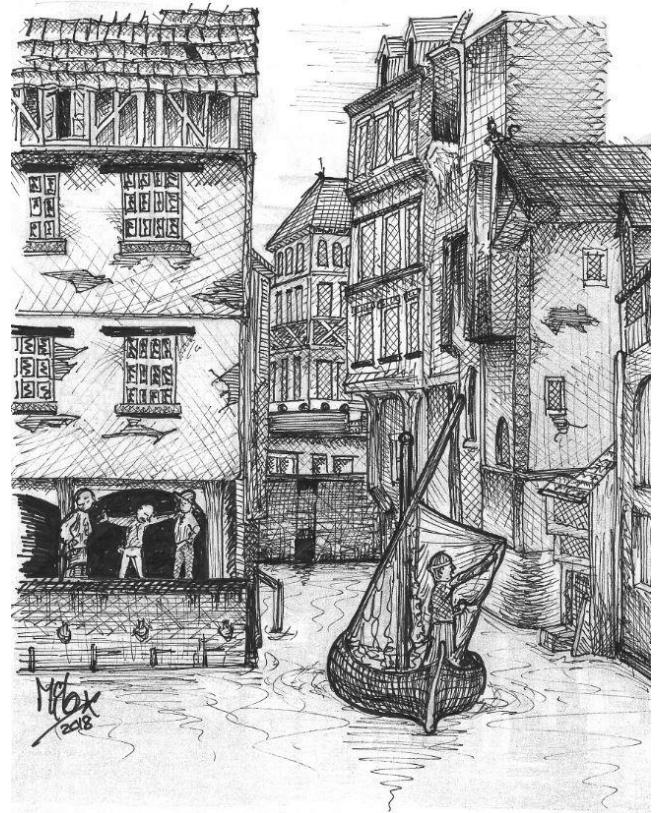
cremated it is still done in the Temple of Death and your ashes stored here unless (somehow) taken away by someone. There are regular cartloads, termed the Black Carts despite being painted brilliant white, of the night's casualties delivered here. The temple's staff then sort out caring for the dead and identifying and informing next of kin. Any humanoids brought here are burnt with minimal ceremony, unless they happen to be successful citizens... The temple itself lies between two huge pits, now long covered-over with trees and bushes growing on them. These pits held the masses of the dead from the century plagues, at least the ones from the lower classes.

## C20 The Docks

**Location:** C9-E10: The southwest corner of the city. The docks can be entered by ship or boat by the Water Gate to the west or the River Gate to the south.

**Purpose:** To allow sea and river vessels to moor in the city and transport goods into and out of the city in bulk. Although Dunromin is a long way from the sea the River Greyflood is navigable by large ships to this point and Dunromin acts as the inland hub for all sailing traffic to the central and western Land of the Young. The port is a busy trading post with ships from all over the world coming to buy and sell here. There is ample storage for trade goods and dockers available for loading. For more information on charges and so on, see the Harbour Master.

**Notes:** There is little more to be said here except that the combination of the Docks, the Sewers and the Warehouses are a hive of nefarious activity involving anything and everything that can make money and including all the Thieves' Guilds. The waters here are surprisingly devoid of marine monsters (see the comments on the Dock Gates) but that doesn't mean there's nothing down there in the murky depths. The water varies between 10 and 40 feet deep, which is a considerable depth for an inland fresh water dock.



## C21 The Poorhouse

**Location:** I9: East of the Lower Market, near the South Gate.

**Purpose:** A charitable establishment to care for the homeless and destitute of the city, accommodate street gangs, orphans and the like. Supplies workers for the Mill in return for board and lodging (and finance and management). Much admired for keeping down the number of beggars on the streets and surprisingly supportive of their long-serving inmates.

**Notes:** Given that the place has given its name to the newest and most vicious of the Thieves' Guilds, it is no surprise to discover that the place is a den of iniquity and squalor. A lot of recruitment goes on here and criminals are often hidden among the morass of poverty-stricken unfortunates more or less imprisoned here. Not a nice place and violent when the nuns aren't around. The sexes are separated but this doesn't always help, likewise orphans and destitute families. Unhealthy and nasty but run by the nuns from the Convent

who are respected here. Sewer porters often live here, with secret accesses down here and there. Anyone of anything other than lower lower class sticks out like a sore thumb.

The doors are supposed to be shut at midnight and opened at dawn. Long-timers will have worked up a reputation and a circle of reliable friends. Everyone knows everyone else's business but whether any can be persuaded to tell what they know is another matter. Despite the brutality, or perhaps because of it, there are groups of loyal friends here and someone who is genuinely down on their luck can find companionship and compassion here.

### The Sewers

**Location:** Everywhere under the city, except the far northeast of the elven quarter, the far southeast of the New City and the south of the river. They extend west to the banks of the River Greyflood beyond the city walls, which is their main outflow, and southwest to the docks.

**Purpose:** Originally to provide the whole of the ancient dwarf city with fresh water and take away the waste. The system now provides for the whole city so it is lucky the dwarves did build in room for expansion.

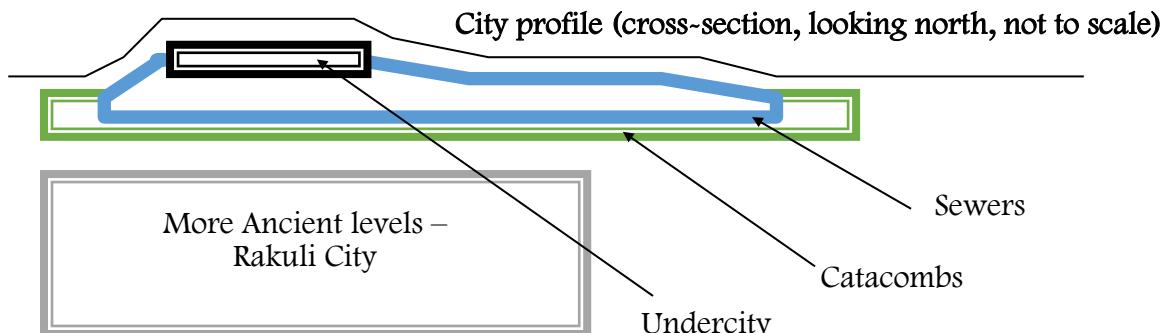
**Notes and important inhabitants:** A definite wonder of the ancient world. There are two levels to the sewer system: The upper one feeds clean water from rains, springs and aquifers to the lake and wells. The lower level is an effluent run-off feeding down to the river in the west (downriver of the

docks). The sewers are mainly made up of 3' diameter tunnels but there are a lot of much wider passages in the lower areas, with raised ceilings for more headroom, walkways on one side, bridges and other structures.



These have been expanded on as well to allow the sewer porters and the other inhabitants of the area's hidden spaces to build docks, warehouses and accommodation.

Possibly hundreds of the city's inhabitants live down in the sewers and other subterranean structures permanently, along with appropriate beasties. In recent times the Guard have been given instructions to patrol the upper levels but it is an unpopular job and none of the regiments are particularly fastidious in these duties. The flow of contraband and NPCs (and monsters) in and out and around through the sewers continues mostly unabated.



## The Undercity

**Location:** Just below the surface of the Old City, sandwiched between the sewers and the surface and limited to the higher Tor area.

**Purpose:** These areas are mainly inter-connecting basements, cellars and other normal, human subterranean structures. The corridors and crawl-ways connecting them have in the main been built secretly and the owners of the basements and such might not even realise they are connected to the Undercity.

**Notes** and important inhabitants: No one really lives here permanently. Rather it is a shelter for the homeless and a highway for the illicit. Due to the ease with which it can generally be accessed, even by accident, the serious dwellers under the city prefer the lower areas of the sewers (which offer better connections) and the Catacombs (which are safer, kind of...).

The Undercity areas are mostly built by the city inhabitants and Thieves Guilds in the last 200-500 years. There is always a danger of cave-ins and there is no greater plan of interconnectedness as there is with the Catacombs. Rather the Undercity is a mess of separate, small dungeon or basement networks, each rarely more than a dozen chambers stretching a few dozen yards. The most well-built and best-patrolled are under the Lord's Keep.

## The Catacombs

**Location:** Under the Old City, the graveyard and down to the docks. The original dwarven halls do not extend any further east than the eastern edge of the Old City, although some enterprising individuals may have tunneled further since then.

**Purpose:** The remains of the Dwarven city's upper chambers. Now they serve as subterranean access routes and accommodation.

**Notes** and important inhabitants: Some areas are fairly civilised (like under Shantytown and the Upper Market),

but most is derelict and uninhabited. There are halls, temples, houses and shops down there, all deserted and decayed. Less of a haunt for wandering monsters than you might expect but still exciting for low-level parties.

Many nefarious groups use these hidden and inter-connected mazes for their own purposes. The Sewer Porters, despite their name, often use these mysterious ways to travel about the city in anonymous darkness. The Garde, too, are starting to patrol these areas (although not too deeply) and will give short shrift to anyone they find down here.

## Below the Catacombs – The Rakuli City

**Location:** Deep, deep under the Old City and the central and western areas of the New City.

**Purpose:** The deeper halls of the Dwarven city and the previous, more mysterious inhabitants of the undercity.

**Notes** and important inhabitants: Vast, tortuous, dark and forbidding. These deep, ancient passageways serve no real purpose to the new areas of the city and are almost totally unknown and unexplored. What little access to them that still exists will be guarded by more than just monsters.

Beyond these scarce portals the City is littered with collapses, ancient dead falls (probably staircases that have long since rotted) and the haunt of many sinister creatures. The halls drop lower and lower, possibly thousands of feet underground, and might even link eventually to the Darkworld of the whole planet (Barnaynia is entirely a honeycomb, igneous and limestone strata, meaning that there's as much space underground as on the surface). This area is potentially the source of a great threat to the city but the chambers and passageways are guarded here and there by magical barriers of ancient construction, spells and sometimes even patrolled by the city Garde since Kzenzakai attacked through these areas. The ancient Witchking somehow found a way into

these halls through the Darkworld from the Horn Mountains or even further away.

It's a dungeon on your doorstep, but the most sinister ruins, those of the Old Ones (Rakuli) are sealed off even from these passages and exist directly under the main castle tor, but a long, long way down. This space was avoided by the dwarves but it is not generally known why. The truth of the matter is

there is a lot of dormant enchantments and magic in the rock here. The dwarves realised this and steered clear. This is the main reason the dwarves didn't stay here but rather went back south to reclaim their homelands once they were strong enough. Needless to say, a dungeon based around these deep chambers is planned and a supplement detailing the Rakuli will be available shortly.

## The Games Master's Guide to the Temples of Dunromin:

Some of the key details from the Player's Book are repeated here for convenience with extra notes added for the GM. Alignments, classes and levels for the main temple NPCs are included as well but these should be seen as a guide only – the GM may wish to change these depending on the requirements of the campaign at that time. All of these named NPCs are detailed elsewhere and can be located through the index.

Note that there are several mentions herein of 'Normal Training Rates'. These costs are detailed in the *Players' Guide to Dunromin*.

### T1 The Norse Temple

Inhabitants: Eric Munsta (NG Cl 18) is temple head, Dorvel Doowop (NG Cl 13, Balder), Sir Godram (NG, F/Cl 8/6, Freya), Sir Tristram (LG Pal of Tyr), 14 other Clerics and 1d20+10 acolytes, 6 Paladins (1d6 present at any time), also the Soothsayer Larnir (LG Cl 1, Psychic and Seer, represents the Fates).

Location: D2-3: The Norse Temple is an imposing two-storey building built of stone but in the style of a low ceiling long-hall with a wooden roof. The interior is lit by torches and lamps but remains dark and smokey. Guard dogs patrol the whole temple at all times. It has a forecourt area in front of the main building including a well, used for certain festival ceremonies. The building is in the Old City close to the castle. The Norse Temple is the most politically powerful in the city as the

Luftheart Royal Family are mostly Norse worshippers.

Represented Deities: Odin, Balder, Forseti, Freya and Tyr all have temples and there are shrines to Aegir, Bragi, Frey, Heimdall, Hel, Idun, Magni, Thor, the Norns (Fates), Uller, Vidar and some other local deities.

Weapon Restrictions for Clerics: Norse clerics are restricted to battle-axe, axe, hammer (footman's – but for Thor Clerics only), broad swords, spears, daggers and slings. Clerics of Thor **must** have footman's hammer proficiency. Norse Clerics may wear no armour heavier than chainmail and will usually have fur cloaks and open helms as their ceremonial garb. Norse clerics will not wear plate, splint or banded armour.

Benefits and restrictions of Clerics: Clerics of this temple get free accommodation when in the city but are expected to give 10-20% of their earnings to the temple as well as training fees. When a Norse cleric reaches 4th level (or earlier) they are expected to select a single deity towards whom they will dedicate their life. The Games Master can choose what impact (if any) this will have on the player.

Contacts are good with the ruling classes and the Guarde. The Norse temple has reasonable relations with all other temples but is most closely associated with the Celts, Dwarves and Elves. Training in XP only is available

at normal rates. Viking is the holy language of the Norse Temple.

Festival days: The Dunromin calendar is based primarily on the Norse festival cycles and large ceremonies take place during the festival times. Resident clerics will have no free time during these times but the nightly parties and beer festivals in Autumn are brilliant fun. Donations and sacrifices are expected at these times, as is a pledge to serve the senior members of the temple.

Accommodation, Services and Rates: There is no accommodation for non-clerics in the temple. Most spell-casting services are available to Norse-worshippers at normal rates, double for others. Training available to temple members only but Norse clerics are also automatically members of the Fighters' Guild and may train there without paying a membership fee. Norse Clerics and Paladins are expected to offer their spell services to the staff of the fighter's guild at a preferential rate or for free.

Notes: This is a nice safe temple to be a member of from a player perspective and might be a useful way for members of the Royal Family to interact with the party. Despite its good intentions the Norse Temple does have relations from time to time with the Western Old Thieves' Guild, as it suits them, and some members of the temple might owe the thieves favours for various reasons.

Heretics are drowned, those caught thieving from the temple are usually beaten to death. **Note that there are NO Norse Druids.**

The Norse temple is probably the most 'normal' of all the temples with well-known deities and straight-forward rules (apart from weapons for the clerics). The GM can use the temple as a source for adventures or as a safe-house (or both). The Royal patronage means that Clerics of the Norse Temple are expected to behave themselves. Those getting into trouble with the Guard or whatever may find themselves hauled before the Head Priest and even fined.

## T2 The Celtic Temple

Inhabitants: Polval the Crimson (LN Ftr/C1 17/21), Gonron Spleenslice (CG, Cl 12, Nuada), Falena Yorek (N Dr 11, Morrigan), plus 2 permanent Clerics, 1d8+4 Acolytes and storytellers, at least 2 Paladins and a large number of laymen. There are a number of barbarian tribes from the Wildlands that have allied themselves with the Celtic temple and there are often representatives from them here or acolytes being trained. Two other key NPCs are Sir Oliver the Red and Hertsberg the Redblade who are involved in planning and guiding the Wild Hunt celebrations that are the core of the Celtic Temple life.

Location: F5: The Celtic temple is a large predominantly white-washed structure on the south end of the Upper Market. The first storey is stone with the upper floor being plastered timber frame. The interior is lit in a disconcerting pale green light in the temple areas, normal white continual lights and torches elsewhere. The furnishings are black wood and the private apartments sumptuous. There is a small garden out the front with some smaller shrines in it. There is a holy fountain in the cellar – the Celts are big on drowning as a punishment for people they don't like...

Represented Deities: There are temples to Dagda and Nuada only, with shrines to Brigit, Arawn, Dianceht, Danu, Dunatis, Lugh, Morrigan, Oghma, and Silvanus.

Weapon Restrictions for Clerics: Celtic Clerics must have a skill in spear and may also use broad swords, hand axes, daggers, clubs and slings. They are also limited to Chainmail maximum and open helms.

Benefits and restrictions of Clerics: Similar to Norse clerics, Celtic Clerics based here are expected to give 10-20% of their income to the temple and will be expected to attend one holy day per festival and one holy day per week when in the city. There are also regular hunts organised to the moors to the northeast of the city which take the

clerics away for up to 4 weeks at a time. One of the clerics' Life Skills must be Hunting. Training in Hunting, Survival (temperate) and Meteorology Life Skills and XP is available, at normal rates. Celtic is the holy language of the temple.

Festival days: The Celtic temple only has one festival day per festival, usually the first of the period but this is often spent in the moors to the northeast, which keeps them out of the city for a while. The tradition of the Great Hunt or Wild Hunt is very important to the Celts. All Celtic Clerics will be expected to join at least one Wild Hunt per year.

Accommodation, Services and Rates: The temple may not have room for a cleric seeking accommodation and charges 5sp half board anyway. All the usual services are available except *Raise Dead* and *Resurrection* and at the normal rates to temple members. No services are available to non-temple members unless the applicant is patronised by a Cleric or Druid of the temple (possibly another party member).

Notes: The essentially neutral inclination of the Celtic Temple makes it popular among the Thieves' Guilds, all of whom it will deal with (behind closed doors). Many visiting barbarians have been known to be converted here as well. The place has a sinister feel to it and is also closely tied to the Guild of Black Magic. The Hunt is the most obvious feature of temple life, most of the in-house activities being geared around this huge ceremony. The appreciation of nature and the hunter-gatherer ideology is more popular than that of the farmer. Many Rangers like the Celtic Temple. The temple has good relations with the Norse, Elf and Death temples. The punishments they mete out are varied and colourful but always culminate in drowning.

The Wild Hunt tradition offers the GM some opportunities in terms of conflict or support of the process. The Hunts will usually take place beyond Potter's Ford to the northeast but may head up into the Low Moors or even the High Moors or the Blasted Heath. There's all

kinds of weirdness up there that might kick-off as a result... The quarry of the Hunt might be anything from a wolf-pack or goblin tribe through captured thieves of the temple to trolls and even giants.

### T3 The Babylonian Temple

Inhabitants: Balgarnesh the Witch King (level and class unknown, suspected of being evil), Donna Zooma (LN Cl 16, Ishtar), Sir Garth Trueman (LG Pal 6, Girrus), two other Paladins of Anu and Marduk will also be available, as well as up to twenty Acolytes, forty lay-members and 2+ mid-level clerics.

Location: G9: The Babylonian temple is a huge, imposing structure faced in shaped granite (the same material as the tor, but actually mined from another smaller tor to the northeast). It dominates the Lower Market area of the New City and the interior is kept dark and heady with incense and smoke. The pillars at the front are hung with sinister banners and the edges of the roof piled high with the skulls of the creatures the temple has slain. In contrast the private apartments are lavishly furnished, well-lit and comfortable. Human slaves are employed as servants and the tendency for living sacrifices lends a sinister air to the place.

Represented Deities: Anu/Enlil, Marduk, Ishtar/Inanna, and Utu all have temples of differing styles and sizes, plus there are shrines to Girru, Nergal, Ramman, Ki, Enki, Nanna-sin, Nin-Hursang and Gilgamesh.

Weapon Restrictions for Clerics: Babylonian clerics may only use maces, hammers, spears, clubs, scimitars and daggers. They may wear any armour.

Benefits and restrictions of Clerics: The biggest thing about the Babylonians is their intense xenophobia, which is directed as open hostility to any non-human. Clerics of the Babylonian mythos may not mix with non-humans, may only be human and will generally attempt to kill and/or enslave the unclean demons (any

intelligent, non-humans) they come across outside the reaches of the Land of the Young or certain tribes of the Rim Jungles. The only reason there isn't a constant blood-bath on the streets as the Babylonians slaughter the non-humans of the city is that most of the temple clerics are Lawful, even Good, so they will obey the law and the will of the king.

Holy days and Festivals are marked with blood sacrifice (one's own on festival days and non-humans on other days).

Clerics and especially Paladins will find themselves sent all over the Land to kill non-humans that have brought themselves to the attention of the temple hierarchy for whatever reason. Clerics and lay-members are offered accommodation (free to Clerics, Druids and Paladins, normal rates to others) and clerics are expected to give 20% of their earnings to the temple. Paladins are also extremely racist in a puritanical, obsessive and flawed way. Training in XP only is available, at normal rates.

**Festival days:** The festivals are a time of fasting during the daylight hours. The fire festival in particular is a time of incinerating the unclean and beating ones head against a holy platter until one bleeds. Babylonians are pious maniacs who use their religion as a reason to attempt genocide and purify the world for human domination (a bit like the Termites in Nemesis the Warlock in the Sci-fi comic 2000AD). Don't get caught in here if you're not a member. Sacrifice is either burning at the stake or bleeding to death.

**Accommodation, Services and Rates:** Only temple members are allowed to purchase services but they are all available at normal rates. Clerics and lay-members are offered accommodation (free to Clerics and Paladins, normal rates to others).

**Notes:** The Babylonian temple is constantly at logger-heads with the non-human population of the city and appalled by the new tolerance of humanoids within the city. The clerics go around stirring up feeling against minorities and non-

humans of all sorts. The human racial mix within the temple is very varied, as long as they are completely human and, ironically, what we might perceive as a racial minority on earth would be welcomed here.

As a result of the endless melees throughout the city damaging trade, property and people the King has instructed the Babylonian Temple to stop killing demi-humans within the Land of the Young and humanoids within the city. If they are suspected of such then the temple will fined. As a result the Babylonians are after Hearts and Minds rather than getting people to just kill humanoids and demi-humans. Members of the temple might be found picketing non-human businesses, rabble-rousing and basically pushing their own agenda everywhere.

The temple head, Balgamesh, is a native of the Rim Jungles (far to the northeast) and is one of sixteen envoys sent out into the world to spread the word. He is known to be at least 300 years old and founded the temple here in CY273. Punishments for those who cross the temple are extreme and instant. The temple will have nothing to do with the Thieves' Guilds, however, and is often targeted for thievery, although rarely successfully. It is unlikely that players will select the Babylonian temple unless you want the campaign to dissolve into chaos, and would be impossible with any non-humans in the party. The Babylonian temple doesn't have good relations with anyone except, perhaps, the Heliopaeans and the Death temple. **Note that there are NO Babylonian Druids.**

#### T4 The Temple of Death

**Inhabitants:** Moldark Shadowsoul (N Cl 21), Jolb Magickthise (N Cl 14), Edwin and Eddison Moldark Shadowsoul (N Cav 7 each), anything up to 10 Paladins, 1d8+2 clerics, 1d20 acolytes, some lay-members.

**Location:** D7: The Temple of Death is a white marble structure built on the

austere lines of a huge mausoleum in the centre of the graveyard. The interior is silent and dark with only occasional candles for illumination. The furnishings are sparse and uncomfortable, the air cold and musty. The inhabitants are painfully morbid and will minimise communication of all sorts.

Represented Deities: Death in all its forms is the main figure of the temple, but other aspects of Death from other belief systems are also enshrined as differing aspects of the main deity or guardians of the dead (Arawn, Osiris, Hel, Nephthys, Anubis and Hades).

Weapon Restrictions for Clerics: **There are no Druids of Death.** Death Clerics may only use weapons and armour made of or coloured silver. The allowed weapons for clerics are long swords, spears, short bows, daggers and lances. They may only wear metal armour (chain, banded, plate and variations) not even bronze, leather or ring/studded etc.

Benefits and restrictions of Clerics: **There are no Druids of Death.** Death Clerics are a very dour lot. They are not permitted lifesaving magic like heal and cure. Nor are they allowed to inhibit the processes of disease or poison. In balance they may have other abilities that enable them to make up for these short-falls in game terms (like access to Druid spells and Diabolist spells).

They must give 70% of their earnings to the temple but may exchange this for training. While in the temple the staff are constantly on call to be 'Grave Guards' to fight the various undead horrors that periodically stagger out of the graveyard. While staying in the temple clerics wear only their white robes and pewter death-masks. Grave guards may wear armour beneath this while on duty. Training in XP only is available, at normal rates.

Festival days: The Temple of Death has one day every week when Clerics must just sit in contemplation of the passing of time and the inevitability of death. They don't recognise any other religious ceremonies other than

funeral rites. The Temple is also responsible for the collection of the dead of the city, whether claimed or not, using their Black Carts (although they are painted white) – Player character clerics of Death may be required to do this miserable job too. The Black Carts simply patrol the city collecting the dead. These might be bodies in the street, passed to them from the Garde or relatives passed on for burial after a period of mourning in the deceased's own home.

Accommodation, Services and Rates: Clerics and Paladins of the temple can expect free accommodation here, although it is somewhat Spartan. No one else stays in the temple except the followers of the cult who approach death. These people (aged and diseased) await their maker with only water and a blanket (no food) in a wide, airy attic. Pain relief in the form of opiates from contacts in the Black Magic Guild and the Druid in the Woods are also available. Once passed, these 'guests' are dealt with in a respectful and civilised way by the temple staff. Persons giving themselves over in this way may receive visitors if they wish but will never be allowed to leave.

Notes: In the unlikely event that a player wants to be a cleric of the temple of death it does represent a number of interesting role-playing possibilities. The existence of the temple and its bizarre and rather pitiless inhabitants are also very useful as a source of patrons and so on.

There will be instances when the party come into contact with the inhabitants of this temple for a variety of reasons – when corpses are taken here they become the property and responsibility of the inhabitants and *Ceremony* spells are one of the priorities for the safety of all. This might interfere with any *Raising* or *Resurrecting* plans the party have. If the party aren't careful even severely injured persons might end up here and find themselves beyond the help of the party's healers. The wide, airy attic rooms are comfy and well cared for but nothing will be done to stop the onset of death. In the winter

many will die here of exposure before whatever ailment brought them here takes them. Bear in mind that Moldark Shadowsoul is completely insane. He also wears a gold death mask as a sign of his rank, other ranks are silver for clerics and Paladins, pewter for all others, including servants and slaves. See also the details on Rigger Neverdead in the Key NPCs section.

### T5 The Heliopean Temple (Egyptian)

Inhabitants: Eddifis Morpham (NG Cl 18), Dougy Doom (LG Pal 12) is the Right Hand of Horus, with 3 other Paladins and a few clerics. There are a few Acolytes and fewer lay members.

Location: L7: The tall, windowless temple near the East Gate has seen better days. The falling congregations indicate the waning of the favour of the populous from the heady days of the second century CY. The plaster is cracking, the paint peeling. The carvings have been vandalised in some sections and the rooms inside tend to be silent and empty. The inner sanctums are always closed to the public and the home of several beautiful slaves, particularly women whose purpose is shrouded in mystery (but if publicised might renew interest in the cult). The private apartments are well furnished but musty and everything is well past its prime.

Despite this, all the shrines and temples are decorated with an amazing amount of gold and silver. The place could be a rich find for any thief but getting anything out alive is another matter. Pilferers are inevitably found dead in the morning.

The Heliopean Temple has reasonable relations with everyone but gets on with the Dwarves really well for some reason. In fact the Temple is in such decline that the staff are looking to close it at some point in the near future. They are building a mausoleum for themselves some miles to the southeast of the city and expect to migrate there as they reach the end of their mortal lives. The mausoleum is a large

pyramid structure and underground tomb complex which is costing them a fortune.

Represented Deities: Ra (as Amun-Ra) is the main enshrined deity but certain aspects are more reminiscent of the creator-myth. There are numerous shrines as well, but it's not clear exactly who most of them are to. The statues are of the standard gods but there seems to be a certain level of ambiguity built into everything.

Weapon Restrictions for Clerics: Clerics may use scimitars, kopeshs, short bows, spears, staffs and daggers. They may wear any armour, but not in the temple (see below).

Benefits and restrictions of Clerics: Heliopean Clerics may stay here for free and might even be allowed to keep guests as well, for a charge. The regime is relaxed but Clerics are expected to give 20% or more of their income to the temple. Training is available at normal rates. Egyptian is the Holy Language of the Heliopeans and its written form is hieroglyphics.

Festival days: There is only one festival day, which is a day in spring chosen by the temple head when all the clerics retreat into the inner sanctum and lock themselves away for the full daylight hours. When they emerge they are always very tired and a new ranking system will have been chosen below the two temple heads (the temple head himself and the warrior Right Hand of Horus, as s/he is called). The Heliopeans work towards an entirely different calendar to the rest of the city, which causes no end of problems as it has more days in it than two normal years (1 year = 2.38 normal years).

Accommodation, Services and Rates: Since they are winding up business, as it were, and are desperate for cash they will do anything for anyone and are more flexible on their rates than the other temples.

Notes: Despite falling popularity the Heliopean Temple is the most highly magical temple structure in the city. Twelve spirits, who defend the riches in the shrines from thieves, inhabit the place. These are effectively Spectres,

but are benevolent to peaceful visitors accompanied by a Cleric, Paladin or Druid of the temple. They also have some other powers (*Hold Person* once per round, regenerate 2hp per round when in the temple, turn *Invisible* at will and 120' Infravision and Ultravision) and greater (average) intelligence.

Also, while in the temple a cleric, Druid or Paladin of this temple may wear no armour. However, they will be magically protected from attacks as if they were wearing *Bracers of Defence AC1* with no penalties to movement or anything else. Any additional protection from rings or cloaks and even dexterity bonuses are added *as well as* this. No one knows how this is done but it makes the temple defenders very dangerous. Any worshippers of the Heliopian Gods fighting to defend the temple while within 200 feet of the central point will also fight as if under a *Bless* spell (+1/5% on all rolls).

The plan of the temple head is to fund a tomb complex under construction to the southeast. They will retire there with their artefacts as and when they hear the calling of their deities. This is unlikely to be for a few years yet though as the mausoleum is only about half built.

The Heliopeans have reasonable relations with everyone in the city, including the Babylonians, to whom they have sold their temple already in anticipation of their leaving.

Punishments are merely to leave offenders in the main shrine overnight and tidy up the mess in the morning...

## T6 The Hall of the Rock Gods (Dwarven Temple)

Inhabitants: Delvin Sternhammer (F/C1 9/9), Marich Doombonk (F/C1 12/3), Gary Chalk (C1 9), along with 20+ warriors, up to 10 clerics and some acolytes. These are almost entirely natives of the Blue Mountains and view this temple more as a Mission than a full temple.

Location: D8: The dark, squat temple (6' ceilings everywhere apart from the main halls) is built on some cheap land next to the graveyard. It is a relatively new structure as it was entirely rebuilt 60 years ago. The inhabitants view it as a mission to supply spiritual guidance and assistance to the dwarves of the city rather than a full Temple. Inside it is gloomy and only partially lit. The furnishing is thick furs as rugs and wall hangings and dark furniture in abundance. Comfortable but dour. Occasional strains of strange plodding music can be heard. The temple has very good relations with the Norse and Heliopian Temples but is neutral towards the rest. They have no real relationship with the Babylonians whom the dwarves regard as idiots.

Represented Deities: Moradin is the patron of the main hall and there are shrines to Clanggedin Silverbeard, Vergaduin, Dumathoin, Abbathor, and Berronar.

Weapon Restrictions for Clerics: A dwarf cleric must be proficient in battle-axe. They may also have crossbow, short bow, hand axe and short sword. Pole-arms are also permitted, including pikes.

Benefits and restrictions of Clerics: Dwarf clerics and Druids (!) are always welcome here and other dwarves may find meagre accommodation for 5-10sp per night. The clerics based here are expected to give 20% of their earnings to the temple and attend all ceremonies when in the city. They are also expected to spend one day per week serving in the temple and one day per week helping dig the extensions to the cellars. Training in XP only is available, at normal rates.

Festival days: Dusk every day is a solemn time for all dwarves and the clerics are expected to be present at the temple every day for this ceremony. Besides this they have a large festival on the first day of winter when additional sacrifices and donations are expected.

Accommodation, Services and Rates: They will only deal with dwarves and some Gnomes, simple as that. The Gnomes must be known to the temple hierarchy and hopefully sponsored by a dwarf

unless a member of the temple already. Normal prices charged.

Notes: The Dwarven temple, although reasonably successful, suffers in that the higher ranks in the religion in the dwarf homelands regard it as a bit of an embassy rather than a proper temple. Also, one of the most powerful dwarven clerics in the city is actually in the Norse temple. Because of this the staff changes regularly apart from the three leaders.

The emphasis of day to day operations seems to be to promote business relationships between the city and the dwarf homelands in the Blue Mountains and elsewhere rather than the pure adoration of their deities. It is a reasonable place that may bear some significance as their cellars get deeper but other than that it is fairly mundane. The fact that this whole city site used to be a Dwarven city is not lost on the dwarves however, although they are currently and always have been at peace with the Lufthearts. The main reason for digging is to find any lost artefacts that may be buried below the city and/or to find a link through to the Darkworld and thence an underground highway to the Blue Mountains.

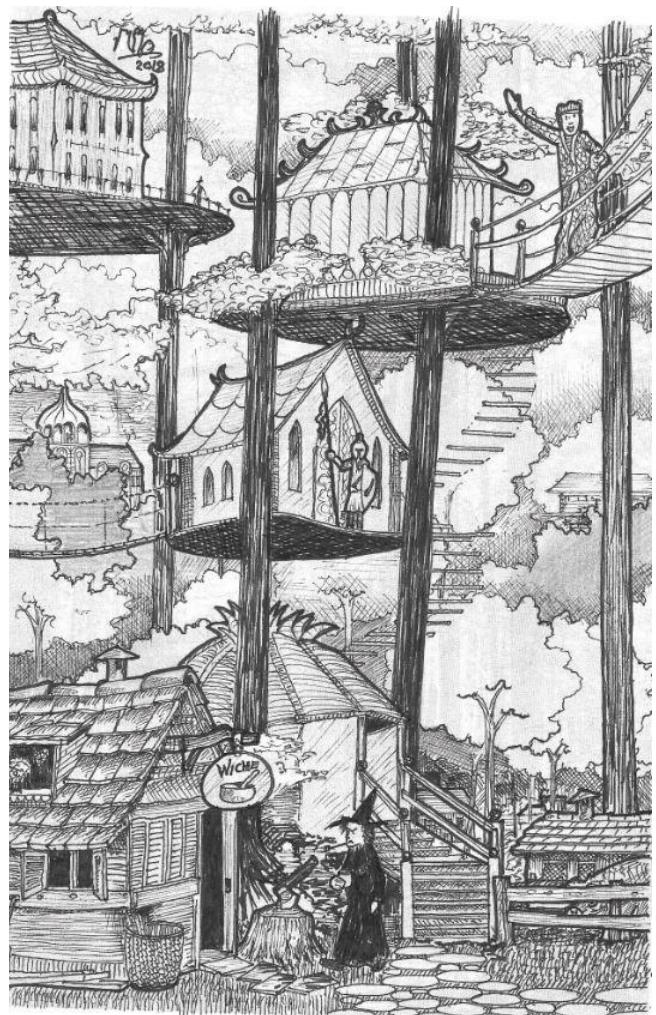
There are secret ways into the other subterranean complexes hidden in the temple and several members of the staff have spent some time exploring these areas beyond the reach of the normal cellars. It is possible that the knowledge of the Catacombs and Undercity possessed by the sewer porters is exceeded by some of the dwarves of this temple.

## T7 The Glades (Elven Temple)

Inhabitants: Ildris Coraine (high elf, Cl 14, N), Aranir Moonglum (Grey, Cl 9, NG), Falgin Greenleaf (Wood, R 12, NG), Elmir Woodrum (High, Dr 8, NG), along with 3-5 Paladins, 4-8 Rangers, 6-12 clerics and up to 20 acolytes and guests.

Location: L5: The wooden buildings of the Elven Temple are a sprawling,

organic construction at the east end of the lake, surrounded by lush gardens and pretty glades. Internally the furniture and irregular rooms are carved from grown and growing wood with simple and spectacular decoration. All sorts of elves, half-elves and Halflings can be found here, music is always playing, laughter is in the air and stranger woodland creatures may be encountered visiting the city too. The temple has good relationships with the Norse and Celtic temples but are indifferent to the rest. Needless to say they have hostile relations with the Babylonians.



Represented Deities: Pantallons Grandes is the main figure and there are 'shrines' for want of a better description to many others, including rather vague figures like the nature of forests, coastlines and so on.

**Weapon Restrictions for Clerics:** Elven clerics are restricted to long swords, short swords, bows and spears, and may only use weapons of elven manufacture (including magical ones). They may use any armour, or so the theory goes, that they can still climb a tree in. Work that one out for yourself but it probably means that elven chainmail is about the bulkiest they can manage.

**Benefits and restrictions of Clerics:** Elven clerics and Druids are always welcome here and may stay for free or for appropriate gifts. Elves must give 10% of all earnings to their temple and also help out with the running of the temple and the tending of the woods and the sick and so on. Every elf cleric must be able to play one of the holy instruments (lyre, harp, flute, bagpipes, xylophone, etc.), or be able to sing, preferably both. They must give up at least one day a week to serving in the temple when in the city. Training in XP only is available, at normal rates.

**Festival days:** Spring and summer are the most important festivals but all are celebrated. Celebrations are gentle parties and cultural pastimes. Very, erm, nice really. The autumn is a time of quiet contemplation and long walks away from the city. Winter is a time of rest and study.

**Accommodation, Services and Rates:** Accommodation is very limited and by invitation only; elves and elf-friends only, normal rates.

**Notes:** The elven temple is deeply intertwined with the political machinations of the elven quarter and the affairs of the city as a whole. It is closely tied with The Arborium thieves' guild and the various underground activities of the richer merchants. More than any temple the elven temple is deeply enmeshed in the fickle politics of every level of society, but not as obviously as the Norse temple.

A great number of the temple personnel are female and many are magicians and witches as well as clerics. The elves also have a close relationship with the Guild of Black Magic. Player Character Elven Clerics

might be sent on many and strange missions by the temple hierarchy and used to complete favours for shadowy or unidentified allies of the temple. Diplomatic prowess is highly valued as well and close links are maintained with all elven communities in the Land and surrounding areas. Punishments are short and clinical.



### T8 The Temple of Olympus (Greek Temple)

**Inhabitants:** Gregarius Timius (CG Cl 18), Helena Mulapes (CG, Cl 14), Jolias Hollatup (LG, Dr 11), plus up to 16 Paladins and Clerics, 2d10+10 Acolytes and 30-50 slaves.

**Location:** K10-11: The Olympian Temple is the biggest in the city, in terms of area, and sits against the south wall of the New City near the South Gate. It is a collection of three major and two minor buildings of white marble, all spectacular and pristine. Inside they are lit with oil lamps, hung with rich drapes and decorated with friezes and lavish tapestries and mosaics.

Apartments are comfortable, religious areas scented with herbs and well equipped for their diverse purposes.

Represented Deities: Zeus, Athena and Aphrodite are all represented with large temples, and there are shrines to Apollo, Aries, Artemis, Demeter, Dionysus, Hades, Hecate (the Moon), Hera, Hermes, Nike, Pan, Poseidon, Prometheus, and Tyche. A new temple is being planned that will be dedicated to Hecate. This new construction will be along the side of the City Wall pushing the temple limits eastwards. Currently the houses there are being purchased ready for demolition.

Weapon Restrictions for Clerics: clerics can use any armour but only large round shields. The weapons they are permitted are short swords, spears, short bows, daggers, maces and clubs.

Benefits and restrictions of Clerics: clerics come in two varieties; the Pious and the Bacites. Both are dominated by their belief system, which suggests that the gods move amongst us and their whims decide everything: The gods or their servants will always be present on holy days and at rituals.

The Pious and the Bacites get along with each other and intermingle as normal. The difference is that the Pious are celibate and the Bacites, well, they aren't celibate. Clerics must give 25% of their earnings to the temple, but receive free accommodation and assistance with interactions with other parts of society (i.e. the Garde). They must stay in the temple during festivals but the rest of their time is their own. Training in XP only is available, at the usual rates.

Festival days: The festivals are entirely given over to celebrations of one form or another. Temple members must stay in the temple at these times, while believers are expected to visit once per day during festivals and once per week for the rest of the year. There are Holy Days too, but these are many and varied, depending on which particular gods you wish to please. The temple head is required to be present for all so it is a full-time job with no space for adventuring.

Accommodation, Services and Rates: Services to almost anyone (within reason) at double rates, believers get normal rates, and Clerics, Paladins and Druids of the temple get free healing are treated for free in the temple of Aphrodite and the priestesses of Aphrodite are said to be prostitutes as well, although this is probably a filthy rumour put about by the Babylonians.

Notes: This is a very popular sect due to its tolerance and belief in enjoyment and celebration. Punishments are bizarre, painful and long. The members of the underworld know they can get help here but the predominantly Good staff rarely have too much to do with them outside earning money for the temple. Players will find life with the Olympian temple rich and uncomplicated. The entertainment is good and rewards great. The rules are few and easy to follow, but beware that high level members, particularly Paladins will often be given great quests to prove themselves at some point.

The Olympian Temple is undergoing a bit of a renaissance at the moment due to the high profile of the actions of Baron Garibaldi. The Baron is a priest of Hecate in her Moon facet and has donated a huge amount of wealth to the temple. To reflect this celebrity, membership of the Moon sect has grown vastly and there are plans in progress to buy neighbouring land to build a Moon Temple to add to the campus. Even as the players start their fun there are other building plans around the complex too – higher walls and embellishments, extensions and alterations to the existing buildings are already under way. Of course this may have no interest to the players at all but, with the deep cellars and sea connections of the Moon Goddess you never know what might crop up.

## T9 The Monastery

Inhabitants: Father Makela of the Dragon Sect), Brother Jondyk of the Cloud Sect), plus 20-50 Monks and

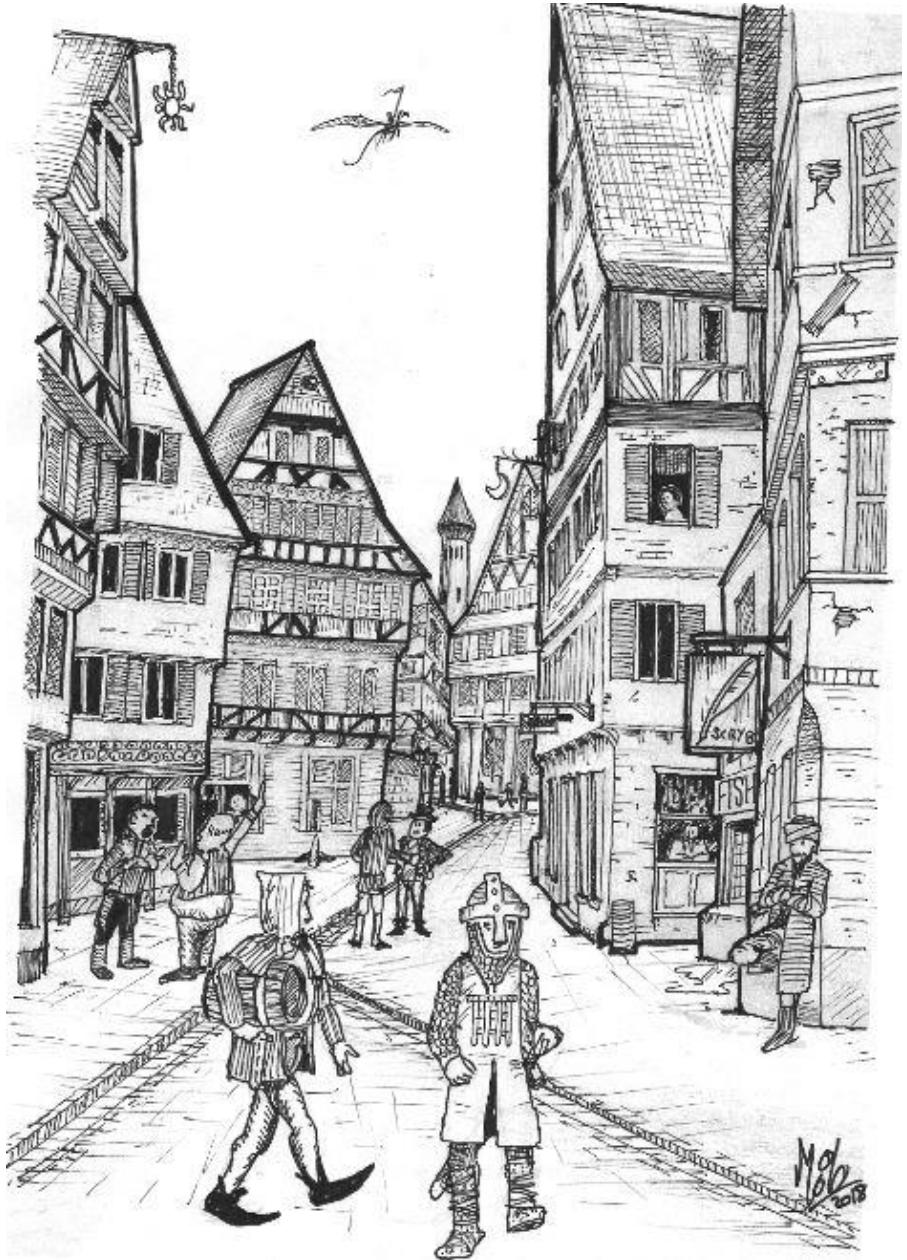
apprentices of various levels, religions and capabilities at any time.

**Location:** H-17: This huge two-storey building is characterised by forbidding, stone walls and tall, pitched slate roofs (easy to climb and containing mysterious attics). Inside many areas are closed off to visitors and those areas that can be seen are simple, cold and unlit. There is a secluded cloister in the monastery and an ornamental garden and access to larger, more practical vegetable gardens out the back. Note that while geographically close and of similar construction, the Convent and Monastery are separate organisations.

**Represented Deities:** Not applicable. Monks of all Sects are welcome and trained here although they may have a small shrine next to their sleeping mats. Religious and cultural differences are left outside on pain of death.

**Weapon Restrictions for Clerics:** As per standard Clerics. Monks use only leather armour, may not use shields, nor edged or pointed weapons.

**Benefits and restrictions of Clerics:** All Monks are welcome here and may live here for an appropriate donation, which is all the monk's earnings, less expenses. In return they get a daily allowance of 1gp per level and free food and accommodation. They receive an equivalent in training to half their donations (at normal rates).



Training in appropriate weapon and Life Skills, Dex, Con, Str and XP is available but only to Monks, at normal costs.

**Festival days:** Monks must spend one day a week resting and meditating. All festivals are marked with daylight fasts throughout and the monks will restrict their movements to the Monastery at these times.

**Accommodation, Services and Rates:** Accommodation for monks only but for free.

**Notes:** The Monastery attempts to be self-sufficient but fails most of the time. Violence within the walls is not tolerated except in training or in the

ceremonial combats, which are very rare. Punishments are immediate and total. Non-monk visitors are not permitted past the initial few meeting rooms.

The Monks of the World of Barnaynia are not of a single hierarchy but rather have several hierarchies based on different Sects, based on alignment and geography in the main. There are many of these sects worldwide but only a few will over-lap in any one area. Each sect will have a headquarters somewhere in which the initiates are trained before being unleashed upon the world with whatever mission suits the hierarchy of their sect. Some of the larger sects will have separate Orders within them that are named after the shrine the various monks are working for. Monks can shift between Orders but never change Sect.

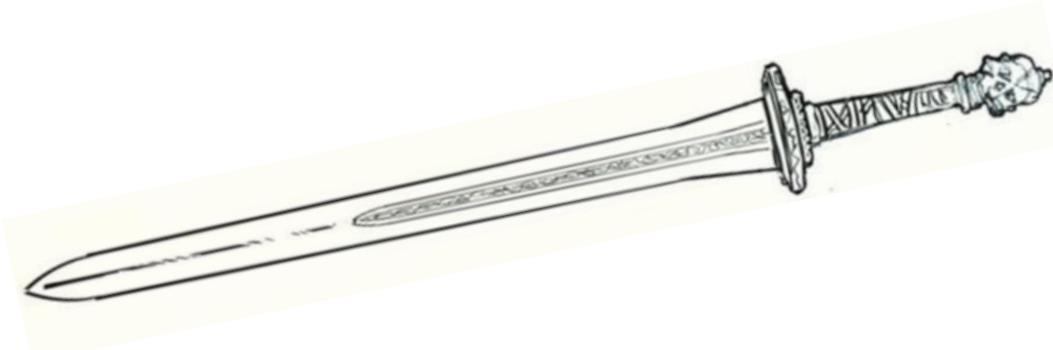
Monks of different sects may be hostile or not to one another, based on alignment and politics, but within Dunromin they are honour-bound to non-violence.

The host Sect of Dunromin Monks is a subsidiary of the Dragon Sect called the Order of the Heart (in reference to the

familial name of the King), and 60-70% of the monks here are from this sect. The other known sects within 1000 miles of Dunromin are the Crimson, the Shattering Palm and the Cloud sects, but there are probably others (the Deep Elves of the Hellmarch Mountains have a sect of their own called the Kinship of the Dark Spider Waiting).

The capital Dragon Shrine is in the Horn Mountains. The Dunromin order of the Dragon Sect, called the Order of the Heart, is led by Father Makela and it is advised that PC Monks be of this sect unless the Games Master wants to make level advancement very awkward; each Sect (not Order) has its own hierarchy.

The Dunromin Monastery tries not to get involved in the affairs of the city but is on good terms with the Lord, whose ancestor gave the land to the monks before the New City walls were built. Having said that, the monks do travel through all levels of society helping out (or interfering) where they can. As a result they are often aware of things that other people in the city might not be.



## The Guarde:

The Guarde of Dunromin are a body of professional fighting men and women with a long and distinguished history, but that's mainly past glories now.

Their function within the city in times of peace, such as now, is as a police force. During times of war they represent the senior, professional warriors striving to defend the city (rather than venturing onto the attack; the king will call up his barons and recruit armies for that when he needs them).

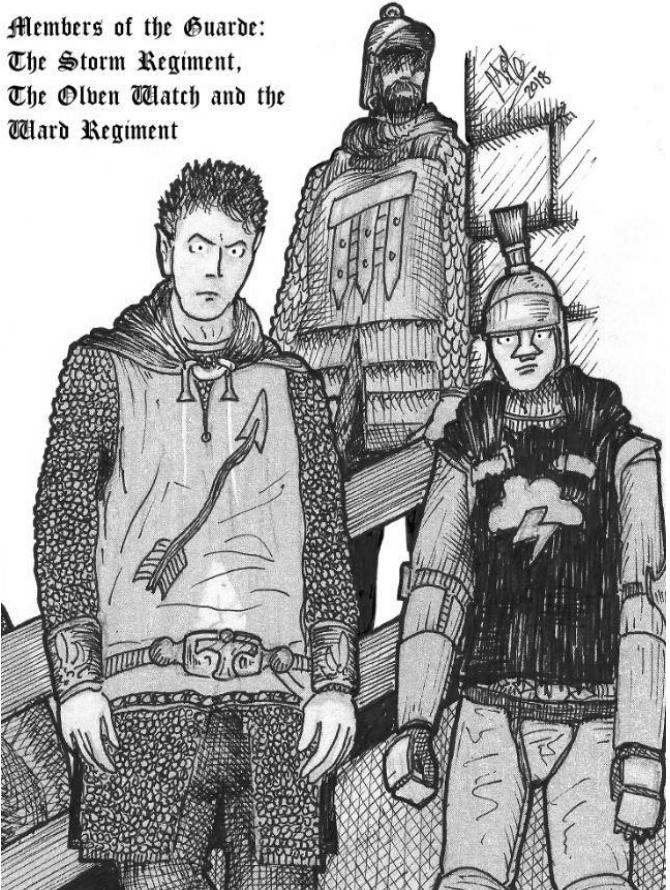
Despite a colourful history the general moral decay in the city has infected the Guarde as well and they tend to be a self-serving group now, giving their priorities to whatever suits their ambitious masters and their allies. This means that the Guarde senior ranks will rarely venture out on patrol and the lower ranks have a habit of turning up after trouble has blown over, to arrest the casualties. This isn't true of all the regiments and personnel, some of whom are dutiful (or psychotic, depending how you look at it) and keep up the training. There is still potential for a determined do-gooder to flourish and the hearts of the Guarde Captains *tend* to be in the right place. Having said that the Guarde also look after their own first and foremost; while there is rivalry between the regiments there is also a loyalty. You're a guardsman first and a citizen second, or so the saying goes.

Each guardsman is issued with their uniform, arms and armour, and is responsible for them – they must pay to replace and repair them. They often wear their uniforms off-duty to deter thieves and muggers. The basic uniform is a cotton jerkin, appropriate armour, a tabard bearing the regimental insignia and the soldier's rank, a dagger, gloves, helmet and boots, with additional fittings appropriate to regiment and duty. A guardsman is recruited at 14-20 years of age and trained for 6 months with a unit.

They then serve a minimum of five years and cannot buy themselves out, they can only be dismissed (which usually includes criminal proceedings). Each regiment has a number of companies, each made up of two six-man squads and a sergeant. At least one in each company will have some kind of magical skill, usually a low-level magic-user, cleric or multi-class.

### Members of the Guarde:

The Storm Regiment,  
The Olven Watch and the  
Ward Regiment



Poorer graduates of the Magic College are encouraged to join the cabal of Fighting Wizards when they graduate. These are non-Garde members who have joined the Militia. They are sent out on patrol with the Guarde but other than a tabard identifying their associated regiment, they have no other equipment.

It's not a bad start to a magical career; it is paid, relatively safe and there is a good chance of gaining some experience and useful contacts. Mages rarely stay beyond their initial sign-up period (3-6 months) however and almost all the senior ranks are pure fighting people. Clerics serving with the Guarde are seconded Acolytes from the Norse, Celtic and Olympian temples, usually as a penance for a misdeed or a mission to prove the worth of a borderline candidate. As a result of this stigma clerics are reluctant to be in the Guarde (generally) but all the others usually like the life. Instead, clerics will seek to assist any injured Guarde turning up at their temples.

All the duties are fighting and men are cycled through guard, patrol and internal duties every ten weeks. Captains usually fulfil a supervisory role, with most of the day-to-day operations completed by the lower ranks and supervised by sergeants. The Captains' only real function is that of Judge (see Law and Order in the **Player's Guide to Dunromin**) and administrator of the regiments' policies.

Funds for the regiments are from taxation and export duties, so it is in all the Garde's interests to make sure the tariffs are paid. Clerks are employed by the Counsel House and stationed in the gates for administrative purposes, requisitions are settled by the Captain's credit notes which are paid by the Treasury. Any queries are actioned after payment is made, usually. The Captains have a budget to work to but it's not as formalised or controlled as in the modern military.

Reasonably successful adventurers may be approached by the Garde to become **Militia**. If they accept then they will be trained in leadership and law so that they might be called upon to help the city in times of war. Other than this commitment a Militia member

has no actual duties and receive no payment or other penalties. However, being a member of the Militia is second only to being in the Garde when it comes to the respect gained from city officials. Militia are expected to help out the Garde as required and will be called up to fight in the event of war. Probably the hardest part for a player to cope with is the expectation that they will do nothing to bring the Militia, the city or the Royal Family into disrepute.

This isn't a bad life, but nor is actually being a full-time Garde either. The pay is reasonable, the duty boring but the prospects and training are good. Many fighters who are natives of Dunromin might be 'veterans' of the Garde if the players wish (there are no real advantages besides a few contacts although they will have to be older than usual starting characters). The pay for the guardsmen is the same throughout the city and higher ranks are more or less expected to fill their coffers with additional forms of (legal) income. Bribery is, of course, rife and practically every ranking Garde member and many ordinary privates will be on someone's pay-roll (although they would never discuss it).

#### Salaries for the Garde:

Non-Commissioned	
Rank	Weekly Pay
Private (40)	40sp
Corporal (10)	55sp
Sergeant (3)	65sp
Sergeant Major (1)	75sp

The numbers represent the *minimum* number of each rank in each regiment. Besides pay the non-commissioned ranks get all their basic equipment, full board and lodgings in the barracks and bonuses for special duties (like +1sp per hour of duty in the castle and double pay for escort missions outside the city walls).

The post of Regimental Marshal isn't always occupied, depending how complex the Captains' tasks are and how capable and inclined the Captain is to do them all. The Regimental Marshal is a second-in-command to the Captain and usually a front-line fighter, whereas the Staff Marshal is more administration.

Sergeants will be on patrol regularly while the Sergeant Major will be a veteran in

Commissioned	
Rank	Weekly Pay
Marshal (2)	100sp
Staff Marshal (1)	120sp
Regimental Marshal (0)	150sp
Captain (1)	180sp

charge of the Gaol including sorting the order of trials and delegating administration of punishments. The (normal) Marshals are in charge most of the time, one usually taking Day Watch, the other the Night Watch. The Staff Marshal and Captain do whatever hours suits them and their diligence will very much set the character of the regiment.

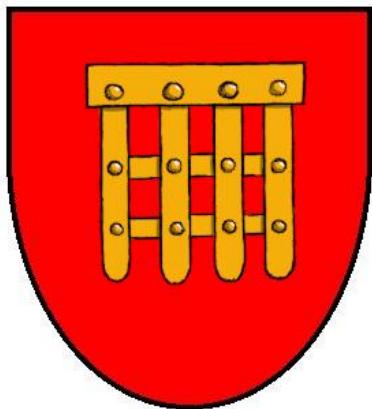
This all means that the Garde is the single biggest expense for the King's Treasury (closely followed by the civil service). In time of war the Militia are called up along with all the barons.

As you read the following details it may feel like the Garde are pretty thinly spread, which is a fair point. The Captains are always pressing for more men and the Treasury arguing for fewer. Since the most likely role

of the Garde is to arrest the players when they get a bit rowdy this shouldn't really be allowed to impact on the game. Let the Garde have enough members to catch the player characters or not enough and let them get away, as suits the campaign.

### The Ward Regiment

Captain: Lord Frederick  
Symbol: Gold portcullis on red



Barracks: The West Gate  
Responsibilities: Patrolling the Old City walls and the Old City, guarding the West Gate.

Reputation/Efficiency: Entirely heavy infantry with no cavalry or stables. While disciplined and respected they have a high standard to hold as they are the original and therefore the oldest regiment in the city. They have some higher spell-casters on patrol, but these are Militia or multi-classed helping out. The Ward are entirely human.

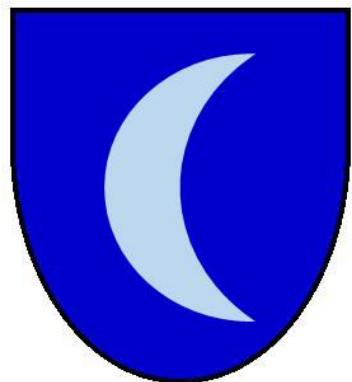
Membership Requirements: All fighting ranks must be skilled in the regimental weapons and specialised (or double-specialised) in one, therefore all are fighters at least. Corporals are all 2nd level or higher. Senior ranks and commissioned officers will be 2-8th level.

Equipment: Halberd, long sword and heavy crossbow, chain mail, large shield and full helm. Squads will have one or two archer specialists, the rest as melee specialists. All members are trained to crew the ballistae as well.

### The Moon Garde Regiment

Captain: Sir Godram (Sir Tristram retired from Regimental Marshal and is still in the militia).

Symbol: Sky blue crescent on navy blue background



Barracks: The castle.

Responsibilities: Guarding the castle, mint, bank, counsel house and circus, and escorting the Royal Family.

Reputation/Efficiency: Widely regarded as being the most experienced and effective regiment in the city. They are well equipped and well trained with considerable élan. Generally as good as their reputation but still regarded as the cushiest Garde regiment. It doesn't recruit directly from the general public but takes transfers of outstanding ranks from other regiments. All the members are trained in riding, but the regiment only owns twenty horses. However, this regiment is also responsible for the Hippogriffs and Griffins the city owns and the mid-level hand-picked riders are probably the only people in the city who can teach the relevant Life Skill.

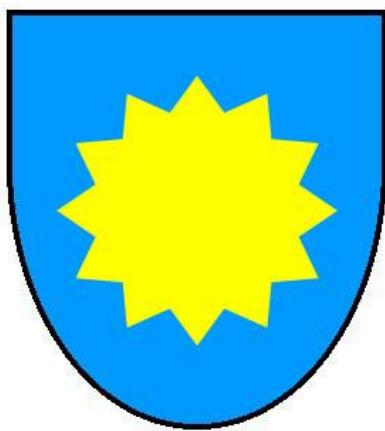
Membership Requirements: Knowing the Royal Family or being a royal means you will probably end up in this regiment, otherwise you have to serve an apprenticeship in another regiment. A riding skill is an advantage, along with skills in regimental weapons. All races allowed. The spell casters in the regiment are a separate squad of volunteers from the Magic College with the honorary rank and pay of marshals. Moon Garde often transfer back into other regiments at the end of service to spread out new training

techniques. It is not clear who benefits from this but most of the senior staff in all the regiments have a Moon Garde service on their record and this seems to engender a greater loyalty to the king.

Equipment: Plate mail, small shield, light helm, lances or spears, short bow and long sword.

### The Sun Garde Regiment

Captain: Sir Shirley Dragonsbane  
Symbol: Gold sun on aquamarine.



Barracks: The South Gate and some stables slightly east of this.

Responsibilities: Administering the South Gate and patrolling everything from Gelding Street and Merchant Row to the southwest corner of the city. Guarding the docks' administration and gates.

Reputation/Efficiency: A sizeable regiment with twelve foot companies and four horse, mostly human, they also patrol out towards the near baronial holdings to the south. They are professional but aloof. Somewhat jaded and lazy. They cover some of the poorest areas of town but have become numb to the suffering in the city. They enforce the law with scant recognition of individuals (unless they are important individuals), so expect no mercy. Marshals will be Knights or very competent fighters.

Membership Requirements: They will take anyone they think they can use and accept bribes to turn a blind eye to regiment members' family antics.

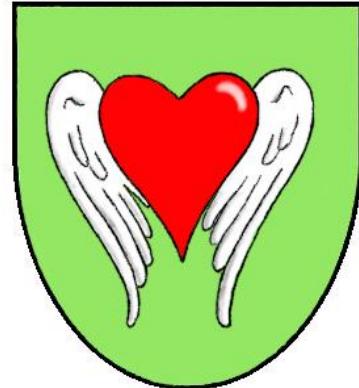
Corruption is high but not out of control. All ranking members will owe the Poorhouse Guild something. Some kind of weapon specialisation will be expected.

Equipment: Chain mail for non-commissioned ranks, splint or better for commissioned officers. Large shield when on foot, lance or spear and broadsword.

### The Royals (The Royal Watch Regiment)

Captain: Joburn Mongreg (there are two Regimental Marshals, one of foot and one of horse, the latter is Salek Mongreg).

Symbol: Winged heart on green.



Barracks: Purpose built areas just south of the College of Magic.

Responsibilities: Patrolling the central city areas and the local areas beyond the city walls not covered by the Gate Regiments.

Reputation/Efficiency: The largest (14 companies of all races) and most corrupt regiment. They have a horse and a foot arm, the horse patrolling areas outside the city gates to a distance of about 10 miles and the foot based entirely within the city. This is also the newest regiment, barely 150 years old, and has a dedicated magic-using squad. Since they patrol the roughest areas of town they tend to be the most likely to turn a blind eye to trouble or wait until it's over before intervening. The over-all feel is one of bitter cynicism, laziness and (in some areas) frustrated high ideals.

**Membership Requirements:** Anyone can join and they are very keen on having spell-casters and the upper classes in their militia. Those that can ride will be affiliated to the horse section. Some skill in the regiment's weapons is preferred but not essential. You will need to be more than 4th level to get a commission and only Knights get a commission in the horse unit.

**Equipment:** Ring mail for privates, otherwise chain or banded (chain for the horse or better), large shield, open helm, broad swords and lances (like Norman knights).

### The Ice Warriors Regiment

**Captain:** Sir Tristraime Muller.

**Symbol:** Grey-blue icicles on white.



**Barracks:** North Gate and the Crow Tower (northeast corner of the Old City).

**Responsibilities:** Supervising the North Gate and patrolling the Northern approaches.

**Reputation/Efficiency:** The smallest regiment, of only minimum size but all races accepted. However they are all skilled horsemen, with their own horses and there is a high number of Rangers among the senior ranks. Members are referred to as "Troopers" rather than Guardsmen. They are a remote bunch, rarely having more than half their number in the city at any time. The others will be patrolling the North Road and out along the Greyflood towards the territories of the River Barons. They have little in the way of discipline but lots of skill and loyalty. Only multi-classed spell-

casters allowed and many troopers have thieving skills. Every member will have a horse which will be kept in the trees of the Elven Quarter near the gates and looked after well by a small group of local stable lads. Given that much of their time is spent outside the city walls this regiment have the most varied experience and recruits tend to progress up levels faster, on average, than in other regiments. Training is taken very seriously so they tend to be very effective fighting men in small groups.

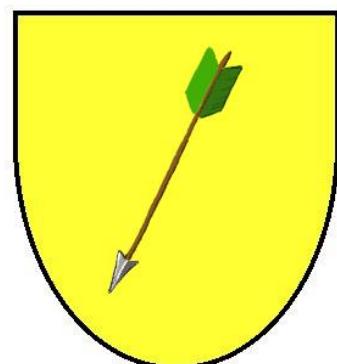
**Membership Requirements:** Weapon specialisation is required, as is a riding skill, with preference going to Rangers. Recruitment is hard but the rewards are high as this regiment has the best reputation among the regiments themselves. A low level of corruption also serves to lend the regiment a kind of mystique.

**Equipment:** Any armour is tolerated, as long as you are wearing the regimental tabard over it. All weapons are also tolerated but there is a preference for long swords and short-bows and specialists thereof, suitable for light cavalry tactics.

### The Olven Watch Regiment (Le Garde de l'Arbre)

**Captain:** Foréman Doomspark

**Symbol:** Arrow on pale gold



**Barracks:** Several wooden buildings around the northeast tower (also called the Forest Tower).

**Responsibilities:** Patrol of the wall and the elven quarter.

**Reputation/Efficiency:** Elves and half-elves only as new recruits.

Determined, skilled and professional, but somewhat marred by the elven distaste for discipline and cohesion. They are heavily involved in various intrigues throughout the city and their bias towards elven recruits, while appropriate, undermines their stability as a police organisation. Corruption is rife and they are more loyal to the elven community than the city. Spell casters are common and indistinguishable from normal members (lots of multi-classed members).

**Membership Requirements:** Although predominantly elven and half-elven there is also a human element at a senior (Staff Marshal) level, brought in from the Moon Guarde usually to keep an eye on the elves. Some bow skill is vital with a huge number of bow-specialists in every level of the regiment.

**Equipment:** Leather or chain mail armour (no plate), long or short sword, long or short bow. Open face helmets, small or no shields.

### The Storm Guarde Regiment

**Captain:** Sir Garin Lufheart.

**Symbol:** Grey cloud on black with lightning strike.



**Barracks:** Stables and barracks near and in the East Gate.

**Responsibilities:** Guarding the East gate, patrolling the Eastern quarter (more like an eighth) and the roads and villages beyond.

**Reputation/Efficiency:** Thugs. Out of all the regiments the Storm regiment has the highest numbers of psychotics

and bullies; even barbarians are welcomed in their ranks. They have a foot and horse section as the Royals, with a similar split in responsibility. They are only slightly less numerous than the Royals. They have a reputation for immediate and violent action towards any breech of the law. Having said that serious corruption is relatively low (as is intellect, it must be said) but there are few spell casters. The cells are always full, but the arresting officers are readily open to bribery for lesser crimes (but they remember faces as well). Prisoners are regularly brutalised although this isn't unknown in other regiments as well. Patrols are often seen outside their 'patch' and this leads to friction with the other regiments. When the king needs something 'sorting out' in the city the Storm are used more often than not where strong-arm or shock tactics are required.

Of late there has been an increase in membership of the Babylonian Temple among the recruits.

**Membership Requirements:** Members are keen and loyal. A level of loyalty to the city and the regiment is respected, as is a natural intolerance of anyone showing a lack of respect for the Guarde, city and especially royalty. Weapon specialisation is a must and training on any non-regiment weapons viewed with hilarity and ridicule. The horse detachment are largely heavy cavalry.

**Equipment:** They wear the heaviest armour they can afford (unlike the other regiments, soldiers pay for their own armour, from the regimental armourer, but they do get 25% better pay as well). They are issued with broadswords, short clubs, shields, full helmets and spears or lances. Sergeants will carry whips as well.

### The Royal Messenger Service

This band of low-level Guarde recruits are all excellent riders and (supposedly) of high morals. They are employed to run messages between the various places in the

country, primarily for the crown and the military, in a similar fashion to the old Pony Express of the US Wild West.

The Royal Messengers are currently run by Tim Barane, a sergeant in the Moon Guarde. Tim is based with his staff (from all Guarde regiments) in the Royal Stables below the Great Hall in the Castle. Each rider carries a large sack and will ride hard between the various towns (Baronial Capitals) and significant other locations (Temples, Castles and so on) carrying any messages they have been entrusted with.

Very urgent messages can be carried by a Griffin Rider but this is very rare.

The messages can come from anyone but there is a charge of 1gp per letter for anyone who is not a member of the Royal Family or a Guarde Captain. Letters can be sent to anyone but if that person is not at the location the letter is addressed to then the letter will be returned. The rider will take small parcels too, up to the size of a couple of packs of cards.

Of course, some of the messengers (probably most of them) are being paid bribes by various people (Thieves' Guilds, important civil servants and politicians, etc.) to report on the messages they take. Although most letters will be sealed with a wax seal and coat of arms even the information about who is communicating with whom (regardless of content) may be of interest. The GM can assume that any letter not sealed in some tamper-proof way will be opened and read by someone, probably several people.

In order to travel the country the riders need a reasonable supply of fresh, hardy mounts. Most inns on main highways keep a small field for storing such mounts while they recover. In this way messages can cover up to 10 miles per hour for 14 hours per day. They can run overnight for one night out of two. In this way messages can cover the country pretty rapidly but only between powerful people and centres of population or military significance.

Some individuals in the city have their own, often magical, messenger services as well. For instance, the king does maintain a Royal Messenger Pigeon loft for issuing military forces with a number of birds in order to send urgent messages back from wherever the force gets to. The Earls will always travel with several birds.

### Player Characters Dealing with the Guarde

It is, perhaps, inevitable that the PCs will come into conflict with the Guarde at some point, possibly quite often, possibly as a result of the very first action they take as a starting character in Dunromin. In fact, altercations with the Guarde over the payment of Gate Tolls is probably the biggest single issue encountered in Play Testing; so much so that it is dealt with as a special case below. Of course, these situations can be resolved by a quiet word from the GM as all characters who are normally resident in Dunromin and/or have Streetwise as a Life Skill will know the standard practice and would not object so much to such a request, even if their players do.

Regardless of how a conflict has come about, there are several possible solutions to it, depending on how the GM wants to involve the party with the Guarde, or not:

**Option 1: Fight it out** - the riskiest, but also probably the most likely, option: The Guarde are a well-trained and disciplined group of fighting professionals; although the quality varies from regiment to regiment, they all have adventuring classes of at least Fighter level 1 and will, if specialisation is allowed, be as effective with their primary weapons as possible. Patrols may include spell casters as well and certainly Gate Guarde will. Plus they have air cover; Griffin or Pegasus based patrols circle the city whenever weather permits and can attack or track people as required. As well as this the Guarde can call upon all their comrades and the Militia; this latter organisation being a group of skilled adventurers and heroes of the city who, while not members of the Guarde, are paid a retainer by the king to come to the assistance of the city in times of trouble. If a party have hacked its way through a Guarde patrol then that is an ideal occasion for the Guarde to call in the heavy guns, which could be almost anyone you like from the NPC lists earlier in the book. Not only that, but as soon as a fatality of a Guarde member is involved the whole party are very likely to be made outlaws and prices put on their heads, making them fair game for anyone. If captured the sentence will be death by hanging. Thus, it is quite possible that a simple, over-enthusiastic argument with a

member of the *Guarde* over a 1sp toll could escalate into a TPK situation in no time.

**Option 2: Allow themselves to be arrested** - this is the sensible and logical course of action and so is unlikely with most groups playing FRPGs. However, the notes about the legal system in Dunromin that are in the *Players' Guide to Dunromin* will help you out at this point. You can role-play the whole process if you like or simply apply the fines and punishments and move on.

**Option 3: Do a runner;** if a party selects to avoid a confrontation then they might, just, get away with it. If the party are heavily armed, aggressive or known to be experienced adventurers, normal *Guarde* might let them get away and report back to base. The *Guarde* Captains will then decide whether the matter is worth pursuing or to let it drop.

Infractions will not be forgotten, however, and powerful NPCs, such as their Guild Master or Temple Head, might have a word with the characters at a subsequent point: Clerics in particular would invite the disapproval of their temple if in trouble with the *Guarde* (unless Babylonian and fighting non-humans). The Cleric may even find extra fines and loss of spells applied to them. Some kind of humiliating apology would also be required.

Of course, the *Guarde* have plain-clothes resources (even members of the Thieves' Guilds) they can use to keep track of the party and perhaps accost them at some point when they are more vulnerable. Certainly, the PCs would lose any anonymity they previously enjoyed when going about the city, which might not help in any adventures they are taking part in.

**Option 4: Try and Do a Deal:** As a result of any of the above situations the party might find themselves in a conversation with a senior member of the city hierarchy regarding the best way forwards for all parties concerned. This is an ideal way of getting the party to do what you want to start an adventure and keep them on the back foot at the same time. There might be any kind of little issue the governing bodies of the city, or their friends, might want resolving by the party in return for wiping the slate clean. For instance; "Baron (whatever) is having a bit of trouble with a few ogres

coming down from the (where-ever) and bothering his farmers. If you go and sort that out then we'll forget this little matter ever happened." Of course, no one is going to forget anything, regardless of whether the party succeed or not.

The party wouldn't get paid for such an arrangement but would be allowed to keep any loot they found whilst doing it, as long as the loot wasn't the previous property of a friend or ally of the authorities.

If a member of the *guarde* has been killed, this option would NOT be available – those taking a direct hand in any homicide of the *Guarde* would need to be identified and hanged. *Guarde* killers are outlaws and get strung up, always, every time, no questions asked....



### Dealing with the Gate Toll

For reasons that do not really make any sense, the Gate Toll when entering or leaving the city seems to cause players undue stress and torment. Similarly, bridge tolls, ferry charges and the like also seem to cause more grief than is entirely appropriate. This might be the source of some amusement for you but such hostilities do get very old, very quickly.

Of course, residents of the city and regular travellers will know that this is a requirement and the GM can warn them beforehand. Such people will also know of the rules involving entering and exiting the city on the same day; which is that anyone doing so should do so by the same gate. The reasons for this are entirely administrative on the part of the city authorities.

With the sheer volume of traffic entering and leaving the city every day it is an administrative nightmare trying to keep track of people. Given that most people will be entering and leaving on the same day most of the time, then it makes sense that they merely get the *Guarde* on duty to cross their name off the list as they go or come back. This would require them to be able to read but the ledgers are kept in a sensible order and most people can remember the hour they arrived, thus enabling the *Guarde* to identify them quickly. The administrators at the gates are usually very good at this and, of course, regular, famous or unusual travellers will be remembered and located quickly and easily.

This is the main reason for the gate toll: without it, people would be wandering in and out of the city all the time and tracking them would be a nightmare – charging everyone a *Quid* (Silver piece; equivalent to a *Dollar* or a *Pound*) every time they pass just makes people a bit more cautious about popping in and out of the city all the time.

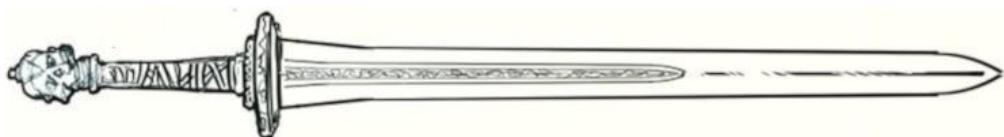
As a result, passing through a gate in either direction can be a lengthy process, despite the *Guarde* being very realistic about processing people as quickly as possible. In busy periods in the morning or the evening it can take up to an hour to get through the gates but it is usually only the work of a few minutes at other times. There are also fast-track

queues for people without cargo, Guild members, or those of obvious superior social standing, like Barons and Knights (or Mages) who have pages baring their coats of arm.

There are also opportunities for role-play in the queues as well. Who knows who you might be stood next to as you wait? Perhaps you might over-hear someone else's conversation, or someone might overhear yours. There are also food vendors, guides and such vying for your attention; street entertainers and, of course, pickpockets roaming about the crowds too.

This is great fun but, as above, gets old quickly. Experience has shown that the easiest way to avoid this whole matter, and others like negotiating inn rates, food and ale, is to use the *Cost of Living* rules in the *Players' Guide to Dunromin*: This suggests the players are charged a flat rate of 1gp per level per day, plus 1gp per mount. This will cover all sundries and expenses such as food, accommodation, normal clothing and kit repairs, tolls, tithes and so on (although not taxes or guild memberships).

By using this you can calculate how much a period of time in the city or on the road has cost and simply ignore tolls, tariffs and haggling over room prices, unless you particularly enjoy that kind of thing.



## The Guild-Houses:

Each recognised guild has a guild house, described below. Not all recognised Guilds are Official (everybody's heard of the Poorhouse Guild of Thieves, but it's not represented as such on the City Counsel). Likewise, there are a number of guilds that, for various reasons, don't have a permanent or dedicated guild-house, usually because they are too small and tend instead to meet at members' houses. Most of these aren't worth worrying about and the only guilds that are detailed here are the main ones who might have an impact on the players' lives, either because they are members, might get hired by

the Guild or bothered by them. Other Guilds would be of the type like the Guild of Leather-workers, Guild of Farriers and so on.

### G1 The Royal Guild of Dunromin Warriors (Fighters' Guild)

Location: D5: A large, well-kept building in the southwest corner of the old city and decorated with ancient carvings of martial heroes. There are numerous alcoves with statues and the arsenals are filled with cases of special (non-magical) weapons donated by retiring

heroes or claimed in victory over vanquished monsters. Entry is via several side doors or the procession entrance in the north side, used for civic ceremonies celebrating great victories, either of city armies or heroes.

**Associated Classes:** Fighters, Paladins, Rangers, Barbarians (for statistic but not experience training). Other classes may join but only for weapon proficiency, Life Skill and statistic training. Note that every member of the Royal Family or the Norse Temple is a member for free regardless of class for historical reasons.

**Guild-master(s):** Dirk Golmao (Chairman and Guild Master), Bolram Donray (Head Specialist) and Juno Doomrumbum (Head Trainer).

**Membership requirements and costs:** Members must be of an appropriate class and declare any subclasses (they can lie of course). PCs who are natives of Dunromin and who are of one of the above classes are automatically assumed to be members, but others must pay a one-off membership charge of 100gp. There is an annual membership charge of 10gp. There is another, separate fighters' guild in Karan, which is newer and less well equipped.

**Training and Rates:** To members: experience (normal rates for Fighter and Knight classes and sub-classes only). Strength, Constitution and Dexterity (see costs in **Player's Guide to Dunromin**). Weapon and Life Skills (GM decides which ones are available – pricing as per **Player's Guide to Dunromin**). For non-members charge double rates but it takes the same time.

**Other Services and Rates:** The guild advertises bodyguards and adventurers for a small charge, it also serves as a meeting point and place to contact groups or individuals in the profession. While low-level parties will find their adventures on the Counsel House wall, those with some experience and/or fame will probably be approached directly by patrons through the Guild-Masters here, either by name or reputation. The Guild will not charge

members for such 'introduction' services, but may charge the patron a 'finder's fee'.



**Notes:** The Fighters' Guild is very proud of its traditions and Royal patronage. All the Princes and Barons of the realm seem to be members, even the non-fighters, and the facilities and the skills of the staff are excellent. Please note that the staff includes several other minor trainers, cleaners, cooks and weapon smiths/hands besides those listed. PCs might even find a job here if they're desperate or retiring. The senior members of the guild are surprisingly clear of nefarious influence, which means this is probably the cleanest guild in the city. But that's only relative at the best of times.

There are rooms for the senior members of staff but no one else lives in the guild. Food is included for those applying to training, others using the facilities must pay (standard rates, reasonable food). There are some research facilities here but not much and rather specialised. A trainer in most popular weapons is readily available. The more unusual weapons and Life Skills are rather harder to come by (Games Master decides).

## G2 The Guild of High Magick (Magic-Users Guild)

**Location:** H3: The strange buildings associated with the Magic College are also the location of this Guild-house. They are a ramshackle collection of architectural styles and curious buildings of unknown and varied purpose and age. The latent magic of the area has been amplified at these locations by the activities of the inhabitants over the years and may cause some problems from time to time: Some rooms have gone missing for years at a time, while others are frequented by creatures from different planes. Some rooms have even been sealed and left well alone. Magic is a fickle bedfellow and leaks out wherever it can. Given the underlying chaos of the deeper areas of the Land this leaking causes a number of curious and random effects. The GM can detail these as and when they interfere with play. The Magic Guild house can be a dangerous but fun place to live, but Magic-Users get used to that.

**Associated Classes:** Magic-Users and Illusionists, Diabolists and some sages as well.

**Guild-master(s):** The Counsel of Three; Prince Mozgad (the Royal Archmage, living in the Mage Tower), Cornelius Stinge (also an inhabitant of the Mage Tower), and Murzurphius Darklord (lives in the Guild, when he's in the city). Others important personalities here are Geremy Gazoot (Principle of the Magic College, primarily a bureaucrat or Treasurer), Malcolm Darkstar (Bursar and runs a tea rooms on the ground floor) and Foréman Doomspark (also Guarde Captain of the Olven Watch). The "Artificers" led by Tulley Gadzmoot.

**Membership requirements and costs:** Native wizards of the city are assumed to be members, for others a one-off joining fee of 250gp is required. Annual costs are then 50gp membership, if dropped then a member must re-join. Membership is open to anyone of the appropriate

classes, other questions are rarely asked.

Any kind of criminal conviction immediately voids membership and such persons must then re-join (which actually just involves paying the fee again depending on the severity of the crime, but it makes the Guild look like it's policing its members). Note that this is the only 'proper' Magic User Guild in the land of the Young; Karan has a Guild but with very limited facilities. In fact the nearest other full Magic Guild is in the Grey Wood in the central Forests of Loom, and for elves only. Skull Crag probably has one as well but they are VERY strange there.

**Training and Rates:** Training and other services are only available to Guild Members - no casual members. Non-members may purchase services of magic-users by advertising here but the arrangement is purely between the customer and the mage chosen. Training may be purchased at normal rates for members only. Certain other training (appropriate Life Skills etc. if a suitable mage is available to do the training) can also be obtained here at normal rates or training may be obtained by non-members through the Magic College at double normal rate.

**Other Services and Rates:** Spell casting may be purchased here, on a private arrangement through a specific mage but at rates controlled by the guild (as per Games Master's Guide). Members may also buy spells here, through the Bursar, to add to their spell book (newly qualified magic users only get a number of random first level spells appropriate to their intelligence, but including *Read Magic* and *Write*). Once purchased spells may be copied as the magic-user chooses and even sold on (but this is frowned upon).

Spell Books are 1000gp, or 500gp for a travelling one. The following table is the costs of spells. Not all spells are on file to be copied and the Games Master must decide if they are available (although 95% are at any one time). Of course, a new Spell Book is empty, but the rich Mage can buy new spells to put in the book:

**Price per spell for copying spells from the Guild Library:**

First Level	120gp
Second Level	200gp
Third Level	280gp
Fourth level	350gp
Fifth level	600gp
Sixth level	800gp
Seventh plus	Not for sale, but not necessarily unavailable

Magic Items may also be available for sale and players can sell off their own spare magic items here at a regular or especially arranged auction. Prices may be greatly deflated or inflated from those in the Core Rules, depending on the usefulness of the item. If the party are after something specific then consult the following table. If the item isn't available someone in the guild may know where one is or could research the location of one (for a charge, obviously). The Druid in the Woods is also a good source of potions and advertises on the notice board.

Potions	40%
Scrolls	20%
Rings	5%
Rod/Staff/Wand	5%
Weapons	10%
Swords	5%
Armour	5%
Other	10%

Some items will never be available (like a *Ring of Wishing*) no matter what you roll and others will never be sold. As a point of reference, the most expensive item ever sold was a *+4 Defender Long Sword*, which fetched 65000gp (sold by a desperate Paladin to fund a new temple in Karan). It is very unlikely that anyone would have this kind of cash lying around so there are money-lenders and the bank to get loans from, for various securities. The money is rarely real cash but rather credit notes, dealt through the bank, so that the seller can spend the money straight-away as long as the person they are

spending it with has a bank account as well.

There is a group of loosely-cooperative mages called the Artificers based in and around the guild as well. Their leader, Tulley Gadzmoot, is injured from an adventuring career and now makes a living manufacturing magic items to order. His business is run by the Guild hierarchy who accommodate him and those others who offer their services to paying clients. The usual return is a share of the fee plus accommodation in the guild and access to research facilities, like minds and good company. These persons can be hired for spell casting, research and magic item manufacture. They also help run the library and almost any magical tome or work associated with magic users can be sold here, or can be hired.

Accommodation is also available to Guild Members at the normal rates, although the food is atrocious and most members eat out or create their own food. Many people 'live-in' although the accommodation is modest, and whilst never completely permanent several people do seem to have been here since forever. Rooms vary from shared "bedders" to attic garrets to rooms in shared flats. There are also larger rooms with studies attached for staff, senior wizards and plot devices. Research is another major interest here and scribes and mages are available for this service at standard rates. The library here is one of the greatest magical libraries in the world and is closely tied with the Great Library in the University. Access is much more restricted here and the books are all locked away all the time. There are no magical books as listed under Magic Items in the normal lists but there are books, non-magical scrolls and other records of practically every flavour here. Many local mages pride themselves on the free donations of books they have given to the library, both written by them and found whilst adventuring. The protections on the books and the library itself are formidable and not well known.

Notes: The Magic-user's Guild is a necessity to any campaign but may be utilised to become the source of adventures, patrons and even careers, depending how closely the party want to get involved with the affairs of the city. Even being on the Counsel of Three is possible and far from being a full-time occupation.

The place itself is as wild and whacky as you want it to be. You can go Terry Pratchet's Unseen University, the School on Roke from LeGuin's Earthsea, Jack Vance's Museum of Man on the Dying Earth, or even Doctor Who's Galifrey; however you see fit. There are a number of important persons associated with the Guild, besides the ones mentioned above, but these are covered in more detail in the Personalities Section above. Note that the Guild of Magick and the College of Magick are separate entities officially, but they share the same location and main personalities so the distinction is actually fairly meaningless.

There will be 20-40 experts in various fields at the College at any time, including magic users, illusionists and sages. There is access to the library and probably even some magical texts if the owners can be located and persuaded to share. There are merchants who visit supplying magical components and a notice-board advertising sources of other kit, new rumours and situations vacant in the main entrance hall. Located next to the chief-servant's office (think Oxford and Cambridge style servants in bowler hats), this notice board and the nearby tea rooms are probably the focal points of all the social activity of the college and guild.

Have a look at the Key NPC section on Oggy the Wide Walker and Darkstar as well.

There are strong ties with all the other guilds for a variety of reasons and the Royal Family and all three Counsels (City, Royal and Privy). The Counsel of Three themselves are also closely associated with the running of the Bank, in terms of securing repayments

and managing the magical Seal Rings used to secure credit-notes.

### **G3 The Druidic Assembly (Druid's Guild)**

Location: L6: The Guild, whose organisation is loose at the best of times, meets at the home of the Guild-master. Members will often be more tightly associated with their temples, viewing the Guild as a kind of elite gentleman's club (although members are of all sexes and races).

Associated Classes: Druids and Witches.

Guild-master(s): Anthelias DuWood (also known as 'the Druid in the Woods')

Membership requirements and costs:

Members must be Druids, witches or Diabolists, and membership costs are a kind of kinship of brothers who will not see another member suffer and not intervene. This loyalty is the bond of membership and once broken can never be repaired. It supersedes any alignment concerns but is about self-preservation rather than 'lawful' in its inspiration. Also, no Druid will suffer a Necromancer to live.

Training and Rates: Rather than actually providing training the Druid's Guild tends to put members in touch with other Druids or temples (here or in Karan) that can help them out. The main function of the Guild is to settle disputes and act as a forum for discussions and exchanging ideas. And getting stoned. Training rates are as per Clerics in their appropriate temples. Appropriate Life Skills training is also available at normal rates.

Other Services and Rates: Like the Black Magic Guild, players can use the Druid's Guild to contact people with certain special skills (Soothsayers, witches, etc.). Potions and cheap drugs are also available - see the Druid in the Woods in the business section below for more details.

Notes: This is a very loose organisation and more details about it can be found under the description of the Druid in the Woods Anthelias DuWood. It is a

source for drugs and poisons and as such has links with all the Thieves' Guilds.

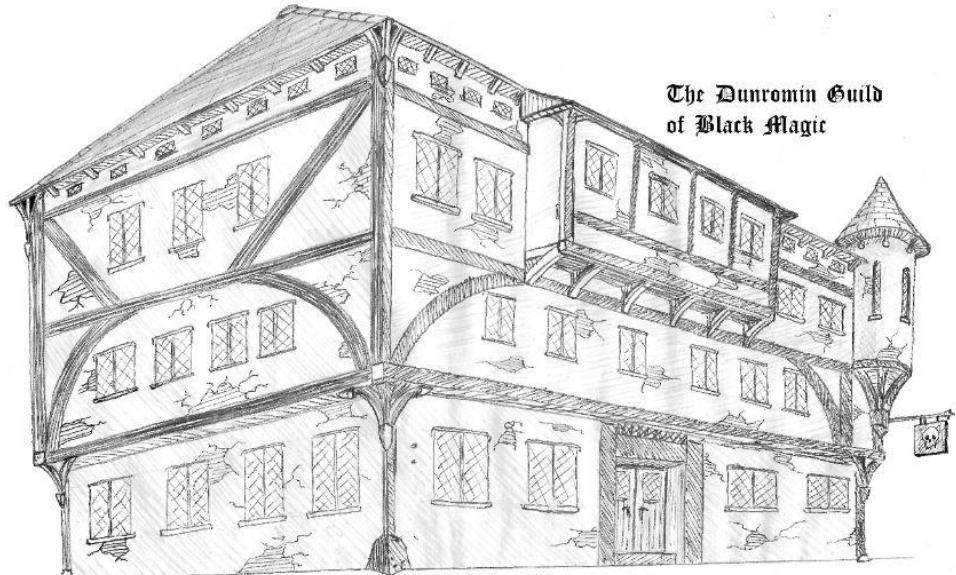
Druids in Dunromin are more or less just hippies and less pious than their Clerical brethren, although certain ceremonies can be quite violent, depending on the temple the Druids are members of.

Whilst high-level Druids are supposed to duel for title, it is unlikely a Druid will find the other owning the title without searching the World as a whole. This means that there tends to be a number claiming each rank at any time resulting in a loose organisation of those recognised within certain geographical regions. Strangely the gods and the elemental forces seem to recognise these arbitrary rankings and empower likely individuals appropriately. It is thought this may be a bit of chaos to balance the order inherent in the system. It may even be that there is a hierarchy of Druids to every continent.

Note that there are no Druids in the Death, Norse or Babylonian Temples. There is also a new character class detailed in the appendices called the Necromancer which is essentially an anti-Druid.

#### G4 The Guild of Black Magick

**Location:** I3: This large, sinister, timber and plaster building is actually constructed on the site of an ancient (possibly Old One) temple to the Mad Gods, and as such there is a very high and chaotic magical field surrounding the place. Plants mutate and animals are born deformed in the area.



The windows are small and rarely cleaned, making the interior dark and smelly. The walls, while once white, are now faded and dirty. Much of the black woodwork is scratched and painted with occult graffiti and wardings inside and out. The ground floor is a collection of meeting rooms and markets, while the upper areas are training and accommodation for members and staff. The three levels of cellars are also accommodation and ceremonial chambers.

The King has placed a permanent guard of four medium level fighters from various regiments here, to help deal with stray creatures and other disturbances.

**Associated Classes:** Magic-users, Illusionists (although they will keep quiet about this), Druids, Witches, Diabolists, Courtesans, Necromancers and anyone else with an interest in the occult or natural "Dirty" magic.

**Guild-master(s):** Necrus Baaliagra ("The Lord of Dark Magics").

**Membership requirements and costs:** Membership qualifications are very lax and membership costs 10gp per year.

**Training and Rates:** Training is available to Diabolists and Druids, at normal rates. Appropriate Life Skills training is also available to anyone who can pay for it.

**Other Services and Rates:** Everything from palmistry to demon summoning goes on here and is available at widely

varying rates. The guild controls the pricing of certain services, but not all, and helps advertise people wishing to use them. Potions, poisons, drugs and so on are available, but pricing and effectiveness are not as consistent as the Druid in the Woods or the Magic College. Witches can obtain training in new spells or hire the facilities for their own research. In order to get trained they must first find a teacher (one who knows the desired spell) and then get them to teach them (see the details on the Witch character class in the **Player's Guide to Dunromin**). The cost of this training varies from person to person and alignment to alignment, and may not be a cash price but rather payment in kind. Accommodation is available at standard rates, but the place is smelly and the neighbours are hell. Meeting rooms can be hired, and even ensured for privacy at an extra charge.

Notes: This sinister property is the meeting place for all people involved in occupations and crafts of a less than pure-magic inclination. Everything from midwifery to demon summoning can be accessed here and rites out in the country are also organised from here. That all makes it sound a lot better organised than it actually is and the membership is divided and subdivided into ever-changing cliques. All these groups will have their own plans which they may or may not share with other groups and the Guildmaster. The organisation of the place is very Chaotic, which might be a problem for some characters in of itself.

The atmosphere is relaxed among members but visitors will find it strange and forbidding. The residents appear to be macabre, paranoid, often unpleasant but mainly just downright odd. Many are never seen outside the place at all or only during the hours of darkness. No accurate plans exist of the intricate cellars, which link with the catacombs and possibly deeper, more mysterious and secret places. Which is pretty much as you might expect, however the place is a lot more

light-hearted than the modern Earth perception of 'Black Magic'.

After all, magic is a real and every-day thing on Barnaynia and the locals are very used to seeing it and using it. A lot of the patrons of this guild are normal every-day kinds of people; nurses and midwives, apothecaries, farmers, elves, Gnomes and Halflings. There are (obviously) strong but secret links with the thieves and magic guilds and even the assassins' guild as poisons are manufactured here as well. But that doesn't mean everyone here is evil or chaotic. In fact, most are Lawful and/or Good. Once you get past the sinister appearance and strange smells and subjects for discussion, it's quite a pleasant space to be and there's always something interesting going on or someone new to meet.

However, on one of the mid-layers of the cellars are the private apartments of Nicolias Morgul who, along with Alan son of Matthew, *really* runs the place.

## G5 The Guild of Alchemy

Location: I2: The Alchemist's Guild is essentially the Chemistry, Philosophy and Cookery departments of the University. It is a purpose-built plaster and wood-frame construction with sturdy stone foundations and cellars. Inside is a lecture hall, with library upstairs and experimentation chambers below. No one lives in this building permanently.

Associated Classes: Sages (alchemists), Magic-Users, Illusionists, Diabolists, Witches and Necromancers (probably).

Guild-master(s): Drevane Spronge (of the University)

Membership requirements and costs: Membership is based on the courses you study. You pay for the Life Skills at normal rates and membership is conferred automatically for the duration of the course. Some people (called Fellows) are permanent members, but they are limited in number and are invited to join rather

than applying for it. The Fellows include the Counsel of Three, the Guild-masters of the Black Magic and Druid's guild, and the principles and lecturers of the University and Magick College.

**Training and Rates:** As per the appropriate Life Skills training, standard rates.

**Other Services and Rates:** Research as per the Core Rules on the matter. Drevane (Guild master) is only one of several persons of skill and knowledge who may be hired here.

**Notes:** A minor guild with a small membership. It is unlikely they will feature in the campaign except as a source of information, research and specialist training. The above rules, rates and costs can be used for the University training regime as well. Given the fact there is a Magic College just across the road it might seem strange that this place even exists, but there is a requirement for science beyond magic in Dunromin as well. After all, only one in fifty locals are capable of even using magic whereas science is open to anyone prepared to spend a bit of time studying it.

Hence this place, which is built around the search for truth and knowledge. Although the magically able are members it is a non-magical philosophy that drives it and the members all know and respect this, in one way or another. This guild is closely associated with the Sages' Guild.

## G6 The Dunromin Guild of Merchants

**Location:** G4: The Merchants' Guild has a grand stone building with tall, wide windows and doors, next to the Market Place in the Old City. The Guild has a long history and is probably the bedrock of Dunromin's power and wealth; the Guild is suitably proud of its buildings and reputation.

A housekeeper called Jason Carudes and a small army of servants, slaves and scribes maintains the place. Only Jason and the slaves live in the place though.

The interior is rich, well-appointed and brightly lit with one large Members' Negotiating Chamber (known as 'The Floor'), other meeting rooms, eating areas, a library, cellars, small storage areas and so on. The Guild also owns some of the warehousing by the docks and leases loading areas. The Guildhouse also acts as a meeting place for some of the other trade guilds in the city, which could be viewed as sub-sets of the main Merchants' Guild.

**Associated Classes:** Merchants and traders, business people of all backgrounds. As the campaign progresses thieves and ambitious players may also want to join.

**Guild-master(s):** Salek Drood (Guildmaster), Harry Efrueman (Treasurer), Joprune Drood (Secretary), Yg-Malarn (Master of Foreign Trade) and Desmundt Van Ciyah (Master of Domestic Trade).



**Membership requirements and costs:** All people seeking to trade in the city must pay their dues here, in return for representation on the counsel and support and protection in their business activity. Cost depends on the business you do and the number of permanent premises you run.

Non-permanent traders (market stall holders for instance) pay a much lower rate and some of the ones hidden in the Black Magic Guild and the Maze don't pay at all, but only some of them.

Basically, the rate is 25-50gp per year for a shop, 100gp for a tavern, and more for a larger business. Extra duties are levied depending on staff and turnover but these are shady and inconsistent. Representation to the

Guildmasters and the Counsel may be bought or silenced as well, at a cost. Only shops in Shantytown try to escape this charge if they choose, but really only for a short time.

**Training and Rates:** Appropriate Life Skills are readily available for normal rates, although the rates are probably negotiable. Any other trade or profession may be located through the clerks' office.

**Other Services and Rates:** No

accommodation may be gained but people who can offer this and practically any other service can be contacted here for free. The Guild runs the free notice board on the side of the Counsel House as well as an internal notice-board displaying all the registered traders and merchants in the city and most of those in Shantytown (that have paid their dues). Storage areas and transportation may be arranged here as well. Low-level players will probably only come into contact with this guild as a potential source of patronage. The guild helps members get guards and so on for their premises and caravans and as such has contacts within the Fighters' Guild and similar organisations. A party that makes a name for themselves may be surprised who may claim to have a connection with them and then be keen to assist them with promoting their services, for a cut.

**Notes:** This is the heart of the trading population of the city. Most of what happens here is good, honest business and it fulfils a much-needed function as a place of mediation and knowledge exchange. Obviously, it is heavily involved with all the other guilds, even the Thieves' Guilds, and acts as a place where they can all be advertised (except the Thieves' Guilds), for a charge. The guild works hand in glove with the government to police fair trade and close ties exist with the Bank and Mint. Notes are often exchanged with the tax office and records house as well (no data protection act here). The organisation of the Guild-house is held together by the housekeeper Jason

Carudes who is also the head of the Western Old Thieves' Guild.

This could be a source of patrons and intrigue for the normal adventuring party, but it is unlikely that the players will need to interact with it on a professional level.

Little of what happens here escapes the attention of the Western Old Thieves' Guild but they rarely interfere with 'good' business. Important sub-guilds that have permanent meeting rooms in the building are most of the trades and craftsmen's guilds. They are not detailed here as there are about 50 of them, of varying size and permanence.



### The Craftsmen's Guilds

**Location:** These guilds use either the members' houses or halls set aside for them in the merchants' guilds.

**Individual Guilds:** Craftsmen, Sailors, Smiths, etc. Pretty much any peasant with a useful Life Skill or two.

**Guild-master(s):** Various

**Membership requirements and costs:** Usually some apprenticeship is required, as in the normal adventuring classes, which results in the gaining of the Life Skills. Apprenticeships will last for years.

**Training and Rates:** Varies.

**Other Services and Rates:** Varies.

**Notes:** Oh, just make it up as you go along. The Guilds are very conscious of their monopoly on the services they provide

and will be keen to maintain this. Low-level neutral, chaotic or evil parties might be hired to enforce these 'rules' while others might be hired to protect them. The Guilds shouldn't be seen as purely selfish and self-serving though, they also provide a guarantee of sorts in terms of honouring contracts, standards of workmanship and fair pricing.

## G7 The Royal League of Sages and Scribes

**Location:** I2: The Records House is vital to the running of the administration for the Land of the Young as it contains the Tome of the Young, which is a kind of on-going Domesday Book for the Land of the Young. There is a team of people working here keeping city data up to date and making a brave attempt at recording everything else in the land, sometimes even by visiting there. The Sages' Guild, as it is more commonly known, includes many that work at the Records House but also in various other parts of the community. They have a dedicated set of offices and garrets in the University.

**Associated Classes:** Sages and Scribes

**Guild-master(s):** Norman Basingstoke

**Membership requirements and costs:**

Membership is quite casual, but training from other members can be obtained at the rates given in the *Player's Guide to Dunromin*.

The membership fee is supposed to be 10gp per year but it is paid into an honesty box in the main room that is used to pay the cleaning staff and help out visiting luminaries with costs. Actually paying the dues is a matter of personal honour – some members probably pay well over their own fee.

**Training and Rates:** Rates and times as detailed in the *Player's Guide to Dunromin*. Research is

charged as per the standard Core Rules.

**Other Services and Rates:** The Sages' Guild can be the best way of contacting researchers into subjects in the university, Magic Guild or any other organisation. All the University Lecturers are members and meet here as a kind of after-hours club cum staff-room.

**Notes:** This is where you come if you want training or research in a specific subject. The payments made pay partly for the tuition and partly for the upkeep of the university. Teaching children and facilitating research also funds the university. The arrangement is between the student and the tutor but all the staff are honourable in their dealings with their superiors.

The members meet regularly here at least every week including a formal meeting and informal distractions (lectures on pet subject, guest speakers, cheese and wine tasting, that kind of thing). There really isn't a subject they don't know *something* about and are quite willing to share information with each other (but will still charge full whack for 'researching' it to anyone outside the Guild). They are very closely associated with the Alchemists' Guild and many individuals are members of both.



## The GM's Guide to the Thieves' Guilds of Dunromin

(which don't really exist... shhh!)

### A General Note as Regards the Thieves' Guilds of Dunromin:

The underworld of Dunromin is a vast and complex animal that has a finger in every possible pie in some shape or form. This is of course completely impossible in a realistic mediaeval setting, but the influence has been artificially enhanced to make for more interesting play. None of what is to follow would stand up to much economic scrutiny so just suspend disbelief for a while.

There are three thieves' guilds that fluctuate in territory (although they stay *reasonably* consistent), truces and war. Organised Crime runs Dunromin and other criminals, while they exist, are rarely there for long or have much influence. Each guild is dealt with in more detail below but certain characteristics apply to all.

Income is entirely through activities outlawed by the government and/or completed without paying any taxes or dutes to the king. Theft is never done on the Guild's own turf, unless no protection is paid. Since the Garde are so lax and apathetic this means the bulk of the Guild's income is from protection. They also have a hand in training, smuggling, blackmail and every other nefarious activity across the country as well as within the city. Prostitution isn't actually illegal, but there are still ways of making lots of money out of it when organised properly. Slavery is legal but only if the slaves aren't natives of the Land of the Young. Gambling is a Chaos Rite and disliked outside certain disreputable gambling areas (inns and the circus mainly). Of course the House always wins anyway and the Guilds are usually "The House".

Blackmail is rife as everyone has something to hide (plus you will rarely be challenged for fear of the challenger drawing attention to himself). Mugging is common, Mercenaries and other muscle-for-hire may be hired through the Thieves' Guilds. Access in and out of the city and the movement of goods in secret about the city can all be arranged, at a cost.

The organisation of the guilds is fairly consistent. At the lowest level is the street

gang, with strict methods of contact and authority through to the Guild-Master or masters at the top. Co-ordination feeds down the structure, with the street gangs and lower thugs doing most of the hard work. Higher members organise this and benefit from the flow of loot up the hierarchy. Senior members take care of inter-guild business and murders (rarely is the assassins guild used, or even consulted). Fights between street gangs are common, even gangs of the same guild patron.

Each guild has a number of buildings they control or use as safe houses, training or meeting areas. These are usually known and watched by the other guilds. Certain businesses will also be closely associated with each guild, their owners being either thieves themselves or as Associate Members, which is a member of the guild with no skill at thievery.

Rogue Thieves exist but rarely for long. They will usually only be approached to join a guild once. There are no second chances. An adventuring thief, particularly a multi-classed one, might seek to keep their nefarious profession a secret, which is fine, but would make accessing training difficult. It is quite possible for a thief to be a member of more than one guild but this is risky as it would have to be done in secret to at least one of the Guilds involved. Likewise, a member of one guild can go onto another's patch but he had better watch his step. Important known members of other guilds are usually watched but rarely attacked unless they are doing something against the interests of the guild controlling that area, for fear of inciting a damaging and costly war. Less important members would be fair game.



The guilds spend their money increasing their influence and paying the controlling members, trainers and bribed officials. Contacting a thieves' guild is surprisingly easy and gets easier the more you do it, although you will never meet anyone above the lowest members unless you are a member yourself or are very important. And once you've made contact, for whatever reason, it will prove practically impossible to break that link.

There follows a general over-view of the organisation of a Thieves' Guild in Dunromin. All three Thieves' Guilds use this format but the roles need some explanation.

The Guildmaster is in overall command of the system and will be powerful, smart and ruthless. They may be known as the Godfather or the Big Boss if you like. Not everyone will know who the overall boss is but most of the membership will know the next level up and everything down from them on the organisational chart below.

Senior Professionals will be high level thieves with or without other interests as a cover. They will be the only ones who know for certain who the Guildmaster is.

Associate Members are powerful individuals heavily involved in the Guild but not actually being a Thief character class. These will be business partners profiting from the nefarious activities rather than victims being extorted or blackmailed. This latter type would be in the Protected Citizens and Businesses part of the chart.

Hoods and enforcers are the strong arms of the group. They are usually fighters or similar strong-arm individuals who do the bullying and killing as required. They can also be used to lend weight to an enforcer struggling with a situation, as bodyguards, or to run errands and messages for the Guild. That's not to say they are stupid, but they usually are.

Con-men and sharks are low to medium level thieves who coordinate the day to day running of the scams, rackets and jobs that are the bread and butter for the Guild, including collecting protection money. They are the public face of the Guild and are usually nasty and vindictive individuals without the intelligence to progress any higher.

The Professionals (Burglars, Muggers and Pickpockets are essentially independent members working their own scams and jobs for their own ends and on their own initiative.

They will be expected to pay their superiors a given amount every week and in return will be put onto jobs and schemes by the Senior Professionals. They will be used to working together or alone as appropriate. They will usually know most of the other professionals in their Guild as well as some others in other Guilds. Adventuring Thieves, like any Player Characters, will fall into this category.

Link Men (or women) are petty thieves who are probably only a short time out of running in a street gang themselves. It is the first step up the Thief Career Ladder. They basically run the street gangs and feed information up and down the network.



Street Gangs are mobs of youths, perhaps 5-20 in number of ages 5 to 16. They will have a role within the organisation as petty-thieves, runners, information gatherers, pick-pockets or whatever. They might be a gang that is always together, sleeping in some gang hideout with or without their Link-Man and working a set, specific area of the Guild's domain. Or they might be a group of children of families in the area who just run with each other and get up to no good. Whatever their organisation, this is the training ground for low-level thieves. The talented ones will be selected to move up the organisation, either as prospective professionals who will become recruits, or as hoods. Those that aren't picked will slide out of the organisation as they get older and be left to make their own way through life, until the Guild needs them again.

Movement up and down the hierarchy is tricky and based on absolute loyalty, whether genuine or not. The lines on the chart represent the flow of information and instructions up and down the organisation. In

theory everyone will *only* know the people at the other end of this line but it would be impossible to maintain that in any community. Everyone who has a place on the chart will know quite a few of the other personalities on the chart as well, not that their perception of what is going on is necessarily the truth of the matter.

Of course, the *Guarde* will also have a good idea of what's going on as well but may have their own reasons, be they fear or greed, for not rocking the boat most of the time.

## Player Character Thieves

Any PC Thief who grew up in the city, even multi-classed thieves, will be a member of one of the Guilds. Anyone from outside the city who is a Thief may wish to keep their class secret but will not then be able to access training in their class. If they are discovered they will be invited to join by one of the Guilds, but they will only be asked once and then a Contract will be put out on them.

Having a Contract put out on you means that everyone in that Guild, and very soon all the Thieves' Guilds, will know there is a price on your head. Then anyone and everyone might have a pop at you to claim the reward. Only high-level characters are likely to get an Assassin or Assassin team put onto them but this is entirely up to the GM. Also, Contracts don't stop or wear out. The only real way to get rid of a contract is to take out everyone above you in the Guild, or everyone that knows you, or get the "Hell out of Dodge", as the saying goes (which means get out of the city or country, obviously). Low level thieves are unlikely to be pursued across the Land but the more you have upset the Guild the further they will pursue you. There are links between the Assassins' Guild and the other major cities in or near the Land (see below).

### Staying on the good side of your Guild is always good policy.

If a thief has grown up in Dunromin they will probably have run with a street gang at some point. As a result they will have 'friends' and acquaintances all over the place; probably some enemies as well, inside and outside their Guild. This is all grist to the mill of the city adventure and the GM can use the character's Streetwise Life Skill to drop hints

about what is going on and other things to develop the plot...

There is an understanding that adventuring thieves are a bit different from the street thieves, but they will still be expected to pay their dues regularly – this will probably be **10gp per level per week**. Of course the next one up the hierarchy from the adventuring thief will keep a very close eye on the number of weeks missed while adventuring, and let the thief know this when they return. The GM may allow some or all of this payment to be exchanged for training.

PCs in the city might also be invited to get involved with various little escapades while they are in the city. Depending on who is organising it and what it is worth, taking part in such activities may or may not be optional – the PC's Streetwise Life Skill can be used to advise their decisions here. There is a whole genre of plots, subplots and eventualities available to the GM regarding such ideas. The "Oceans 11" film franchise and SO many others have explored this a lot...

Of course the next person up the chain of command from the PC thief may be very paranoid about the character getting more powerful than they are. Such NPCs might go from trusted old street-fighter mentor to deadly enemy at any time, possibly for no apparent reason. Old contacts can change or vanish while the thief is away. Depending on past actions and loyalties a thief might even come back from an adventure to find there is a Contract out on them.

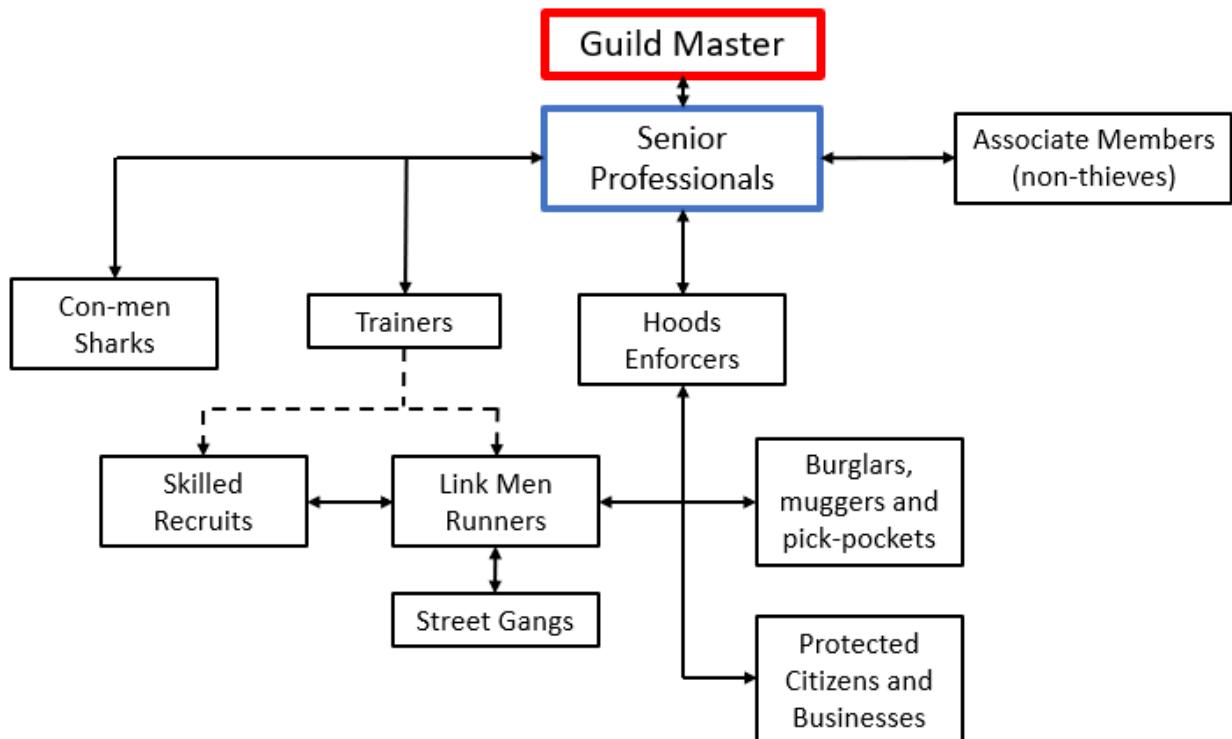
While the adventuring thief might see themselves as a romantic, swash-buckling figure from fantasy, the truth is they are a small cog in a very, very dirty machine. No one around them can be trusted and no one in any thieves' Guild is really a reliable and genuinely successful person – if they were, they wouldn't have to break the law to earn a living (although this is a debatable opinion to hold of a medieval setting).

How the GM wants to run the Thieves' Guilds is a key part of the character of the city. There is no historical evidence for the existence of organised crime in the medieval period. Or it could be argued that any feudal hierarchy was really an organised crime syndicate. Whatever your view, the Thieves' Guilds define a great deal of the character of Dunromin, magic or no. All the members of the Thieves' Guilds will be bad news to know.

They are all selfish to a fault and all will likely have personality disorders, mental illnesses and abuse issues. A lot of them will be psychopaths or sociopaths, most of them won't be very bright and very, very few of them will have good control over their tempers.

It's not medieval but you can get a lot of Inspiration from the Sopranos TV series, or any of the good gangster movies (Godfather 1 and 2; Goodfellas, Casino, et al.).

General Organisational Diagram of a Thieves' Guild:



### The Thieves' Guilds #1: The Poorhouse Guild (the Paupers)

**Location:** The Poorhouse Guild's territory is the Southern half of the city, especially the Maze, most of Shanty Town and the docks, and includes the area around the east gate. Their main buildings are under the Poorhouse, Lady Mary's Brothel, the Fisherman's Rest Bar and numerous small businesses (many with access down to the Sewers), the Convent, several bars and small businesses. The main training area is an area of the Catacombs roughly below the Poorhouse.

**Associated Classes:** Thieves, merchants, fighters

**Guild-master(s):** Sister Werner and Ogranis Divmeng. Professionals always in the city are Sisters Lucy,

Alison and Fiona, Sly Malcreet and several others. Associate members include Harry Efftrueman, Princess Marnema (the Lord's sister), Desmundt Van Cliyah, Jedriah Porange, Sid Nertrid, Keeleye Smrog, the Droot family and Lady Mary.

**Membership requirements and costs:** Membership is roughly 30 professionals with five to seven street gangs. The members are expected to give **10gp per level per week** to the guild and may be given special missions from time to time.

**Training and Rates:** Dexterity training is as per Improving Your Character' rules in the **Player's Guide to Dunromin**. Appropriate Life Skills are all at normal rates. Thief skills are dealt with in more detail in the Appendices also in the **Player's Guide to Dunromin**.

**Other Services and Rates:** Poorhouse rates are cheaper than the other guilds, but they are more lax in their fulfilment. All the usual services are available at a price and the people you get are reasonably competent, usually.

Accommodation and transport out for outlaws is available but beware a double-cross if there's a reward offered.

This Guild are a good source of information about the physical nature of the city and the activities of the lower classes. They know little about the upper classes and businesses in the Old City but often have some useful dope on the Royal Family. They tend to be the least subtle in all their business, tending to use force rather than subterfuge.

**Notes:** The Poorhouse Guild is the newest, richest and most ambitious guild. After its founding just over twenty years ago it has expanded rapidly through street battles and corruption. The bloodiest gang-wars ended about five years ago and a delicate peace now exists between the guilds.

The hierarchy is tight and based on the fanaticism that comes with absolute fear. Business is almost entirely city-based with very little contact beyond the city walls other than the Shantytown. All the senior members are ruthless killers. The organisation is more like the Mafia depicted in Godfather Two than One.

All sources of income are on the up, but activity by known Poorhouse members on the other guild's territories is ruthlessly jumped on. Divmeng appears to be the guild master to all but the most senior members.

The lower members tend to be flash and rather high profile, their influence is like a cancer rotting the city from the inside. However, they have yet to achieve significant influence in the senior levels of society and older businesses and guilds.

The Poorhouse Guild have been known to tamper with powerful people's careers, like hiring a Diabolist to soil a Paladin's reputation a little, but their strategies are normally a lot more

direct. They rarely use the Assassin's Guild, preferring their own, less subtle routes. Informers are dealt with pretty efficiently and rapidly, even protected ones. As are other threats to members or operations.

### **The Thieves' Guilds #2: The Western Old Guild (the WOG)**

**Location:** This guild controls everything inside the Old City walls, roughly, including the University, Magic College and the central stripe of businesses down the North Road. As well as having the most influence over the Guarde. The main buildings are the Restaurant, the merchants' guild and the Catacombs beneath the Old City. The main training area is beneath the circus.

**Associated Classes:** Thieves, Fighters, Assassins and Courtesans. Possibly Necromancers as well as Associate Members

**Guild-master(s):** Jason Carudes (pronounced Car-roo-dees) is the master, assisted by Dervalum Darkblade. Regular professionals are Gilgalad, Boris Manell, Gavin Malletta and Duggy Drexson. Associated members include Douglas Fairbink, Kenard Proktor, Gharn Ghambull, Astromelda, Brother Jondyk and the Drood family (erm? Note that they are members of two of the Guilds). There are about 15-20 professionals, about four street gangs and most of the city's sewer porters are members of the WOG and hired out to the other guilds.

**Membership requirements and costs:** Members must prove themselves in the traditional way and be recommended through a mentor who is then responsible for them. Members are expected to give **5-15gp per level per month** to the guild and receive great protection for them and their family in return. Assassins may join and be trained here, but are usually stolen away by the Assassins' Guild when they become competent.

**Training and Rates:** Dexterity training is as per Improving Your Character' rules in

the **Players' Guide to Dunromin**. Appropriate proficiencies and Life Skills are all at normal rates. Thief skills are dealt with in more detail in the Appendices also in the **Players' Guide to Dunromin**.

**Other Services and Rates:** The Western Old Guild is most closely associated with the Merchants' Guild and as such most work is done with trade and the status of the guild within the city in mind. Common thuggery and mugging is common but instead protection (good protection) and blackmail are favoured. Illicit services are done best here, like transportation and supply. Gambling is their biggest business and every organised gambling event will be controlled by or threatened by the WOG. Petty theft and burglary are a low priority. The WOG are a good and reliable source of information on all levels of business and prominent members of society through contacts and eavesdroppers, but they charge handsomely for their services. They will also collect information on any adventurers on the up as well, including the Player Characters.

**Notes:** This is a stern and professional organisation, more like the Godfather One hierarchy. Honour amongst thieves exists here (mostly) and members stick together and support one another. The threat of the Poorhouse Guild over the years has waned since the initial shock of its formation. Initially the WOG underestimated its new competition but after reviewing their operations and becoming a lot more ruthless under Jason Carudes. They hardened up a lot and met the Poorhouse head-on in a bloody street-war. After a year or so the Arborium brokered a peace of sorts which has lasted until the present. War was bad for business but peace breeds bad blood. Both Guild hierarchies want the peace to continue but struggle with the lower members and their own egos from time to time. Only the very senior people know that Jason is in charge, although many suspect him of being associated with

the guild (a perception he supports by sometimes introducing people to his own deputies, to appear to be of a lower rank). The Western Old Guild is possibly past its prime but still exerts huge influence among the higher society, including the royal family and especially the **Guarde**, as well as having wider links across the country in the older, larger market towns and baronies. It is also the only guild with direct links with the Assassin's Guild, whom it uses for all its pre-empted and contract killing (through Duggy Drexson).

A player might be attracted to this guild as a solid and dependable place to do business. There is less chance for advancement, greater restrictions and so on, but the contacts and opportunities are still second to none.

### **The Thieves' Guilds #3: The Arborium (the Tree-swingers)**

**Location:** This guild runs the Elven quarter and is based in the Green Dragon, the Elf's Walk and a large merchant's house in the treetops. It is the least ambitious of the guilds and as such is not paid as much attention by the other two.

**Associated Classes:** Thieves, Rangers (in certain circumstances and/or multi-classed), Druids.

**Guild-master(s):** The master is Guy Fontayne, and his deputy Farn Moonleg. The main professionals are Farnir Doomray and Grundir Nirlagir, with associate members in the Elven Temple and Godram Molaff (the City Treasurer, no less). The guild has roughly ten extremely competent professionals and only two large street gangs (one of which is a Skyway Gang really).

**Membership requirements and costs:** This is the most lax and chaotic of the three guilds, being a gang rather than a guild as such. Members are taken in on the basis of their ability and this guild is therefore favoured by strangers to the city. Members are expected to give about 5-20gp per level per week

to the guild and help out with all levels of the operation.

**Training and Rates:** Dexterity training is as per statistic training rules in the **Players Guide to Dunromin**. Appropriate proficiencies and Life Skills are all at normal rates. Thief skills are dealt with in more detail in the Appendices in the **Players Guide to Dunromin**.

**Other Services and Rates:** The thieves in this guild are stunning adventuring thieves and burglars. While the Guild does operate some protection and similar things, they tend to stay out of mugging, petty thievery and the rougher areas of thieving. They prefer picking pockets, burglary and blackmail, but also offer the best and safest routes for fencing stolen goods – usually outside the city. They are not such a good source of information about numerous aspects of city life, except for the temples and senior government for some reason.

**Notes:** On the surface the Arborium is best for adventuring type thieves who are into the romantic, swash-buckling type of life. And, indeed, this is what they do best, having access to the best cat-burglars in the city.

They tend not to get involved with the more sordid aspects of city life, preferring adventure and intrigue. Having said that though, the guild has

the widest links with other activities beyond the country's borders and has recently been annexed by a much bigger guild based in the forests of Loom. What ambitions this larger organisation might have and what effect this will have on the city is as yet unknown.

### The Assassins' Guild

**Location:** The HQ is in the Convent (or rather, under it), but each 'gang' has its own meeting place as well, which vary from time to time.

**Associated Classes:** Assassins, Thieves, Fighters, Courtesans, possibly Necromancers as Associate Members.

**Guild-master(s):** Sister Lowlaya is the highest level and the Boss, Sister Farella, Gerym Tallfella, Sister Nahna (monk), Otis the Ratman and Ogranis Divmeng. The guild is made up of several gangs based in Dunromin and neighbouring cities and a loose collection of independent assassins and adventurers called 'the Loners'.

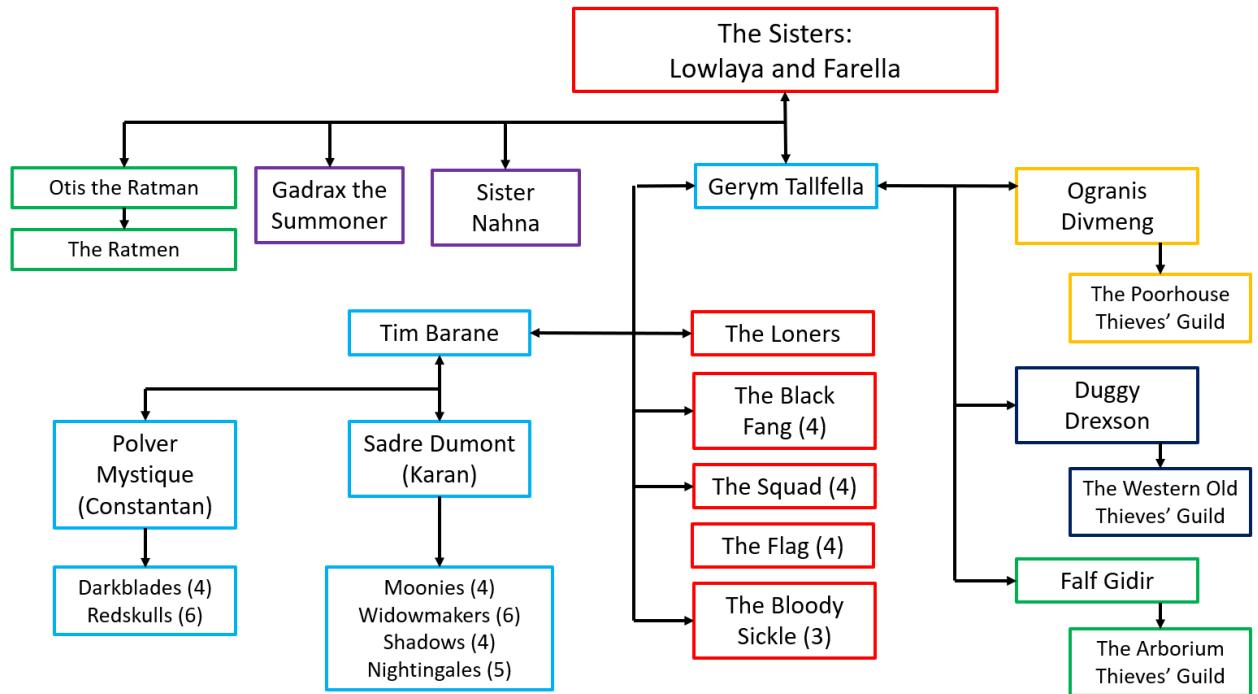
**Membership requirements and costs:** Once selected to be a member you will be assigned to a gang or left as a loner. The only income the Guild has is what they rake off for assassinations (50% of the fee) and spying services. There is no guarantee for their services. One payment (all in advance) gets you the services of one assassin, who will succeed or die, although you have no proof that this will be the case.

For missions other than assassination the guild will work more directly with the client and channel information (after vetting) through as requested. Many clients pay a retainer for this service, some clients pay protection against assassination.

Members are left much to themselves apart from this and will have other sources of income through their professional cover story and/or other activities.

**Training and Rates:** Dexterity training, thief skills, Life Skills, class skills and XP are all available in the training facilities under the convent (accessed separately from the convent via the cellar of the





bar on Dogran Street). Dexterity training is as per statistic training rules in the **Players Guide to Dunromin** as is training in XP for Assassins. Appropriate weapon proficiencies and Life Skills are all at normal rates. Thief skill training is also available and is dealt with in more detail in the Appendices in the **Players Guide to Dunromin**.

**Other Services and Rates:** Assassination, as per the Core Rules. Spying and deep-level surveillance, honey traps and whatever else you fancy. Links with the Poorhouse and the Western Old Guild can also be utilised, as can connections with other cities. There are Necromancers and Diabolists connected with the Guild as well who can be used to cause all kinds of mayhem for a client's enemies.

**Notes:** The Assassins' Guild used to be a part of the Western Old Guild, but split off during the war with the Poorhouse. The members are exactly what you'd expect of an Assassins' Guild and you will never know anyone else in the guild apart from your immediate superior and the rest of your gang, if you have one. While the nuns run the show the linchpin as far as the players are concerned is the 'crippled' hobbit Gerym Tallfella, who hobbles about the

city with his begging bowl, occasionally posing as a guide for visitors and apparently making his money from 'running' a small street-gang of guides hired out to visitors to the city.

His injury is fake, as is his appearance (he is always in disguise so he can vanish as and when it suits him). He knows the streets, catacombs and sewers like the back of his hand and is the liaison with all the loners. The contacts with the Thieves' Guilds are Duggy Drexson and Ogranis Divmeng. The enforcers in the guild are a group of wererats, run by Otis.

The Monk Sister Nahna is the link with the established businesses and guilds of the city, although she only appears to be a useful adviser and debutante. Magical aid is gained through the bizarre individual Gadrax the Summoner, widely regarded as a perverted old loner. There follows an organisational diagram specific to the Assassin's Guild:

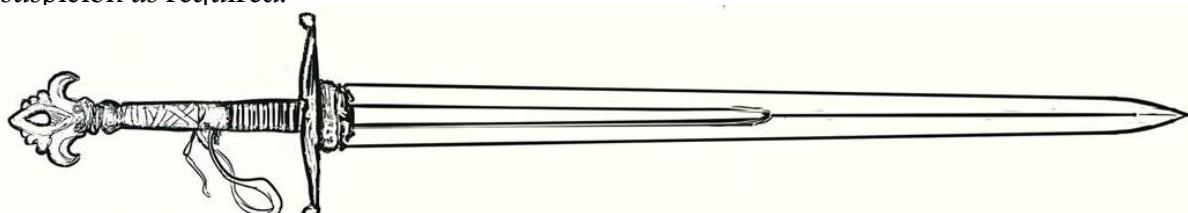
**The Gangs:** You will notice that there are a number of gangs named in the diagram. Each has a number next to it and this is the number of members in the gang. The exception being the Loners, who are Lone Assassins or Spies

or even adventuring Assassins (including player characters) who operate as loners or are just members of the guild and don't actually do jobs or only do certain specific types of jobs. All the gangs have covers and the assassination part of their job is just an extra source of income for some, although all are very capable and professional. Indeed, in most of the gangs not all the members are Assassins but rather multi-classes or complimentary classes with useful skills to suit whatever mission they may be confronted with. There follows some details on the gangs. Some of these gangs are based in other communities and gang members will often be used from one town to hit another, assisted by one of the local gangs, to prevent recognition and possible compromise of the local gangs. As a result they do travel about the country more than might be expected for people in the careers they use as their cover stories.

**The Bloody Sickle:** All brothers and regulars at the Green Dragon. They all work at the stables and other local businesses and live in the same house. Often used for clients in the baronies or Constantan.

**The Black Fang:** All female and working as cleaners and maids at the Olympian Temple and other rich places in the southeast of the city. Although very capable they are usually used for information gathering and as local guides for assassins from other areas.

**The Flag:** Are a group of Guardsmen (non-commissioned), from whichever regiment that suits the GM at the time. They are rarely used for kills but rather for information. They can put on other uniforms for their business as their manner and language will probably betray them as Guarde. By posing as another regiment they can shift suspicion as required.



**The Darkblades:** Are all gnomish glassworkers in Constantan (Constantan is famed for its glass). As they sell their wares across the realm they are perfect for passing messages back and forth and gathering information. One is also a member of the Poorhouse Guild.

**The Redskulls:** Black magicians and Illusionists who adventure and also act as witchdoctors in and around Constantan and the eastern Land of the Young. All members of the Black Magic Guild and the Magic Guild where they spend a lot of their time.

**The Moonies:** Work in Karan as bakers by day and bouncers in local bars at night. This is the newest and least experienced group. As such they are rarely used for high-level hits but are building a criminal network in Karan under their own initiative; Karan doesn't have an established organised crime infrastructure, yet.

**The Widowmakers:** Are beggars who interact quite innocently with the lower levels of the local thieves and street gangs in Karan. All their 'beggar' personas are guides so they can vanish whenever it suits them. All have covers that mean when on jobs anyone who knows them think they are out of the city for a long time (usually as caravan guards).

**The Shadows:** Are wood elven animal trainers working in and around Karan. They are often used for jobs in Dunromin and have old and reliable links with the Black Fang (above).

**The Nightingales:** Work as bouncers and security in various inns and guilds in Karan. They are all half orcs and respected warriors. They are fairly high level and tend to get called in for special jobs in Dunromin and across the country as well. They include the highest level Assassins outside the Convent.

## Inns, Bars and Brothels:

The various hostelries in Dunromin are very probably the places where the players will spend most of their game time in the city. Every inn and bar is a den of intrigue and gossip at some level, even the respectable ones having some skeletons in their closets.

The difference between an Inn and a Bar is that a bar serves just drink (including wine, beers, milk, tea, etc.), while an Inn also does food and accommodation. Some bars encourage street sellers to come in to sell customers food as well. A Brothel is essentially a bar with rooms for prostitutes. Brothels may also offer food and drink but this is not their core business and quality will suffer.

There are no specific opening times enforced by law in Dunromin but most places stick to twelve noon to twelve midnight, with over-night guests probably expected to have left their rooms by nine cock crows (unless they are staying in the room the next night as well, or are even permanent guests). Although the whole system is a lot more free and easy than modern hotels and eateries. The details below give the general characteristics of each place including the key personalities and links with other entities in the city and beyond.

Always remember that local Dunromin beer is foul and the wine almost as bad, as a result all the good stuff is imported. Inns are hosts to gambling, bards and all the other social pastimes you'd expect to find in the Middle Ages.

In the case of each location there are 'Cost Multipliers' which is the multiplier used to convert the standard prices and costs of living (given in the *Players Guide to Dunromin* and the Core Rules) to those offered by that particular establishment. Prices reflect quality in most cases so the party will generally get what they are paying for.

Characters with an inflated view of themselves may be happy to spend more for a higher quality of living, which is good role-play, but it's possible to live modestly as well.

Also given is the chance of a room being available at the place on the day, which will be skewed by the social standing of the enquirer. Low-level adventurers staying in the Swan's Wake for instance might find themselves kicked out of their room if a baron

rolls up. That might make for an interesting encounter...

When the party get more successful of course they can throw their weight around a bit more. Players will often develop preferred accommodation and build relationships with the staff, or the GM might corral them into a particular business where he has prepared an adventure for them. Some of the places also have special rules as well, such as about tolerated armour and weapons, pets and familiars, spell-casting and so on, which will be enforced in whatever way seems appropriate. Some inns have bouncers while others bribe the local Guarde to assist. The Bawdy Wench doesn't really need to worry about such things, given who lives there.

Accommodation standards and quantities available varies from inn to inn but most include a cheap 'Common Room' or Dormitory shared by many people for minimal cost. Besides this various different rooms are usually available, with space for two, four or more people, and there's always the option of making up beds on the floors from mattresses and/or straw. Some inns offer 'family' rooms which is just a name for a room with six or more beds, a cot perhaps and space for servants to sleep on the floor. It is unlikely that inns will refuse to allow guests of different races and sexes to share a room. In Dunromin money speaks loudest of all.

Dunromin inns and bars are more like their modern equivalents than a medieval setting might suggest. The cosmopolitan setting of a city like Dunromin means there is enough money swilling around to support specialist establishments and the wealthier patrons will expect cleaner places and better food. Most of the inns are a bit more earthy in their outlook but still a cut above the more muck and ale places you'll find in the villages and towns beyond the city gates.

### P1 The Swan's Wake Inn

Location E3: This well-kept with freshly whitewashed plaster and timber building is in the Old City and frequented by the richer inhabitants of the city and those that wish to mix with them. The quality of food and drink is

very good and prices and management reflect the upper-class nature of the establishment. There are four floors and four bars/eating areas all on the ground floor, one drinking only, one accessed by invitation or membership only.

Services and cost multiplier: Food, drink, accommodation (double, single, family - no dorms), rooms x4, food and drink x3, stabling x3. Staying here makes a statement about the sort of person you are. Between 10 and 100 customers will be present at any open time. Room availability is 10-30%, falling to zero during the festivals.

Owner and important staff personalities: The place is owned by Edward of the Guarde, a local wine merchant (Sir Tristram's brother), a member of the Privy Counsel, and run by Colin Bartlett. Bar staff are always attractive young women, some of whom are slaves (chambermaids) and some of whom might double as prostitutes. Security is run by a discrete mid-level fighter called Brutus Twopenny and 12 hired thugs (usually out of work adventurers). Dervalum Darkblade also frequents the place gathering information for the guild and helping with security (a blow-gun with darts coated in sleeping draught).

Normal customers: The rich and influential people of the city drink here and the place is run with that in mind. Messengers are on hand, guests are treated with respect and useful facilities like a laundry and room service are available. The bar that is 'drinking only' also has gambling games (run by the WOG), while the better and more able musicians and storytellers may be found in the eating areas. Rich local adventurers might make a point of staying here to show off. The lower levels of the Royal Family might be found here, as will visiting barons, priests and other successful NPCs, but predominantly merchants. Almost anyone might be found dining here, including Guarde Captains and senior guild members.

Notes: Dress rules apply; no armour other than dress plate or chain mail (which

means clean and well looked after, not still encrusted with the big bad guy from the last dungeon). The inn has close ties with the Western Old Guild and the merchants' guild. Other associations exist but they are business based and probably include information services and protection. Nothing direct goes on here - the owner is a decent sort at heart, like his brother.

## P2 The Outlaw Inn

Location D4: A ramshackle building near the West Gate, the ground floor is made of stone, the upper floors wattle and daub. The sign over the door shows a masked highwayman, which is a reference to the first owner of the inn who was hung for highway robbery. It is one of the oldest inns in the city and revels in a proud history of heroes living and drinking here. There are some (non-magical) souvenirs on the walls and plenty of lonely old men who will tell the stories about them, or just make stuff up. Being so close to the busiest of the City Gates means this place is always busy.

Services and cost multiplier: Food, drink, stabling and accommodation x1.5 on all. Chances of accommodation are 30-40%, +20% if you're training at the fighters' guild. 10% flat during festivals. Rooms available are four-bed, twins and there are two dormitories (no singles).

Owner and important staff personalities: The owner is Jerry Twoshank, retired Ranger, who looks after regulars and fighters first. He's always keen to hear new stories. Staff are always fighters training at the guild or out of work, all doubling as security.

Normal customers: There is a druggie element to the customers as Jerry gets a cut. Jerry was in the Guarde, as is his son so the Guarde are usually well-represented as well. Some of the rest of the customers will be fighters of one form or another as the Fighters' Guild is so close. Many thieves drink here as well, posing as normal citizens or

fighters, but most of the customers are local businessmen, craftsmen, clerks and residents. Often senior servants at the local rich houses. Lots of gossip if you're subtle enough.

Notes: Jerry runs a sewer warehouse for the Western Old Guild under his cellar and has regular calls from the sewer porters. There is a faint smell in the 'Back-Bar' as a result. No slaves are allowed on the premises.

### P3 The Restaurant Inn

Location E4: On the West side of the Old Market Square is a tall, white stone building with beautiful balconies on the first and second floors. Ivy and other flowering climbers decorate the stonework and the roof tiles are dyed a rich red. This is the Restaurant, the most lavish social meeting place in the city. The rooms are large and very well appointed. The bars and eating areas are stylish, well-staffed and spotless. It bustles all day and heaves at night.

Services and cost multiplier: Food is x4 but excellent, drink is x5 but also good, service is excellent. Only double rooms are available at x5, with slaves laid on (very discrete). Room availability is zero unless you are known, leave bribes or do both. During festivals most rooms are booked by visiting royalty and other socially superior individuals. Stabling available. Dress rules apply (no armour other than dress plate and chain mail).

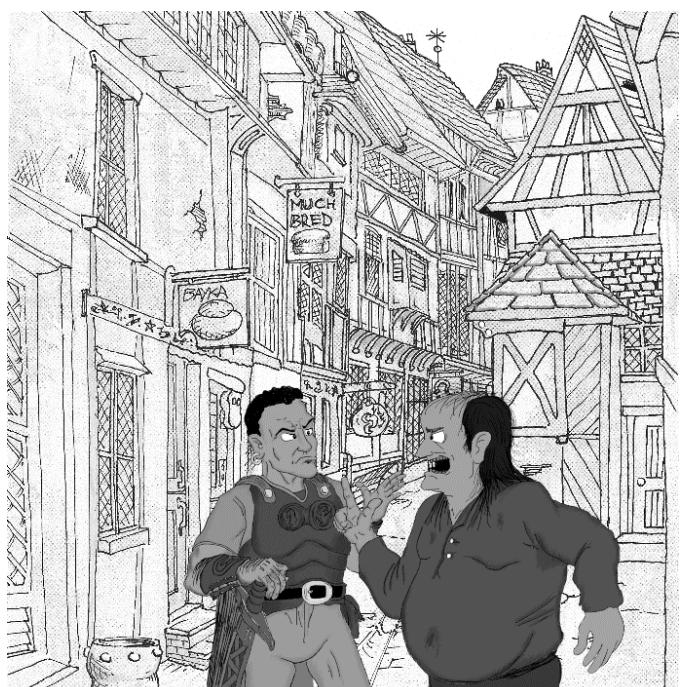
Owner and important staff personalities: Douglas Fairbink, entrepreneur and successful businessman (and an excellent cook) runs the place very effectively. Lots of staff, with only menials being slaves. Security is based on the Garde (who get a discount on food and wine), but there is rarely trouble.

Normal customers: Successful people, rich people and con men. Royalty and wizards. This is the 'in' place, but since fashion in Dunromin is restricted, it has been for the last six years.

Notes: Close ties to the Western Old Guild, royalty and all the big guilds and

temples to ensure a hassle-free but expensive stay, most of the time. This is a major society place and the various bars inside will have restricted access from time to time and various private parties and functions will stop access on a lot of evenings. Persons caught bothering good customers will be dealt with severely by the Garde. The place is classy and persons of less than Upper Middle Class will feel uncomfortable here.

This might not be very medieval in style but it's still a good place to set some interesting encounters.



### P4 The Bar on Doobrie Street (The Evening Star)

Location E4: A snug little three-storey affair nestling amid the successful businesses of the Old City. Well-appointed and, well, nice.

Services and cost multiplier: Drinks only, normal prices (x1).

Owner and important staff personalities: Run by a deceptively feeble retired mid-level magic-user, Exello Zipser, and his son (both Ftr/MU). Three slave women actually do the work.

Normal customers: Anyone from the local area. There are several regulars who are usually lonely bachelors or stir-crazy husbands. Popular among local

businessmen and similar who relax here before going home on a successful day. Also popular among the older women-folk and mages from the Magic Guild.

Notes: This is about as quiet as they come in Dunromin. There are always persons of a magical demeanour here and the landlord and his son are always keen to hear about anything to do with magic and gossip among the mages. Members of the Black Magic Guild are also welcome here and there is often some good-humoured banter going on. Rarely any trouble or thievery.

### P5 The Wild Boar Inn

Location J2: A serviceable and inauspicious structure near the university and popular with staff, students and magicians. The rooms are comfortable, the surroundings fairly uninspiring. There are stables and a fenced area for carts in the lee of the city wall.

Services and cost multiplier: Normal pricing, double rooms, family rooms and two dorms. 40% available, dropping to 20% during the festivals.

Owner and important staff personalities: Berim and Boran Chelmburke and staffed from the local community.

Normal customers: University and college staff, travellers, locals, magicians and Druids (loadsadrugs).

Notes: Associated with the Arborium but rarely directly involved in anything too under-hand. Merchants are rare through the North Gate but not unknown, but other travellers prefer this gate as it is usually quieter than the West and South Gates and avoids the Storm Garde at the East Gate. No humanoids allowed.

There is a steady flow of curious characters through this inn because it is so close to the North Gate and yet not a hugely popular place with commoners – this makes it very easy to be lost in the crowd. Persons pursuing the Thieves' Guilds or poking their noses in where they don't belong might find themselves thrown this place as a

red herring, or set up for an ambush on their way to or from the place.

### P6 The Elf's Walk Inn (La Promene d'Olven)

Location J5: This organic-looking building is built around the skeleton of an old Oak Tree of spectacular size (now dead but magically preserved). The accommodation is as close to Ikea as mediaeval cities get. Practically everything is varnished or treated wood. The whole structure is overhung by other oak trees and the rooms always well-aired and fresh.

Services and cost multiplier: Food and drink normal, stabling and accommodation normal for elves and half elves, x1.5 for others, no humanoids. Rooms are all double or family (no dorms). Availability is 30-60% depending on whether you're an elf. The place is always busy in the evenings and bubbles along during the day.

Owner and important staff personalities: The place is owned and run by Malmir Fairchild almost as an Elven social club. Over half the inn's population at any time is elven. The staff is family and (elven) friends.

Normal customers: Most elves come here to laugh and sing, the place being more laid back than La Boîte de Grenouilles. Humans and other races will probably feel uncomfortable here unless they are familiar with elven ways or have elven friends. Humanoids are a no-no and some locals on upper balconies might even try and take pot-shots with bows or darts at passing orcs or goblins.

Notes: Surprisingly little involvement with the Arborium – that would be just too obvious. High ranking local elves and visiting elven dignitaries get (very) special treatment. This place is about as private as an inn can get. Although people will be nosy at first if you make your peaceful intentions clear you won't be bothered. Very popular with Halflings.

The locals won't be deliberately hostile but elves often come across as aloof or arrogant and mixed with normal curiosity this can come across as overly

inquisitive, judgemental or even paranoid.

### P7 The Green Dragon Inn

Location H5: This rambling structure of odd towers and out-houses is shored together with any old bits of wood that could be found and is more or less unpainted. Over the main entrance hangs the skull of a Green Dragon with some of the teeth missing (supposedly stolen by magic-users for spells), slain by Shirley Dragonsbane (now a Guard Captain). There are loads of rooms and armoured people in the place all the time.

Services and cost multiplier: Food, drink, stabling and accommodation, all average and regularly priced. Double, single, family and dorm accommodation available 40-70% of the time, or 100% of the time to Knights and Paladins. The bars are busy most of the time. Lots of gambling and games of chance.

Owner and important staff personalities: The place is owned by Sir Tristram, Guy Fontayne and Godram Molaff. Staff are all women and slaves, and security are four heavily armed Knights, so brawls tend to get messy very quickly.

Normal customers: Despite its high profile as the home of the chivalry of the city (Paladins drink for free!) this place is practically the HQ and social club for the Arborium, and the whole place is littered with eavesdroppers and pickpockets. Lots of people come here because the atmosphere is so up all the time, and Knights and Paladins will love it here.

Notes: There will always be lots of shady characters around and if you need to get in touch with the Arborium you will be brought here (although they usually say they are meeting you here “cos we don’t want you knowing where we organise things from”). Tristram is the only one of the staff blissfully unaware of the place’s shady connections.

The place is popular among performers as the customers tend to be big tippers so there is always singing, story-telling and acrobats about the place.

### P8 The Bawdy Wench Inn

Location F6: This timber-framed, rather worn structure lurks (it’s the best way to describe it) at the bottom of the Old City walls and the small, dirty windows conceal small and dirty rooms and bars all a buzzing cauldron of intrigue and excitement.

Inside it is a mess of dark rooms and passageways, with small rooms upstairs for guests and discrete meetings. The staff all seem to have a side-line in something or other and security is the roughest bunch you’ve ever seen, with ogres and a troll as back up. Always open, always busy.

Services and cost multiplier: Food, drink and accommodation at normal rates. Extra payment on accommodation will reduce the chances of your belongings vanishing during the night. Stabling available. No rules and lots of entertainments of every kind. The place is always busy but some of the bars are deliberately low-light with high-sided dividers between tables for privacy. Small meeting rooms can be hired too.

Owner and important staff personalities: The place is run by a half-ogre (!) called Sid Nertrid, and his troll-ish friend Tom Dunug (a human *Reincarnated* as a troll). The place is reputedly associated with the Poorhouse Guild and is the centre for a lot of their low-level activities and meetings.

However, Tom Dunug does not let them take over the place as he simply doesn’t trust them. Also, being a troll with a human’s brain, it’s pretty difficult to get anything past him. As a result a lot interesting personalities from all the Temples and Guilds pass through these doors from time to time. Security varies but it is always capable. Ogres and Bugbears have been

employed here but the regulars are mostly always up for a fight too, supporting the owners of their favourite boozer.

**Normal customers:** The usual customers are local commoners, adventurers, low-lives and drunkards, but not exclusively so. Black magicians seem to like it, as do many others, such as half-orcs, who like the anonymity of the place – no one bothers you here, usually, unless you're looking for bother. Almost anyone might turn up here, sometimes ending in a fight of one sort or another.

There is reasonably safe stabling around one side (isn't it curious how horse thieves always seem to avoid messing with war horses?).



**Notes:** This place has proven to be the most popular with Player Characters in play-testing. The central position, sensible prices, availability and variety in patrons makes for top gaming opportunities.

This is the very definition of a D&D pub, full of thieves and adventurers, con-men, busty wenches and mysterious strangers – and one of the owners is a troll! What more could you ask for?

Players being players, it is most likely that at least one of them will end up staying here. There's always jobs going and a regular person with a decent

charisma and some interesting skills will fit in here in no time. Not as hazardous as you might expect, but pretty colourful and not always the best place for a good night's sleep. There's a saying that if you stay in one place long enough then the whole world will go past; it might have been said about the Bawdy Wench. There are extra cellars and secret warehouses beneath the place as well. The doors are never shut and anyone can get a drink here at any time of day or night. The sign over the door says 'All worldly pleasures are contained within' but few people can read words like that.

### P9 The Bar on Dole/Dogran/Folek (The Knot)

**Location E8:** A cosy, smoky little hovel kept in near-darkness. Always full of shady, interesting characters and whispered conversations. Popular with poets and musicians; it's quite bohemian in its own way. It consists of a number of rooms connecting to a central bar so can be quite busy and still feel quiet.

**Services and cost multiplier:** Drink only, at normal prices. Many street sellers pass through here too so food is always available, of inconsistent quality...

**Owner and important staff personalities:** The place is owned by Captain James Habbard, who hasn't been seen for fifteen years, and run by his wife and their 12 year old daughter.

Gerym Tallfella is a regular here and this is the best place to contact the Assassin's Guild.

**Normal customers:** The Guard seem to frequent the place, as do many local businessmen and craftsmen, travellers and staff from other inns. Usually harmless, low-level adventurer wannabes and some dangerous others. Popular among the Black Magic guild members as well.

**Notes:** This is a hot bed of information if you know whom to ask or are known to the right people. Contacting the Assassins' Guild is always difficult and generally nothing will happen even if a character comes here often, unless the GM *wants* something to happen.

## P10 The Bar on Felling Street (the Fisherman's Rest)

Location F8: Near the docks, popular with sailors and always smelling of fish. Tatty but functional, wattle and daub. Often dangerous but rarely maliciously so, although there are some very nasty people who are regulars here.

Services and cost multiplier: Drinks only, normally priced but regulars might get the occasional discount ("Keep it quiet or the guild will hear and have me licence," etc.)

Owner and important staff personalities: Jud Gromskat, a one-legged ex-fisherman, who lets the upper 'flat' to Algon Smire. All Jud's three daughters, the youngest 13, are pimped out by him as prostitutes.

Normal customers: Probably not the sort you'd want to have a conversation with. Everyone is served here, at almost any time of the day or night, regardless of what they smell like or whose entrails are dripping off their hands.

Notes: This is a disgusting place really and has only been popular with one player character (a Dirkschnieder, it's hard to say which one). There are some connections with the Poorhouse Guild and sewer porters drink here, which adds to the atmosphere, if you see what I mean...

The place always grim and practically vibrates with seething resentment. Anyone with outspoken views or who just rubs anyone up the wrong way might find themselves unexpectedly back-stabbed at any time. All the regulars seem to see themselves as a breed apart and resent newcomers, unless they are sailors will find a chilly reception. Although anyone with a reputation for sea-bourne adventuring may find a surprisingly warm welcome here.

## P11 The Joint Inn

Location D10: This run-down squat looks almost derelict but is actually an inn and fully paid-up member of the Innkeeper's Guild. The place has tramps

and druggies sleeping in and around it. Inside the only furniture is various crates and boxes for sitting on and serving from. There are rooms upstairs for rent but they are just that, rooms. Any furniture they might contain is mainly by coincidence.

Services and cost multiplier: Normal costs (if they sold for less the Innkeepers' Guild would throw them out, and it's looking for an excuse to do that).

Owner and important staff personalities: This place is owned by Jedriah Porange, but run by 'Ferret' Golner. The staff are irregular in every sense of the word and it is a good place to 'vanish' if you're not careful.

Normal customers: The place sells the addictive drugs that the Druid in the Woods doesn't touch (although he does help manufacture them), and as soon as they have you hooked this is the only place to get them and the price starts going up. As a result the clientele are mainly drunks and junkies. Some other city low-lives frequent this place for the anonymity. Various people want to avoid the attention of the Thieves' Guilds and/or the Garde so this is the place for them. As long as they pay their way no one will ask them any questions. The place is on the Poorhouse Guilds territory but they have a very hands-off approach to Jedriah due to his connections.

Notes: Jedriah uses the place to push drugs, fence stolen goods and anything else he can get away with. This inn is often used for meetings by the underground as the 'Wench' tends to be watched more closely. The place is so out of the way, compared to other inns and bars, no-one comes here by accident and passing customers simply don't exist. Being a regular here is often not a good reputation to have but Ferret does have a lot of interesting friends...

## P12 The Docker's Arms Inn

Location F10: Predictably near to the docks this neat, bustling building is as much a part of the dockside society as the Sailor's Guild and the ships themselves.

Its rooms are always full of happy seamen and the bars ring to sea shanties and tall stories. The building itself is three stories of whitewashed stone and is a converted warehouse – the original pub burnt down over 70 years ago.

Services and cost multiplier: Food, drink and rooms all at the normal rate, with preferential rates to those arriving by ship (as the Games Master sees fit). There are double, family, captains' (singles) rooms and dorms, beds available 40% of the time. No stables.

Owner and important staff personalities: Kenny 'Keeleye' Smrog is an individual of questionable history, but some of it is undoubtedly naval. He is a captain who has lost three ships, and resorted to running an inn, along with his unfeasibly strong brother, "Thrasher" (high level fighter, double-specialised in club...). The rest of the staff will be sailors, retired or otherwise in need of a job.

Normal customers: 90% of the people in the place will be of a sailing background, others will be prospective employers or people whose businesses depend on sailing in one form or another.

Notes: This is the place to come if you want to hire a ship, a crew, or find a navigator, well-travelled adviser or guide. It is a useful place to be known in. The regulars aren't hostile of landlubbers but can be a little indifferent. There are many in here that wouldn't look out of place rubbing shoulders with pirates from any Hollywood swashbuckling film you can think of. This place differs from the Fisherman's Arms as it is a lot more pleasant and mostly full of genuine and honest sailing folk. While not perfect, the place is a lot more law-abiding and secure than that bar on Felling Street. There are links with all the Guilds, official or not, in regard of fulfilling long-distance transportation requirements.

### P13 The Traveller's Respite Inn

Location I11: Within staggering distance of the South Gate this thriving business is

the first friendly sign visitors to the second busiest gate in the city will see. The building is large and accommodating, clean and welcoming. The rooms are simple but comfortable and the staff friendly.

Services and cost multiplier: good food, very good drink and good accommodation, the food, stabling and accommodation is x1.5, the drink x2 (but worth it). Rooms are all twin or family (4), but there is one large dorm. Availability is 50%, dropping to 20% during festivals. Guides can be found here, as can a number of other businessmen who live off the profits of travellers, not to mention the travellers themselves in large numbers.

Owner and important staff personalities: Ostrix Bromfella runs a tight, profitable ship but most of that is down to his frighteningly practical daughter Nostra (married to Sir Garig Loombar of Karan, a Knight). The serious work is done by Ostrix's three thick sons (Gorx, Telex and Pacifix). Other staff are locals who need the money, which is reasonable. No slaves as Nostra doesn't think they work as hard as people who get paid for it.

Normal customers: All sorts of travellers and merchants stay here, it being the third choice after the Restaurant and the Swan's Wake in terms of quality and comfort. It would charge more if it could but its location so far from the Old Town works against it. They still do very well out of it all. Since the bulk of wine that Dunromin imports comes from the lands to the south a great deal of it comes through these gates, so what locals do come here tend to fancy themselves as wine-lovers or real-ale experts.

Notes: If this place was about today it would probably be owned by a pub-grub chain; the place is simple and well-run, while lacking a certain soul. There are links with the Thieves' Guilds, especially the Poorhouse, and links into the catacombs to enable smuggling in reasonable quantities (it's the largest single importer of illegal merchandise, not that they would ever get raided). The family are a simple and rather

irritatingly conceited bunch, but the place is always noisy, bustling and crowded so you are less likely to be 'overheard' here. The owners are very particular about keeping everything nice and neat and anyone looking like they are spoiling for a fight might find themselves thrown out and banned for life.

#### P14 The Knight and Serpent Inn

Location J8: A short distance from the South Gate and the New City (Lower) Market, this place is popular with all sorts of people and renowned for its bear-baiting, cock and dog fighting (in the back yard). The structure itself is colourful and the pennants of a knight hang outside (the owner). It's structurally sound and not unpleasant to stay in.

Services and cost multiplier: Everything at normal pricing. The basic accommodation is 50% available, and includes all types of rooms. No stables.

Owner and important staff personalities: Owned by Sir Fordé Doomtrodden, who is rarely in the city, and run by his retired page Den Potter. The staff is a practical assortment of locals and slaves. There's nothing fancy about the place, but there is a strong emphasis on gambling of all sorts. The individuals running the best tables and games know that to remain successful they need to give Den and the Thieves' Guilds a cut of the winnings.

Normal customers: Gamblers, locals and many regular travellers. Many specialist craftsmen can be found here, like falconers and animal trainers, as well as normal commoners and peasants. There is a great tradition of travelling entertainers and storytellers as well. This is the place for an entertaining night out.

Notes: There is a connection with the Poorhouse, the Western Old Guild and the Arborium, with contacts available to any that need them. There are a lot of artistic types in the patronage and plays are sometimes performed in the woods near the rear of the inn. There's

no stabling in the place, instead they rely on the professional stables down the road.

#### P15 The Storm Inn

Location M7: If you want a fight come here. The place is kept frighteningly spick and span and outside is hung with trophies and the coats of arms of all the Guarde regiments. The pride of place goes to the local Storm Regiment, some of whom are always in here being loud and conceited. The rooms are run with almost military scheduling and most normal people find the place tedious. It's cheap for the standard of accommodation, food and beer, but the average player will bore of it very quickly.

Services and cost multiplier: Everything is the normal price, and there are dorms and four-bed rooms only. 75% available. Some stabling. Additional unusual services include armour polishing and weapon repair. Several local merchants pay the staff a back-hander to get business directed at them ("Your armour's looking a bit worn sir? I know a bloke who'll fit you all up right and reasonable, all quality craftsmanship if you know what I mean?"). Despite promises though, prices are no cheaper than anywhere else. Advice, however, is in abundance, on all subjects, all the time, and very little is of any use.

Owner and important staff personalities: Barnes Steadman in an ex-sergeant-major from the Storm Regiment (what a surprise) and runs the place with a staff made up entirely of maimed or retired Guarde members and their families. There's a nice atmosphere, if you like that kind of thing.

Normal customers: Almost entirely military types of one sort or another, or travellers who have yet to learn about the alternatives. The East Gate is the quietest in the city and many believe it is because of the Storm rather than geography.

Notes: There are no rules for this place, you either love it or hate it. There are more

bullshitters and second rate thieves and warriors here than anywhere else in the Land. There are no links with the thieves guilds but if these things were ever measured you'd find yourself more likely to get robbed or punched here than anywhere else in the city, including the Circus.

### P16 The Silk Shop Brothel

Location G2: Hidden in the back-streets of the Old City this quiet little textile emporium looks like a fashionable outlet for some stylish threads and there is a shop in the front selling silk, although not very competitively. The back rooms are where the real business takes place and they are all richly appointed and well-staffed. This is the most stylish brothel in the city.

Services and cost multiplier: Drinks are x4 as the place is a brothel. Make up your own prices for the services if the Players need to know them, but the Silk Shoppe is more expensive than Lady Mary's.

Owner and important staff personalities: Owned and run by Janis DeMouvre, a male Cleric of Aphrodite and a dedicated Bacite. He does some preaching and cheap *Cure Disease* to regulars. Security is five acolytes and sometimes more senior clerics of the Bacite community. The staff is mainly specially selected and cared for slave girls, 'quality' girls down on their luck, free spirits of the local womenfolk, and some menfolk.

Normal customers: Rich merchants visiting town, successful bachelors and many others (the service is complete and discrete and you are reasonably unlikely to get blackmailed later).

Notes: Expensive compared to Lady Mary's, but you probably get what you pay for. The influence of the Thieves' Guild is limited but there is some Western Old Guild involvement. This place is unlikely to be of interest to your average player.

Despite appearances everyone knows this is a brothel and, although many people in society disapprove of such

establishments, it is still perfectly legal, acceptable and even encouraged among certain circles. The Oldest Profession is alive and well in Dunromin but the relevance of such places to you very much depends on your own style of role-play. Various intrigues can be hatched here but given the *lesse faire* style of Dunromin sexuality there is less scope for blackmail.



### P17 Lady Mary's Brothel

Location H7: The ramshackle, infamous bordello that is 'Lady Mary's' is a large building near the Lower Market and on the edge of the Maze. The premises are minimalist in every sense of the word, with the quality of staff and surroundings reflecting the rates you are charged. The only entrance to the brothel for the public is the main one and there's nothing on the outside of the building to reveal its purpose, although *everyone* knows what it is and where to find it. Inside is a party atmosphere where everything goes and is available almost every hour of the day and night.

Services and cost multiplier: Drink and food at double normal prices, with various

lewd entertainments, plus the place is a brothel.

Owner and important staff personalities: Lady Mary (mid-level Courtesan) herself is a classic old Dame who knows all of her regular clients by name and is wonderfully flirtatious but professional in everything she does. She is assisted by her two daughters, Selina (high level Courtesan, 25 years old) and Natasha (MU/III mid-level, and 19 years old). The rest of the female and male staff are human, elf, half-elf, half orc and all the other demi-humans. No humanoids and no slaves (except to clean the place). Anything goes but prices reflect risk.

Normal customers: Everyone. Even the ones you wouldn't expect (Selina is *very* powerful, after all).

Notes: There are rarely fights here and often wild parties that seem to sap your wallet as you enjoy yourself. There is a huge Poorhouse Guild influence but not so much as to drown business. The women who work here are often used for other purposes and although generally well looked after, have been known to vanish from time to time. There are women on the streets as well but the ones here are reasonably protected. Security is hidden but always present and reasonably dangerous. Lady Mary is playing a dangerous game, as is her eldest daughter. They know they are far from irreplaceable and their existence in the city reminds a lot of older, high ranking men of the naiveté of their youth. It is only by the cultivation of friendships with the right people and the knowledge of the secrets of the others that Lady Mary and her daughters remain alive. Mary is a bit of a puppet of the Poorhouse Guild in a lot of ways but still smart enough to make her own decisions.

The women that work here are down on their luck, vulnerable and destitute. Many will have the air of desperation about them but most are seasoned professionals who know exactly how to get what they want. Mary takes what care of them that she can but she is no soft-hearted saint. This loyalty, such

that it is, goes both ways. Even in a sexually liberated city like Dunromin the job of prostitute is *not* one people aspire to.

### P18 The Home of Alan son of Matthew (Big Al's Place)

Location E5: This tall, slim house is unique in the street in that it is made entirely of stone with bars on the windows, iron-bound shutters and a slate roof. In the evenings and most of the night soft music plays and many locals can be seen entering and leaving the ground floor bar. Inside the atmosphere is gentle, soothed by pleasant perfumes and music. The low lighting highlights the bar and the attractive serving wenches. The brothel is upstairs.

Services and cost multiplier: Drink is x3. This place has a brothel upstairs but is also popular as a bar.

Owner and important staff personalities: The place is owned and run by a larger than life and gregarious gentleman called Alan son of Matthew, better known as Big Al. He's a big man with many powerful friends. The soothing music is played by Alfred 'Tunes' Lovelace on harp or lute and the staff are all beautiful women (no male staff) of most of the main races. There is no security but no trouble either. Lee the Reed is also often in evidence as a skinny, anonymous street kid apparently used as a messenger-cum-washer-upper.

Normal customers: The bohemian ambience of the place attracts all sorts of drinkers as well as people interested in the more immediate offerings of the rooms upstairs. This is the only brothel in town that actually makes money as a bar as well. Since the prices aren't low it tends to attract the wealthy bachelor types and those who have learned to chill out. Not to mention the frightening proportion of the city upper classes who have been *Charmed* by Big Al.

Notes: Big Al's double life as a vampire makes some functions in the city awkward,

but he and his associate Nicolias Morgul ('old Nick') at the Black Magic Guild are working on that. Big Al is very ambitious and arguably the single most powerful political figure in the city, although no one really knows who (or what) he is. Lee is actually a charmed Doppleganger whom Big Al uses for special jobs. Lee has a number of special skills and Magic Items to assist him and has a thorough knowledge of the city both above and below ground. Lee is a Monster with Adventurer levels and is a mid-level thief.

### P19 La Boîte de Grenouilles

Location N3: The name of this inn is the Loomish for 'Pavilion of Ecstasies'. This is possibly the oldest, erm, socialising public building in Dunromin, built many centuries ago before the city grew up around it. In truth it's not really an inn or a bar but more a public performance area run a bit like a social club cum eatery. There is one main performance area with a serving station where refreshments can be sought, and several other areas where groups can gather. There are serving staff acting as waiters bringing food and drink out from the kitchens and bars below the rear of the building. Rather than a commercial enterprise the La Boîte de Grenouilles is run more like a charity than a business, as are most elven social accommodations elsewhere across the world (although this place still churns a very healthy profit for the owners). It is located deep in the densest woods of the Elven Quarter and has several trees growing up and through it.

'The Box' as many commoners know it, has been run by the Ponce family for hundreds of years, possibly since it was founded, although elves seem less bothered about such things as lineage and tradition than you might expect. It is a popular place for Wood and Grey elves to congregate of an evening and particularly at festival times and other celebrations. Less so with High Elves

who prefer the less esoteric delights of other inns in the city.

The building itself is a collection of meeting rooms and accommodation arranged around a central theatre-style seating area. Drinks (elven wine, fruit juice and the like only) and excellent food are available (portion size is small for humans and the dishes are vegetarian in the majority) at any time, day or night. Local and travelling musicians and storytellers are almost always performing here, with the emphasis on high art rather than the more accessible stuff at the Elven Temple and the other inns. As a result, Halflings are less common here than at the Elf's Walk Inn.

Also, audiences are expected to tip heavily and will be openly scorned and criticised if they don't. The décor is sumptuous elven woodland style and opulent. Accommodation is luxurious but only available to elves and (possibly) half-elves. Around the base of the structure are many little single-room apartment/workshops that are used by elven artists, available for rent. Services and cost multiplier: x3. Note that everyone here converses in Loomish as exclusively as they can. Anyone insisting on talking in Common all the time will be treated quite poorly.

Owner and important staff personalities: The place is run by an extended grey-elven family by the name of Ponce. The oldest is the graceful but conceited Insignia Ponce, an elderly lady elf who still looks after the performance artists playing here, whom she treats as old friends and confidantes. Other key staff are her two sons, Mirror and Finbar, and their wives Lily and a half-elf called Doris. Mirror and Lily have three children, all mature and married but the list becomes too complex after this. The family is incredibly arrogant, camp and bitchy, even for Grey Elves, and have nothing to do with any of the Guilds, legal or otherwise. None of the staff are unrelated and all are Grey Elves.

Normal customers: Wood and Grey elves of the city and the Forest of Loom are welcome here; half elves and elves of

other heritage are tolerated politely unless known to the family. Humans, Halflings, Gnomes and Dwarfs are likewise tolerated but all are pretty rare here. Half-orcs are simply told to leave unless they are known to the family or are known to have human mothers who were raped by orcs (they get the sympathy vote and will probably be treated well). Orc and Deep Elf slayers of good reputation and manners will also be treated well here.

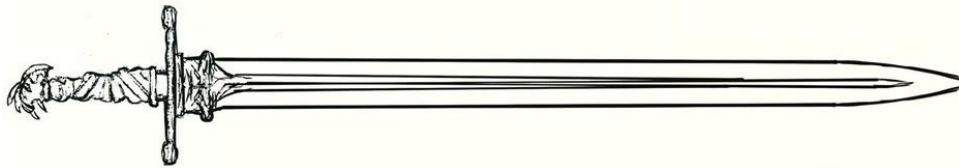
Some members of the Olven Guarde may pass through here, on or off duty, but no other Guarde will ever be seen inside. The likelihood of encountering any members of the illegal guilds here at all, including the Arborium, is slight although not unknown.

The place, or at least the odd room, does suffer the occasional burglary, but the owners will seem to react as if it is the victim's fault and that being robbed is actually an insult to the Ponce family.

**Notes:** This is probably the most racist of all the establishments in Dunromin, with the possible exception of the

Babylonian Temple. The owners are uniformly of a very high opinion of themselves and their kin, and a low opinion of the rest of the population. They are very honest and legal for Dunromin (well, for anywhere really) but that doesn't make the place very hospitable unless you are a Grey or Wood Elf and/or very much into your performing arts. The place is very snobby.

That doesn't mean that there aren't adventuring possibilities here, of course. The place is very old and has deep roots below the city. Plus, it's a pretty safe place for an elf to hide or for someone to hide something elven. Or other Guilds might arrange to meet new contacts here to create the illusion the place has something to do with their organisation. This would be difficult but could be used as a massive red herring for anyone trying to get into the Arborium but whom the Guild suspects of unfavourable intentions.



## Import Businesses:

### B1: Lovejoy's Auction House

Proprietor(s): Edward Lovejoy

Location: D5: SW side of the Old City

**Business:** They auction anything here, and there is a storage area as well. The place is guarded and secure. There is nothing they won't try and sell, and they know of buyers in the country and beyond for even the most extraordinary things.

**Notes:** They take 10-30% sellers fee, depending on the nature of the goods being sold. They make their bread and butter selling imported goods to local merchants. It's almost a cash and carry, and many of the auctions are run by the guilds so entry is limited to

support trade through guild members. It is here that rich families flog off heirlooms and successful adventurers sell the spare magic items they get from adventures. Such magic auctions are always a bit of a crowd-pleaser and they are a draw for visitors from huge distances away, boosting the local economy and the reputation of the city considerably. Large auctions can be held at the Circus.

### B2 Dooga and Brenn, Solicitors

Proprietor(s): Krillo Drooga and Yorvid Brenn

Location: D5: SW side of the Old City

**Business:** These highly competent individuals can be hired to assist or represent in civil actions between local businesses and execute wills and such.

**Notes:** The legal profession in Dunromin is somewhat primitive but these guys know all the precedents and what you can and can't get away with, not to mention having good relationships with all the Garde Captains. They are known in the Thieves' Guilds but are regarded as useful camouflage and rarely bothered.

### **B3 Proktor and Ghambull**

**Proprietor(s):** Kenard Proktor and Gharn Ghambull

**Location:** D5: SW side of the Old City

**Business:** The specialist area of these two knowledge depositories is real estate and business affairs. They know all the major merchants and make their money identifying suppliers and customers, with most of their work involved in selling and renting property of all kinds. They would be called 'facilitators' if anyone invented the word. Good salesmen too.

**Notes:** They are useful for legal advice and can be contacted if you are buying or selling land or property. They tend to go for the more profitable deals but are also keen on making money anywhere they can. With a book full of dodgy business partners an adventuring party might be hired by them to prevent/accelerate the sale/loss of some significant property or other.

### **B4 Dergul, Whyn and Mosfat**

**Proprietor(s): Dergul, Whyn and Mosfat**

**Location:** D3: southeast of the Castle.

**Business:** These guys are accountants. They can be employed to inventory your stores, property and staff, and used to take the minimum damage from the tax office.

**Notes:** There's not a lot of call for these people in the city, but they work with the tax office to lower their clients' bills and take a percentage. Some barons use them to help them negotiate smaller Tribute for the king but it doesn't always work. If the PCs become rich

and powerful the GM might let these guys reduce their annual tax bill.

### **B5 Slave Registry Office**

**Proprietor(s):** The Merchants' Guild (Slave Merchants' Guild Hall)

**Location:** G3: East side of the Upper Market

**Business:** All the slave owners in the city are supposed to be documented and licensed from this building (not the slaves themselves; that would be an impossible task). It is the best way to keep track of the slave population in the city, since the practice of branding is not as widespread as it once was.

**Notes:** Legal slaver merchants and owners will all be logged here and fatalities are normally reported here as well. There is also a horrible 'warehousing' area for rent that is often full. The staff includes some rather nasty guards.

### **B6 The Merchants' Guildhouse**

**Proprietor(s):** The Merchants' Guild, the housekeeper is Jason Carudes

**Location:** G4: East side of the Upper Market.

**Business:** This is the headquarters of the Merchants' Guild

**Notes:** The building is very well maintained and built fit for purpose; four storeys and an attic. There are numerous meeting halls, function rooms and other areas (including secret passageways). Read about the Merchants' Guild and the Western Old Guild to learn more about this den of intrigue.

### **B7 Employment Agency**

**Proprietor(s):** Owned and run by the Merchants' Guild.

**Location:** G4: East side of Upper Market.

**Business:** Hard to describe in modern terms, but this is a place where skilled people can advertise their skills and abilities. Rather than a place for the guild members, this is a place for the craftsmen. Where they can meet each other and vie for customers for their various trades. They pay a tariff to be represented here. It's almost like a cross between the Yellow Pages and the Internet.

Notes: It is unlikely this place will be of any interest to the players unless they want a builder or a plumber.

### **B8 Architects**

Proprietor(s): Gurth Tidcum (Dwarf)  
Location: E4: SW corner of Upper Market  
Business: Designing and orchestrating various stone constructions.  
Notes: If you want a house or castle designing come here. Not cheap but very good, as long as it's predominantly a stone structure. An associate of Zoot Allorz.

### **B9 Architects**

Proprietor(s): Edwardo Diminim  
Location: E3: West side of Upper Market  
Business: A small firm specialising in remodelling and restoration work.  
Notes: Run by humans and employing skilled craftsmen and slaves.

### **B10 Doctor Wappo's Marvellous Emporium**

Proprietor(s): Dr Wappo  
Location: E4: West side of Upper Market  
Business: This small business employs several magic users and illusionists to provide the populous with simple magic items to make their lives easier. The biggest seller is the *Continual Light* unit (with shutter) at 200gp. How they manufacture such things so cheaply is a closely guarded secret but they have a number of other ideas as well, including many we would associate with science rather than magic – such as their Flash Sticks (matches).  
Notes: Spell casting to order, useful and stupid items of a magical and non-magical nature. For instance unicorn's horns for detecting poison (narwhal's actually, but they don't get any complaints). Anybody coming up with a novel idea will soon get it copied by this man. For sale in the 'an adventurer can't do without' section are the collapsing 10' pole (five x2' sections that screw together), portable latrine (toilet seat on a stand with a leather bag under it), rather primitive matches, and so on. The way they manufacture so cheap is that they have jobbing low-level MUs casting *Continual Light* on pebbles for

them time after time at 25-50gp each. Put the pebble in a hooded lantern and you're done. See the section on Dr Wappo's inventions in the Appendices.

### **B11 The Name of the Rose College for Ladies**

Proprietor(s): Mistress Alice Harcourt  
Location: G2: Near Old East Gate, east of the Circus  
Business: This elegant building will always be decorated with flowers in baskets and the sound of music and singing often rings often from within. This is a finishing school for the young women of high society and the up and coming – sending your daughter here is quite a status symbol. The young ladies brought here, from the age of twelve to eighteen, possibly longer, are taught etiquette, literature, needlework, music and dancing, self-defence and lots of other skills vital for the young debutante in the city. They are also taught heraldry and history. Members of the party may purchase relevant training here, but only if they are female.

Notes: This grand, old establishment has a long history and many of the upper classes of the city and wives of barons have studied here. It is unlikely the party will have anything to do with this place but any female Courtesans may have received their training here.

The place is the headquarters of the Guardians of the Heart, a Secret Society run by very senior and royal women in the city for the protection of the hierarchy and preservation of the royal bloodline. See the notes on this secret society in the Key NPC section.

Young ladies who demonstrate certain military aptitudes, or at the request of their parents, are also trained in weaponry here and all are taught the dagger weapon proficiency for self-defence. The staff are all human as are the majority of the students. Half-elves and pure elves are the next most common and perhaps the odd Halfling. This isn't a deliberate policy but rather an observation of the cultural values of the different races.

### **B12 Astromelda the Grand Visier**

Proprietor(s): Astromelda (MU 5+)

Location: D5: SW side of the Old City

Business: Fortune telling and warding for the rich. The building is suitably draped in mystic symbols but the inside is more like a bordello than a place of business. Astromelda also has a collection of magical and scientific texts regarding the nature of the universe and astrology and astronomy.

Notes: While the magical skill of Astromelda is beyond dispute, proof of her visionary abilities is limited. She has managed some stunning things but her success rate is less than 25%. The rich of society come here for advice and magical aid so she is also an excellent source of information for the Western Old Guild whom she charges for any little snippets she comes across.

### **B13 Jerym Ponderis, financier to the well to do**

Proprietor(s): Jerym Ponderis, a rich moneylender who models himself as a bank for the rich.

Location: D4: Close to the West Gate

Business: When the upper classes need money in a hurry but can't use the bank or want a cheaper rate, this is where they come. As a result, the proprietor has options on a number of very desirable objects and properties. Very discrete though. If you are looking for property or the purchase of a magic items you might be surprised as to what he has on his books.

Notes: 3% per month to well-known upper classes, 5-10% to successful adventurers and more to others. He has little or nothing to do with the thieves' guilds and may hire adventurers as debt collectors if he needs to. Normally the threat of public disgrace is enough to get what he wants. Despite being in competition with the Bank he is on good terms with the organisation and most of the senior staff are personal friends. All his money is kept in the bank but he can get hold of cash, a lot and quickly, if required. He also does work with the Priestlings of the Bright Fruit to off-set his risk.

### **B14 Old City Pawnbroker, Moneylender and Financier**

Proprietor(s): Gern Doupher

Location: D4: Close to the West Gate

Business: Lending money or pawn broking assets to anyone he chooses. Has been known to use adventurers to collect on monies owing him, especially if the debtor has moved on.

Notes: Less picky than Ponderis, but charging higher interest rates and more likely to get muscular with defaulters. More, well, sordid really. Has some things to do with the Thieves Guilds, but mainly as a fence for stolen property. Will buy adventuring loot at a low rate.

### **B15 Scribes Are Us**

Proprietor(s): A company of scribes, researchers, sages and skilled thinking persons.

Location: I2: East side of the University near the North Gate.

Business: A company of scribes, researchers, sages and skilled thinking persons who hire themselves out to do research or any other thinking service. They make a reasonable living copying books for the Great Library and a number of them have some astonishing general knowledge.

Notes: They rival the University and Sages' Guild in their skills and have access to those and other resources. They use whatever resources they need to assist in their researches and charge a lot of money. They are very good however, and normal research and training times can be as much as 20% reduced. Prices reflect this.

### **B16 The Alec Press**

Proprietor(s): Alec Caxton

Location: G2: East side of the University near the North Gate.

Business: Printing stuff, copying woodcuts, book binding and so on. They have printing presses and type-carvers in house.

Notes: Will do anything for money. This should revolutionise the modern world, but paper production is still slow and laborious and the scribes' guild realises this...

If the party need any printing doing they can come here and get it done but it is unlikely to feature in any gaming unless any of them fancy being newspaper entrepreneurs. The level of technology at the moment is that each page of script is carved from wood-block by hand. The concept of a movable typeface will probably have a major effect on the whole of society. Have a read of Terry Pratchett "The Truth" Discworld novel for ideas here...

### **B17 Sunny Investigations**

Proprietor(s): Kelmin Grogar, Fromealla Yonsarin and Harry Mallet, three retired thieves.

Location: E5: SW side of the Upper Market in the back streets.

Business: They do investigations for people; watching spouses, guarding people, finding missing persons and the like. They take a pride on doing everything in-house but occasionally have to hire extra muscle if they rub someone up the wrong way. They are a very legitimate way to find out about someone.

Notes: They are independently wealthy and successful adventurers from Karan, but got bored with retirement. They have contacts all over the place and have even been used by the thieves' guilds where an anonymous associate was required. They may be competition to the players for various reasons or they might be an adventure hook in some other way – perhaps if one of them goes missing mysteriously ...

### **B18 Arum the Soothsayer**

Proprietor(s): Arum Delectus

Location: E5: SW side of the Upper Market on the main route down to the Old South Gate.

Business: Fortune telling and advice to the weak spirited and gullible, you might think, but this is D&D and signs and portents might work quite effectively. Arum is closely associated with the Celtic Temple as one of the things he can do very well is predict the paths of the Moon (which are not

regular) and advise on the best dates and routes for the Wild Hunt.

Notes: He's actually better at prediction than Astromelda but lacks the contacts, respectable clients and ambition. The two don't get on in an hilariously camp, hand-bags at dawn kind of way. Arum does have a sinister side to him though and suffers nightmares about the return of the Great Old Ones. He also suffers from bouts of depression and self-medicates with opium, obtained from the Druid in the Woods.

### **B19 Pawnbroker**

Proprietor(s): Bogart Cringe.

Location: G8: North side of the Lower Market.

Business: Small time pawnbroker and moneylender. Possibly useful for cashing in treasure of a dubious nature.

Notes: Does business with anyone, sells anything, funds anything, uses anyone he sees fit to collect debts, even the Assassin's Guild if he thinks it's appropriate and he isn't going to get his money back. Will buy adventuring loot at the lowest price he can get away with.

### **B20 Ingleisch the Housing Agency**

Proprietor(s): Gregarin of Ingleisch

Location: F8: North side of the Lower Market.

Business: Advertising, buying and selling property, in and out of the city.

Notes: Not a wealthy man but he lets a lot of property and everyone knows how crooked letting agencies can be.

### **B21 Lloyds Shipping Insurance Company**

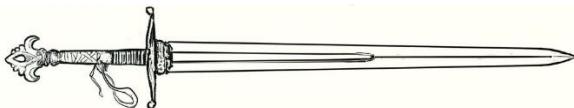
Proprietor(s): The Lloyd Family

Location: E9: East of the Docks.

Business: Insurance of ships and caravans.

Notes: Another one that's just here because they might hire the adventurers to investigate someone who is trying to defraud them or get some group that seems to be attacking their clients. Few people will actually claim since there are rarely any survivors of a shipwreck or caravan raid. The concept of Insurance doesn't really work in terms

of the loose legal system of Dunromin but insurance is a gamble so maybe these guys will take bets on large investments...



### **Warehouses – a general note for Games Masters**

Dunromin Warehouses are multi-storied brick buildings of superior construction. They are generally run by large trade organisations, individual businesspeople or fronts owned by one of the Thieves' Guilds. These owners rent out space within them to anyone willing to pay to store anything they want apart from living things (not slaves or livestock), although generally the owners will try and organise their stores so that similar or at least compatible wares are kept together most of the time. Or at least the reputable ones will.

As Dunromin is a Trading Hub there are plenty of requirements for non-perishable goods to be stored while customers are found, ships become available or for any other of a dozen reasons. The stored goods might not even be for sale or the owners might have forgotten about their stuff (or be dead). Owners of the warehouses might never visit the place or take a daily interest in whatever's stored here, whichever is more inconvenient for the players. Similarly the owners are supposed to keep ledgers of their buildings' contents and be able to produce these on demand for members of the *Guarde*, Tax Office or the Harbour Master. The various owners have different levels of efficiency and honesty when it comes to such records.

The status of 'warehouse' is a complex one legally. Since the contents are not always owned by the owners of the warehouse there is a flexible concept of ownership surrounding the whole idea. This is unlikely to impact on play but, if it does, the GM is advised to play it in whichever way will cause the most grief to the players – for instance, the *Guarde* may take ownership of suspect or unclaimed wares unless title can be proved (and may sell the wares if there is any delay in proving title). There may be no come-back on the warehouse owner in the event of a theft unless a special

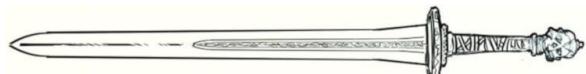
protection fee is also paid, and not necessarily just to the owner.

Note that no fresh produce is stored in the warehouses, only goods with a reasonable shelf life will be kept here. Fresh produce will be taken straight to market but fresh produce will rarely be brought in by ship from far away anyway. There are light skiffs on the river and endless carts on the roads carrying fresh products in and out of the city but these don't use the warehouses and will probably not be loading and unloading around the larger dock areas.

There are no warehouses in Shanty Town. Nothing in them would last longer than five minutes...

During the day these buildings are always busy with stuff being moved in and out by porters, who are all members of the *Sailors' Guild*. The warehouses are also trading floors and the owners of the wares will be visited by prospective customers to inspect the merchandise, haggle and deal. There are various nefarious activities as well, including theft, racketeering and protection.

During the night there will be watchmen of varying moral standing looking after the places and often there will be more secretive persons moving about the places and deals being made. Some the warehouses have concealed access to the *Undercity* or the *Sewers* so *Sewer Porters* can also move contraband around. Some of the warehouses will be open plan on each floor, other collections of rooms, large and small, with (lockable) entrances internally and externally, or a mixture of both. All warehouses have at least one door on each floor on the side nearest the docks above which is a jib for ropes, block and tackle and other lifting gear so that large loads don't have to be walked up and down the stairs. Someone moving small loads up by these fixtures might find themselves in trouble with the Porters though...



### **B22 Warehouse**

Proprietor(s): *Merchants' Guild*

Business: Storage of commodities brought to the city or being exported.

Notes: Dunromin warehouses tend to be 3-4 stories tall and made of stone (occasionally upper floors will be

wattle and daub) with tiled roofs. They are busy during the day and guarded at night. The contents will vary depending on the season and the business of the owner. The owners will, by necessity, have some kind of relationship with one or more of the Thieves' Guilds but this may be anything from mutual intimidation, to protection, to a business arrangement. The warehouses tend to be lit with oil lamps but being built of stone there is little risk of fire. Attics and wall spaces might be occupied by Bookas or similar monsters but otherwise these structures are unlikely to be of interest to the party.

#### **B23 Warehouse**

Proprietor(s): Merchants' Guild  
Business: Storage of commodities brought to the city or being exported.

#### **B24 Parkes' Bathhouse**

Proprietor(s): Griffin Parkes  
Location: E9: between the Docks and the Lower Market.  
Business: Everything to do with personal grooming and cleanliness. Parkes' have many rooms and hot and cold running water. Separate areas cater for male, female, family and mixed bathing. Haircuts, shaving, massage, tattooing and so on are also available. Less posh and more functional than "Rupert's Bathhouse" in the old city near the Norse Temple. Here the costs are simpler, 5sp to 1gp for a haircut, other charges in line with this. Also unlike Rupert's this place is less of a social hang-out. Anyone hanging around too long will get some funny looks.

Notes: The hot water is heated by some low hit dice Fire Elementals (supplied by Diabolist contacts in the Black Magic Guild) and carried by bucket and slave to where-ever it is needed. The proprietors are the Parkes Family, led by Griffin Parkes. They have no direct nefarious links and are tough enough to stand their ground (although they do pay the Poorhouse Thieves' Guild protection).

#### **B25 Warehouse**

Proprietor(s): Merchants' Guild  
Business: Storage of commodities brought to the city or being exported.  
Notes: As B22

#### **B26 Warehouse**

Proprietor(s): Salek Drood  
Business: Storage of commodities brought to the city or being exported.  
Notes: As B22

#### **B27 Warehouse**

Proprietor(s): Douglas Fairbink  
Business: Storage of commodities brought to the city or being exported.  
Notes: As B22

#### **B28 Warehouse**

Proprietor(s): Jedriah Porange  
Business: Storage of commodities brought to the city or being exported.  
Notes: As B22

#### **B29 The Dunromin Shipbuilding Company.**

Proprietor(s): Desmundt Van Cliyah and Horrace Gavalier  
Location: F10: east of the docks on the Old Wharf  
Business: Building ships and boats (merchants and fishing vessels in the main).  
Notes: Employs a number of people and is probably the only regular shipyard in the Land of the Young.

#### **B30 Store Yard**

Proprietor(s): Owned by the Dunromin Shipbuilding Company and used to store equipment and materials.  
Location: E9-10: East of the Docks.  
Business: Storage and working area for timber and ship's tackle. Some is for sale as well.  
Notes: Certain specific items are manufactured here, others are bought in.

#### **B31 The Dunromin Shipbuilding Co.**

Proprietor(s): Desmundt Van Cliyah and Horrace Gavalier  
Location: E10: East of the Docks.  
Business: Building ships, mainly warships and smaller craft.

Notes: Much as for C8 but less busy.

#### **B32: Warehouse**

Proprietor(s): The Harbour Master

Business: Storage of commodities brought to the city or being exported.

Notes: As B22

#### **B33: Warehouse**

Proprietor(s): The Merchants' Guild

Business: Storage of commodities brought to the city or being exported.

Notes: As B22

#### **B34: Warehouse**

Proprietor(s): The Merchants' Guild

Business: Storage of commodities brought to the city or being exported.

Notes: As B22

#### **B35: Warehouse**

Proprietor(s): The Merchants' Guild

Business: Storage of commodities brought to the city or being exported.

Notes: As B22

#### **B36: Warehouse**

Proprietor(s): The Merchants' Guild

Business: Storage of commodities brought to the city or being exported.

Notes: As B22

#### **B37: Warehouse**

Proprietor(s): Edward of the Guard

Business: Storage of commodities brought to the city or being exported.

Notes: As B22

#### **B38: Warehouse**

Proprietor(s): Edward of the Guard

Business: Storage of commodities brought to the city or being exported.

Notes: As B22

#### **B39: Warehouse**

Proprietor(s): Lady Mary

Business: Storage of commodities brought to the city or being exported.

Notes: As B22

#### **B40: Warehouse**

Proprietor(s): The Shop Owners' Guild

Business: Storage of commodities brought to the city or being exported.

Notes: As B22

#### **B41 The Shop Owners' Guild**

Proprietor(s): Part of the Merchants' Guild

Location: G6: Centrral, east of the Old South Gate, marked in orange.

Business: A meeting place for stall and shop owners to discuss business, exchange news and fix prices. It is closely associated with the Merchants' Guild but tends to look after the smaller businessman. A lot of information is available here and usually at a cheaper rate than going direct or through the Merchant's Guild themselves.

Notes: There is access to the catacombs through here. A sharp talking Player Character can find out the real cost of stuff you need if you are buying in bulk. The definition of 'Shop Owner' is varied and membership is open to pretty much anyone who wants to fix pricing or compete in a market that's already got Guild involvement. It has been known for Guild Members to gang up to fix pricing and work together to drive non-guild members out of business. This place is really a department of the Merchants' Guild but the members like to think of themselves as a special group and resent the size and affluence of the main Merchants' Guildhouse.

#### **B42 Pawnbroker/Moneylender**

Proprietor(s): Delna Gromblurt

Location: G10: South side of the Lower Market.

Business: Lending and fencing stolen gear or adventuring loot. The rumours suggest they will buy and sell anything, no questions asked, but this is probably reflected in the rates they offer.

Notes: Will buy anything at 10-60% off real value, and sell at list or more. Lending rates are competitive. Orc killers get a preferential rate; 10-20% better.

#### **B43 Pawnbroker/Moneylender**

Proprietor(s): Shamus Peabody and Jerim Slott

Location: H8: East side of the Lower Market.

Business: Lending money and buying adventuring loot. They regard themselves as being quite respectable

but come across as being vain and arrogant.

Notes: As for B42 except for the orc bit.

#### **B44 The School House**

Proprietor(s): Pavlova Generoe

Location: I10: Close to the South Gate.

Business: Teaching reading, writing, etiquette, arithmetic and most of the Society Life Skills. They have a number of private tutors on their books and charge a small fee for arranging personal tutors, nannies and such. They tend to be a little more specialised than the University, catering for the special needs area of the gentrified market but also offering finishing services to young ladies and gentlemen and courses in heraldry and etiquette, etc. Many of the skilled individuals divide their time between this place and the Name of the Rose College for Ladies.

Notes: You can get cheap training here, but it takes longer. 10 weeks and 100gp per slot. Writing, reading (common and certain local demi-human and similar), Sums, Mathematics I and Etiquette.

#### **B45 The Mill**

Proprietor(s): Jedriah Porange, Mornema Luftheart, Desmundt Van Cliyah, and Ogronis Divmeng

Location: H-19: East of the Lower Market.

Business: This is probably the only organised manufacturing industry in the city. Different floors are dedicated to different parts of the activity of turning cotton, silk and wool into various household items (like clothes and bedding mainly). There is a small pottery on the ground floor mass-producing simple tableware. Similarly there are weavers working in reeds and light woods.

The raw materials are sourced by special merchants around the whole kingdom and imported using the Mill's own wagons. Indeed, they are often blamed when people trying to import cloth separately have difficulty with bandits and such. There is always some discussion or intrigue surrounding the self-important

tycoons that run the Mill, noticeably next to the work house which the tycoons also own. These interesting people might be generous patrons to a group that resolves an issue for them or presents them with another opportunity. It is probably only a matter of time before the business lessons that are being learnt here are replicated across the city – although the technology for mass, machine-based production does not, as yet, exist.

Notes: Employs skilled workers and uses the poor and derelicts as casual labour. This could be a front for camouflaging bigger criminal activities as well as being a successful industry in itself. Mass production has yet to catch on in Dunromin but it's being learned fast. Mass-produced garments from here are exported all over the country and beyond, but the quality is still inconsistent and lower than the real craftspeople around the city. Prices reflect this but not as much as you might like them to.

#### **B46 The Arms Guild**

Proprietor(s): Gorffrik Demout

Location: E5: SW side of the Upper Market in the back streets.

Business: Registry and design house for coats of arms and such. Also trains in Heraldry. The building is a normal house but has stucco Olympian pillars and such stuck on the front. The strange individuals that run the place are unique in many ways.

Notes: Training is as per the rules in the *Players' Guide to Dunromin*. They will know 95% of all coats of arms of humans, dropping to 80% for demi-humans and 60% of humanoid tribes within 500 miles. They know some demon and devil signs and other random symbology as well.

A coat of arms is a must-have for every Knight, Paladin, land owner and ambitious adventurer. The charge for registering a coat of arms is 50gp, plus 100-400gp if you want them to design it as well. Anyone achieving a civil rank in Dunromin will be expected to visit here. Anyone with upper class roots will want to come here at some

point as well if their family hasn't already.

#### **B47 Moneylender/Pawnbroker**

Proprietor(s): Claudio Nervalum

Location: I11: Next to the South Gate.

Business: Lending money and receiving goods for money.

Notes: Same as all the others. Note that there might be some quite interesting things stored here from time to time. These places will be well protected though, at least with an arrangement with the local Thieves' Guild. They may work in cash but will use credit notes honoured by the bank as much as possible.

#### **B48 The Druid in the Woods**

Proprietor(s): Anthelias DuWood

Location: L6: South side of the Elven Quarter, close to the Elven Temple.

Business: Supplying drugs, balms and medicines to anyone with money. They also manufacture nasty stuff for sale to the Poorhouse Guild amongst many others.

Notes: There follows the tables of products and costs; some are very useful to adventurers though and the prices reflect this rather than market forces. Anthelias is a very skilled mixer of non-magical potions but is also a high level Druid. His father, Morbidius is the Master Druid, but has been in a mysterious coma for several years after a strange over-dose. The Druids' Guild are trying to keep this a secret until he can be cured or a successor found. The following products are all 90% effective (no refunds) and only 20% chance of a side effect. Any specific item on the price list is 60% likely to be in stock at any given time. Other potions can be mixed but are only 5-30% effective (up to the Games Master). A recipe, once known, can't always be repeated exactly and will be 50% likely to have a side-effect regardless of whether they work or not. For examples of possible side effects see

the cartoon book "Asterix and the Big Fight".

Mixing these potions or taking more doses than prescribed can be very dangerous.

One glance at the table below will make you realise that this Druid is a very powerful person and a useful ally. He also has some *very* powerful friends from every background. As an example of the kind of power protecting this place, he never locks his doors, a staff member is only likely to be in the shop 10-25% of the time, and yet he has *never* been robbed.

This facility will need to be carefully managed by the GM to maintain game-balance – there will only be small numbers of any of the potions listed at any time. The GM might also give them Use-By dates. Of course, the availability of the more powerful ones will be extremely limited – scarcity affects the price.

The GM should remember that NPCs have access to potions here as well and the Druid's potions might be offered as rewards or incentives to parties by patrons or whomsoever. The Druid doesn't buy other people's spare potions though.



## Potions Pricelist for the Druid in the Woods

Potion	Cost	Potion	Cost
Delusion **	170gp	Sweet Water **	300gp
Oil of flying	800gp	Elixir of Health **	2500gp
Minor Healing (2-5pts)	350gp	Oil of Acid Resistance	5000gp
Major Healing (2-11pts)	550gp	Oil of fiery burning	2000gp
Super Healing (3-18pts)	800gp	Potion of Vitality *	3000gp
Poison (by special arrangement only)		Beauty oil +1d4App 1day	400gp
Superheroism	1000gp	Non-addictive	2gp
Water Breathing	1000gp	hallucinogen*	
Elixir of Madness	200gp	Tranquilliser	1gp
Fire Resistance	450gp	Philtre of beauty *	1800gp
Gaseous Form	500gp	Aphrodisiac	5-300gp
Heroism	500gp	Tobacco (2 ounces) **	1sp
Oil of Slipperiness	750gp	Addictive hallucinogen ***	1gp
Philtre of Love	400gp	Pain Killers *	1sp
Speed **	500gp	Burn ointment	1sp
		Perfume	1-100gp

Substances marked with an asterisk \* may be addictive, the more asterisks, the more addictive.



**Drugs:** The Druid in the Woods also manufactures various drugs. These are sold to his friends and customers alike and most are harmless but might give a false impression when taken. All can be physically or mentally addictive and might have side effects. Some are made especially for certain clients and so will not be sold by the Druid separately (like the nasty ones available at The Joint). Generally if the player can describe an affect then the Druid is 60% likely to have something capable of doing it, that is 50-70% effective with a 60% chance of a side effect or allergic reaction. The prices of these items will vary hugely from time to time and person to person.

### B49 The Black Magic Guild

Proprietor(s): Necrus Baaliagra

Location: I3: Close to the North Gate.

Business: Supplying training and services in Black Magic. (See the Black Magic Guild in the Guilds section and the section on Witches in the Appendix of the *Players' Guide to Dunromin*).

Notes: Built on the site of an ancient Temple to the Mad Gods. Lots of strange stuff happens here.

### B50 Elven Wine Merchant

Proprietor(s): Elegrin Utherassell

Location: G6: Near the Old South Gate in the centre of the city

Business: A storage and sales facility for the finest elven wines. They rarely deal with private citizens unless the

quantity is large as they are more of a wholesaler. Their preferred business model is to sell to inns within the city and without, barons, royalty the University and almost every large organisation that needs wine or other alcoholic or similar beverages (tea and coffee as well!). The owner imports caravans of product directly from the Forests of Loom and many other quality suppliers.

Notes: The owner is one of the Heroes of Garibaldi and this is his retirement nest egg (and a dark addiction). Fine elven wines are imported along the Wine Road for sale all across the city and the eastern Land of the Young. This was the first venture established using the new trade route (in fact it was the reason the Wine Road got its name) and as a result made a fortune. Revenues are down as competition grows but it is still very much in profit. The building stands out from the surrounding houses in that it is entirely made of stone and is an obvious recent build. The front is dominated by a four-storey fortress-like tower but the rest of the structure, also four storeys tall, is a fairly normal if rich design. There is a balcony and gate through to a courtyard. Baron Garibaldi himself often stays here when visiting the capital. The previous structure burnt down in mysterious circumstances which, if enquired about, will only illicit some embarrassed giggling from Elegrin and Garibaldi. Baron Garibaldi rebuilt the structure using the services of Zoot Allorz in record time and the place resumed business as normal.

### B51 The Witch

Proprietor(s): Eldritch the Witch

Location: J6: The southwest corner of the Elven Quarter

Business: Supplying potions and services in Black Magic. This miserable old woman is not typical of the Witches in the city but is very much typical of the witches of legend (See also the Black Magic Guild under City Guilds above and the section on Witches in the Appendix of the **Player's Guide to Dunromin**). She has fallen out with

the Black Magic Guild and sells her wares separate from the support and protection of that organisation. She makes very little money as a result and is miserable and bad tempered all the time.

Notes: This establishment is more expensive and less reliable than the other potion sources in the city and as such will be of little interest to the party. Eldritch may still be a useful contact as she is prepared to train new witches and will do anything to annoy any important members of the Black Magic Guild. In fact, she'll do pretty much anything for money.

### B52 The Sailors' Guild

Proprietor(s): Various people run this as a worker's co-operative but it is probably run ultimately by the Poorhouse Thieves' Guild.

Location: B8: West end of the north side of the docks, marked in orange

Business: This isn't a true guild but rather a support organisation for the families of sailors struggling for money when their men are away. It is also a social club for the sailors and their families and generally a nice place to be if you are a sailor of a more mature outlook than the hooligans at the local inns. It has close ties with the Convent.

### B53 Rupert's Bathhouse

Proprietor(s): Rupert of Willow

Location: D-E3: Old town, in front of the Norse Temple

Business: This high-status marble building has two floors above ground and two floors below. Separated into male and female sides this splendid establishment provides luxury bathing and preparation for the well-to-do (although they let anyone in who can afford it). As well as many private baths with hot and cold water there are communal pools and upstairs massage salons, beauty parlours, tattooists and all manner of other self-grooming and relaxation facilities. The front ground floor is a barber/hairdresser with a bar/coffee-shop so people often meet here for a social as well as a personal indulgence. Prices vary from 10sp for

a simple haircut to 100sp for a complex cut. Baths are 1gp plus extra for extras. The proprietor, Rupert of Willow, is a posh old man of skinny frame and excellent business acumen. Rupert is aware of the Western Old Thieves' Guild and pays them a protection. He also has a number of people who are his close business associates and friends whom the WOG would be at pains not to offend. These include most of the Royal Family, who visit here often, and Big Al who comes regularly but never when the place is open. The Bathhouse is, of course, a hot-bed of gossip, covert and extramarital activity. Its role as a popular, upper-class social meeting place as well as a bathhouse means it is a lot more interesting than the other major bathing establishment, Parkes' Bathhouse.

Note that the hot water is supplied by four bound 8HD Fire Elementals in

various parts of the stone roof. The water is pumped up to the roof tank by slaves and gravity fed through lead pipes to where-ever it's needed once warmed.



## Shops and Smaller Businesses:

The Players' Guide to Dunromin gives a detailed description of the kinds of buildings and businesses that can be found in Dunromin, including some ideas for randomly rolling the purpose and occupancy of any particular building. Although this is likely a GM function, it will not be repeated here. Rather we will examine how you might use these other locations in your own campaign.

It is important to point out that every dwelling and building in Dunromin is a business of one sort or another. A simple house or hovel might hide any industry, or even several within. There might be old women grinding glass fragments to make pottery glaze, or children weaving reeds or woollens. The house might be the base of a merchant travelling about the land, or a lodging house for labourers working in the city and sending their earnings home to remote villages where their families live. The various sections above give the main, established businesses or guild houses where the party are most likely to be directed if they

seek something specific, however any building can have any or multiple functions. Most have cellars below and perhaps more cellars and basements below that. All will have multiple floors and rooms, or perhaps one big area given over to a main industry, task or accommodation.

This is not a simple mediaeval city but one touched by magic and other-worldliness to such an extent that the astonishing has become mundane. Ancient magic items have found their way into back rooms and workshops where they are used or exploited for whatever end. Anything might be found anywhere and a trip to the dentist or the cobbler might turn up all kinds of mysterious artefacts: "We've always used that rock to polish the silks, it gives them a wonderful pearly lustre the elves like a lot. What do you mean that's the symbol of the Ancient Demon Umphalata and his Bloody Hordes? What's that?" And so on.

In the main the inhabitants of any specific unlisted dwelling will be tradespeople, labourers, craftsmen and so on, with nothing

to hide and of no interest to the party. They will probably be poor. They might be owner-occupiers or more likely paying rent to a landlord. Each floor might have a different inhabitant or they might all be part of the same group. They might be paying protection to one or more of the Guilds or they might not be. They might have sigils or signs on their doors explaining their trades and protections, or they might not. They might have dream-catchers hanging from their window-ledge or not. Or they might be something deeper and stranger and altogether more interesting. Think Pulp Fiction – how many small stores do you know with a kinky dungeon downstairs?

The best stories spring from the strangest coincidences: Who knows who the owner of the place the Paladin gets his armour repaired might be related to? While the party are sorting out their adventuring kit they might stumble upon an old Gnome artificer whose daughter is being held against her will by a band of wood elves somewhere down south, all over some misunderstanding about a wooden heirloom the elves asked the Gnome to repair. Maybe he couldn't fix it and replaced it with a copy, not realising the original (now lost or misplaced) had magical properties.

In Dunromin even a trip to get your dungeoneering boots re-heeled can lead you into all sorts of interesting situations...



## Suggestions and Ideas for the GM

*Or coping with the potential game imbalance from using the exciting Optional Rules in the Players' Guide to Dunromin.*

Over the many years since 1987 that we have been using Dunromin and the Land of the Young as a game world a number of extra 'house' rules and variations on themes have been added that allow for more varied play. These house rules, detailed in the **Player's Guide to Dunromin**, are far from perfect and can be exploited by power-hungry players and so-called 'min-maxers' or 'munchkins' to produce super characters, even at low level, especially amongst multi-classed characters.

**Remember that all the rules suggested in the Players' Guide to Dunromin are optional – if you don't like them, don't use them.**

In game play this is less of an issue with the true role-players who find the freedom an asset to their character development. With 'roll-players' this flexibility can be very

exciting too but it places extra pressure on the GM to maintain game balance. That is to allow the players to create their dream characters but still keep them under enough control that the adventures can still be a potentially fatal challenge.

To this end this section is added to advise on strategies for maintaining game balance even with experienced players who have read the **Player's Guide to Dunromin** thoroughly and are planning to exploit these rules to their own ends, which is perfectly feasible and quite likely at some point.

Of course everyone's gaming style is different and in no way is this section suggesting this is the only way you can use the Free City of Dunromin in your campaign. The details above and below are specifically designed to stay as flexible as regards the 'true'

nature of Fantasy Role Playing as possible – as the saying goes; “Your table, your rules”.



## Rich Characters

Since it is possible to raise your stats and your level by paying for training there is a chance that the characters whom come by significant wealth can make their characters spiral up levels and stats far in excess of game-balanced play. To this end the GM might want to impose some limits on how much training the character can manage, for instance only managing one stat point per year, or only spending as much on experience as they have gained by adventuring since the last training session, and certainly only allowing one level of advance per training session. Some suitable limits are suggested, with examples, in the *Player's Guide to Dunromin*.

However, the best way of controlling this rate of progression is on the basic reward philosophy of the campaign. It is fair to say that I have a reputation as being a ‘tight’ GM. Well, I am from Yorkshire, but this is a deliberate ploy. By limiting the amount of treasure the characters can gain I effectively limit how quickly they can progress. By being generous or tight I can manage their progress up levels or stats as suits my purposes. Of course, they don’t always spend their money on what I anticipate they will, but that just makes the direction of play more interesting.

BUT! If you are limiting how much money they can get then you will notice that some of the ‘standard’ costs in the Core Rules et al. become unaffordable. For instance; if a spell needs something as a material component costing 5000gp, which is destroyed in the casting, the players will feel limited unfairly if you don’t give them plenty of cash. There are various ways to approach these extravagant costs without belittling the power of spells or the income of skilled NPCs. For instance, as a rule of thumb, divide material component costs by 10, so the above item would be 500gp. Or the GM could rule that the item could be re-used and is not destroyed at the end of casting – but don’t do both! A re-usable 500gp item could make the magician very powerful and flexible very quickly. The idea of re-usable material components solution also has the interesting game situation where, after casting certain spells, the Magic-User has to go looking for where they left their valuable material component. In the meantime any Faerie creature or Booka might have made off with it.

Other NPC hiring costs, including casting spells and fabricating magic items can be left as is, unless you need to make something particularly affordable. It is also worth sanity-checking any costs and other figures you find in published scenarios you might want to use. An example of this is one famous scenario from the early 1980’s where the party are looking for access down into the Undercity where the bad guys are running their operation from. A stable-boy can be bribed for 50gp to give a cryptic clue as to one of the access-ways down to the dungeon. On the face of it this might seem reasonable, but in Dunromin terms this translates as about £1000.00, more than \$1000.00. A princely sum for a stable-boy for a piece of semi-useless information. This might indicate the risk the lad is taking but the whole transaction seems inappropriate and probably should be scaled down to 5-10gp.

As can be seen, the GM needs to keep a careful eye on the funds flowing through the party’s hands, although it is play-test experience that the rules played correctly keep the characters in reasonable levels of power. As has been said, the Player Characters *are* supposed to be exceptional individuals after all; heroes in fact, but it also helps to keep them poor. Which is as it should be.

## 18:99 in everything

Given that Strength, Constitution and Dexterity can be trained up at a cost, as can Charisma in the right place, it is possible for a successful party to get to 18:99 in all these stats. Similarly, as certain classes go up levels they increase their stats as well as their levels. This could provide a poor game balance so it is suggested that the GM make a note of each character's starting score and limit their progress according to this as follows:

Starting Score	Maximum achievable (not exceeding racial maximums)
1-8	16
9-13	17
14-18	18 (19 if race allows)

Note that there are other limitations you might want to impose as well, as has been discussed, or you might want to use this flexibility to reward the players too. Perhaps if they complete a quest for a dwarf king they might be allowed to train their Constitution up by one point with the king's expert miners for free.

## Monsters that are no match for the Players

There is a risk, with these kinds of improvements that the PCs can become so up-gunned that the GM is struggling to find monsters that are a suitable challenge for them. To this end, remember that whatever applies to the PCs can also be applied to NPCs. There is no reason an exceptional orc or goblin can't become as vastly skilled as a party member. This is already explained to some extent in the player's rules but the GM is encouraged to mix and match these ideas. The description of *Gloves of Ogre Power* suggest that ogres can have 18:99 strength for instance. What if any ogre has a Strength of 18:90+1d20%, with a roll of 10-20 giving them 19 strength. This gives them a damage bonus which, when applied to a huge club or battle-axe, makes them considerably more dangerous – 1d8+5 is a lot more worrying than 1d10.

And the GM need not stop there – Giants could do damage appropriate to their weapons plus their strength damage bonuses

as per the rules for extra-ordinary statistics. Or, more usefully, you can consider the effect of outstanding stats or character levels on other creatures. A Goblin with 18 dexterity and five thief levels can become a major opponent. Consider what might happen in dark tunnels where a party have a habit of putting poorly armoured Magic-Users at the back of the marching order, where they might be back-stabbed. A lizardman Ranger could also pose a significant threat if some powerful enemy uses him to track the party across a marshy wilderness and plan an ambush, or series of ambushes.

As a rule of thumb, always assume that any monsters and NPCs will have at least some animal cunning to assist them in thwarting the party's efforts to exterminate them. An example of how a low-level monster can be easily promoted to almost Total Party Kill (TPK) levels of threat can be seen in **SM6: The Warren**, a scenario written to be played in the Land of the Young by experienced players against goblins – infamous among Play Testers as inspired by the 'Stalingrad Level' of a larger dungeon they explored. In that adventure a series of rooms defended by goblins using barricades, oil traps, counter-attacks and encirclement tactics frustrated a mid-level party for many amusing hours.

## The Super-Thief

It is possible, by exploitation of the way a thief progresses in levels in the special rules in the **Players' Guide to Dunromin**, for a relatively low-level thief to become extremely proficient in certain skills. It is entirely up to the GM as to how much this can be achieved but the GM can use this semi-loophole to produce NPCs of very useful capabilities. A third level thief with Pick-Pockets at 90% is a worthy challenge for a party in a city. For instance the *Ring of Invisibility* the party Magic-User has that has so often frustrated the GM can easily be 'lifted' and lost, all without the threat of dropping a sudden 9<sup>th</sup> level thief into a low-level campaign.

As a guide, it is suggested that no thief skill can be raised above 90% unless the thief is 10<sup>th</sup> level or over, and then only to 99% (with the exception of Climb Walls).

## Scenarios and Campaign Ideas

This section contains some ideas for scenarios, distractions and even campaigns based around Dunromin and the Land of the Young.

### Low Level Adventure Ideas

- The shopping list – a member of the Black Magic Guild or the Magic Guild advertises for some adventurers who can get him a set of ingredients of a magical nature. This has been Play-Tested a number of times with Nicolias Morgul using the PCs (*Charmed*) to get him parts for spells to make him immune to sunlight, garlic and so on. The ingredients became increasingly bizarre and difficult to get hold of embroiling the party deeper and deeper in illegal acts and associations.
- The missing cat – one of the magic users at the Wizard Tor has lost a cat and wants it returned. It may contain the spirit of a bound demon or have eaten something he wants back, or maybe it is a *Polymorphed* and fearful employee or enemy. Or maybe it's the familiar of an enemy or prisoner. Or maybe it's just a cat...
- Caravan guards – with the increasing traffic to the southwest frontier and the Wine Road there are many openings for new caravan guards. You might want to make it more amusing by having some other guards on the same caravan with shady backgrounds. Or maybe the goods are stolen or the caravan owner has upset someone...
- There are more traditional dungeon opportunities in the Burning Woods to the south. After the defeat of Kzenzakai's main forces in the southwest many roving bands of various strengths of humanoids escaped away into the Burning Woods. These vast woodlands (scattered with bright red relatives of the Copper Beech called the Red Elder, hence the name) have long been steeped in strangeness. Now local barons may offer bounties on killed monsters.

There are deeper secrets there too, old elven or other constructions and dungeons hidden under the endless trees.

- Saltmarsh on the east coast is a place of unpleasant wilderness close to human habitation. Various beasts might be lurking in the mists and small rivers out there. It might even be used by aquatic species as a route deeper into the peninsula.



### Mid-Level Adventure Ideas

- Beneath the Moors of the northeast are many ancient ruins, as there are beneath the Borderlands. Ancient civilisations and remote, powerful individuals have long occupied these areas and the ruins of their lairs remain: The Borderlands were civilised until fairly recently and old families might still know of heirlooms lost in the ruins and caverns there. The Moors were once rich and fertile lands but were blighted by cataclysm and raised up from the surrounding lands. This made the soil poor and the climate wet and cold. The lack of drainage made many valley bottoms marshy. People soon left the area and strangeness and magical powers from beneath occupied the vacuum left. There are rich temples and castles occupying the area that fell to ruin without rich farmland and local

populations to sustain them. Old treasures might be there, certainly evidence for lingering conspiracies.

- The intrigues and plots between the barons and merchants might offer some interesting fair as well – escorting brides to be married, for instance, finding stolen heirlooms, seeking revenge or just information. Kidnap, blackmail and murder are the lubricant that keeps the Land of the Young a united body. Well, more or less.
- Planar Pandemonium – the ancient and powerful mage Pidcock the Pandimensional manufactured a number of magic items that had the ability to transport and/or access the outer, inner and elemental planes as well other locations on the Prime Material Plane. These are all wonderful magic items but they are getting a bit long in the tooth now and may malfunction, creating a gateway to another plane in some adventurer's chest of adventuring memorabilia. Some of these items are gateways to very strange places indeed and past owners might have left anything in there... And don't forget Pidcock himself vanished completely over 200 years ago. He might still be out there somewhere, with some of his most powerful magical items still in his pockets.
- Dr Wappo's Marvellous Magical Items are all low-power, mass-produced items usually designed for some mundane domestic task. Many involve the binding of low-power, non-intelligent elementals into devices for various purposes. We all know how strange such creatures can be and who can be sure Dr Wappo's bindings are quite as reliable as they should be?
- Oggy the Wide Walker has a neat little business in supplying ingredients and such for Magic-Users via Darkstar and Fast (q.v.). There is always a lot of demand for such things – perhaps Oggy will start sub-contracting some of his business to the party. Or, if a particular situation requires a distraction or trap-triggering

vanguard, perhaps Oggy could employ the party as his coal-mine canaries? Of course, he wouldn't tell them this was their purpose...



### Campaign Ideas

A number of campaigns have been run in and around Dunromin all mixing different plots between the players using Dark Secrets (things known only to one player and that would put the individual into an uncomfortable position if discovered by the others). Here's some that have been run, independently and inter-twined:

- The Wunn Ring – lost by the Mighty Wunn many years ago and coveted by Kzenzakai, this campaign borrowed heavily from the Lord of the Rings and the party had to find and destroy the ring. In a similar campaign some Play Testers were turned into low-power Ring Wraiths and had to hunt down the ring for their master, hacking their way through Halflings and Rangers on the way.
- To find the King – Mordred's elder brother Morev was corrupted by Kzenzakai and turned into a Ring Wraith, but before he un-died he married a barbarian princess and had a son. As Kzenzakai rose in power Morev's son was smuggled back to the east but failed to make it the whole way. As he grew to maturity, he too had a son but he and his lady were hunted down and slain by Mordred's

agents, or someone, and the child was lost. That child, the true King of the Land of the Young, could be the orphan Ranger in the party. His true heritage is only revealed as the campaign progresses, through various agents but mainly an Oracle wanted for treason against the state.

- In the Battle for Dunromin when Garibaldi slew the invaders of the city many loyal citizens were slain, their slayers were not all caught or killed and escaped with loot and prisoners back into the Darkworld. Perhaps the recovery of a family heirloom or pure revenge drives a member of the party.
- When Kzenzakai's forces came up from the Darkworld perhaps they dug too carelessly and disturbed some ancient chambers of a deeper, darker power. Dunromin has an unusually high background count of magic – where does that power come from?
- The southern Wildlands and up into the Hellmarch Mountains offer a landscape of increasing danger; as the party explore westwards through these lands they can be exposed to greater and greater perils. Beneath the mountains are even more mysteries – the Deep Elves live there and have built up a huge trading network across and through the whole world – the Darkworld is held together by such hidden, ancient trade-routes. Different tribes and races trade with each other and compete for the domination of food and other resources, making and breaking alliances as they go. Who knows what might be down there?
- The ancient Old Ones, the Rakuli, vanished 80,000 years ago. They had many cities scattered across the planet and throughout the Darkworld. Their remains lie there still, awaiting some change or renewal. There is one deep below Dunromin itself although this is unknown to the people above – or is it? Who might seek to summon back the Rakuli? Is the high background magic levels of Dunromin due to the continuing presence of the Rakuli or is it a natural (super-natural)

phenomenon which the Rakuli sought to exploit just as the humans have? [A separate publication all about the Rakuli is being prepared; **SM13 The Rakuli**]

- To secure his borders King Mordred has reinstated the old rank of Earl – a powerful warlord who patrols the Land with a band of accomplished warriors and mages looking for invaders and traitors. Perhaps the party might be embroiled in such an expedition, or assisting a maligned movement in hiding from the Earls.



And so on. The possibilities are endless and due to the generic fantasy nature of the Land of the Young and the Wildlands it has been possible to integrate commercial scenarios set on other game-worlds into Barnaynia very easily and quickly.

### Other Ideas and Suggestions

While Dunromin is an ideal adventuring city, it is located a good distance from high-level adventuring (dungeoneering) opportunities. Once the party have cut their teeth on some local stuff you might want them to decamp to a base of operations closer to the action. In the current climate the main action is to be had on the west and southwest frontier, perhaps around Karan but mainly in and around the Barony of Garibaldi; known as the

Barony of Border Creek and Troll Bridge. After a meteoric rise to power and his defeat of Kzenzakai one would think Baron Garibaldi could do no wrong, but this is not the case.

Baron Garibaldi had some very interesting ideas about democracy, socialism, free enterprise, trade routes and capitalism. Not only has he made a truce with a tribe of Good orcs to guard his outer border for him, he has also enlisted them to build a Hadrian's wall type construction along the west side of his controversial new Wine Road trade route to the Blue Mountain Dwarves and Loom beyond. He is encouraging education, a welfare state and democracy within his barony and has even based the entire local economy on market forces and capitalism. He charges minimal trade tariffs but instead taxes his people on earnings, offering assistance in setting up businesses and funding new enterprises. Of course, the establishment in Dunromin scoff at this wickedness and are waiting, patiently, for it all to implode.

Except this doesn't look likely at the moment, or even any time soon. A huge proportion of trade has been switched to this new route, robbing the old southern baronies of their trade tariffs. Karan is getting its goods direct from the elves and the dwarves, robbing the March Barons of their tariffs. Even the supply of Loomish products to Dunromin is increasingly coming over the Wine Road and then down the Greyflood from Troll Bridge. All the merchants who have made the switch have found their overheads and time-to-market reduced. Many have discovered it is much more cost effective to run their businesses from the Barony of Garibaldi than Dunromin – the taxes are more but the costs are much less.

Plus the Burning Woods and the near vicinity of the Horn Mountains are offering adventurers unrivalled fast access to adventures, dungeon crawls and loot. Fences and tradesmen depending on these people have moved from Dunromin so weapons and armour manufacturers, entertainments, accommodation and other support services

have sprung up in Troll Bridge like Vegas in the desert.

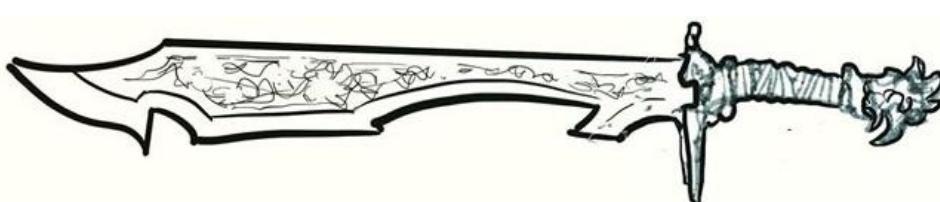
All these new services are perfectly placed to also service the increasing caravan traffic, so the caravans are preferring that route too for more reasons than just a potential time-saving. The route is getting more heavily travelled by more experienced caravan merchants and so the route is getting safer. And will be even safer when the wall is complete.

The Royal Treasurer has recently calculated that nearly 22% of the kingdom's entire economy has shifted from various areas of the kingdom to the Barony of Garibaldi. Many are not amused.

Add to this the fact that Garibaldi defeated Kzenzakai's forces in the southwest while Mordred was still moving his armies through the Home Counties. The king was embarrassed and at the same time overshadowed by his protégé's exploits. Garibaldi had once been feted by the rich and powerful of Dunromin, then he was despised as a revolutionary, even a socialist, now he is feared.

It all makes an interesting backdrop for a player character party looking for a cool place to base their operations from. They might even get extra support from their temples that want to set up in the barony. Garibaldi worships Hecate and the Moon even though he is Lawful Good, sources claim. His loot has made the Olympian Temple the richest in the land and the others really don't like that at all. And the magic guilds don't trust him any more either – he's just got too powerful too quickly and they are suspicious of what he's really up to and where his astonishing power has come from.

A supplement detailing the Barony of Border Creek and Troll Bridge is due for release in 2020 and could offer a mid-level party a jumping-off point for a campaign into the mountains or the Wildlands.



## Footnotes, Credits and Thanks;

The concept of a city called Dunromin came from playing AD&D First Edition with several friends at the Sci-fi and Fantasy Society in 1986 at Lancashire Polytechnic (Preston in Lancashire, UK, now the University of Central Lancashire). Initially the city was just a start point for an adventure. (“*The Sinister Secret of Saltmarsh*” for the record; the possibility of running this excellent series of modules, and even it’s new, updated version, probably still exists in the Land of the Young.)

The city grew from this idea to a map; to a deeper concept and then to the basis for a whole campaign within 6 months. The world of Barnaynia, the banana-shaped planet, arose from some in-character role-play between myself and Adrian ‘Arse’ Belli.

Dunromin has been and always will be a labour of love which I am delighted to share with you. I earnestly hope that some or all of the enclosed material is amusing, thought provoking and/or of use to you in your own games.

I would like to add my thanks, appreciation and respect to all the unwitting fools who have adventured in and about Dunromin and helped to develop it. The title of ‘Play-Tester’ is a significant one but still falls short of the ongoing positive and fun input these individuals have had in the whole project. They are, in no specific order:

In Preston there was Adrian ‘Arse’ Bell, Tony ‘Taff’ Pearce, Martin Vallance, Rob Hooley, Drew Shearsmith, ‘Spikey’ Mikey Barnett, Jim McDermott, Big Andy, Craig ‘Small’ Tooke, Mad Mick, Andy the Bus Driver

Man, Paul Venner, Robin, Ray Jennings and Pete Leary.

In Hornsea The Eight left their inevitable mark on the script – they know who they are.

In Reading Mark ‘Penfold’ Wardale and Trina Wardale, Dave Webb, Strangely Brown, Wilf the Cosmic Axe Lord, John Learner, Alan ‘Big Bad Butch Bonking Al’ Matthews (RIP) and Craig the Vampire Lord.

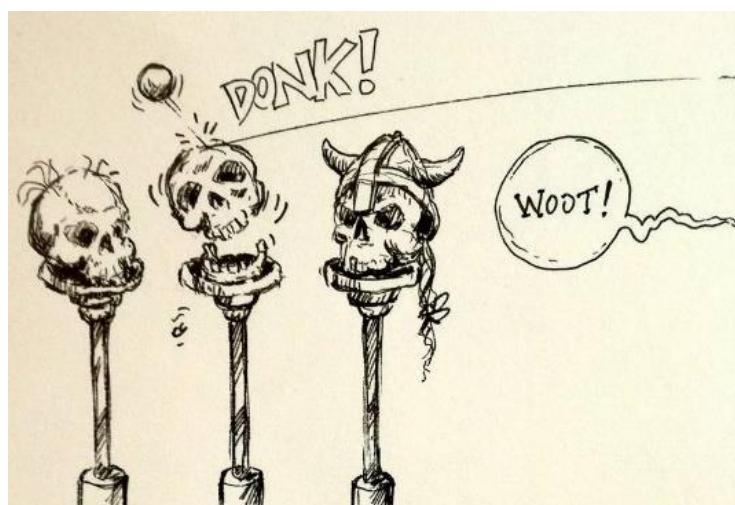
In Nottingham; Gordon Watt, April Hooley (Dunromin spans two generations!), Lisa, Cal and Rich. And last but not least Sean the Bunny and Lynda Hooley. Thank-you all!

Many of the illustrations are by my old friend Gareth Sleightholme. Thanks to Gaz for his wonderful generosity in allowing me to use some of his awesome artwork to liven the pages a bit – you can sample more of his genius here: [hesir.artstation.com](http://hesir.artstation.com) or catch up on his Twitter feed @hesir. All the artwork included in this book is by Gareth or myself.

Mark Wardale put in painful hours proof-reading my brain-dumps and even made time to design on the maps of the temples in Campaign Cartographer. Top man!

Also, of course, thanks to the various inspirations for elements, characters, situations and organisations that I have blended consciously and subconsciously into the mix.

But most of all, thanks to my wife and family for putting up with it all for so long...



## The Appendices

### Appendix 1: Wandering Monsters and Random NPCs:

There follows a table for all wandering monster rolls, varying with time of day. For the sewers and the Undercity treat as midnight to dawn at all times. A separate table follows for determining what people do and what race the various people are. There are a number of strange encounters as well, which are self-explanatory (like accident, or house-fire). The chance of an encounter varies through the day

as well, check every few rounds during the day, every few turns at night, adjusted up or down for how well populated the area is. Chances of an encounter are guaranteed during the day and 1 in 6 or 1 in 10 at night. The four categories refer to the time of day, check as often as you see fit, roll **1d1000** to determine the encounter:

Time A	Dawn to Midday
Time B	Midday to Dusk
Time C	Dusk to midnight
Time D	Midnight to dawn

Encounter	Time:			
	A	B	C	D
Accident	1-30	1-30	1-30	1-20
Addict	31-35	31-35	31-40	21-30
Beggar (1-6)	36-70	36-70	41-65	31-35
Bandits (1-20)	71-79	71-79	66-85	36-60
Babylonian preaching hate	80-81	80-83	~	~
Booka	82-83	84-90	~	61-64
Bat	~	~	86-100	65-80
Burglar	~	~	101-103	81-83
Mold, Brown	84-90	91-100	104-113	84-94
Chamberpot	91-140	101-151	114-154	95-105
Native(s)	141-260	152-260	155-220	106-160
Giant Bee	261-262	261-262	~	~
Cat	263-290	263-289	221-230	161-190
Giant Centipede	291	290-295	231-235	191-193
Crow	292-298	296-302	236	194-204
Drunk	299-320	303-329	237-280	205-260
Doppleganger	321-322	330-332	281-285	261-265
Stray Dog	323-340	333-348	286-300	266-280
Duergar	~	349	301-305	281-285
Earseeker	341	350	306	286-287
Escaped Animal	342-360	351-365	307-325	~
Food Vendor	361-390	366-380	326-345	~
Fallen masonry	391-400	381-390	346-355	288-300
Gambler/card-sharp	401-403	391	356-357	301-303
Gang fight	404-425	392-400	358-370	304-320
Guarde patrol	426-476	401-450	371-430	321-380
Goats	477-478	451-460	431-440	381-390
Goblins	479-490	461	441-460	391-420
Gnolls	491-500	462-475	461-480	421-450
Hornet (10% giant)	501-504	476-480	~	~
Falcon or similar	505-510	481-485	~	~
Half orc	511-522	486-493	481-483	451-455
Haunting sound/feeling	523-525	494-497	484-488	456-457
Trip hazard	526-527	498-503	489-494	458-461

Hobgoblin	528-540	504-520	495-520	462-505
Homonculous	541	521	521	506
House Fire	542-580	522-550	522-560	507-540
Guarde in pursuit	581-615	551-590	561-570	~
Kidnap/dead body	616-620	591-595	571-579	541-550
Body – unconscious/drunk	621-625	596-599	580-585	551-553
Body part	626-627	600-603	586-595	554-564
Kobold	628-630	601	596-630	565-605
Lizardman	631-650	605-625	631-650	606-625
Mugger/mugging	651-670	626-645	651-670	626-655
Random Spell Effect	~	~	671-674	656-660
Mold, russet	671-690	646-665	675-690	661-675
Mite	691-694	666-670	691-700	676-685
Nilbog	~	~	701	686-687
Norker	~	~	702-720	688-700
Orc	~	~	721-740	701-730
Ogre	695-696	671-672	741-744	731-744
Ogre Mage (!)	697	673	745	745
Owl	~	~	746-748	746-748
Pick-pocket	698-716	674-700	749-765	749-760
Pixie	717-721	701-704	766-769	761-762
Quasit	~	~	770-772	763-765
Qullan/ dead body	722-730	705-710	773-780	766-770
Pilgrim	731-745	711-725	~	~
Poltergeist	746	726	781-783	771-774
Preacher	747-765	727-740	~	~
Prostitute	766-780	741-760	784-810	775-790
Rabid Animal	781-783	761-763	811-813	791-793
Rats	784-800	764-790	814-830	794-810
Giant Rats	801-804	791-795	831-835	811-820
Wererat	~	~	836-837	821-823
Spider	805-810	796-802	838-842	824-828
Native - alone	811-860	803-875	843-870	829-850
Native – known to the party	861-870	876-880	871-880	851-860
Native - hostile	871-875	881-885	881-885	861-870
Native - crying	876-885	886-890	886-893	871-878
Stirge	886-887	891-895	894-900	879-890
Svirfneblin	888	896	901-905	891-895
Giant Tick	889-895	897-903	906-908	896-898
Undead, Skeleton	~	~	909-915	899-909
Undead, Zombie	896-900	904-906	916-925	910-920
Undead, Ghoul	~	~	926-930	921-924
Undead, Vampire	~	~	931	925
Undead, Wraith	901	907	932	926
Undead, Wight	~	~	933	927
Undead, Ghost	902	908	934	928
Undead, Shadow	~	~	935	929
Werewolf	~	~	936	930
Werebear	~	~	937	931
Sucubus/Incubus	903	909	938	932
Will-o-wisp	~	~	939	933
Spooky Apparition	~	~	940	934
No encounter or normal citizen of no specific interest	904-000	910-000	941-000	935-000

## NPCs, Natives and Non-monster tables

Note that these proportions are also correct for these kinds of occupations within the general population as a whole. The number appearing of each type of individual encountered can be anything that suits the GM but 1d6 is a fair roll if nothing else seems appropriate.

Roll	Occupation	Roll	Race
01-20	Peasant/Serf	01-75	Human
21-25	Fisherman/Docker	76-85	High Elf
26-79	Worker/Housewife	86-88	Dwarf
80-94	Merchant/Shop worker	89-90	Gnome
95-98	Slave	91-93	Halfling
99-00	<b>Special</b> (see below)	94-95	Wood elf
<b>Sex:</b> 50% either		96	Grey Elf
<b>Age:</b> $5d20 \div 1d4$ (or equiv.)		97	Half orc
		98-00	Half-elf

**Sex** – this is for the random determination of the sex of an encountered individual. It is pretty much the same for all races except dwarves. Dwarves tend to all appear the same sex but in the city of Dunromin only 25% (if that) of the dwarf population is female and they would never be encountered alone unless pretending to be male.

**Age** – the rolled number is the age of a human; look at the Character Age categories in the **Players' Guide to Dunromin** for how this result would be for a non-human race.

**Special** Encounters need to be further detailed by rolling on the following tables (some or all of these might be NPCs from the listings earlier in the GM's section as the GM sees fit):

Roll	Encounter	Level	Roll	Encounter	Level
01-41	Fighter/Thug	1d8	69-85	Thief	1d8
42-45	Ranger (20% Troll Hunter)	1d8	86	Courtesan (40% Assassin)	1d6
46-52	Knight (10% Paladin)	1d6	87-97	Cleric (5% Monk)	1d8
53-60	Magic-User (20% Illusionist, 10% Diabolist)	1d8	98-99	Druid	1d6
61-68	Wild Domains Barbarian	1d8	00	Royalty (with escort)	



## Appendix 2: New Character Classes for NPCs Only

In addition to the new character classes given in the **Players' Guide to Dunromin** there are three more classes given below. While this section is labelled as 'NPC Only' this is not entirely correct; All the classes below (Necromancer, Courtesan and Anti-Paladin) *could* be used as Player Character classes but have not been put into the **Player's Guide to Dunromin** for the simple reason that this allows you, as GM, to keep their abilities and skills secret. All these character classes would make excellent recurring enemies and strong villains for your campaign. Having their precise skills and capabilities secret from the players lends the campaign an air of mystery and suspense as they slowly discover their opponents' terrifying powers!

In addition to this they are all less than well suited to a normal role-playing format; the Necromancer is a loner and gets increasingly unbearable as they increase in power; the primary skills of a Courtesan are in the spheres of political intrigue and diplomacy, not the cut and thrust of a dungeon campaign; and the Anti-Paladin is selfish evil in both its forms, which would only suit an evil party at best.

Of course, you might fancy the idea of having one or more of these classes as player characters in your campaign so the rules are written on the basis of explaining the class as

an option for a player, as all character classes really are.

How they might be integrated into a 'normal' party is more tricky. The Necromancer would be fine at low levels but as they accumulate more Abilities and their Charisma and Appearance drop they will become less and less welcomed by the other party members. Certainly, high level Necromancers are the very antithesis of the core friendship and teamwork ethos of an adventuring party.

The Courtesan can function well in a dungeon setting but it is not where their skills are best suited. Multi-class Courtesans may be more interesting to play and offer a lot of new options in terms of adventure hooks, career paths and ambitions.

The Anti-Paladin is the easiest of all to include and has been proposed as a character class in many publications before. Whether you choose to ignore Anti-Paladins, incorporate this design or prefer another is, of course, entirely up to you. The key difference with the Anti-Paladin as described below is that it has two forms dependent on whether they are Chaotic or Lawful Evil. Both can be called Anti-Paladin, but have other titles too, and are based on being the evil opposite of the Paladin as per the Core Rules. Both are detailed below and can exist in the same campaign without a problem.

### The Necromancer – intended as an NPC class only

A lot of people have an idea of what a Necromancer might be; from the vampiric image of a near-dead man of indeterminate but probably ancient lineage like Nosferatu, through a twisted youth with unhealthy obsessions like Voldemort or the supernatural evil of a White Walker, to the 'human conjurer' inhabiting a ruined fortress in the depths of Southern Mirkwood. The FRPG versions of the Necromancer that have been proposed before have worked on the first idea, generating a withered person with anti-social habits and an unhealthy fascination with the dead. But *why* would someone choose *that* as a career?

The motives of a Necromancer are more complex than mere power-hunger, although there is that, a lot of that. The Necromancer is manipulative, greedy and cowardly but also ambitious beyond rational limits; a selfish, envious, greedy archetype with deep obsessions and issues. But there's a lot of people like that in the world; what made this person want to become a Necromancer?

Perhaps they were born this way or made like this by some fearful experience, but their most defining trait is an all-consuming fear of dying.

They seek power over life and death, they seek immortality. They want to live

forever, first and foremost, but not as a Lich or Vampire. No, they want Liches and Vampires as servants. They want to be a god.

The Necromancer should be considered to be something like an Anti-Druid; rather than worshipping Nature and the Elements, the Necromancers fears them and will seek to dominate and destroy them. Like the Druid, the Necromancer gains Abilities as they gain levels, each Ability bringing the Necromancer closer and closer to their goal of immortality and deification. Each level gained is a step away from the deathly coils of mortality, imbuing the ego of the Necromancer with more and more absolute belief in themselves and their right to more power. What they might do with that power of course, will vary. But it is almost certainly the domination of some area/society or facet of the Natural World.

Necromancers and Druids are natural enemies and one will not, normally, tolerate the other to live.



The Necromancer is a sub-class of Magic-User (as a character with two classes, see below) that has chosen to specialise in knowledge of, and power over, the Negative Material Plane. Therefore, they have more of an affinity with the powers of and over the dead, specifically undead. This does not necessarily mean that Necromancers shun the living; rather the living are not their priority and the normal concerns of the living are less of an urgent matter to them.

The most common sort of Necromancer is the mage who has had a

troubled past leading to a deep fear of death and/or a thirst for complete personal power beyond the time-consuming and dry study of spells and spell casting. They seek an easy route to a power over life and death itself and access to immortality. As a result of this deeper desire or need they turn aside from their mage path at some point and take a darker path into the realms and powers over the dead and even death itself.

A Necromancer is, by definition, anti-social, preferring the company of the dead and their animated servants to the living, if they have the option. They may still exist within normal society, to a certain extent and in increasing discomfort, but their personal inclinations and class requirement for regular sacrificial victims will soon bring them into conflict with the population. As they increase in power they are more likely to make themselves a home on the edge of civilisation where they can continue their quest untroubled by mere morality and less distressed by the constant noise of living things existing around them.

A Necromancer may be any evil alignment or, in certain circumstances (see below) True Neutral, most commonly they are the same alignment as their patron deity (see below). Neutral Evil is the most common alignment for Necromancers as it maintains their nasty core values but allows them the entirely self-centred determination to make and drop alliances and arrangements as it suits them. Lawful Evil Necromancers often become bogged-down in the intricacies of their relationship with their patron deity and are easily exploited by them. Chaotic Evil Necromancers tend to get distracted by early successes and make poor decisions that lead to their undoing.

In order to become a Necromancer a character must have an Intelligence and Wisdom of 13 or greater, and Constitution of 15 or greater as the arts and discipline concerned are extremely arduous and complex. A Necromancer gains a 10% bonus on gained experience if they have an Int, Wis and Con *all* of 16+.

While a Necromancer might start with any Charisma or Appearance their continued association with negative energies and a solitary lifestyle will have a detrimental effect on their inter-personal skills and personal hygiene. As the pursuit and accomplishment

of the deeper knowledge of Death Magic become more and more of an obsession the Necromancer becomes more and more unattractive. They smell worse and worse, often with the remains of their latest victims crusting their clothes and hands. Washing, normal diet and shaving are forgotten and the fusty smell of the crypt and rotting flesh becomes the persistent stink that follows them everywhere.

Not only that, but their attitude towards the living becomes more and more detached, leading to loss of empathy, curiosity and the other social niceties involved in friendly conversation. Attitudes, topics and interests become more and more anti-social, manners less agreeable and, eventually, downright obscene. Any time spent with a Necromancer of any experience level is unpleasant and potentially harmful.

For this reason, the Necromancer loses 1d% off their Charisma AND Appearance percentage for every level they gain, including the first. This reflects the steady degradation from a normal person into a loathsome creature of death and dark energies. It is also for this reason that the class of Necromancers is really best suited to NPCs. While they can be played as PCs to a certain extent, as the character increases in levels the rest of the party will become less and less inclined to spend any time with them. And it becomes more and more challenging for the player to play the obtuse, objectionable and downright rude nature of their developing character.

The Necromancer class is a variation on the theme of a Character with Two Classes (Core Rules). They must be a Magic-User of at least 3rd level and no greater than 7th level before they become a Necromancer. The reason for this is that the character must have established a good understanding of magic as a force of nature before transitioning to the specialist Negative Energy studies of Death Magic.

The Necromancer retains all their Mage abilities and spells, including the ability to add to their Magic-User spell book new spells of a level already castable by them. Any experience gained from using these abilities still benefits the Necromancer's experience but progress as a Magic-User is frozen, never to be picked up again.

The character might be a multi-classed Magic-User before the change but any other

class progression is frozen at the same point and any experience gained from the use of the class abilities other than Magic-User is lost.

Necromancers also have spell books like Magic-Users but the two kinds of spells (even the Necromantic version of normal Magic-User spells) cannot be kept in the same spell book; for the same reason that you don't keep two male wolverines in the same small room.

Necromancers may not multi-class and may take up no other class once they have become a Necromancer (except Witch - see special rules for Witches in the *Player's Guide to Dunromin*). Any race that may be a Magic-User may also be a Necromancer except Halflings and Wood Elves (Halflings aren't normally allowed to be Magic-Users anyway - see the section on character generation and the Appendix of Tables in the *Player's Guide to Dunromin* to see what could be allowed in Dunromin), whose racial bond with nature and life precludes their studies as a Necromancer.

The weapon and armour restrictions for a Necromancer are as for a Magic-User except that Necromancers may use Spears and Lances as well as the normal Magic-User weapons. While they get no additional weapon proficiencies and Life Skill slots at first-level Necromancer, but they do get the Life Skills Folklore and Theology I at no cost if they don't already have them. They then gain weapon proficiencies and Life Skills at the same rate a Magic-User would. Necromancers have no issues with using poison and flaming oil at all, but you probably already guessed that.

Necromancers progress in levels in their start Magic-User class as they would normally until such time as the transfer to a Necromancer is due. The desire to become a Necromancer might be in them from the start; or it might be an idea that develops as they adventure and learn; or they might come to the attention of some greater power through their acts or desires - such greater powers have agents abroad at all times observing mortality and looking for possible allies, servants and victims. Such powerful creatures need a steady flow of sacrifices to them to exist and so need to recruit lesser beings to serve them all the time. It's a bit like a Pyramid Selling scheme but in life force.

In order to make the transition to Necromancer the selected character must either be trained or ordained. These two 'paths' into the class are the Path of Knowledge and the Path of Contract.

### ***The Path of Knowledge:***

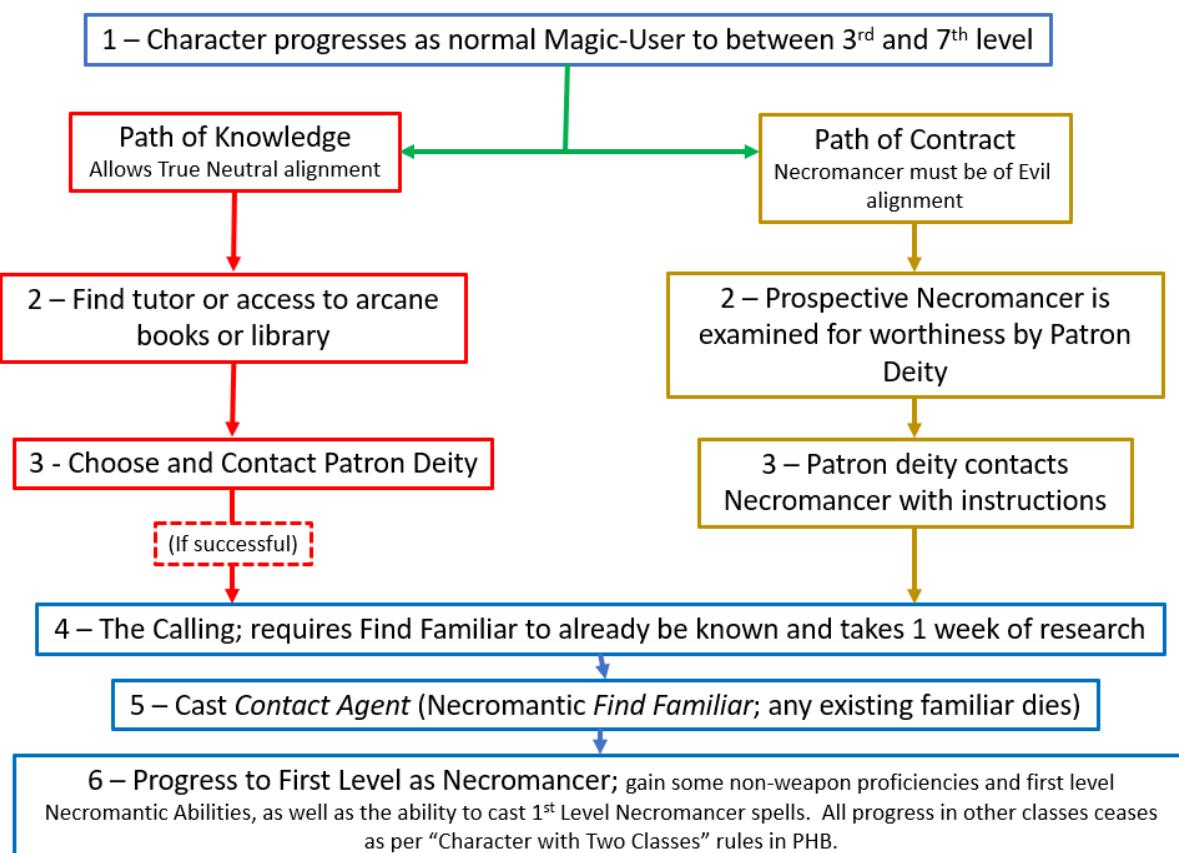
If the would-be student of Necromancy seeks out an existing Necromancer to train them or looks for appropriate texts in a suitable library then the process will take a number of months equal to 40 minus their Intelligence. The Great Library of Dunromin has the appropriate texts but access to those scripts might be restricted even for members. Several people in the Black Magic Guild would also have the resources but they will charge and/or need to be persuaded to give the character access. During this time the trainee Necromancer may take part in no other activity (adventuring or research). However, the process need not be continuous so they could break off their studies and return to them at some future point, if their tutor allows it (if they have one).

The advantage of the Path of Knowledge is that the Necromancer may be True Neutral in alignment and is not

Contracted to a higher power. However, they must still enlist a Higher Power at the end of their training in order to benefit from the abilities described later. In actuality, once the Necromancer has become first level their fate is tied to the will of their deity in more or less the same way as a *Contract*, the only difference being the Knowledge Path Necromancer gets to choose their deity (assuming the deity accepts them, which is up to the GM - see Deities of Death below).

Note that due to their selfish nature Necromancers very rarely maintain any contact with their tutor after qualification. The Tutor will of course demand payment for the training which may or may not be monetary in value. Thus, it might be anything up to 5000gp cash; the killing of an annoying enemy; the finding of a certain item or spell component; the supply of a number of suitable sacrificial victims; information about the local Royal Family or anything like that.

Once their "apprenticeship" has been served or they have completed their research they will need to *Call* a deity to empower them, as described below.



### ***The Path of Contract:***

This process is through a visitation and pact with a deific power but the Necromancer gets no choice over which deity they get to have as a patron. The power usually comes to a would-be Necromancer that has been brought to their attention, perhaps first checking out the willingness of the character by visitations in dreams and telepathic interrogation. Once contact has been made (subconsciously or through direct vision) then the would-be Necromancer will feel the need to *Call* their deity to them.

### ***The Risky Alternative:***

It is possible the character might *Call* the deity to them without any research and purely in the hope the deity will recognise their natural talent. This is a *very* risky tactic but *could* work. The character might *Call* many times without success, or succeed the first time and be found wanting. Then they would immediately have a fight on their hands.

### ***Calling the Patron Deity***

The Necromantic *Calling* the deity first involves a week's research (additional research in the case of the Path of Knowledge) at a suitable institution by the character (not a hired scribe) and the casting of a corruption of the *Find Familiar* spell. This will kill any extant familiar the mage already has and still costs 100gp in material components – or the GM might make these material components the subject of a quest and will depend on the deity selected.

The normal *Find Familiar* spell must already be known to the Magic User (i.e. in their Spell Book) and the time taken reflects the discovery of the changes that need to be made to the spell. Alternatively, this 'changed' spell might be found in a Spell Book, ancient tome or Scroll as a plot device, and is called '*Contact Agent*'.

Once the *Contact Agent* spell is cast and/or a character has been tested (in whatever way) and found suitable, an agent of the deity (or in very unusual circumstances the deity themselves) will come to the character in a suitable form.

### ***Once Contact is Made***

Whichever route is taken, a special bond is created between the deity and the

Necromancer. An Agent will then be assigned to that Necromancer as a go-between for communication to and from the deity. The form of this Agent is up to the GM; some suggestions are given below, but the *Contact Agent* ability (detailed later) is gained by the Necromancer immediately. At this point the Necromancer has achieved First Level and may begin accumulating experience and power in this new profession.

For their part of this bargain the deity will supply the Necromancer with the necessary power for them to use their spells and Abilities as listed below. For the Necromancer's part their soul is now tied to the deity and they must maintain a steady stream of live sacrifices to the deity in order to maintain the relationship. Failing to maintain



this supply may result in the Necromancer losing their own soul to the patron deity.

### Deities of Death

The Necromancer *must* have a Patron Deity from whom they derive their power. Contact with the deity is normally made through an Agent but may be made directly at higher levels (at least 15+).

As has been explained, the deity may be chosen by the GM or might be petitioned by the Necromancer themselves. The deity gained in the latter case may still refuse the character or a surrogate might seduce the Necromancer, pretending to be the target deity. Or any other confusion the GM feels like throwing into the mix. If the Necromancer is rejected by their first choice then a second choice may not be more powerful than the first.

Possible patron deities are any Neutral or Evil Death or Magic deity (e.g. Hecate, Hel, Mictlantecuhtli, Yama, etc.) or powerful entity from the Outer Planes, (e.g. Demon Lords or Arch Devils or similar, evil gods and demigods - *NOT* elemental beings).



The relationship between the Necromancer and the deity may be fanatical but it is more likely to be a cold, business-like relationship, with the deity keeping the Necromancer on a very short leash and the Necromancer seeking, eventually, to have the

power to usurp their deity and take their place.

The Agent the Necromancer is assigned may take any form. The relationship between the Necromancer and the Agent can be civil or not, depending on the whim of the GM, although friendly is most unlikely. It is far more likely the Agent will resent the Necromancer and the bound service they are trapped in, seeking to annoy, frustrate or even destroy the Necromancer along the way. They are definitely *NOT* guardian angels.

An Agent may take the form of a familiar (such as a cat or raven, etc.) or they might use their natural form (a lowly immortal from the relevant plane, such as a minor demon or devil). They may remain with the character permanently or they might only visit when necessary. They may not even have a material form but rather inhabit something convenient, such as a nearby corpse, or just manifest themselves as a spirit, ghost or disembodied voice. They will never communicate telepathically but in normal audible speech, which anyone might overhear, in any language known to the Necromancer.

The purpose of the Agent is to be a messenger between the Necromancer and the deity and the GM may have them involved in the campaign as little or as much as suits them. Should the Agent be destroyed during the game for whatever reason (except for the Necromancer killing them) then a replacement will be supplied at the earliest convenience to the Deity. If this happens quite often then the Necromancer might find themselves losing Abilities.

If the Necromancer kills the Agent accidentally or on purpose they immediately lose 1d4 levels. If they drop to zero levels or below then they will die. Another Agent will be supplied but the Necromancer will definitely be in the deity's bad books. Should this unfortunate thing happen again the Necromancer will lose 1d4 levels again, all their Abilities (not spells) and a suitably powerful servant of the deity will be sent to kill them. If that servant fails another will be sent and so on.

Suffice to say it is worth the Necromancer ensuring their agent is safe at all times. Whatever the Necromancer does to achieve this may or may not meet with the approval of the Agent itself of course.

Necromancers (Magic-Users) table 1

Experience Points	Level	D8 HP	Abilities Gained	Spells gained per level						
				1	2	3	4	5	6	7
0-5000	1	1	A B C	1						
5001-10000	2	2	D E	2	1					
10001-17000	3	3	F	3	2					
17001-24000	4	4	G	3	2	1				
24001-32000	5	5	H I	4	2	2				
32001-65000	6	6	J K	4	3	2	1			
65001-140000	7	7	L M	4	3	3	2			
140001-260000	8	8	N	5	4	3	2	1		
260001-460000	9	9	O	5	4	3	2	2		
460001-675000	10	9+2	P	5	4	4	3	2		
675001-900000	11	9+4	Q R1	6	5	4	3	2	1	
900001-1125000	12	9+6	R2	6	5	5	3	3	2	
1125001-1350000	13	9+8	R3, S	6	5	5	4	3	2	1
1350001-1575000	14	9+10	R4	7	6	5	4	4	3	1
1575001-1780000	15	9+12	R5	7	6	5	4	4	3	2
1780001-2010000	16	9+14	T	8	7	6	5	4	3	2
225000xp per level thereafter	+1	+2		No more spell casting ability is gained						

Once a character has become a Necromancer they gain a number of Necromantic Abilities automatically as they go up levels, in a similar way to a Druid. These abilities are inherent and may be used within the limitations in the descriptions without revision or rest.

The Abilities remain available as long as the Necromancer maintains their sacrifices (detailed later). Once the sacrifices are missed, even by as little as 24 hours, Abilities are lost at the rate of one Ability per sacrifice missed, permanently, most powerful first. More details below.

If the Necromancer loses an Ability and then advances levels sufficient to gain new Abilities, they will get the old ones back first, one at a time, thus stunting their development forever.

Once a Necromancer has lost all their Abilities and misses another sacrifice their patron deity will take the Necromancer's soul, killing them instantly (or after a fight if the GM fancies it) and rendering them *un-Raisable* or *Resurrectable*, even using a *Wish* spell unless the *Wish* spell is cast by another, more powerful deity.

**Ability A:** *Call Agent* - gained at Level 1, takes 1 round of concentration to use, can be used as many times a day as required but the Agent may become less and less cooperative. If the Agent chooses to hang around with the Necromancer all the time, as they might, then this ability becomes irrelevant.

When used this Ability summons the Agent to the Necromancer and it will appear (or manifest itself) in 1d6 rounds, unless it is present all the time in which case this Ability can be used to summon the Agent's attention if it has wandered off. Note that while the Agent may have special abilities itself (GM's decision) it is not bound to the Necromancer's will like a normal Familiar and will not automatically obey their commands - rather it will see the relationship as the other way around and is more likely to issue instructions to the Necromancer, which they may or may not comply with, as they see fit.

The relationship between a Necromancer and their Agent can be a complex and challenging one. Certainly, the Agent will not use its powers to help an inept Necromancer out of trouble all the time. An Agent will use its powers to defend itself but is

more likely to flee than fight, regardless of situation.

**Ability B: Necrotic Animate Dead** - casting time 1 round, can be used as many times per midnight to midnight period as the Necromancer has levels. The effects are similar to the Magic-User spell Animate Dead except as follows:

This spell will create as many skeletons or zombies as the Necromancer has access to human, humanoid or demi-human bodies. Unlike the normal spell, the bodies must be present in order to be animated and they must have at least 80% of the body present - lost limbs are not replaced and if the head is missing the created undead will be deaf and blind and probably useless as they cannot be commanded, although this might be amusing for the GM. The maximum limit of animated corpses is as many hit dice as the Necromancer has levels, per use of the ability.

These bodies must not have been the victim of the Necromancer's monthly sacrifices. The nature of the bodies being animated determines what kind of undead is created and a body may be animated multiple times, dependent on damage done to them. At first level the Necromancer can only animate 1HD undead so they are limited to skeletons. This means they need a skeleton handy, not a corpse. When the Necromancer gets to second level they can animate zombies.

Note that this ability cannot be used to animate more powerful undead than skeletons and zombies, but a dead creature of Hit Dice equal to or less than the Necromancer may be animated. So, if the Necromancer is 9th level they can animate 9 skeletons of 1HD each or a 9HD skeleton or zombie, for instance a Hill Giant, or three Bugbears of 3HD each. This animated Hill Giant will fight as a 9HD skeleton or zombie, dependent on their original state. The undead created in this way are not as reliable as the ones created by the *Animate Dead* spell (which the Necromancer also has access to) and after 9 turns there is a 10% cumulative chance per turn that they will cease to be animated and return to being normal corpses or skeletons.

None of the Necrotic Animation abilities will work on a corpse that has had an appropriate *Ceremony* type spell cast over it.

**Ability C - Turn Undead** as a Cleric of the same level as the Necromancer. This Ability can be used an unlimited number of times in any midnight to midnight period. The Necromancer can seek to control the undead they Turn as per Evil Clerics.

**Ability D - Feign Death** - This ability is exactly as the third level Cleric spell of the same name. It can only be used once per midnight to midnight period, regardless of the Necromancer's level.

**Ability E - Night Vision** - This ability gives the Necromancer Infravision of 60' range all the time.

**Ability F - Fellowship of the Dead** - the Necromancer is permanently immune to *Fear* spells and similar effects (like Dragonfear, etc.). They are now also immune to diseases and disease-like effects of all forms, even magical, and get +2 to Saving Throws against Poison.

**Ability G - Necrotic Ghoul** - This ability is as per *Necrotic Animate Dead* but a corpse is animated as a ghoul. A number of corpses equal to the Necromancer's level divided by two, rounded down can be created. The corpse must be 95% complete and the ability doesn't work on skeletons. The animated creature is a ghoul in every way except for its limited lifespan (as above - 9 turns and then cumulative 10% chance per turn of becoming unanimated) and will obey the commands of the caster.

When the ghoul is killed or the magic runs out the ghoul will return to the form it had before animation. The physical appearance of a ghoul is different from a zombie so a physical change to the corpse is apparent in both directions; animating and unanimating.

**Ability H - Necrotic Ghast** - This ability is exactly as *Necrotic Ghoul* except that a Ghast is created. The number of ghosts created is equal to the Necromancer's level divided by three, rounded down. This ability does not work on skeletons.

**Ability I - Detect Life** - Similar to a Permanent *Detect Magic* range 40' + 5' per level; when the Necromancer concentrates

they can detect the direction, distance and rough size of any living creature (not undead) above one inch cubed in size; they will also know if the lifeform is animal, plant or fungus. The Necromancer doesn't just detect one of the life-forms about them but all of them, being able to distinguish between them in a similar way to a zoologist or botanist identifying all the species of animal, bird and plant they can see.

The downside of this amazing Ability is that as they gain levels so the Necromancer's sensitivity to life becomes more apparent. After about a month's experience of this Ability the Necromancer will find it 'switching on' when they are not concentrating. After 6 months or so the ability becomes permanent.

In well populated places the Necromancer will be constantly aware of the wealth of life around them, like music in a nightclub. This endless roar quickly becomes infuriating and the Necromancer will seek to avoid populated places and remove all life from the vicinity of their home.

**Ability J – Sustenance of the Unlife** – The Necromancer no longer needs to eat or drink but subsists perpetually on the energy of the Negative Material Plane. Similarly, they need only sleep for one hour in nine and can go for level x 8 hours without sleep. This lack of sleep has the detrimental effect that the Necromancer becomes more and more detached from their surroundings. They may drift into days of inaction as they contemplate their fate or even develop an Insanity (see Core Rules).

**Ability K – Eyes of the Dead** – This ability allows the Necromancer to see through the eyes of a dead head or skull of a predator or omnivore (forward facing eyes) within Level x2" of the Necromancer. The head or skull in question must be of one of the Necromancers own sacrificial victims and must be enchanted before use. This is done in a ritual performed at midnight and taking 13 rounds to complete.

Once complete the Necromancer can chose to see whatever it is the skull is seeing at that time. The most common use of this ability is to position the skulls about the Necromancer's lair in the style of a CCTV system. The duration of the enchantment is permanent until the head is smashed, burned

or otherwise destroyed. The skulls radiate magic but not evil.

The Necromancer can see with whatever vision the skull had in life so creatures with Infravision are preferred. The Ability is sight only, not sound, and only in the direction that the skull is facing (hence the requirement for predators and omnivores so the eye-sockets are forwards facing).

Note that the skull must be of a primate, canine, feline, human, demi-human or humanoid. For instance, small monkey skulls might be concealed in a King's private apartments to allow the Necromancer knowledge of what is going on in the chamber, when the Necromancer is close enough and concentrating. This form of Scrying can be blocked or detected by any technique that would block or detect a *Crystal Ball*.

**Ability L – Ears of the Dead** – This ability works as per the Ability *Eyes of the Dead* on a skull or head that has already had *Eyes of the Dead* Ability used on it or a new subject. The object is enchanted in an additional ceremony of a similar form but confers the ability to hear through the skull. As per *Eyes*, this allows the Necromancer to hear the range of hearing of the skull in life.

**Ability M – Necrotic Wight** – This ability is exactly as *Necrotic Ghoul* except a Wight is created. The number of Wights created is equal to the Necromancer's level divided by four, rounded down. This ability does not work on skeletons.

**Ability N – Dead Vision** – Similar to the *Night Vision* ability, this is both an improvement and a penalty.

As per *Night Vision*, the Necromancer's Infravision is upgraded to 120' and they also get 60' Ultravision. However, they become so repulsed by bright light as to shun all its forms. In sunlight their vision is so impeded as to give them -2 on all To-Hit and Saving Throws and vision as per a normal human in twilight conditions, regardless of the actual light level in place. If they are in the area of effect of a *Continual Light* spell or in sunlight they will see a maximum of 120' and in black and white only - no colour registry. For this reason Necromancers' lairs tend to have very low lighting levels, if any.

As they still need light to read and write they may still use candles but will struggle with anything brighter. However, their *Dead Vision* is recovered the instant the light source is removed; there is no period of recovery as with Infravision.

**Ability O - Fear of the Dead** - The Necromancer exudes an aura of *Fear* as per the Cleric spell to a radius of thirty feet (3"). Anyone in the area of effect must make a saving throw every round unless they are immune to fear. The Necromancer can switch this ability on and off like a light switch if they wish, for whatever reason, but may do nothing else in the round they switch the Ability on or off. If a character has already made a saving throw against the effect then the Ability will have no further effect on them even if switched off and on again.

**Ability Q - Necrotic Wraith** - This ability is as per *Necrotic Ghoul* except that no corpse is required. The Necrotic Wraith is summoned from the Negative Material Plane and will vanish back there when the duration runs out, although this is shorter than the other spells (5 turns then 20% per turn cumulative chance they will disperse back to the negative material plane). Only one Wraith is created per use of the ability to a maximum total number of the Necromancer's level per midnight to midnight period.

**Ability R - The Living Wraith** - As Necromancers increase in level they become more and more closely bound to the Negative Material Plane. At 11<sup>th</sup> level this begins to manifest itself in the physicality of the Necromancer's very being. This means that they begin to inhabit the Prime Material Plane with less and less enthusiasm, with the following benefits:

At 11<sup>th</sup> level (**R1**) the Necromancer can become *Invisible* at will as per the Magic-User spell (the transition takes 1 round of concentration). They can do this 11 times per midnight to midnight period, regardless of level. This might seem cool but remember by 11<sup>th</sup> level they will smell terrible.

Ability R at 12<sup>th</sup> level (**R2**) means the Necromancer can only be hit by silver and +1 or better magical weapons. It does not affect their ability to attack others.

Ability R at 13<sup>th</sup> level (**R3**) means the Necromancer can only be hit by silver or +2 or better magical weapons.

Ability R at 14<sup>th</sup> level (**R4**) means the Necromancer can be hit only by +3 or better magical weapons only. Silver weapons no longer affect them.

Ability R at 15<sup>th</sup> (**R5**; maximum) level means the Necromancer can transfer themselves to the Negative Material Plane and back at will. The transition there or back takes 1 round during which time the Necromancer may do nothing else. If they receive damage during this time then the transition is prevented, like spell casting.

Once 'Negative' the Necromancer no longer has any presence on the Prime Material Plane and is therefore undetectable (even by smell). The Necromancer can then move/fly in *any* direction at their normal walking pace for as long as they wish, regardless of physical obstacles that may exist in that direction on the Prime Material Plane.

The Necromancer has only a shadowy, blurred appreciation of the Prime Material Plane about them and could not identify a person or even be sure of a species of creature they can 'see'. Likewise, inanimate objects are just a blur and the Necromancer knows they are there but could not identify them for sure.

The transition back cannot happen if there is an object blocking their way on the Prime Material Plane and so, if their movements can be predicted or tracked, they may be trapped on the Negative Material Plane. Be aware that the Negative Material Plane is not known for its hospitality and the Necromancer may be subject to all kinds of wandering encounters while there.

**Ability S - Darklife** - This Ability allows the Necromancer to live without any reliance on the normal mechanisms of life. The Necromancer no longer needs to sleep at all, nor drink or eat. All their physical sustenance is provided by the power of the Negative Material Plane.

They no longer need to breathe all the time either, being able to hold their breath for a number of Turns equal to their Constitution. The Necromancer also gains +4 on all Saving Throws against Poison.

The Necromancer also loses all reproductive abilities and inclinations. Male Necromancers have permanent impotence

and female Necromancers cease to menstruate. The production of Testosterone and Oestrogen in their bodies completely ceases.

**Ability T – The Deathless** – The ultimate power of the Necromancer is to become immortal, or at least Undying. Once 16<sup>th</sup> level is achieved then the Necromancer ceases to age. Whatever age they have gained by this time they remain at it for eternity, or at least until they die from other than natural causes. They still require air to breathe but only as much as per Ability S Darklife. They are also immune to all Poison.

16<sup>th</sup> Level represents the pinnacle of achievement as regards spell casting and Necromantic Abilities that a Necromancer may attain. They may still gain levels and hit-points, increasing the effectiveness of the spells and Abilities they already have, but they gain no more new Abilities and no more spell entitlement above that granted at 16<sup>th</sup> level.

At this level a Necromancer has achieved their primary goal – that of immortality – and will probably now seek to free themselves of their debt to their patron deity by whatever means available. This usually involves attempting to destroy their Patron Deity, thereby becoming a minor deity themselves. Once this is achieved the Necromancer no longer has to sacrifice to their ex-patron but must empower first level Necromancers themselves to maintain their own power. Other Necromancers already in the power of the deceased deity will find themselves bound to the Necromancer, which may or may not be comfortable for either party.

#### Sacrifice Types and Regularity:

As has been said, a Necromancer needs to keep up their sacrifices to their deity to retain their powers (and their life). The sacrifices need to be made every month (usually the first or the last day of the month) with additional Special sacrifices at mid-winter and mid-summer but the other two festivals don't require any sacrifice and the months before them can be treated as 4-week months as regards sacrifices required. *Note that Barnaynian months are only 3 weeks long*

*and there are more of them per year than on Earth.*

If a Necromancer misses a sacrifice then they lose one Necromantic Ability, starting with the most powerful. If they don't 'make good' the missed sacrifice before the next one is due then the next time they are due to make a sacrifice they will lose another Ability, regardless of whether the Necromancer makes the next sacrifice. But if they miss the next sacrifice *as well* then they will lose another Ability *as well*. And so on. As can be seen; missing sacrifices can soon result in the loss of a lot of Abilities.



When a Necromancer has run out of Abilities, the next time they are due to lose one they will die and their soul will be seized and devoured or set to eternal torment by their patron deity; i.e. they will be un-*Raisable* and un-*Resurrectable*.

A Necromancer may not regain lost Abilities except by going up levels. When they do go up a level, lost Abilities will be regained first, weakest first, one per level gained, shifting the level due for each ability up by one or more. Only when all lost Abilities have been regained can the Necromancer start to gain new abilities as they gain levels.

### Sacrifice Types by Necromancer Level:

Level 1-2	Basic animal, dependent on the tastes of the patron deity but this will usually be a dog, cat or horse or something of similar intelligence (for instance hawks, owls, mules, seals or monkeys and so on).
Level 3-5	More powerful version of the above; wolf, wildcat or large cat (lion, cougar, etc.), bear, eagle, vulture, shark, dolphin, warhorse, great ape, or the Giant equivalent of a normal monster - note that the species should be readily available in the area - perhaps it is this reason why the Necromancer has set up in this area.
Level 6-10	Human, humanoid or demi-human ~ the nature of the patron deity should determine which type and sex is preferred, the more powerful the better.
Level 11-13	Child of the above (pre-pubescent) or person (adult) of noble heritage or significant personal power (5 <sup>th</sup> level or greater).
Level 14 and above	Pregnant human, humanoid or demi human, or a member of a recognised (well known) Royal Family, hero (9 <sup>th</sup> level or more), Paladin or cleric of an opposing temple (of any level).

Any sacrifice of greater power than that required will be acceptable as a replacement. Likewise, three of the next lowest category will suffice as a supplement for a higher category, but never as a regular occurrence – one in three at the maximum – and never any lower than one category down.

The 'Special' sacrifices required twice every year will be one of the next level category up or greater; a larger number of the same category will NOT do except when in the next to maximum level category or higher (i.e. 11<sup>th</sup> level or over). Only then will another of that category be sufficient for the Special category, unless the deity wills otherwise or perhaps makes a specific request.

### Sacrificial Process

The sacrifice must be dedicated to the deity before the killing is done and a suitable, ceremonial method must be used. This is traditionally a dagger while the victim is fastened prostrate on an altar or similar construction. However, different deities might have different processes which may or may not be easier to accommodate in some situations. For instance, they might prefer drowning or burning the victims, or hanging them by the feet and bleeding them out, and so on.

Once sacrificed the body cannot be used in one of the Necromancers Abilities or spells except *Eyes* and *Ears of the Dead*. The cadavers may be eaten or have to be destroyed in a specific way – again, the Agent might have some input on this (but it might lie to the

Necromancer as well, for amusement value only – the Agent will *not* deliberately mislead their Necromancer in such an important matter).

As can be seen, a powerful Necromancer must have some ideas as to how they will maintain a supply of suitable sacrifices. A Necromancers Lair will usually have some kind of storage facility for suitable sacrifices, although this is likely to be a reasonable distance from the Necromancers home (see *Detect Life* above).

A Necromancer can't 'bank' sacrifices by doing a load one month and then not needing to for a few months unless they negotiate this with their deity beforehand. Likewise, a Necromancer that transgresses the wishes of a patron deity might be sent on a quest for a *very* specific type of sacrifice.

This is an important role for the Agent. The Agent may (or may not) remind the Necromancer when the sacrifice is due, advise on the kind of sacrifice required, recommend additional presents or communicate (or just make up) special requirements and quests.

### Necromancers' Temples of Death:

At 9<sup>th</sup> Level or at any time thereafter the Necromancer may build a Temple of Death to their patron deity; not to be confused with the Dunromin Temple of Death which is a far more mundane and innocent structure, or at least different.

The Necrotic Temple of Death is an especially enchanted surface, building, part of a building or area of underground

construction. Therein the Necromancer's powers are magnified and the Patron Deity can take a direct interest in the events on the Prime Material Plane without having to leave their home plane. In fact, a Necromancer might construct a number of these Temples, up to a maximum of their level divided by 5, rounded down.

The temples will be designed around a main chamber (Temple) to be of any size over 50'x30'x20' tall minimum. The temple can be built of any material and placed in any location. However, certain styles and locations would be more appropriate to the Necromancer and the availability of skilled labour may be a limiting factor (undead cannot build anything as the skills involved are too complex).

Necromancers will want to avoid large populations (or any populations) and will prefer a style appropriate to their patron deity. Other than these limitations the Necromancer has a reasonably free reign. Since the planet of Barnaynia is mostly a honey-comb of large caverns throughout the crust a Necromancer may, like many ancient nocturnal civilisations, seek to build their accommodation underground.

While the nature and style of these constructions is dependent on the style of the patron deity and might mimic any kind of architectural style the Necromancer fancies, the most important element of the whole building is the Altar.

This Necrotic Altar will be built of bones and blood and enchanted in a special ceremony taking 9 hours on a night of a full moon. The bones must be sourced from human, humanoid or demi-human sources and no less than 200 bodies will be required, more if possible. These bodies must not be diseased and must be whole. They may not be the normal sacrificial victims of the Necromancer and must be less than a week dead.

The bodies are prepared in a special solution in a marble or iron tank which sloughs off the flesh, which must be kept. The tank will cost no less than 500gp to manufacture. The ingredients of the solution will cost 1000gp to procure per batch, one batch being sufficient to treat 40 bodies (or the ingredients of the solution can be the aim of an adventure).

Bones treated in this way can be stored indefinitely ready for building. Likewise the used solution, which must be used as mortar to seal the bones in place, can be stored indefinitely if stored in air-tight vessels (corked wine bottles or sealed pot amphora for example).

When complete, the Altar needs to be consecrated. This is a special ceremony which is roughly equivalent to a Special Sacrifice (as above) but the GM might want to add extra conditions to this process, such as a particular time of year or a *very* Special sacrifice.

Once built and consecrated the Altar gives the whole temple construction additional powers as follows:

- Enhanced healing – the Necromancer, his constructions and undead will heal 1d4HP per day when within 100" of the altar, in addition to any other healing.
- Enhanced Sacrificing – when using this altar for his sacrifice (the design of the altar will be appropriate to the style of sacrifice preferred by the deity) the Necromancer is then allowed to miss completely one normal sacrifice per calendar year without losing any abilities. Obviously, this is an insurance policy as no Necromancer in their right mind would ever want to miss a sacrifice by choice.
- Enhanced Abilities – While within 100 feet of the Altar all the Necromancer's spell casting and Abilities work as if the Necromancer were two levels higher than they are, including benefitting from Abilities (not spells) their real level may not yet give them access to.
- Far Reaching Effects – When a Necromancer uses the Altar to manufacture the skulls and heads for the abilities K and L (*Sight* and *Ears of the Dead*) the range of the effect becomes 100 times the normal range.
- Alter Location – If the Necromancer has more than one Altar and Temple then they can *Teleport Without Error* between them, once per month per level. In order to *Teleport* the Necromancer must be touching the Altar and concentrate for 2 rounds. They may take with them only what they can carry. There is nothing about

the Altar itself or the way the spell works that gives any indication of where the other temple(s) might be, although supernatural methods (*Commune* and similar spells.) could reveal the location of a fleeing Necromancer.

- Proof against Turning – Any undead the Necromancer has created (as per the Spells, not *Necrotic Undead* from their abilities or other undead the Necromancer has merely taken control of) cannot be Turned (or destroyed by Turning) while they are in the temple room containing the Altar.

As can be seen, the Necromancer's lair is a place where their powers are considerably increased and might enhance the Necromancer as a long-term NPC or enemy. A determined Necromancer can quickly build up an army of powerful Undead and establish a dark fortress in whatever location suits them. They can then perhaps hire-out this army or use it however they see fit...

#### Necromancer Spell books:

Necromancers gain, revise and store their spells as per Magic Users but start with no spells. How they obtain their spells is up to the GM but some will be available for sale from certain ruthless persons, perhaps at the Guild of Black Magic. Or the spells can be researched (found) in a suitable library. Magic-User equivalent spells can simply be bought at the Magic-Users Guild and then the Necromancer can spend a week per spell level in research to 'convert' the spell to the Necrotic version.

Books and Scrolls of Necrotic Magic do exist and examples (real and fake) might be found anywhere. Their value would be considerable to the right customer but carrying one around might invite suspicion from the authorities if discovered, and may cause additional problems. Paladins and



Druids would probably destroy such things on sight.

Necromancers cannot keep their Necromancer spells and Magic-User spells in the same book. In fact, as they go up levels they may find they have to store their two spell libraries completely separately or contained in specially screened containers (lead-lined boxes perhaps) to stop them interfering with each other. This interference may lead to certain spells spontaneously erasing themselves from time to time or other strange magical side effects (growth of fungus, strange popping and whizzing noises, enlarged insects, random curses and reanimations, and so on).

To remove any chance of this the books need to be kept apart in a certain way. The separation will be equal to the combined maximum spell levels contained in the books in tens of feet of air, inches of cloth, leather or paper, or millimetres of bone, lead, copper, gold or iron (not steel).

For this reason, Necromancers often have several spell books, to minimise the powers in a single book, or record their most-used spells on single sheets of spell book parchment (looking similar to scrolls but not inherently magical), usually kept in bone scroll tubes. Large human and similar femurs, appropriately carved, make excellent scroll tubes.

#### Necromancer Spell Lists by Level:

Many Necromancer spells are simply well-known normal class spells. In such cases the version of the spell used is indicated by the letter in parenthesis after the spell name; e.g. *Animate Dead* (MU) means it is the Magic-User version of *Animate Dead* that the Necromancer uses. The Necromancer versions of common spells have similar effects and requirements but are different and need to be stored separately in the Necromancer spell books.

Necromancer spells are of no use to other classes and vice-versa, without conversion as above. Although the effects are

the same the techniques used to achieve them are different. The exception to this is Magic-User scrolls which may be used by

Necromancers. Some spells listed below are new and unique to Necromancers. These are detailed after the table.

First Level	Second Level	Third Level:
1 Animate Dead (MU)	Animate Dead Monsters (C)	Blackwing (as MU Fly spell)
2 Burial Ceremony	Audible Glamour (MU)	Cause Blindness (C Reversed)
3 Cause Fear (C reversed)	Cause Disease (C reversed)	Ceremony (C)
4 Cold Eye	Continual Darkness (I)	Create Ghast
5 Darkness 15' Radius (MU)	Control Undead	Create Shadow
6 Detect good/evil (C)	Create Ghoul	Create Wight
7 Detect Magic (MU)	Hold Person (MU)	Exorcise (C)
8 Find Familiar (MU)	Knock (MU)	Knowledge of the Dead
9 Heal Undead	Magic Skull	Light of Darkness
10 Identify (MU)	Scare (MU)	Lightning Bolt (MU)
11 Invisibility to Undead (MU)	Shadow Speak	Negative Plane Protection (C)
12 Locate Dead	Silence 15' radius (C)	Neutralise Poison (C)
13 Pass without Trace (D)	Speak with Dead (C)	Protection from Undead
14 Read Magic (MU)	Summon Undead	Remove Curse (MU)
15 Shocking Grasp (MU)	Touch of the Ghoul	Web (MU)
16 Speak with Dead (C)	Wizard Lock (MU)	Wraith Form (I)
17 Write (MU)		

Fourth Level	Fifth Level	Sixth Level	Seventh Level
1 Blade of the Vampyre	Bind Undead	Anti-magic shell (MU)	Army of the Dead
2 Bloodfire	Blade of Death	Create Spectre	Chain Lightning (MU)
3 Create Wraith	Call Lightning (D)	Death Stare	Create Vampire
4 Dispel Magic (MU)	Cone of Cold (MU)	Fear of the Dead	Curse of the Dead
5 Energy Drain	Create Mummy	Finger of Death (C reversed)	Curse of the Lich
6 Ghostly Form	Curse of the Revenant	Golem (C ~ Flesh only)	Gate (C but special)
7 Hold Monster (MU)	Damnation	Living Dead	Permanancy (MU)
8 Know the past	Death Spell (MU)	Power Word Stun (MU)	Power Word Kill (MU)
9 Phantasmal Killer (I)	Mindblank (M)	Spiritwrack (MU)	Trap the Soul (MU)
10 Protection from Lightning (D)	Possession	True Seeing (C)	Temporal Stasis (MU)
11 Resist Turning	Shadow Link	Walking Dead, Greater	Weird (I)
12 Spectral Force (I)	Shadow Walk (I)	Wind of Unlife	
13 Walking Dead	Teleport (MU)		
14 Wall of Bones	Wall of Stone (MU)		
15 Wizard Eye (MU)			

## Necromancer Spell Explanations:

### First Level Necromancer Spells:

**Burial Ceremony** – As per first level Cleric spell *Ceremony* but only the ‘Burial’ part of the spell.

**Heal Undead** ~ as per *Cure Light Wounds* but only works on undead, Necromancer Agents, Walking Dead and the Necromancer themselves.

**Cold Eye** – Range: Line of sight up to 6”, Duration: As long as eye contact is maintained and then level x 1 round thereafter; Area of Effect: one person; Components: S; Casting Time: 1 segment; Saving Throw: negates.

As per the Vampire gaze attack - the Necromancer need only catch the eye of their target, which then gets a saving throw versus Death Magic or they will be *Held* (as per *Hold Person*) rather than *Charmed*. Only one person may be attacked with this spell at a time but several such spells might be in place at once. Once the target is *Held* the Necromancer does not need to maintain eye contact and the duration of the spell starts when eye contact is broken. In this way a Necromancer might keep an enemy *Held* while the Necromancer's servants deal with them. The Necromancer can talk and wave/signal while holding a target's gaze, but not move, fight or cast spells. The Necromancer's armour class will be four points worse and any Dex bonus to AC will be lost. Another character can break the gaze by interrupting the line of sight (with anything) at which point the Duration starts.

**Locate Dead** ~ Range: self, Duration: 2 rounds per level; Area of Effect: 30ft radius about caster; Components: VS; Casting Time: 1 round; Saving Throw: none.

As per *Locate Object* but a named or described body is located, along with knowledge of their burial ritual (if any) and any additional relevant information; for instance, if they have been *Resurrected* or *Raised* before and how many times; any *Ceremonies* or similar that have been cast on them post-mortem; and if they are going to rise as undead or similar at some point in the future.

The Necromancer must be reasonably specific in their description of the corpse required; NOT 'any dead orcs around here?' but 'Is there a body of an orc chieftain slain in battle in the last year near here?' is sufficient. The name of the dead need not be known or if it is known, it needn't be a true name; if the dead person was known by an alias then that would also reveal their location. Once cast the Necromancer may walk about and increase the area they are searching but may not engage in combat or further spell casting while the duration persists.

### ***Second Level Necromancer Spells:***

**Control Undead** ~ Range: Line of sight up to 120ft, Duration: 1 turn/level; Area of

Effect: 30ft radius; Components: S; Casting Time: 3 segments; Saving Throw: see below.

When cast this spell allows the Necromancer to take control of any undead within visible range. The target creatures' combined Hit Dice must be less than or equal to the Necromancer's Level. If a group of undead exceeds the Necromancer's power then the Necromancer may select one or more of the group up to the HD/Level limit given.

If the target fails their saving throw vs. Death Magic (each individual gets their own save) they will then be under the Necromancer's unspoken control for the duration of the spell, at least. Once the spell is expired the Undead get another saving throw. If they fail this they remain under the control of the Necromancer for half the original duration. At the end of that duration they get another and final saving throw. If they fail this again, they will remain under control of the Necromancer for another duration equal to a quarter of the duration of the original spell.

If the undead is intelligent and the Necromancer has commanded the undead to do something they are not adverse to, then the undead may feel inclined to continue with the activity or even form an alliance with the Necromancer after the end of the duration.

**Create Ghoul** ~ Range: touch; Duration: permanent; Area of Effect: one creature; Components: V, S, M; Casting Time: 1 hour; Saving Throw: none.

This spell allows the Necromancer to manufacture a ghoul. They must have a suitable cadaver to hand (see below) and the entire spell must be performed in the dark between sunset and sunrise. Upon completion of the spell the caster will take 1d6 points of normal damage as they imbue their creation with the negative life energy it needs to complete its animation.

The limit to the number of these creatures that the Necromancer may have in existence at any time is equal to the Necromancer's level x10 but they can only be manufactured one at a time. If one of the creations is killed then the Necromancer may manufacture a replacement.

The cadaver used must not be the product of a sacrifice and must be 95%+ whole but of any age (frozen is ok). Once manufactured the ghoul is under the verbal

command of the Necromancer but a lot of ghouls together will be difficult to keep under control. Ghouls can understand reasonably complex instructions but if left alone too long can start following their baser instincts. The Necromancer may command such creations to follow the orders of another, more powerful, form of undead but the ghoul will remain ultimately loyal to its creator.

**Magic Skull** ~ As per Magic-User spell *Magic Mouth* but the target must be a human, demi-human or humanoid skull.

**Summon Undead** ~ Range: 60ft+10ft per level; Duration: 20 rounds; Area of Effect: all undead within range; Components: V; Casting Time: 3 segments; Saving Throw: none.

When cast any Undead of hit dice equal to or less than the Necromancer's level within the area of effect will feel compelled to move towards the caster if they can, i.e. free to move and not bound to a higher task (given to them by anything more powerful than the Necromancer) and able to operate/move through any doors or other barriers between the undead and the Necromancer. They will also attack any creatures blocking their way (apart from other undead also responding to the summons).

The summoned undead need not originally be under the control of the caster but if they were before the spell was cast they will remain under the caster's control after the end of the duration. If the undead were not previously under the caster's control they will not be once the spell duration has expired, and in the mean-time they will merely be compelled to come to the caster. Once they arrive they will behave exactly according to their type or the instructions of the Necromancer if they manage to take control of the undead once they have arrived.

If uncontrolled and the summoned undead choose to attack whatever creatures they find at the Necromancer's location they will attack living creatures as the priority, other undead second and the Necromancer last. The undead will only cooperate with each other if they had previously been cooperating with each other or they are under the control of the caster already.

**Shadow-speak** ~ Range: 30ft, Duration: 3 rounds; Area of Effect: 30ft radius; Components: V, S; Casting Time: 1 round; Saving Throw: none.

The ability to speak with shadows in a given area (not the undead monster 'Shadow', just the normal shadows). In order to work the shadows addressed must have had continued existence since the event being discussed (the shadow of a statue will be present all the time, unless a light-source equal to the power of the main light-source causing the shadow is behind the statue) to a maximum time period of the Necromancer's level in days. Darkened areas are assumed to have shadows in them at all times unless illuminated uniformly by a powerful light source, e.g. *Continual Light* or a good reflection of the sun. Moonlight is not enough light to erase the shadows in an area.

The shadow is assumed to have the sight and hearing of a normal human, for the purposes of what information they might be able to give the Necromancer, and a good memory of everything they have witnessed. All questions will be answered truthfully and non-evasively but additional information will not be volunteered. If the shadows have heard conversations then they will be able to recall these only in the language they were originally spoken. Specific names only heard once may be confused or mispronounced...

**Touch of the Ghoul** ~ Range: Touch, Duration: 3 rounds + 1 round/level; Area of Effect: creature touched; Components: V, S; Casting Time: 1 segment; Saving Throw: negates.

Confers the paralysing touch attack of a ghoul on the Necromancer. When a target is then touched by the Necromancer then they will receive a saving throw versus Paralysation but if failed will be paralysed for  $2d10+6$  rounds. If a target is immune to the touch of a ghoul they will also be immune to the effects of this spell.

### ***Third Level Necromancer Spells:***

**Create Ghast** ~ as per *Create Ghoul* but a Ghast is created and the maximum number of such creatures that can exist at once is equal to the Necromancer's level x3. The caster will

take 1d8 points (instead of 1d6) of normal damage when the spell is completed.

**Create Shadow** ~ as per *Create Ghoul* but a Shadow is created and the maximum number of such creatures that can exist at once is equal to the Necromancer's level x2. The caster will take 1d8 points (instead of 1d6) of normal damage when the spell is completed.

**Create Wight** ~ as per *Create Ghoul* but a wight is created and the maximum number of such creatures that can exist at once is equal to the Necromancer's level x2. The caster will take 1d10 points (instead of 1d6) of normal damage when the spell is completed.

**Knowledge of the Dead** ~ Range: Touch; Duration: 13 rounds; Area of Effect: special; Components: M, V, S; Casting Time: 1 round; Saving Throw: none.

When cast on a dismembered head or skull the Necromancer may interrogate the head or skull as to what is happening within 50 feet of the majority of the rest of the head/skull's body, as long as they are on the same plane. Any head or skull might be interrogated any number of times so a Necromancer might build up a library of skulls connected to bodies secreted about places of interest.

The skulls/heads must be human, humanoid or demi-human but the original creature need not have spoken the Necromancer's preferred language, in which the conversation will take place. The skull/head will speak truthfully and helpfully. The rest of the body/skeleton will radiate magic and evil for the duration of the spell, not just the communication.

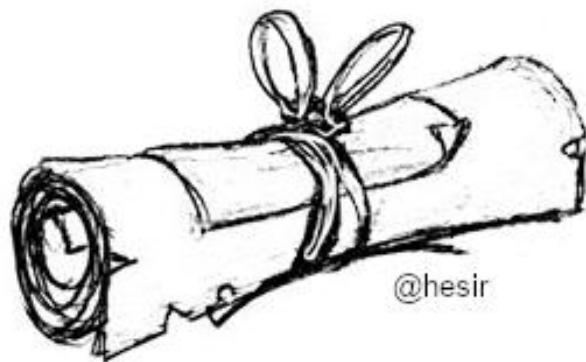
The rest of the body will only be able to report what they would hear, see or smell if they were a living person of that race in the position of the body. They will understand all the languages the Necromancer understands.

A variation of this spell called *Knowledge of the Inanimate*, may be cast on a painting, statue or tapestry but this takes three hours to create the link, must be done in the presence of the article and a scrying device which is then used (water bowl or similar) to communicate with the enchanted object each time the spell is cast.

Beware gifts from unknown admirers...

**Light of Darkness** ~ This spell is as per the Reversed Clerical *Light* spell *Darkness* in all regards except that the Necromancer and their allies and any undead in the area of effect can still see as if the *Darkness* wasn't there. Range, duration, area of effect and so on are as for the Clerical Spell *Light*.

**Protection from Undead** ~ As per the Cleric spell *Protection from Evil* but prevents Undead creatures from coming into physical contact with the caster, or the person touched by the caster, for any reason. The undead will not be scared off or anything like that, merely unable to touch the subject.



#### ***Fourth Level Necromancer Spells:***

**Blade of the Vampyre** ~ Range: touch, Duration: 5 rounds + 1 round/level; Area of Effect: once item/weapon; Components: V, S, M; Casting Time: 3 segments; Saving Throw: none.

When cast upon the preferred method of sacrifice used by the Necromancer (usually a dagger but potentially a spear, lance or anything really) this causes the Necromancer to be healed the same number of hit points that they do in damage with that weapon.

The number of points healed may not take the Necromancer beyond their normal maximum. If the victim dies as a result of the wounds received in this way then the Necromancer gains double the experience points for that kill.

If not in combat then a Necromancer might use any handy person suitable for a normal sacrifice (as per above table) using this spell and gain all their hit points. This latter

strategy only works if the target is a suitable sacrifice for a normal sacrifice (not just a handy rat) and is not being used for a normal sacrifice *as well*. Thus a severely damaged Necromancer might visit their Sacrifice Store and use their victims' lives to heal themselves.

The material component is the weapon itself but it is not destroyed at the end of the duration.

**Bloodfire** – Range, casting time and area of effect are exactly as for the 3<sup>rd</sup> level Magic-User spell *Fireball*. However, instead of everyone in the area of effect suffering 1d6 points per level of the caster, instead the caster chooses how many d6 they are going to cause up to the caster's level.

However, the caster has to suffer a number of hp damage to themselves as d6 in the damage selected. Thus, a 7<sup>th</sup> level Necromancer could choose to cast up to a 7d6 *Fireball* but it would cause the caster 7 points of damage as well, no saving throw. The damage suffered by the caster is not fire damage and cannot be reduced by any magical protection spells or devices. The material component of the spell is a portion of the caster's own blood, which runs from their eyes, ears and mouth as they cast.

**Create Wraith** – as per *Create Ghoul* but a Wraith is created and the maximum number of such creatures that can exist at once is equal to the Necromancer's level. The caster will take 1d12 points (instead of 1d6) of normal damage when the spell is completed.

**Energy Drain** – this spell is the same as the Level Draining touch of a Wight; one energy level is drained from the victim but the Necromancer needs to achieve a melee hit if the victim is expecting the attack. Anyone killed with this spell might rise again as a full-power Wight at the next full moon, or they might not. If they do they are not under the control of the Necromancer.

**Ghostly Form** – Range: self; Duration: 2 rounds + 1 round/level; Area of Effect: caster; Components: V, S, M; Casting Time: 3 segments; Saving Throw: none.

This spell changes the Necromancer into a semi-corporeal form of themselves, partly sustained on the Negative Material

Plane. While in this form the Necromancer can only be hit by magical and silver weapons and even then their armour class is 4 points better than normal. Necromancer may not attack physically for the duration of the spell but can cast spells and use abilities as normal. They can pass through solid surfaces as a *Passwall* spell cast at the same level as the caster.

The material component is a piece of wrapping from a corpse that has become an undead of any form. This is a *similar* power to the 11th Level R ability of the Necromancer but is a magical effect rather than an innate Ability.

**Know the Past** – Range: touch, Duration: Instantaneous; Area of Effect: 10ft cube of space or within 5ft of the item touched; Components: V, M, S; Casting Time: 6 turns; Saving Throw: none.

This spell has a long casting time because it will take the Necromancer a considerable amount of effort to rake through the information available to find the piece they need.

When cast upon an item or space the Necromancer will 'know' what has happened in that space (10ft x 10ft x 10ft cube only) or in the immediate vicinity of that object (5ft radius) in the last number of years equal to the Necromancer's level. The knowledge is limited to what the Necromancer would have seen and heard if they were the object or in the space for the time stated. If persons or objects in the space observed have some protection from Scrying (such as a Proof against *Detection, ESP* or similar) then that period of the vision would be unintelligible.

This is a potentially very powerful spell so the GM may introduce restrictions dependent on being able to find the relevant information in the sheer volume of knowledge available, or may give the 'victims' a back-dated saving throw versus Spells for the Necromancer to be prevented from accessing their past.

**Resist Turning** – Range: 30ft; Duration: 5 turns + 2 turns/level; Area of Effect: a number of undead equal to the Necromancer's level in Hit Dice; Components: V, S; Casting Time: 3 segments; Saving Throw: none.

Affects a number of Hit Dice of undead equal to the level of the caster and renders

these creatures immune to Turning, destruction or control by spell by a Turner/caster of up to twice the Necromancer's level.

**Walking Dead, Lesser** ~ Range: Touch; Duration: permanent; Area of Effect: one constructed creature; Components: V, S, M; Casting Time: 6 turns; Saving Throw: none.

Requires access to six fresh (less than a day old) bodies all of the same race and sex, all of which are rendered useless for any other purpose as part of the spell. The parts must not be mutilated (died in combat) or diseased but they may be poisoned or suffering a minor injury or single small stab wound. They may not be the Necromancer's sacrifices.

When cast the Necromancer constructs a single human-shaped being (as per the type of bodies selected) from the parts of the being selected and imbues them with the power of the Negative Material Plane. They are not undead and can't be turned or controlled by any other than the caster, but they are immune to *Sleep* and *Charm* type spells like undead.

Such constructs look a bit like 1HD zombies or flesh golems and are unable to speak or communicate in any useful way other than grunts, nods and head-shakes. They have a base AC of 10 but may improve this with armour. If their stats are needed then they can be rolled (Str 8+1d6, Int 2d4+1, Wis 2d4+1, Dex 8+1d6, Con 8+1d6, Cha and App not really applicable but probably 1d4+2, alignment same as the Necromancer, Hit Dice 1d8). They will follow the verbal instructions of their master to the best of their ability.

The *Lesser Walking Dead* are not dumb automations like zombies but capable and fanatical servants of limited wits, capable of a reasonable amount of free action in the interests of their master. They can wear armour and use any weapon they are skilled with (they 2 weapon proficiencies, selected at creation), fighting as 1HD monsters. A Necromancer may have any number of these servants. They resemble the creatures they were made from but no one would take them as such in a good light; friends and relations *might* recognise parts of them. *Lesser Walking Dead* smell of death and radiate magic and evil.

While there is no limit on what kind of humanoid might be used, moving too far from

the basic human form will change the scores rolled above. These rules and stats will hold for most player races and most orc-sized humanoids – it is not possible to create kobolds or lizardmen or anything else with a tail or wings or over 7 feet tall or under 4 feet tall using this spell).

There is a limit to the usefulness of this spell in that the animated creatures do register as 'life' on a *Detect Life* spell or ability, and therefore add to the noise and torment of a high-level Necromancer in a way more traditional Undead and Golems do not. Of course, the Necromancer might still have a lot of them but it is not likely that they will be kept close except in small numbers.

**Wall of Bones** ~ Like *Wall of Thorns* spell (Druid) but the barrier produced is not flammable.

### ***Fifth Level Necromancer Spells:***

**Bind Undead** ~ Range: 30ft; Duration: Until task is completed; Area of Effect: one undead creature; Components: V, S; Casting Time: 1 round; Saving Throw: Special.

When cast upon any undead this spell ties them to a specific task. The undead is allowed a saving throw, unless they are already Controlled by the Necromancer, but at -3 on the dice. The task must be one which the undead can understand (in terms of intelligence and languages spoken).

Once issued the creature will do its utmost to complete the task, using all its powers and intelligence to complete the task, although it will not sacrifice its un-life if it can avoid it. If Turned during the process of completing its task it is released from the binding.

This spell is intended for tasks more complicated and testing than the usual commands of the creator of an undead creature. For instance, a Necromancer might instruct a Vampire to use all the powers at its disposal to find and kill or kidnap the second in line to the throne of an opposing army. The vampire will then seek to complete the mission as instructed, all the time viewing the Necromancer in a positive light.

**Blade of Death** ~ Range: touch, Duration: 5 rounds + 1 round/level; Area of Effect: once item/weapon; Components: V, S,

M; Casting Time: 3 segments; Saving Throw: none.

This powerful spell is similar to *Blade of the Vampyre* except that damage done to the victim with the weapon is permanent; i.e. it comes off the victim's maximum hit points permanently. HP lost in such a way can be regained with a *Restoration Spell*, *Wish* or *Limited Wish*. Unlike the *Blade of the Vampyre* the Necromancer does not benefit from the HP lost or extra XP.

**Create Mummy** - as per *Create Ghoul* but a Mummy is created and the maximum number of such creatures that can exist at once is equal to the Necromancer's level. The caster will take 1d12 points (rather than 1d6) of normal damage when the spell is completed.

**Curse of the Revenant** - Range: special, Duration: special; Area of Effect: one person or creature; Components: V, S, M; Casting Time: 10 rounds; Saving Throw: none.

This spell can be cast anywhere and at any time. When cast the spell causes a Revenant to appear and be bound to the task of destroying the victim identified by the caster. The Revenant will then pursue their quarry tirelessly until the victim or the Revenant are destroyed.

The Revenant will pursue the victim where-ever they go and will know, magically, where they are. The use of a magic item or spell to conceal the location of the victim will work but will only delay the Revenant, which will rely on sight and smell (and rumour or questioning if it can) to track the victim instead. Once the victim is dead the Revenant will vanish in a suitably spooky and macabre way.

The caster needs to have some physical token from the victim's body (hair, nails, blood) that must be less than 13 days old. This is given to the Revenant who consumes it. If the caster has been fooled and the token is from someone other than the intended victim then the real owner of the token will be the target.

**Damnation** - Range: 30ft, Duration: permanent; Area of Effect: one body; Components: V, S; Casting Time: 3 segments; Saving Throw: none.

When cast upon a dead body this spell removes the spirit or soul of the victim from the normal afterlife and transports them to the Negative Material Plane. They may then never be *Raised*, *Resurrected* nor communicated with by any power in the Multiverse unless a *Wish* is cast first. The wish will not *Raise* them, merely return their soul to its normal afterlife from whence it can then be *Raised* or communicated with as normal.



**Possession** - Range: Level x 1 miles, Duration: 2 turns + 1 turn/level; Area of Effect: one person; Components: V, S, M; Casting Time: 5 rounds; Saving Throw: negates.

When cast the consciousness of the Necromancer effectively inhabits the body of the victim if the victim fails a saving throw versus Death Magic. The victim must have been seen by the caster within the previous 3 weeks (physically or through a viewing device like a *Crystal Ball*) and must be named by the Necromancer during casting – their true name, not a title, nick-name or alias. The material component must be an item of great personal value to the victim or a piece of their body (twelve hairs from their head, ten fingernail clippings or similar, or a treasured childhood toy, lover's token or suchlike) which is burned or otherwise destroyed in the casting and can't be used again.

The caster will not have access to the possessed person's memories, skills and non-natural abilities, only the caster's own. The caster will have their own Int, Wis, Cha (!) and spells/skills/abilities/weapon proficiencies, but the victim's hit points, Str, Con, Dex and App along with any natural abilities such as

Infravision or winged flight. A *Detect Charm*, *Detect Magic*, *Detect Curse* or *Detect Evil* (if the Necromancer is evil and the victim isn't) cast on the possessed individual will reveal the possession unless, of course, the detection would be positive anyway. Natural or perpetual *Detection*-style abilities will also indicate a problem (such as a Paladin's *Detect Evil*). Or indeed anyone that knows the victim may realise they are 'not themselves' (GM's discretion).

If the duration of the spell runs out or the caster chooses to 'quit' the spell early the caster's consciousness will leave the body immediately and instantaneously return to their own. The victim will have no memory of events since the point they failed their saving throw. While the caster is 'away' from their normal body the caster's own body remains in a torpor, usually on a bed or comfy chair, probably cared for and protected by certain trusted servants.

As soon as the caster's body receives damage or interference sufficient to rouse them from a sleep then the spell is broken, although the caster will be Surprised by this. If the victim's body is killed while the caster's Consciousness is in there then the caster must make a System Shock roll or die instantly as well.

If the caster's body is killed while the Consciousness is elsewhere (i.e. in a single attack) then the Spirits/Souls of the caster and the victim must make a System Shock roll. If either fails the other remains in control of the victim's body. If both fail their rolls then both will die, but the victim may be *Raised* or *Resurrected* as normal. If the victim fails their roll and the caster does not then the caster's consciousness will remain in control of the victim's body. In this case then the victim's body must be killed with the caster's consciousness in it before the original owner can be *Raised* or *Resurrected*. A *Wish* will also return the victim to normal and kill the caster (no saving throw).

If both entities make their System Shock roll then it is the one that made their roll by the **largest margin** (not the lowest roll) that survives. In case of a draw, roll again. At the end of the spell, or if the Necromancer quits the possession early, then the victim will be unharmed except by any damage sustained while *Possessed*.

**Shadow Link** – Range: 10 miles x level; Duration: 1 turn/level; Area of Effect: one Shadow; Components: V, S; Casting Time: 1 round; Saving Throw: none.

When cast this spell makes a telepathic link with a Shadow (undead monster) that has been created by the Necromancer or is under their control, where-ever it may be within range (the Necromancer doesn't need to know where the Shadow is). The range of the link is the Necromancer's level x 10 miles and allows the Necromancer to see and hear what the Shadow sees and hears.



The spell also allows the Necromancer to issue instructions telepathically to the Shadow which it will fanatically follow. If the Shadow is Turned or the Necromancer is damaged then the link is broken. The Necromancer may continue to act and behave as normal while the link is in place, even casting other spells where they are, but may only have one such link active at a time.

### ***Sixth Level Necromancer Spells:***

**Create Spectre** - As per *Create Ghoul* but a Spectre is created and the maximum number of such creatures that can exist at once is equal to the Necromancer's level

divided by two, rounded down. This spell does not need a body but the Necromancer will instead take 2d8 points damage (instead of 1d6) upon completion of the spell.

**Death Stare** ~ Range: 60ft, Duration: instantaneous; Area of Effect: 1 person or creature; Components: S; Casting Time: 1 segment; Saving Throw: special.

When this spell is cast the caster points very deliberately at one person or monster as a target. The target need not be aware they are being pointed at. The target gets a saving throw versus Death Magic and if they pass they suffer 1d12 points of damage. If they fail they will lose a level of experience or hit dice as if they had been touched by a Wight.

**Living Dead** ~ Range: Line of sight up to 60ft, Duration: level x1 turn; Area of Effect: one body; Components: V S M; Casting Time: 1 turn; Saving Throw: special.

With this spell the Necromancer may call the spirit of a named dead person to animate a corpse of the same race and sex as the dead person had in life. The animated corpse will have all the memories and abilities of the original person (although not the equipment).

The animated person may or may not comply with the Necromancer's summons depending on their alignment and a saving throw versus Death Magic. If the summoned spirit is the same alignment as the caster they get a -4 on this saving throw. If the named person's real body had a Ceremony or similar spell cast on it then the person gets a +4 bonus on their Saving Throw.

Once the person has been trapped in their new body the Necromancer may cast other spells on them, such as *Charm*. How the trapped person then behaves is up to the GM (or the player of the person if they were a Player Character) within the confines of their Saving Throw above. In this way the Necromancer might use the person for information or to exploit abilities, skills or knowledge they had in life.

The person summoned must have been dead for a number of years equal to 10x Necromancer's level or less. The name used must be the person's real name, not a title, nick-name or alias. If used for interrogation or spell casting then the person's memory will be as per their moment of death and any spells

they had in mind then will still need material components.

The creature thus created will function exactly as the person summoned – for instance if they were a king with a knack for pulling swords from stones or a mage who enchanted a portal to respond only to themselves, they will still be able to perform the relevant act. If they were a spell-caster in life then they will be able to regain spells by revision or prayer as they did in life, within the limits of the spell duration.

**Walking Dead, Greater** ~ Range: Touch; Duration: permanent; Area of Effect: one constructed creature; Components: V, S, M; Casting Time: 18 turns; Saving Throw: none.

Similar to *Lesser Walking Dead*, this spell requires access to ten fresh (less than a day old) bodies all of the same race and sex, all of which are rendered useless for any other purpose as part of the spell. The Necromancer will also need the brain of a fighter classed NPC (or PC) of 3<sup>rd</sup> level or greater. The brain must be undamaged and its owner less than a day dead, but this could be one of the core ten bodies. None of the parts used may be mutilated or diseased but they may be poisoned or suffering a minor injury or single small stab wound. They cannot be the victim of the Necromancer's normal sacrifices.

During casting the Necromancer constructs a single human-shaped being from the parts of the being selected and imbues them with the power of the Negative Material Plane. The creations are not undead and can't be turned, but they are immune to *Sleep* and *Charm* spells. Unlike lesser *Walking Dead*, the *Greater Walking Dead* have a limited vocabulary (perhaps a thousand words) which the Necromancer can understand but no one else will be able to without a *Comprehend Languages* or *Tongues* spell. The *Greater Walking Dead* themselves can understand any language their creator can and can be taught to read as well, but not write as they don't have quite enough fine motor skills to do this.

*Greater Walking Dead* have a base AC of 10 but may improve this with armour and dexterity. Their stats need to be rolled (Str 1d8+10, Int 3d6, Wis 3d4, Dex 3d6, Con 1d10+8, Cha and App 1d8). They will follow

the potentially complex verbal instructions of their master to the best of their ability.

They are smarter than the normal *Walking Dead* and reasonably rational, capable and fanatical servants able to use their own initiative in the interests of their master. They can wear armour and use any weapon they are skilled with (they have three weapon proficiencies, selected at creation, and no specialisations at first level). They can even increase levels, hit-points, attacks and weapon proficiencies as a fighter but only gain 1d8 HP plus Con bonus per level. A wise Necromancer might set such creatures on simple adventures to increase their effectiveness through experience points gained, but *Greater Walking Dead* cannot be trained in XP or statistics.

A Necromancer may only have a number of these servants up to the Necromancer's Constitution. Should the Necromancer have the maximum number and lose a point of constitution then the most recent creation will disintegrate.

Since these *Greater Walking Dead* have the same alignment as their master and a low Charisma it is likely they will not get on with each other and periodically fight amongst themselves, usually to the death if the Necromancer doesn't stop them.

Like normal *Walking Dead*, they resemble the creatures they were made from but no one would take them as living people such in a good light. They smell of death and radiate magic and evil. While there is no limit on what kind of humanoid might be used, moving too far from the basic human form will change the scores rolled above.

The spell works on all player races and most medium-sized humanoids - not kobolds or lizardmen or anything else with a tail or wings, or over 7 feet tall or under 4 feet tall. There is a limit to the usefulness of this spell in that the animated creatures do register as 'life' on a *Detect Life* spell or Ability and therefore

add to the noise and torment of a high-level Necromancer in a way more traditional undead and golems do not. Of course, the Necromancer might still have several of them but it is likely that they are not kept close. These creatures can become powerful individuals in their own right over time but a Necromancer will never have very many of them. Undead will not obey them unless instructed to do so by the Necromancer.



**Wind of Unlife** – Range: projects directly from the caster's mouth; Duration: instantaneous; Area of Effect: cone 5ft wide at the caster's end and opening to a 30' diameter circle at 60ft from the caster; Components: V, S, M; Casting Time: 3 segments; Saving Throw: none.

This spell resembles a dragon's breath weapon, allowing the caster to breathe out a cone of cold, stale and often stinking air. All Undead in the area of effect, whether under the control of the caster or not, and creatures of the Negative Material Plane will be immediately healed 1d4 hit points per level of the caster, up to their normal maximum number. Anyone else in the area of effect will receive 1hp of damage per level of the caster, no saving throw.

This is not a cold attack and creatures immune to cold-based attacks will still be affected by this spell. The material component is a pinch of dust which is blown by the caster in the direction desired.

### ***Seventh Level Necromancer Spells:***

**Army of the Dead** – Range: Nil, Duration: special; Area of Effect: 10ft radius per level; Components: V, S, M; Casting Time: 10 rounds; Saving Throw: none.

This is as per *Animate Dead* but the number of corpses affected is up to the Necromancer's level x40. The material components are the bodies or skeletons of the dead to be animated, which must be within 1" per level of the Necromancer and may only become skeletons or zombies of the normal type, dependent on their actual physical state

at the time of casting. If no weapons are available they will strike with their bare hands.

The *Army of the Dead* must first extricate themselves from whatever situation they are in (e.g. if buried they must first dig their way to the surface) and will then obey the Necromancer's spoken commands en masse or individually as per normal armies.

The army will remain animated for a number of days equal to the level of the caster and then until the next dawn after that. That group of bodies will then collapse inanimate and may not be animated by that Necromancer again.

A Necromancer's normal life will generate a lot of corpses and these might be warehoused for use in this spell. Similarly, the Necromancer may spend time researching the locations of mass burials after battles or plague pits in order to fuel this spell.

**Create Vampire** - As per *Create Ghoul* (q.v.) but a full-power Vampire is created and the maximum number of such creatures that can be animate at once is equal to the Necromancer's level divided by 4, rounded down. The caster will take 1d20 points of normal damage (rather than 1d6) when the spell is completed. The creature created will resemble the body's original, living appearance, although pale and ill-looking. Anyone knowing the dead person will immediately recognise them. The vampire will be totally under the power of the Necromancer and may even retain some of the abilities and/or memories they had in life (GM's discretion).

If the vampire is Turned without being destroyed then they will cease to be servants of the Necromancer and will become normal strength, free vampires. When such a thing happens they do not necessarily retain a grudge against their creator, but may do...

**Curse of the Dead** – A per the Cleric Spell (*Un*)*Holy Word* except that creatures of the Positive and Negative Material Planes and Outer Planes only are affected (not elementals or inhabitants of the Elemental Planes) by being sent back to their planes of origin. The effects on other creatures are the same but they are permitted a Saving Throw. Duration is 1 round/level.

**Curse of the Lich** - Range: Special, Duration: special; Area of Effect: 1 person or Creature; Components: V, S, M; Casting Time: 10 rounds; Saving Throw: none.

Similar to *Curse of the Revenant* (q.v.) except that the creature set upon the victim's tail is a Lich. The Lich in question will be a summoned spirit of a suitably powerful Magic-User from the realm of the dead (whatever that might mean) that animates any convenient, nearby corpse. The Lich is bound to slay the chosen victim or be destroyed in the attempt.

Of course, Liches are not stupid creatures and will use all their power and guile to bring about their victim's downfall in a timely but not rushed manner.

The material components are a drop of blood of the victim (doesn't have to be fresh), some from the Necromancer and a magical bladed or pointed weapon (not cursed) of at least +2 power, which is taken by the Patron Deity in return for enchanting the Lich.

The Lich may be a pre-existing Lich that has been killed once already by a related or unrelated party. Thus, the Lich itself might have its own agenda and purposes as well although the caster's mission will be the priority.

The Lich does not vanish on the successful completion of their mission but becomes a free creature in the service of the Patron Deity. Any relationship with the casting Necromancer may be neutral or antipathy, never friendly, but they may still cooperate with each other. Some Liches created in this way have been known to refer to the Necromancer that created them as 'Father'.

**Gate (C)** – As per the 7<sup>th</sup> level Cleric spell *Gate* except the creatures summoned can only be of a type that is appropriate to the Necromancer's Patron Deity. The *Gated* creature will not be hostile to the Necromancer and will be of the same alignment as the Patron Deity (usually demons or devils). The Necromancer need not name the beast as it will be selected by the Patron Deity. The creature gated will be powerful but it will not be of Hit Dice greater than the Necromancer's level. The GM may allow a number of lesser power creatures to respond as long as their combined hit dice do not exceed the level of the caster.

## The Courtesan – intended as an NPC class only

All the main character classes available in D&D are very well suited to all kinds of adventures, but there are still certain archetypal fantasy characters that don't quite match the main classes available. In a city, as in Dunromin, other skills come into play and there are too many situations where a sharp sword or *Magic Missile* will simply not do. A combat-weak character might be strong because of the friends they have but to have them all be Thieves seems, well, limited.

In Dunromin there is the "Trickster", which is a term used to describe a Magic-User-Thief. This is a very common multiclass but there is another, higher grade of cunning beyond this: They are people who want power without responsibility, or they are moving to a personal or shared agenda from behind the scenes, or even in the forefront of the political action. Characters like Tyrion Lannister, Grima Wormtongue, Morganna as portrayed in the film "Excalibur", the Bene Gesserit of Frank Herbert's "Dune", Dumas' "Milady" de Winter or perhaps even Goebbels.

The term "Courtesan" as a class title is not a precise one and nor is it a common class, being unknown to most people save those who have reason to come across them. Or to watch out for them. This class of individuals exist in many societies and in many forms but they are linked together in a commonality of skills and spell variations, possibly originating in a single Secret Society or cult millennia ago. Or perhaps they were engaged in the profession by a holy patron, perhaps Pan, or Aphrodite, even Loki.

Courtesans are skilled in the arts of diplomacy, politics, stealth, courtship, seduction, social niceties and the bloodless coup. They might be special agents, bodyguards to princes and princesses, spies or merely social climbers. They might be a sole fortune seeker, a few self-taught individuals forming a secret cult for their own ends, or an ancient line of maids or squires pledged to the protection of a royal bloodline, or to destroy it.

They usually exist in royal courts, underground criminal gangs, temple

hierarchies or war counsels, seeking to cajole, subvert, blackmail, marry or seduce their way into positions of influence in the land. Or they survive as adventurers, seeking out new opportunities for power and influence either in partnership with another or in their own right. To this end they might be lovers of powerful individuals, advisers or viziers, wives or husbands, prostitutes, bodyguards, muses, counsellors or merely companions. They might use their powers in the service of their fellows or they might keep them secret and use them covertly in conspiracies to their own ends.



Powerful Courtesans might be the lovers of rulers or the close advisors of the heir to the throne. They might be the partner of a temple head or the silent partner in a powerful business or guild. They might be anywhere but their power and influence is built on manipulating loyalties, deceit, the corruption of power structures, sex and the exploitation of the weaknesses of pride, ego and lust.

In theory a courtesan may be of any alignment but it is more likely that they will be of neutral or chaotic variations. It is very

unlikely, but not unknown, that they will ever be lawful as their tactics and powers are usually used to subvert or break the laws of the land. However, there are some Courtesans who may be members of ancient secret societies and be Lawful as a result of the oaths they are required to maintain there.

Courtesan is a sub-class of Thief but has spell abilities. Unlike the Assassin they don't deal in death but in seduction and influence, knowledge and subversion. Rather than spy and observe events from concealment or manipulate outcomes by assassination they will use influence and charm to put themselves in the middle of events and seek to control them to their own ends.

Courtesans can be male or female and of any of the allowed races for Thief that has sufficient scores. While it might seem from what follows that the ideal Courtesan is female the powers are so described as to be just as applicable to a male character. The term 'Fascination' for instance does not necessarily mean sexual seduction; it may also refer to a powerful comradery or political fanaticism. Both male and female options and the spells available offer an abundance of amusing and terrifying adventure hooks.

A Courtesan's Prime Requisite is Charisma, as it is charm and persuasion that are their primary weapons, so they must have a Charisma of not less than 14. Being a magic-using class, they must also have an Intelligence of at least 11. And as a Thief subclass they must also have a Dexterity of at least 11. Appearance, if used, must also be at least 13. If a Courtesan's Cha and Int both exceed 16 they gain 10% on all gained experience.

Courtesans may multi-class too but not with Thief or a Thief subclass. Magic-User-Courtesan and Fighter-Courtesan are the most common multi-classes. Often a multi-classed Courtesan will keep their Courtesan skills secret and pretend to be a pure member of their other class. Courtesans may not multi-class with Cleric or Cleric subclasses but they may get closely involved with a patron deity or with the individuals who wield power in those organisations.

Courtesans may be members of thieves' guilds as they have thief skills at a lesser effectiveness than pure Thieves, but they don't have to be. The skills Courtesans have access to are Pick Pockets, Open Locks, Find/Remove traps, Move Silently, Hide in Shadows, Hear

Noise, Read languages and Observation, but NOT Climb Walls which is simply a skill Courtesans do not care for.

Courtesan's cannot use Back-Stab initially but gain the skill as per a Thief one 'step' worse than the equivalent Thief level; +4 to hit and double damage from 5<sup>th</sup> to 8<sup>th</sup> level, +4 to hit and triple damage from 9<sup>th</sup> level to 12<sup>th</sup>, and +4 and Quadruple at 13<sup>th</sup> to 16<sup>th</sup>. Courtesans can progress no higher than this in back-stab.

Courtesans do not know Thieves' Cant unless they learn it using a Life Skill. Nor do they have access to the Disguise skill of the Assassins - keeping their identity secret is not usually an asset to them.

Rather than a Thieves' Guild they may be the member of a secret or not-so secret society or royal or holy order. Their skills, training and missions can be handed down from generation to generation or be entirely self-taught and down to the ambitions of the individual acting alone or in a small group.

Courtesans may also be members of the Magic Guild or Guild of Black Magic although it is unlikely these organisations will know their true vocation.

Although listed as a subclass of Thief they might easily be thought of as Magic-Users and their magic works in a similar way to the Magic User. In this a Courtesan will have a Spell Book of sorts and they can read and write Arcana automatically. They need to revise spells cast like a Magic-User but their spell book is of a different form to a Magic-User's. A Courtesan's spell book is usually smaller but thicker than a Magic-Users, resembling a holy script, diary or book of etiquette as suits the Courtesan. They can be considered as Small Spell Books in terms of encumbrance (10lbs) and capacity (36 levels of spell only) but they are smaller and thicker, although not of fixed dimensions.

Courtesans may make their own scrolls and magic items once they are of high enough level. They can use magic items (not scrolls) usable only by Magic-Users and Thieves as well as normal magic-items usable by anyone.

Courtesans have certain weapon restrictions in that their weapons are not their primary concern. Their preferred weapons are those common to thieves and easily concealed if required. This means they are restricted to short swords, daggers, knives, whips, staves, darts, short bows and light and

hand crossbows. They may wear leather armour or elven chainmail as per thieves.

Courtesans will not use flaming oil. Courtesans will not use lethal poisons (the “save or die” kind) but can use poisons that cause non-lethal effects, such as sleeping draughts, Potions of Blindness and so on.



## Fascination

A courtesan's unique skill is their ability to beguile, charm and seduce the persons they select, called Fascination. This skill works on members of either sex. Fascination enables a Courtesan to elicit an initially positive response from another character and then build this influence to friendship, close friendship and eventually seduction or obsession as desired. When successful the relationship progresses up a scale of reliance (see below) until such time as the ‘target’, for lack of a better term, becomes totally under the influence of the Courtesan and believes themselves to be ‘in-love’ with the Courtesan (or the closest of friendships in the case of a non-sexual Fascination).

To determine the success of a Fascination add the Courtesan's level to their Charisma score and add 5. Add the target's Wisdom to their level or hit-dice (whichever is greater). Subtract the second number from the first and multiply by 5%. This is the chance of the first Fascination being successful.

Note that this is a targeted manoeuvre and will usually be classed as a non-physical attack. It is not magical but is based instead on the force of personality of the Courtesan. The attack can work across language, racial, class and alignment boundaries.

### Chance of a successful Fascination:

$$\begin{array}{c|c|c|c} \text{Courtesan Level} & - & \text{Target's Level} & \times 5\% \\ + \text{Charisma} & & + \text{Wisdom} & \\ + 10 & & & \end{array}$$

The usual form of a Fascination is a conversation in conducive surroundings, such as at a party, social function or just as the result of an ‘accidental’ meeting, but this is not always the case. The form of the Fascination might be an oration, song or poem targeted at the victim or just that the victim over-hears (although the Courtesan must have the intention of Fascinating the Target, they don't Fascinate people by accident, usually...). Or it may simply be catching the victim's eyes and smiling - no words need be exchanged in the initial Fascination attempt, nor indeed, in any of them.

If the Fascination roll fails then nothing special will normally happen unless the target is interested in the advances of the Courtesan anyway. If the roll fails by 40% or over, or a 96-00% raw score is rolled, then the opposite of the intention is achieved. This means that either the relationship drops one level back down the scale of Fascination or, if not already Fascinated the ‘victim’ develops an irrational distrust of the Courtesan.

Once one Fascination has succeeded another may be attempted a certain time period later. The time period is the number rolled by the Courtesan in their Fascination roll, multiplied by 1 round (so as little as the next round if they rolled a 01).

If the next roll succeeds then on and on up the scale (below), moving back down when the roll fails. A disastrous failure (96-00% on the raw roll) at *any* stage apart from the first

means that the whole relationship returns to normal and further attempts are not possible for a day.

The GM may add adjustments either way on the chance depending on the nature of the victim. Some possible adjustments are listed below but this is not a comprehensive list as the possible situations are infinitely variable and other adjustments might come into play - the GM should consider any additional efforts by those involved that might affect the Fascination one way or another:

Victim has been warned that the Courtesan may try this -20%  
Victim is attracted (physically or mentally) to the Courtesan +20%  
Victim is a Paladin or Cleric (or subclasses) - 20%  
Victim is pledged to Celibacy (in the case of a sexual fascination) - Victim's Wisdom  
Victim is intoxicated +10% or more  
Courtesan is dressed or perfumed in a manner that pleases the Victim +10% or more (in the case of a sexual fascination, usually)  
Courtesan is capable of some appropriate physical contact +10% or more  
Victim's friends are trying to distract them - 10% or more  
Victim or Courtesan is involved in combat or another intense activity -20% or more (-40% if they are on opposite sides in a confrontation) although this might work in the opposite way if the activity is something that stimulates the victim (dancing, mud-wrestling, etc.)

And so on. The Courtesan may try other strategies to increase their chance of success and the GM will have to judge how effective these are. Courtesans will spend time, effort and money on their appearance, usually to an obsessive degree.

In sexual fascinations useful tactics might be any of the well-known seduction tips pedalled by pick-up artists and the like. In the case of non-sexual Fascination these might be as simple as laughing at the target's jokes or agreeing with them enthusiastically. Or even disagreeing with them to stimulate an intense discussion.

In some circumstances the victim might be quite willing and the Courtesan may

not really have a chance of failing. Even if the victim is willing at first then the Courtesan must still make the roll but will only fail on a 96-00% raw roll, with the appropriate penalties described above.

#### *Levels of Fascination:*

**-1: Animosity** ~ either due to a disastrously failed Fascination or the Courtesan has tried casting a harmful spell on the victim and they have made their Saving Throw. At this level the victim actively distrusts the Courtesan and is likely to be openly hostile to them. They will probably verbally or even physically attack the Courtesan if circumstances are appropriate to this course of action.

**0: Normal** ~ the victim and the Courtesan are merely acquainted with one another and the Fascination has either not been tried or has dropped back to this level due to time lapse or failed attempts to get higher.

**1: Friendship** ~ the Courtesan and victim have established a common understanding, a sexual attraction/flirtation, similar sense of humour or shared politic/faith (real or not). The victim will be happy to spend time with the Courtesan.

**2: Companionship** ~ The two have established a close trust. The Courtesan will be always welcomed by the victim and a number of confidences will be shared. Limited physical intimacy will be indulged, although this might offend others in the victim's company.

**3: Confidante** ~ The two's lives and ambitions are becoming closely entwined. Close secrets are shared, the Courtesan's word and opinions carry more weight with the victim than any other friends, who may start to feel left out (or may just think the old dog has pulled). Professional advisers and family members, especially spouses, may become suspicious of the Courtesan's intentions (if they are not already) and may take steps to separate the two or prevent them from meeting again. The victim will resist this strongly.

**4: Soulmate** ~ The two are in each other's pockets and trust each other over and above all others (or appear to on the part of the Courtesan). The victim will want to be in the company of the Courtesan at all times and

will pine for them when not there. If sexually compatible a seduction would be possible at this stage regardless of circumstance or consequences for the victim. The victim will certainly take the side of the courtesan against ALL aggressors, including close family and friends.

**5: Fascinated** - the victim is effectively *Charmed* by the Courtesan except that the effect is not magical and will not be detected as such nor dispelled with a *Dispel Magic* or *Remove Charm* spell. The victim will do anything the Courtesan requests (as long as it will not obviously, immediately harm the victim, although it may harm others the victim holds dear) and will take their side in any confrontation. Old ties and alliances will be ignored, regardless of consequences. This is the same as a *Charm* spell except in terms of duration, which is much shorter.



The big advantage of the Fascination ability is that it is not magical but still works on an unnaturally deep level of lust or companionship, feeding the weaknesses and ego of the victim. As such normal *Charm* immunity does not apply and likewise magical items and wardings against *Charm* or *Suggestion*-like spells will offer no protection.

The chance of the Fascination working can be influenced by companions if they sense something is happening but likewise the Courtesan might have companions, even other Courtesans or victims of another Fascination, to assist them in dealing with objections and obstructions.

The descriptions of the levels are deliberately vague as the GM's assessment of the situation will determine the 'proper' level of attention given. A young male Courtesan might establish a position of trust or patronage with an older male heterosexual victim. An elderly female Courtesan might establish a grand-motherly relationship with a young male or female victim.

The most common form is for a Courtesan of the opposite sex to either seduce a target or lead them on, keeping them ever lusting for the Courtesan but never fulfilled; the *Charmed* slave of the Courtesan. Another variation is a member of the opposite sex who is used for pleasure or material gain.

If the victim is a Player Character then the GM will need to judge how truly the player is reacting to the Courtesan. This is a test of role-playing skill and experience could be awarded for good play.

Note that the relationship is built on the closeness of the two and **the Fascination will drop a level for every 72-hour period the two are out of visual range** - this is not 'true love' but an artificial and passing infatuation.

However, if the Courtesan can remain close to the victim the relationship might be perpetuated for an uncomfortably long time, even indefinitely. Certainly, such a relationship might be fought by those that care for the victim in many ways but at no time would anything magical be automatically suspected or found.

There is no limit to the number of victims a Courtesan may tie to themselves in this way although some may get jealous of one another and certainly the Courtesan will struggle to keep all such relationships ticking over. Realistically only a few victims might be entertained, or perhaps just one big mark.

Once the relationship is established at whatever level the Courtesan might start to build on the relationship using more standard spells (like *Charm Person*) but this might jeopardize the situation if others detected this magical addition. Likewise, if the Courtesan casts a spell on the victim and the victim is allowed and makes a Saving Throw the Fascination will be shattered back to the ~1 level. This might be more of a risk than it is worth.

Another Courtesan might detect the Fascination with a *Know Passion* spell (see below) and might get rid of a Fascination with a *Remove Fascination* spell. Fascinations cannot be transferred except by a *Wish* spell; with a *Limited Wish* the victim is allowed a saving throw.

Note that if a Courtesan gets to the 5th level of Fascination with a victim then they gain experience as if they had killed the victim. This benefit can only be gained once per victim.

Courtesan Experience Table

Level	XP Required	Hit Dice d6	Spells gained by level					
			1	2	3	4	5	6
1	0-2250	1	1					
2	2251-4500	2	1	1				
3	4501-9000	3	2	1				
4	9001-18000	4	2	2				
5	18001-35000	5	2	2	1			
6	35001-55000	6	3	2	1			
7	55001-80000	7	3	2	2			
8	80001-130000	8	4	3	2	1		
9	130,001-200,000	9	4	3	2	1		
10	200k-300k	10	4	3	2	2		
11	300k-480k	10+1	5	3	3	2	1	
12	480k-660k	10+2	5	4	3	3	1	
13	660k-860k	10+3	5	4	3	3	2	
14	860k-1060k	10+4	5	4	3	3	2	1
15	1060k-1280k	10+5	6	5	4	3	2	1
16	1280k-1500k	10+6	6	5	4	4	3	2
17	+220k	+1	+1/4	+1/4	+1/5	+1/5	+1/5	+1/6

220,000 xp per level beyond the 17<sup>th</sup> and Courtesans get 1hp per level after the 10<sup>th</sup>.

Extra spells gained beyond the 17<sup>th</sup> level are gained at the rate indicated counted from the last increase. For example, the next 1<sup>st</sup> level spell is gained at level 18, while the next 6<sup>th</sup> level spell is not gained until 21<sup>st</sup>. Of course, characters getting to such high levels are not a normal thing in Dunromin...

The Courtesan's Thief skills will always be 2 levels lower than the equivalent Thief level (as with Assassins) unless you are using the alternative Thief skills rules given in the **Players' Guide to Dunromin** Appendices.

Courtesan Spells work in a similar way to Magic-User spells and there are many available to both classes, but a Courtesan is never the equal of a pure Magic-User. A courtesan's spell powers increase at a much slower rate.

Courtesans may copy the Magic-User or Illusionist versions of their spells from spell books but cannot do the same from scrolls. This is due to the slightly odd way that Courtesans practice their magic compared to the pure versions Magic-Users use. As the Courtesan copies the spell they add in their own personalisation and short-hand.

Magic-Users and Illusionists cannot copy their class spells from Courtesans' spell

books, however, as the techniques used are too vague, personalised and unwholesome. Magic-Users are probably just incapable of thinking *down* to the Courtesans' rather quirky and degenerate style.

Courtesans can buy spells from the Dunromin Magic Guild at the usual rates, if they are members.



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## Courtesan Spell List:

First Level	Second Level	Third Level
1 Charm Person (as MU)	Aphrodite's Relief	Charm Giant Animals
2 Darkness (MU)	Blessing of the Moon	Clairvoyance (MU)
3 Detect Charm (Cl)	Cause Jealousy	Clairaudience (MU)
4 Detect Illusion (I)	Change Self (I)	Dispel Charm
5 Detect Magic (MU)	Charm Normal Animals	ESP (MU)
6 Favours	Comprehend Languages (MU)	Infravision (MU)
7 Find Familiar (MU)	Detect Curse	Invisibility (MU)
8 Frustration	Detect Invisibility (MU)	Kiss of Comprehension
9 Kiss of Distraction	Distraction	Kiss of Paralysis
10 Light (MU)	Ears of Hermes	Kiss of Fear
11 Lip Reading	ESP (MU)	Knock (MU)
12 Lust	Kiss of Forgetfulness	Misdirection (I)
13 Message (MU)	Kiss of Healing	Non-detection (I)
14 Nystul's Magic Aura (MU)	Kiss of Strength	Remove Fascination
15 Read Magic (MU)	Know Passion	Resist Charm
16 Write (MU)	The Gift	Sleep (MU)
17 Taunt (MU)	Unseen Servant (MU)	Wizard Lock (MU)
18 The Knowing	Ventriloquism (MU)	

Fourth Level	Fifth Level	Sixth Level
1 Cause Hate	Confusion (MU)	Blowing the Kiss
2 Charm Monster (MU)	Charm Plants (MU)	Geas (MU)
3 Charm Transfer	Heartbreak	Globe of Invulnerability (MU)
4 Cure Disease (Cl)	Hold Monster (MU)	Honour Guard
5 Enthral	Impregnation	Kiss of Death
6 Haste (MU)	Kiss of Binding	Kiss of Life
7 Hecate's Curse	Kiss of Petrification	Kiss of Healing
8 Hold Person (MU)	Kiss of Reanimation	Mass Charm (MU)
9 Hypnotic Pattern (I)	Mind Freeze	Mind Blank (MU)
10 Kiss of Fascination	Minor Globe of Invulnerability (MU)	Power Word Stun (MU)
11 Pet	Polymorph Self (MU)	
12 Second Sight	Sex Change	
13 Slow (MU)		
14 Suggestion (MU)		
15 Tongues (Cl)		

## Courtesan Spell Explanations:

**Special Note** – ‘Kiss’ type spells are a speciality of the Courtesan. If the victim is willing then they hit automatically but the victim will always get a saving throw if the *Kiss* spell allows for one. Making the saving throw against a *Kiss* spell would break any Fascination that is in place unless the *Kiss* benefits the target.

If the victim is unwilling to be kissed then a to-hit roll is required, modified by circumstances. The Courtesan is assumed to be skilled in the *Kiss* attack but Dexterity ‘missile’ bonuses to hit apply rather than strength bonuses to hit, even though it is a melee attack.

The Courtesan must achieve contact of their lips to the victim’s flesh to achieve the effect but this need not be on the victim’s lips. *Kiss* attacks are not possible against characters

in full armour with helmet or heavy, cold-weather clothing or similar. Most armour will probably have a gap somewhere around the neck or hand, unless under a full helm. Other apparel will affect this too – in cold climates for instance it is less likely that any exposed flesh will be available. Normal armour class will usually answer what is needed here but the GM could add additional bonuses or penalties as the situation requires.

### ***First Level Courtesan Spells***

**Detect Charm** – Range: 30 feet, Duration: 1 turn; Area of Effect: 10ft path, 30ft long; Components: V S; Casting Time: 1 round; Saving Throw: none.

This spell allows the caster to know if any of the individuals in the area of effect are under the effect of a *Charm*, *Geas* or similar magic. The spell will not reveal the nature of the enchantment nor its source, only its existence.

**Favours** – Range: touch, Duration: special; Area of Effect: one creature; Components: S; Casting Time: 3 segments; Saving Throw: negates.

This spell is usually cast on a partner, partners or oneself during an act of sexual congress. The spell enhances the experience to an astonishing and probably unforgettable level. It can be used to cement the memory of the Courtesan in the partner's mind or to accelerate the coupling process if time is pressing.

**Frustration** – Range: 30ft per level, Duration: 1 hour per level; Area of Effect: one person; Components: S M; Casting Time: 1 segment; Saving Throw: negates.

This spell inflicts sexual impotence or frigidity on the victim for the duration of the spell. The victim will gain no satisfaction from sex and not be able to initiate a positive response in themselves no matter what. The material component is a piece of dung.

**Kiss of Distraction** – Range: touch, Duration: 1 round + 1 round per level; Area of Effect: one creature; Components: S; Casting Time: 1 segment; Saving Throw: negates.

The victim of this Kiss is immediately totally distracted from what they were doing and will simply stare, open mouthed after the

caster until the end of the duration or the spell is broken by a physical intervention (usually a slap across the face). The victim will not remember anything of the time they were under the effect as if they had been asleep, but will remember the kiss.

**Lip Reading** – Range: line of sight up to 60 feet, Duration: 1 turn per level; Area of Effect: touch (usually self); Components: V S M; Casting Time: 1 round; Saving Throw: na.

This spell enables the receiver to read the lips of any humanoid in the range whose mouth they can see. If the receiver knows the language of the person speaking then they will understand what is being said as if they were in a position to hear it normally.

If the receiver does not speak the language, they can repeat what the speaker is saying exactly and someone else can interpret it for them if the interpreter makes an Intelligence check on a d20. The material component is a mammal's ear (usual a dried rabbit's ear).

**Lust** – Range: 30ft, Duration: 2 rounds + 1 round per level; Area of Effect: one creature; Components: S M; Casting Time: 3 segments; Saving Throw: negates.

This cheeky spell taps into the victim's lust and triggers it in a random and undirected manner. Males will have an intense erection and females will enter a state of extreme heat/agitation. While this will *not* over-come any class or social restrictions (such as a vow of celibacy) the victim will be immediately and persistently distracted from whatever they are doing and suffer -1 (or -5%) on to-hit rolls, skill checks and saving throws. Spell casting will become impossible.

Frustratingly, any attempt to alleviate the situation will be unsuccessful until the end of the duration and will probably further distract the victim and any witnesses from whatever else is going on. The material component is a root of Mandrake.

**The Knowing** – Range: 30ft, Duration: Instantaneous; Area of Effect: one creature; Components: S M; Casting Time: 1 round; Saving Throw: negates (unless willing).

This spell gives the caster insight into the nature of the health of the target. It will reveal if the target is diseased (physically or mentally), *Cursed*, fertile or pregnant. The

spell will not reveal the nature of the affliction in the case of curses and illnesses, unless the effects are easily apparent. Nor will it give the sex of the child if a pregnancy is detected, although it will indicate the duration of a pregnancy thus far.

The 'fertility' of the subject will merely be an idea if they are capable of producing young; if they have passed puberty and have yet to reach the menopause for instance. It will indicate if the target is incapable of having children for any reason but not the nature of the reason. The material component is some token from the target, such as hair, fingernails, an item of clothing or an eating implement, or the caster must be touching the target, such as a fortune teller or midwife would.

### *Second Level Courtesan Spells*

**Aphrodite's Relief** – Range: touch, Duration: 2 hours +1 hour per level; Area of Effect: creature touched; Components: V S M; Casting Time: 1 round; Saving Throw: none.

This spell renders the victim, male or female, unable to conceive children for the duration of the spell. Any sexual act entered into by the target for this time will not make anyone or anything pregnant but will not affect sexual performance in any way. It is essentially a 100% effective contraception, whether the victim wants it or not. To be effective the spell need only be cast on one of the participants in a mating, even the Courtesan themselves. The material component is a piece of clean, natural rubber.

**Blessing of the Moon** – Range: touch, Duration: permanent (unless re-infected); Area of Effect: creature touched; Components: V S M; Casting Time: 2 rounds; Saving Throw: none.

Similar to a low-power *Cure Disease*, this spell removes any and all venereal diseases or STIs afflicting the person touched. This also extends to psychological sexual issues such as impotence, frigidity and such, but not fetishes or unhealthy/antisocial sexual predilections. The material component is some device that can produce a random outcome, such as a dice, coin, pile of shaped bones or the entrails of an animal.

**Cause Jealousy** – Range: 20ft, Duration: 2 rounds per level; Area of Effect: one creature; Components: V S M; Casting Time: 3 segments; Saving Throw: negates.

When this is cast upon a creature that creature will become immediately jealous of the company of the caster, seeking to offend, assault or otherwise make themselves an obstacle between one other creature or person in the vicinity and the caster. The actions will not necessarily be violent unless the victim has a violent personality, or there are weapons handy. Any confrontation would probably begin verbally if possible.

The 'blocked' person can be nominated verbally by the caster or will be the first person approaching the caster with any kind of intention, however innocent. The nominated person is then likely to be attacked, challenged or abused as the situation allows without consideration of previous allegiances, friendships or animosities.

This behaviour will continue until either the death of one or other of the parties, the end of the duration of the spell or the victim loses sight of the target of their jealousy. The victim will pursue their offender as long as is practical but will not do anything that is obviously fatal to themselves, such as jumping a crevasse or charging a line of heavily armed bodyguards (possibly).

The material component is a silver coin.

**Charm Normal Animals** – Range: 60ft, Duration: special; Area of Effect: one normal mammal or bird; Components: V S; Casting Time: 1 segment; Saving Throw: negates.

As per *Charm Person or Mammal* (Druid) except as above and it will only affect a non-magical, warm-blooded animal of the non-giant kind and animal intelligence (e.g. dogs, horses, birds, etc.). The animal will obey simple verbal instructions and generally follow the Courtesan around as required. Duration is as per a normal *Charm Person* spell.

**Detect Curse** – Range: 0, Duration: 2 rounds; Area of Effect: 30ft radius; Components: V S; Casting Time: 1 segment; Saving Throw: none.

Similar to *Detect Magic*, this spell reveals the presence of a *Curse* on a person or object. The spell will not reveal the exact

nature of the *Curse* but the caster will be aware of a glow around *Cursed* items or persons and a rough idea of how the curse will affect someone. The curse need not already be in action; the spell will reveal if a certain course of action would trigger a curse, e.g. if opening this tomb will cause the opener to be *Cursed*. It will reveal the presence of the *Curse* but not necessarily the nature of the *Curse*.

**Distraction** – Range: nil, Duration: 1 round + 1 round per level; Area of Effect: 40ft radius; Components: V S; Casting Time: 3 segments; Saving Throw: special.

When this spell is cast all humans, humanoids and demi-humans within the area of effect may be *Distracted* by the caster's chosen behaviour. This behaviour might be giving a speech, explaining something, dancing, telling a story, miming being trapped in a box, playing an instrument or simply taking their clothes off – the caster chooses the behaviour which they must maintain for the duration.

Everyone in the area of effect gets a saving throw versus spells at a penalty on the dice of minus the caster's level divided by two, rounded down. So, -1 for caster level 2 or 3, -2 for caster level 4 or 5, up to a maximum of -6. The effect can be broken by a suitably violent distraction, such as slapping the victim in the face (or pushing them so they look away), screaming in their ear or attacking the caster or victim.

If the caster is attacked the persons under the effect will be immediately released from the spell. If the victims are attacked they may be surprised as normal. If they are not personally attacked, they will not be able to come to the aid of any allies that are attacked.

**Ears of Hermes** – Range: touch, Duration: 1 turn + 1 turn per level; Area of Effect: 30ft radius; Components: V, S, M; Casting Time: 3 segments; Saving Throw: none.

When cast on the Courtesan or someone else, the recipient is immediately able to hear everything that is happening within 30 feet, even through walls, doors, windows and so on. It is the equivalent of automatically making a Hear Noise check so will detect persons moving silently, except noises concealed with a *Silence* spell. Or it can be used in a crowded noisy environment and the

caster will be able to clearly hear people whispering to one another.

The Courtesan is able to listen in to multiple conversations in this way, being magically able to listen to and make sense of several at once, although the Courtesan must concentrate for the duration of the spell. If their concentration is broken then the spell ends immediately.

Thus, the recipient will be able to listen-in to multiple conversations or conversations held behind closed doors, not unlike a *Clairaudience* spell.

The Courtesan will not be able to understand the languages spoken if they are not in a language the Courtesan would normally be able to understand, but the spell could be combined with a *Comprehend Languages* spell for instance.

The material component is a short tube with a trumpet-like end made of silver, six inches long, which must be held to their ear by the caster for the whole duration.

**Kiss of Forgetfulness** – Range: touch, Duration: permanent; Area of Effect: one creature; Components: S; Casting Time: 1 segment; Saving Throw: negates.

This Kiss spell causes the victim to forget the immediate past in the same way and to the same extent as the second level Magic-User spell *Forget*.

**Kiss of Healing** – Range: touch, Duration: permanent; Area of Effect: one creature; Components: S M; Casting Time: 1 round; Saving Throw: none.

Similar to *Cure Light Wounds*, this spell heals  $1d8+1$  hit points of damage on the person kissed. The Courtesan may kiss themselves. The Material Component is an unsoiled bandage, sticking plaster or ointment. Ointment is a popular one for the Courtesan who wishes to keep their powers a secret as it will appear to be a Potion of Healing or similar.

**Kiss of Strength** – Range: touch, Duration: 2 rounds + 1 round per level; Area of Effect: one creature; Components: S; Casting Time: 1 segment; Saving Throw: none.

This Kiss spell works exactly as the 2<sup>nd</sup> Level Magic-User spell *Strength* apart from as detailed above.

**Kiss of Wounding** – Range: touch, Duration: instantaneous; Area of Effect: one creature; Components: S; Casting Time: 3 segments; Saving Throw: negates.

Similar to a reversed *Cure Light Wounds*, this spell causes intense pain in the victim and 2d4+1 points of damage, although no wound is left.

**Know Passion** – Range: 10ft, Duration: 3 rounds; Area of Effect: 10ft radius about caster; Components: V S; Casting Time: 1 round; Saving Throw: negates.

Similar in many ways to a low-power clerical *True Seeing* spell, this spell allows the caster to sense the alignment, passions, interests, loves and influences upon the mind and heart of one creature. This will indicate if the target is under a *Charm*, *Geas* or similar effect, but not the source of the effect.

The spell will allow the caster to know the primary interests of the victim in general terms (e.g. “He’s a stamp collector and supports the king. He’s a member of the Norse Temple but is not very devout.”). It will also detect the presence of a Fascination but not the identity of the Courtesan in control of it. The spell will also indicate to the caster if the target feels passionately about anyone present, as friend or enemy, in a magical or non-magical way. For instance, recognising everything from a *Charm Spell* to having a crush on someone (and whom, if also present).

**The Gift** – Range: 10ft, Duration: 3 rounds; Area of Effect: one creature; Components: V S M; Casting Time: 1 round; Saving Throw: negates.

A more enhanced version of the *Knowing* spell. This reveals the nature of any illnesses, diseases or curses the target is suffering from. If the target is pregnant the spell will also reveal this as well as the sex of the child/children and their general health.

If anything untoward is indicated in any of the detected issues then the caster must make a saving throw versus spells. If they pass then they will also know something about how to remove, cure or otherwise act upon the knowledge gained through the spell. One saving throw for each malignity if more than one is present. If they fail then they can cast the spell again 24 hours later.

The GM may also allow the caster insight into some other aspect of the fate of the target to suit the story.

The material component is some device that can produce a random outcome, such as a dice, coin, pile of shaped bones or the entrails of an animal.

### *Third Level Courtesan Spells*

**Charm Giant Animals** – Range: 60ft, Duration: special; Area of Effect: one mammal or bird; Components: V S; Casting Time: 1 segment; Saving Throw: negates.

As per *Charm Person or Mammal* (Druid) except as above and it will only affect non-magical ‘giant’ warm-blooded animals of animal intelligence (e.g. giant owls, carnivorous apes, owlbears, gryphons, etc.). The animal will obey simple verbal instructions and generally follow the Courtesan around as required. The duration is as per the *Charm Person* spell.

**Dispel Charm** – Range: 30ft, Duration: Permanent; Area of Effect: one creature; Components: V S; Casting Time: 3 segments; Saving Throw: special.

When cast upon someone under the effect of a *Charm* spell (not *Geas* or more powerful magic) the *Charm* is removed if the original spell-caster who created the *Charm* effect fails a saving throw versus spells.

The original Charmer need not be present for this to have an effect but if they make a Wisdom check they will ‘feel’ that the *Charm* is broken. Otherwise the caster of the original *Charm* spell will be unaware that their power over the victim has gone.

Likewise, the victim also needs to make a Wisdom check; if they fail then they will not realise they had been *Charmed* and just feel ambivalent towards the *Charmer*, although they will believe someone if they are told of the spell, for instance by the Courtesan. If the victim passes their Wisdom check they will know the *Charmer* had them under some kind of power and will probably resent this.

**Kiss of Comprehension** – Range: touch, Duration: 1 round + 1 round/level; Area of Effect: one creature; Components: S; Casting Time: 1 segment; Saving Throw: none.

When this spell is used upon someone, even someone with whom the caster cannot

normally communicate for whatever reason, it will initiate a semi-telepathic link between the two of them. They will be able to converse normally whether in hearing range or not up to a distance of a mile. They will completely understand each other, even if whispered by either party. No one else will be able to hear anything said that they wouldn't have heard anyway.

It does not reveal hidden thoughts to one party or the other. The communication isn't silent. This communication channel can be used as a conduit for other spells and abilities, such as *Charm Person* or *Fascination*, as long as they are cast on the recipient of the *Kiss*, not through the recipient. Of course, this can be a very useful spell and the victim may be quite happy to have it cast on them.

If the Courtesan has such a channel with more than one person the Courtesan can hear all of them and they everything the Courtesan says, but they would not be able hear each other unless they are close to each other and would hear it normally.

**Kiss of Paralysis** – Range: touch, Duration: 2d8+level rounds; Area of Effect: one creature; Components: S; Casting Time: 1 segment; Saving Throw: negates.

This kiss is similar to the Ghoul paralysis attack, including the immunity some races have to it. The victim is conscious throughout but unable to move, although they do feel everything they would normally. The *Paralysis* can be dispelled as per Ghoul paralysis.

**Kiss of Fear** – Range: touch, Duration: 1d6+4 rounds; Area of Effect: one creature; Components: S; Casting Time: 2 segments; Saving Throw: negates.

Except as above this is identical to the 4<sup>th</sup> level Magic-User spell *Fear*.

**Remove Fascination** – Range: 30ft, Duration: permanent; Area of Effect: one creature; Components: V S (M); Casting Time: 1 round; Saving Throw: special.

When this spell is cast on someone who is in the power of a Courtesan's Fascination ability the effect of the Fascination is decreased by 1d3 levels to a minimum of zero. The spell can be cast multiple times on a single target, regardless of result.

While the target doesn't get a saving throw the original Courtesan Fascinator does get a saving throw against Spells. If successful the reduction in influence is prevented. There is no material component normally required but if the caster has a personal item of the Fascinating Courtesan that they can burn during the casting of the spell, such as a fingernail, small item of clothing, hair or such, then the effect of the Fascination can be immediately dropped to -1 and there is no saving throw allowed.

Note that regardless of the result of the spell the original Fascinating Courtesan will have no idea the victim isn't still in their thrall unless they witness the casting or are told by a witness.

**Resist Charm** – Range: touch, Duration: 6 turns/level; Area of Effect: one creature; Components: V S; Casting Time: 1 round; Saving Throw: none.

This spell makes the recipient, which may be the caster themselves, immune to the effect of *Charm* and *Geas* spells and similar effects, whether natural, deific or magical in nature and including *Fascination*. It does not alert the recipient to the fact that a *Charm* type effect has been tried upon them. The protection may be negated with a *Dispel Magic* against the caster's level.

#### ***Fourth Level Courtesan Spells***

**Cause Hate** – Range: 30ft, Duration: 1 round per level; Area of Effect: one creature; Components: V S; Casting Time: 3 segments; Saving Throw: negates.

When this spell is cast the caster must indicate to the victim by pointing to or naming the object of their hatred. The victim will then feel a violent and unrelenting hatred for that person or creature for the duration of the spell. The victim will take every step they can during this time to harm the individual in any way they can, to the death.

The victim cannot be reasoned with and will not answer with any coherent reason or useful information about what has happened to anyone who manages to talk to them. The spell can be removed with a *Remove Curse* or *Dispel Charm*.

**Charm Transfer** – Range: 10ft, Duration: special; Area of Effect: one creature;

Components: V S; Casting Time: 1 round; Saving Throw: special.

When cast this spell transfers a *Charm* spell that is active on another individual into the Courtesan's control. The Courtesan must know the *Charm* is in place but need not know whom has charmed the victim.

When this spell is cast the victim must make a saving throw against spells. If they pass there is no effect, if they fail then the person who has the original control of the *Charm* must also make a saving throw against spells at -4 on the dice. If that passes then nothing changes but if they fail the victim immediately behaves as if charmed by the Courtesan and will no longer be under any control from the original caster.

The original caster is not alerted to the event regardless of success unless they witness the casting or are told about it.

**Enthrall** – Range: nil, Duration: special; Area of Effect: visual and/or audible range up to 40ft radius; Components: V and/or S and/or M; Casting Time: 3 segments; Saving Throw: special.

This spell is similar to *Distraction* but a lot more effective. As with *Distraction*, the caster must indulge in some kind of activity and all enemies within the radius of effect are immediately Enthralled by it as follows:

**Hit dice or level Effect**

Up to 2+	As per <i>Hold Person</i> , no save
3 to 4+	As per <i>Hold Person</i> , save versus spells allowed but if failed still <i>Distracted</i>
5 to 8+	<i>Distracted</i>
Higher	No effect

Persons or creatures *Held* by the spell will simply stare at the caster until the end of the duration regardless of what happens to them. Persons *Distracted* will suffer as if affected by the *Distract* spell; that is they will stare at the caster until they are slapped, shouted at, attacked or suffer damage.

The duration of the spell is special in that it will remain in place as long as the caster continues to do whatever they have undertaken to do *plus* 1 round.

The material component will be whatever the caster has chosen to do during the spell, such as juggling balls, a musical instrument, a deck of cards, seven veils or a couple of feathery fans, although they do not

have to have a material component as an act, dance, poetry recital or oration would be just as effective.

The caster may undertake no other activity while they are involved in the *Enthralling* process so it works best as a distraction while comrades perform some other activity. Comrades are not affected by the spell as per the first level Magic-User *Sleep* spell.

**Hecate's Curse** – Range: touch, Duration: permanent; Area of Effect: person touched; Components: V S M; Casting Time: 8 segments; Saving Throw: special.

This nasty and potentially *very* powerful spell is in effect a magical abortion procedure for an unborn human, humanoid or demi-human of two-thirds term pregnancy or less. As such some GMs may not allow it in their campaigns.

When cast upon a willing woman less than 8 weeks into the pregnancy then the spell simply causes any embryos in her to miscarry immediately.

If the embryo is more than 8 weeks old but at less than two-thirds term it is allowed a saving throw versus spells as a 0-level human. If they make this saving throw the pregnancy is not terminated AND this spell will never work on that baby (twins and such get separate saves).

If the mother is unwilling then both the mother and the embryo is allowed a saving throw and there will be no effect if either passes. In this case if there are twins (or more) involved then if the mother fails and only one of the embryos fail then the one that passed is unaffected. If the mother is willing then she does not get a saving throw.

If the spell is successful in any situation and the embryo is between 8 weeks and two-thirds term then mother must make another saving throw versus spells or suffer 1d8 points of damage.

If the embryo is more than two-thirds term then this spell will have no effect. These time-frames could be adjusted for demi-humans and humanoids with different gestation periods but for simplicity you could use the same 9-month time-frames regardless of race.

If this spell is cast on an unwilling victim then the recipient will be very aware that they have been attacked, regardless of

whether they save or not, and ‘know’ that the attacker wishes harm to the baby. They will not necessarily know who the attacker was.

A Good aligned Courtesan will never use this spell on an unwilling victim. The Courtesan might also have other beliefs that will reduce their willingness to use this very nasty spell. This whole subject is a controversial one so it’s up to you, as the GM, to decide whether to include it in your campaign or not, or what conditions to apply to its use.

**Kiss of Fascination** – Range: touch, Duration: 3 rounds per level; Area of Effect: one creature; Components: S; Casting Time: 1 segment; Saving Throw: negates.

When this spell is cast upon someone, they are immediately moved up three levels of Fascination, to a maximum of fifth level, as per the Courtesan ability Fascinate. This works even if the victim was initially hostile or had already been at level ~1 Fascinate.

If the victim makes their saving throw nothing will happen – they are not dropped to ~1 Fascinate automatically, nor do they lose a level of Fascination if the Courtesan has already initiated the process and was merely seeking to accelerate it. Other than as described, this is exactly like the Courtesan Fascinate ability and does not radiate a magical effect once the casting is complete.

**Pet** – Range: touch; Duration: permanent; Area of Effect: one creature; Components: V S; Casting Time: 1 hour; Saving Throw: none.

This powerful spell can only be cast on one creature of animal intelligence that has already been *Charmed* by the caster, be it a normal animal, giant animal or monster, of the same or fewer hit dice than the caster has levels. Horses, Dire Wolves, Pegasus and such are popular examples.

The casting requires an hours’ uninterrupted play with the subject. Once this is complete the creature will then be fanatically bound to the caster and will obey their telepathic or spoken commands without hesitation even to death, regardless of any previous binding or loyalty.

This spell is superior to a *Charm* in that the instructions can be issued telepathically and can include complicated conditions,

descriptions and such as if the *Pet* was of low human intelligence.

The range of this telepathy is a number of miles equal to the caster’s level. If the caster and the *Pet* become separated by more than this without the caster warning the animal first, then the *Pet* will seek the caster out, however they can.

A Courtesan may only have as many *Pets* as their level divided by 4, rounded down. *Pets* must be of Animal intelligence – not lower or higher.

**Second Sight** – Range: 30ft, Duration: 5 rounds; Area of Effect: a number of individuals equal to the casters level as long as they are within the range at time of casting; Components: V S M; Casting Time: 1 round; Saving Throw: negates.

This is a more powerful version of the *Know Passion* Spell; this spell has all the effects of a *Know Passion* spell with the following extra benefits:

The caster will have the insight into as many individuals in sight as they have levels as long as they are all within the area of effect. The individuals must be indicated by the caster (to the GM) at time of casting and all get a separate saving throw. Willing victims do not get a saving throw.

If there are any Fascinations, *Charms*, *Geas* spells or similar in action and both involved parties are present and fail their saving throws, then the caster will be aware of the nature of the link and its purpose.

The spell will reveal the true appearance of the victims, although only to the caster (e.g. if they have been disguised, *Polymorphed* or similar or are wearing clothes or armour that would normally conceal their appearance).

As well as the passions and interests of the individuals present the caster will also know if they have any strong fearful, lustful, life-threatening or romantic preoccupations at the time. If the object of these preoccupations is also present in the area of effect then the caster will know this too (the object doesn’t have to make a saving throw and doesn’t have to be one of the persons indicated by the caster).

The caster will also know if any of the victims are cursed, diseased, pregnant or undead. If there are any invisible, plane-shifted or otherwise concealed creatures

within the area of effect (e.g. behind a Secret Door) then the caster will also become aware of their presence but know no more about them or their intentions.

### *Fifth Level Courtesan Spells*

**Heartbreak** – Range: 30ft, Duration: 1 day per level; Area of Effect: one creature; Components: V S; Casting Time: 1 round; Saving Throw: special.

When this spell is cast the caster must make a Fascination roll against the victim unless the victim is already Fascinated, in which case the victim gets no save. The victim is then afflicted as if they have fallen in love with the caster but know they can never have him or her, even if sexually incompatible. The victim will be unable to do anything except glumly try to follow the caster around all day.

If the caster sends them away they will have to do so and will just collapse somewhere. If this happens or the caster manages to get out of sight of the victim another way then the victim will collapse somewhere and be unresponsive to anything, even physical harm. Once in this “pining” state the victim will lose 1 point of Constitution per day, permanently until dead or the duration of the spell runs out, regardless of whether they are then able to see the caster again.

The effect can be removed with a *Remove Curse* spell (not *Dispel Magic*) and lost Constitution points can be regained with *Restoration* spells at the rate of  $1d4+1$  points per *Restoration* up to but not exceeding the original score. Note that the victim will say nothing throughout and the nature of the effect and the source of it might not be immediately clear to anyone if the Courtesan is devious enough. The victim may be interrogated telepathically and the nature of the situation will become apparent then, although the victim will still not communicate.

If the victim survives the ordeal they may still have a fondness for the caster, depending on a Wisdom check. They will certainly be aware of the trauma they have endured and the source of it.

**Impregnation** – Range: 30ft; Duration: permanent; Area of Effect: one female

creature; Components: S, V, M; Casting Time: 1 round; Saving Throw: negates.

This rather odd spell causes a female human, demi-human or humanoid victim to become pregnant regardless of whether they have had sex or not, ever. The resulting child will be a mix of the caster’s genes and the victim’s as if the caster were a normal male of the same species as the victim, even if the caster is female. The victim will be initially unaware of the situation but will have a very intense sexual dream they can’t recall the nature of next time they sleep. The normal signs of a new pregnancy will then follow.

There will be nothing unusual about the pregnancy or the child thus born except that the mother and baby are guaranteed to survive the birth. The baby can be of either sex and will bear a striking resemblance to the mother and others of the mother’s family. They may also have certain physical characteristics that may hint at the identity of the ‘father’.

The spell can affect persons previously unable to have children but the victim must be sexually mature and old enough to have children naturally. They may even have previously thought themselves to be post-menopausal. While apparently miraculous, such an event might have all kinds of implications for the mother, of course. If the mother seeks to abort the pregnancy they may do so in the usual ways with the usual chances of success and likelihood of damage to themselves.

If the mother is in a normal sexual relationship with someone then such a pregnancy might not seem at all remarkable, except perhaps for the appearance of the child as it grows. Whatever motives the caster has for causing the child to come into existence only they know. The GM can decide if the child has any particular affinity with the real ‘father’ or not.

**Kiss of Binding** – Range: touch, Duration: 1 turn + 1 turn/level; Area of Effect: one creature; Components: S; Casting Time: 1 segment; Saving Throw: negates.

The victim of a Kiss of Binding is immediately connected to, and subservient to, the caster’s telepathic commands as long as they remain within 1 mile of each other. The caster will also be able to see and hear through the victim’s eyes and ears throughout but will

need to be in a place of quiet and calm with their eyes shut in order to do this.

For the duration of the spell the victim will be utterly loyal and subservient to the telepathic will of the caster even to death, although if commanded to do something obviously suicidal, such as throwing themselves off a cliff or into lava, or to charge the king's bodyguard in nothing but their underclothes, they are permitted another Saving Throw to break the spell. The caster might disguise the instruction as to be an act that is dangerous but possibly still survivable, in which case no second saving throw is allowed.

The victim will use their powers as instructed to the best of their ability and will ignore anyone communicating with them unless told not to by the caster. If the caster tells them to act normally then the victim will continue to act as they normally would except where those actions would cause harm to the caster. If the victim was already Fascinated by the caster before the *Kiss of Binding* was cast and they failed their saving throw the Fascination will still be in place when the duration of the spell ends and the victim may not even realise anything is amiss.

Unlike the Fascination on its own, the *Kiss of Binding* effect can be detected as a *Charm* and may be removed with a *Dispel Magic*, *Dispel Charm* or *Remove Curse*, although these will not affect any underlying Fascination if one exists.

**Kiss of Petrification** – Range: touch, Duration: permanent or until dispelled; Area of Effect: one creature; Components: S; Casting Time: 3 segments; Saving Throw: negates.

Except as above this is the same as a *Flesh to Stone* spell (the reverse of *Stone to Flesh*).

**Kiss of Reanimation** – Range: touch, Duration: permanent; Area of Effect: one creature; Components: S; Casting Time: 3 segments; Saving Throw: none.

This is a healing-style *Kiss* spell that removes most spells that prevent someone from moving. This spell will act as a *Stone to Flesh* spell, and will also break a *Hold*-type spell or a Paralysis whether caused by spell, creature, curse or poison.

**Mind Freeze** – Range: 9", Duration: special; Area of Effect: one person; Components: V S; Casting Time: 3 segments; Saving Throw: negates.

This nasty spell induces symptoms exactly resembling a severe stroke. If the victim makes their saving throw versus spells they will merely feel a discomfort but will be aware of dark forces at work on them; a nameless dread or something else unless the caster's casting was witnessed.

If the victim fails their saving throw then they must try and roll under their Constitution on a d20. If they pass this then they suffer a seizure and are incapacitated and unconscious for  $2d6+6$  turns, losing 1d4 off both Con and Dex permanently.

If the victim fails to roll under their Con then they suffer the same seizure effects but for an unlimited duration. This means they will lie, inactive, unseeing and unknowing until they starve to death, usually in a number of days equal to their new, reduced Con.

The unconsciousness may be alleviated with a *Heal* spell, *Limited Wish* or *Wish*, but the lost statistic points will need a *Restoration* spell per statistic to recover. Note that this spell is very little known beyond Courtesans and even a learned wizard might diagnose the ailment as a normal stroke.

**Sex Change** – Range: touch, Duration: permanent; Area of Effect: one creature; Components: V S M; Casting Time: 1 round; Saving Throw: negates.

This spell changes the sex of the victim. They retain the same mind, memories, preferences and biases, as well as general build and statistics, but will gain the sexual organs and appearance of the opposite sex. A *Dispel Magic* will reverse the effect.

## *Sixth Level Courtesan Spells*

**Blowing the Kiss** – Range: 30ft, Duration: special; Area of Effect: special; Components: S; Casting Time: 1 segment; Saving Throw: none.

This powerful effect must be cast in conjunction with any of the *Kiss* spells. It allows the caster to project their *Kiss* spell effect onto a victim up to 30ft distant.

The two spells are cast simultaneously so this actually just increases the casting time of the *Kiss* spell by a segment. If the target is not willing then a missile to-hit roll is required; the caster is assumed to be skilled in the *Blowing of a Kiss* and gets any Dexterity missile to hit adjustment. As with normal *Kiss* spells, the victim must have some exposed flesh to hit somewhere in sight.

**Honour Guard** – Range: zero, Duration: 3 rounds + 1 round per level; Area of Effect: 40ft radius; Components: V; Casting Time: 3 segments; Saving Throw: negates.

Similar to *Mass Charm*, when cast up to twice the caster's level in hit dice or levels of creatures around the caster must make a saving throw versus spells, starting with the closest enemies (or neutrals) up to the limit of the hit dice/levels or Area of Effect, whichever limit is reached first.

Any who fail will immediately about face and defend the caster against all aggressors. If there are no attackers then the *Honour Guard* will form a defensive ring around the caster and move with them, protecting them from all aggressors. If the caster attacks any of the *Honour Guard* the spell over that one individual will be broken but the others will remain under the influence and also attack the one that the caster attacked.

**Kiss of Death** – Range: touch, Duration: permanent; Area of Effect: one creature; Components: S; Casting Time: 3 segments; Saving Throw: negates.

The victim of this spell is allowed a saving throw versus Death Magic or they instantly die, as per *Finger of Death* (*Raise Dead* Reversed). The caster will also suffer 1d10 points of damage from the magical energies that pass through them.

**Kiss of Healing** – Range: touch, Duration: permanent; Area of Effect: one



individual; Components: S; Casting Time: 1 round; Saving Throw: none.

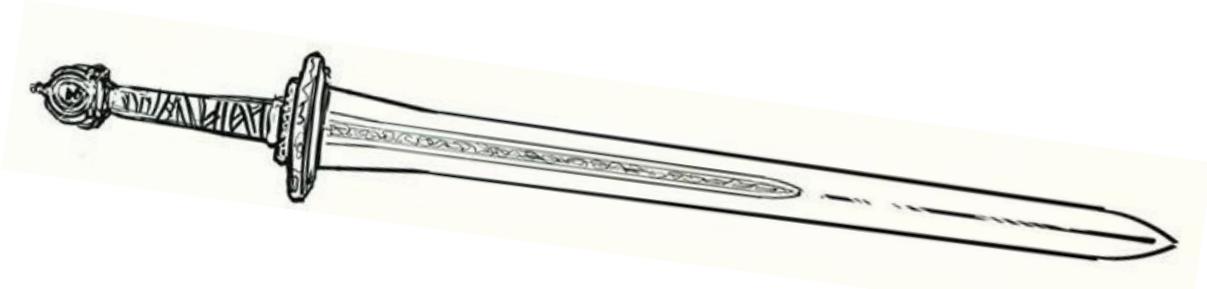
Except as above this spell works like the Cleric spell *Heal* but the Courtesan will take 1d6 points of damage as they give their life force to the target.

If a Courtesan uses this spell to *Heal* themselves they will be *Healed* all but 1d8 hit points.

**Kiss of Life** – Range: touch, Duration: permanent; Area of Effect: one individual; Components: S; Casting Time: 1 round; Saving Throw: none.

This *Kiss* spell acts exactly as the fifth level Cleric *Raise Dead* spell except for those details given above and that the caster also suffers a loss of 2d10% from their Constitution. This loss from Constitution can be regained with a *Restoration* spell or by training in the usual way (if this rule is allowed).

The recipient must pass a Resurrection Survival Roll and loses 1 point of Constitution permanently.



## The Anti-Paladin or Fell Knight – intended as an NPC class only

(Inspired by Apocryphal Stories of Evil Knights although Dragon magazine have their own version of this too)

Anti-Paladins can make fun PCs in evil parties, but don't allow too many per party. They especially make excellent NPCs and archenemies. The ideas presented here have some holes in them, so feel free to add abilities and restrictions as the Games Master sees fit. Always remember that pure, Chaotic Evil **Anti-Paladins** are dangerous and irrational fanatics who will sacrifice anything and anyone (but preferably not themselves) to further the cause of their patron deity. The Lawful Evil **Fell Knight** (sometimes also referred to as Anti-Paladins, but different) is a fanatical warrior devotee of his temple, who will fight to the death any who question their honour or oppose their patron deity's values.

To add colour to their Anti-Paladins the GM might consider such things as certain enemies who will not be tolerated to live, restricting choices of weapons to those appropriate to the temple of the Anti-Paladin. Irrational fear of strange things (worshippers of Deep Elf deities may be unable to travel through a forest of oak trees for instance, although I can't think why. Maybe they have to burn such things when they find them?).

Specific missions, Quests, can also be pinned on Anti-Paladins, or Paladins, if the Games Master wishes. For instance, a Paladin might have to build a stone cairn to their god once every week: Finding suitable stones in some places could be a nightmare and fellow adventurers might take great delight in frustrating the Paladin's efforts.

The original Anti-Paladins arose in ancient times as the Fallen Knights, which were normal Paladins who had been corrupted and changed by the powers of evil. This happened many times and in many settings so there are many different kinds of Anti-Paladin about the world, although they tend to follow one of two key patterns, dependent on their Alignment. In reality, the terms "Anti-Paladin" and "Fell Knight" are completely interchangeable, as is the title "Wraith" which can also be applied to them, rather confusingly. Kzenzakai's favoured servants were termed 'Ring Wraiths' but were

probably Anti-Paladins of some form, possibly undead ones... For simplicity, these rules will use a more standardised model:

If the character is Chaotic Evil then they will be a True Anti-Paladin as far as this explanation goes, but could still call themselves Anti-Paladins, Fell Knights or Wraiths as suits them. If the character is Lawful Evil then they will be henceforth termed Fell Knights, but again can call themselves what they like.

Every Anti-Paladin is the evil contemporary of the Paladin, with similar or corrupted abilities and attributes. If they ever change alignment for whatever reason they lose all special abilities and become normal Fighters or Knights, possibly not even of the same level (similarly, a Games Master might decide that a Paladin who has his alignment changed to evil becomes an Anti-Paladin; a real Fallen Knight).

Where a Paladin is a warrior of justice who protects and fights to save good people, an Anti-Paladin destroys, rapes and pillages anything and everything as suits their cause or whim. Whenever they can, Anti-Paladins will make blood sacrifices to their relative deity, who is always evil, possibly even a demon or devil (Deep Elf Anti-Paladins are an example of this). In general, their values are reversed or at least twisted, such as are described in the 'Common Abilities and Restrictions' below.



An Anti-Paladin must be Human, Half-elfen, High or Deep Elven. Some humanoid races have also developed their own class. An Anti-Paladin must have Strength, Constitution and Wisdom of 12 or greater, minimum Charisma of 17, and an Intelligence and Dexterity of 10 or more. Charisma is their Prime Requisite but if Strength and Wisdom are 16+ then they gain 10% on earned experience. All Anti-Paladins roll their hit points on a d10 and gain levels as per the following table. The restrictions they gain as they rise in levels vary as to their type, but

**Anti-Paladin Experience Table**

XP	HD d10	Title	Cleric Spells by level				
			1	2	3	4	5
0-3000	1	1	Fanatic				
3001-6000	2	2	Fanatic				
6001-12000	3	3	Initiate				
12001-24000	4	4	Prefect				
24001-48000	5	5	Heretic				
48001-95000	6	6	Blackrider				
95001-180000	7	7	Executioner	1			
180001-350000	8	8	Anti-hero	1			
+350000	9	9	Knight	1	1		
+350000	10	10	Darkknight	2	1	1	
+350000	11	10+4	Darklord	2	1	1	
+350000	12	10+8	Darklord	2	2	1	1
+350000	13	10+12	Darklord	3	2	2	1
+350000	14	10+16	Darklord	3	2	2	1
+350000	15	10+18	Darklord	3	2	2	1
+350000	16	10+20	Darklord	4	3	2	2
+350000	17	10+22	Darklord	4	3	3	2
+350000	18	10+24	Darklord	4	3	3	2

### Common Traits, Abilities and Restrictions:

As individuals Anti-Paladins of both types vary a lot in their behaviours as befits the inclinations of their patron deities. Some might have contempt for women or other races, other might hold women in high regard or see another race as superior to their own (Deep Elf, for instance). Decorations and standards of personal attire may differ too – some might insist on the highest standards of personal cleanliness, with highly-polished armour and the best quality personal items. Others might decorate their clothes with the entrails of vanquished foes and never wash, ever (why bother when you're immune to disease?).

However, they all have certain characteristics in common, much as you might imagine; selfishness, greed, contempt of

certain abilities and restrictions are common to them both.

In this respect there's little to choose between the two styles. The main difference is that the True Anti-Paladin (Chaotic Evil) is more concerned with survival, greed, destruction and the furthering of their cause; while the Fell Knight (Lawful Evil) is motivated by pride and lust for blood and glory. Another way to say that is that the Fell Knight leads from the front, the True Anti-Paladin pushes from the rear.

anyone else of equal or lower rank, envy of those above them. They will be bullies in most cases and hold the life and fortunes of others as completely disposable. Onto this framework of narcissism and sneering superiority is built their own inclinations as per their deity and their type, described below.

As regards game mechanics, all Anti-Paladins have the following benefits and restrictions:

- Anti-Paladins gain weapon proficiencies and multiple attacks per round as per a Paladin as described in the Core Rules and may specialise in their chosen weapons as per a Fighter.
- Anti-Paladins have no weapon restrictions other than that their main weapon must be a sword, unless their temple forbids them. Fell Knights will

seldom use missile weapons but rather clinch their enemies close. True Anti-Paladins have no such qualms and will use any weapon to hand; preferably wielded by someone else.

- Anti-Paladins may wear any armour they choose at any time and will generally use the most advantageous available, including magical armour, Bracers et al.
- Anti-Paladins get to-hit rolls and saving throws as Paladins.
- Anti-Paladins must take an appropriate Riding skill as soon as possible (first level) as their doctrine is very much the mounted knight rather than infantry, although they are all happy to fight and kill in any situation and at any time.
- They must give 25% of their income or more to their temple or otherwise sacrifice this value of material to their deity.
- Anti-Paladins make all saving throws at +2 on the dice.
- They get +2d10% on Strength, Dexterity or Constitution per level.
- Anti-Paladins are immune to disease.
- Anti-Paladins may ‘Lay on hands’ on themselves only, and cure twice their level in hit points of damage once per day.
- An Anti-Paladin can *Detect Good* in a 60ft radius.
- Anti-Paladins may *Cause Disease* on one person, animal, foodstuff or water store (or well) once per week. The nature of the disease caused depends on level. In low level Anti-Paladins, these are tummy bugs and fleas, progressing up to colds and ‘flu. In higher levels (6+) they are more serious diseases like dysentery, malaria (mosquito larvae), cholera, and higher (level 12+) to bubonic plague and even anthrax (level 15+).
- Anti-Paladins are *Protected from Good* in a 5-foot radius (read the spell carefully - this just applies to summoned and magical creatures).
- Anti-Paladins may never retain more than ten magic items, these being limited as per the Paladin.
- Anti-Paladins are perfectly happy to use poison and burning oil. Often to excess.

- If they own an Unholy Sword, then an Anti-Paladin can *Dispel Magic* with it as a normal Paladin.
- At third level an Anti-Paladin gains the ability to Turn or attempt to control undead as per an evil cleric of two levels lower than they are (i.e. starting at First Level).
- At fourth level or any time thereafter, an Anti-Paladin may call for a magical warhorse or similar mount, which will probably be a Nightmare or similar. Replacements are available one year and a day after the death of the first.
- Anti-Paladins gain clerical spells at high level, but may not use Clerical Scrolls or other ‘Cleric-only’ magic items. They get spell bonuses due to high Wisdom as per Clerics.
- At ninth level they will be given a Quest, which they must complete above all other priorities. Only when the quest is complete might they settle somewhere and build a temple. The nature of this quest is entirely up to the Games Master and further Quests *might* be given after the first for each level gained thereafter.
- Anti-Paladins may never employ any form of retainers of other than their own alignment. When they have completed their first Quest (as above) they may start to attract followers and retainers. The Anti-Paladin will need to reward and entertain these followers as Fighters do, but also maintain strict discipline (and never trust them).

#### **The True Anti-Paladin (Chaotic Evil):**

True (Chaotic Evil) Anti-Paladins may not multiclass and it must be the last class of a character with more than one class.

True Anti-Paladins may keep slaves of any alignment and will hoard wealth, periodically stashing it somewhere only they know and suitably protecting it. They may never pay for anything they could steal. True Anti-Paladins must never eat fresh fruit or vegetables.

When they lay on hands on another person they cause damage equivalent to what they would have healed on themselves, once per day. There is no saving throw but the attacker must succeed in a to-hit roll if the victim is aware of the attack coming. The

damage resembles a sudden jarring, as if electrocuted (although it is not electrical damage) but no visible wound is left.

True Anti-Paladins may only cast the reverse of reversible spells, except when casting on themselves.

True Anti-Paladins must sacrifice one level of human or demi-human to their god each week per level of the Anti-Paladin. Failure to do so will result in the temporary loss of magical powers – until a double-sacrifice is made. Prolonged failure results in loss of all powers and eventually death.

The sacrifice must be made in a gory and specific ritual. Combat victims can only be dedicated in such a way if they are the object of a quest, or the character names them specifically while praying the night before the fight and then kills the victim single-handedly.

In some blood-thirsty cults all the creatures an Anti-Paladin slays in a battle may be dedicated in advance of the fight (just before it starts is acceptable). In such cases this counts as a normal sacrifice if three times the required hit dice are slain, personally and solely by the Anti-Paladin.

The Code of Anti-chivalry of the Pure Anti-Paladin is as follows:

- They will steal rather than buy, they will kill rather than capture, they will destroy rather than abandon, always drink wine rather than water.
- They are loyal to nothing but their god and their ultimate purpose is to rise to immortal status in the service of their god.
- Self-preservation is more important than glory, therefore displays of blatant cowardice are no matter for concern.

### **The Fell Knight (Lawful Evil Anti-Paladin):**

A Fell Knight may not multiclass and if they take a second class they must maintain the values and activities described below to retain any of the Anti-Paladin skills and abilities. Once they have taken another class, however, they can never change back or progress any further as an Anti-Paladin.

A Fell Knight will always display their emblem and never travel incognito.

A Fell Knight will only ever eat raw meat and fish, never cooked meat or fish, and will never eat bread.

A Fell Knight may not keep slaves.

Fell Knights have a twisted logic based on the absolute rules of their Anti-Chivalric Code. As mentioned above they have a number of specific values they will hold to at all times which are more honour and bravery based than the True Anti-Paladin sense of self-preservation. Other Paladins and Anti-Paladins of any ilk will always be treated with respect and politeness to a painful degree until the instant battle is entered, even to the point of allowing them food and shelter if needed.



Fell Knights share, or at least covet, the aristocratic nature of the Knight and normal Paladins but twist it to their own, proud and self-serving ambitions in most circumstances.

Fell Knights follow a similar Code of Antichivalry to the True Anti-Paladin with a few tweaks:

- A Fell Knight will always seek out the most powerful foes and almost actively seek a Glorious Death.
- Any Fell Knight displaying any form of cowardice risks losing their powers. Fell Knights are not suicidal fanatics however; they are wise and clever and are aware of the concept of a “Tactical Withdrawal”, they would just never use one as an excuse for a retreat.
- Fell Knights don’t *have* to dedicate sacrifices to their Patron Deity but will do so, as often as they can.

## Appendix 3: New and updated Monsters



### Mountain Orcs

[They call themselves Great Orcs]:

Frequency: Common on the Underworld, very rare elsewhere.

No. Encountered: 40-800.

Size: M (6-7 feet tall)

Move: 90 ft

Armour class: 6 or better.

Hit Dice: 2

Attacks: 1.

Damage per attack: 1d8 or by weapon.

Special Attacks: nil.

Special Defences: nil.

Magic Resistance: Standard

Lair Probability: 35%.

Intelligence: Average

Alignment: Lawful Evil.

Level/XP value: II/20 + 2 per hp or higher

The figures above in terms of frequency and number appearing is for adventurers on the Underworld side of the planet. On the upper (Dunromin) side the Great Orcs are very rare.

Treasure: Individual 2d6 gp or equivalent; Lair  $2d12 \times 1,000$  cp (70%),  $1d12 \times 1,000$  sp (60%),  $1d8 \times 1000$  gp (40%), 2d6 gems (50%), 1d3 jewellery (40%), 2d4 potions (40%) and leader types may have magic items (30%).

These have been mentioned in passing already and represent a bold and highly civilised strain of intelligent orc from the Underworld of Barnaynia. Their societies are as advanced and structured as Deep Elves and they are predominantly Lawful Evil rather than Chaotic. Their warrior types tend to follow a Shogun-like doctrine of powerful warlords leading armies of fanatical followers in well-organised but usually internal wars, vying for the favour of 'The Emperor'. This Emperor is a mysterious and unknown figure dwelling in a vast city somewhere on the Underside called Vessel-Karct ('The Forbidden



City'), and guarded by the best warriors of the race. Some of the symbols and names of Great Orc deities have been matched with the strange and powerful creatures that rule the Tartarian civilisations on the Outer Planes. There seems to be some kind of recognition or even alliance with powerful entities of the Darkworld.

Physically these creatures resemble large and powerfully built orcs with paler grey-green skin and less-wiry hair than their common brethren. Great Orcs are really just larger, balder and stronger versions of the common orc but without the aversion to light. They still prefer gloomy conditions but suffer no penalties in the misty, perpetual rain of the Underworld. They have 60ft infravision.

Their society is far more ordered than their common relatives and they have strict discipline and a great personal code of honour, although its values would not seem particularly honourable to a Knight. They seek to stamp their dominance on the world at all costs and any show of weakness or cowardice is a great affront to them – although they are not so stupid as to push an unfavourable position, being completely comfortable with tactical retreats and the concept of living to fight another day. They are very keen on oaths of vengeance, personal vendettas and genocide against those races that offend them, in particular the Deep Elves and elves in general.

In Mountain Orc society the possession of slaves and treasure is a key social marker and the lowest class individuals will not be permitted such tokens until they prove themselves in combat. There is little difference between the males and females save for slightly larger breasts. They certainly all fight and behave similarly and are just as likely to be in charge. None of their titles or social ranks seem to have gendered forms.

Equipment and weapons are of a far superior form to that of normal orcs and some will rival human and dwarven artistry. Mountain Orcs also have Magic-Users and Clerics rather than witch-doctors and shaman. They also have a far greater proportion of their population with character-class style levels than normal orcs, their society being far more organised than common orcs.

10% of all Great Orcs will be at least a level 1 fighter or better, with suitable weapons

of proficiency and specialisation. These individuals will be the leader types and such. 1% of the population is likely to have more unusual classes as well, such as Anti-Paladins, Magic-Users and Clerics. Great Orcs do not make good Thieves but some specialists may have thief skills or might even be Assassins...

favoured weapons are broad-swords, scimitars and battle-axes, spears and pole-arms, composite short bows and crossbows, all manufactured to a high standard and well looked after. They have a base AC of 6 wearing their standard heavy leathers but will usually also have a shield (AC 5). Many will have superior armour too – mainly chain and banded with shields, but heavier armour is also available to them in well-established communities.

Their communities are very tightly organised and heavily defended, often having been in place for hundreds of years. Such subterranean and even surface cities will have populations in the thousands rather than the scattered subterranean fortresses that are the usual encounters (as in the number appearing, above). In these cities there will be well-established manufacturing and trading opportunities with other orc (common and great) populations and even some other species, sometimes.

Calling their social groups 'tribes' is probably naïve. Their organisation has far more in common with sophisticated societies like those of the humans and dwarves, as alarming as this might be to admit. They have several languages and can usually converse in other local tongues too, if they have to.

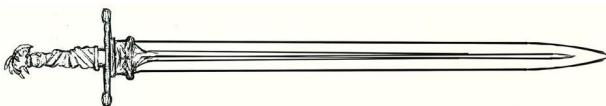
Mountain Orc artefacts and architecture is functional and austere to the extent of making even dwarfish halls look ostentatious and fiddly-diddly. There is no compromise to comfort and everything a Mountain Orc has is through the generosity of their immediate superior.

Mountain Orcs use kobolds as servants when they can't get enough slaves and a Mountain Orc fortress will often be riddled with small passages and squalid living quarters of these essentially disposable serfs. Mountain Orcs also breed ogres as shock-troops, bribing these dull creatures with food, an easy life and then armouring them up as living battering rams.

Mountain Orc society is very independent and xenophobic. There are tales

of Mountain Orc adventurers, sailors, explorers and conquerors in years gone by but their ambitions and attention never seems to have strayed to the Upper World that Dunromin and the Land of the Young inhabits. As far as is recorded no Mountain Orc explorers or diplomatic entities have ever been encountered in the Upper World. Indeed, the only reported encounters with Mountain Orcs seem to have been various small groups that have become utterly lost or ended up here by accidental use of magic.

Why this is the case is not clear as past Orc Emperors have certainly had the power to have a go upwards, they just never seem to have bothered...



### Deep Orcs

Frequency: very rare.

No. Encountered: 10-40.

Size: medium 5-6 feet tall

Move: 90 ft

Armour class: 6.

Hit Dice: 1+1

Attacks: 1.

Damage: 1-8 or by weapon.

Special Attacks: Back-stab.

Special Defences: some thief skills.

Magic Resistance: standard

Lair Probability: 55%.

Intelligence: average

Alignment: Chaotic or Neutral Evil.

Level/XP value: II/ 44 + 2/hp

Treasure: Individual 2d6 gp ; Lair 1d12×1,000 cp (50%), 1d6×1,000 sp (40%), 1d20×100gp (25%), 1d6 gems (25%), 1d3 jewellery (20%).

These pale, diminutive creatures rose from the severe deeps of the Darkworld and were once servants to the Deep Race, in fact, they probably still are. Unlike normal orcs they have white skin and hair, and 120' Infravision (but fight at -2 in normal light).

They tend to use sneaking and surprise to attack and are mainly used by more powerful creatures as spies and information gatherers. They make excellent thieves and scouts.

They have an intricate and in-bred society of large familial groups based on a kind of caste system. They speak in whispers and seem to have no normal morality. Nasty and loathsome, but all have some thieving abilities as follows.

All Deep Orcs can Move Silent at 60% or better, Hear Noise 40%, Hide in Shadows 50% or better, and have the ability to Backstab as a 1<sup>st</sup> level thief (+4 to hit, double damage).

There will be 1-3 'leader' types per family that have superior thief skills and would be equivalent to thieves of level 1d6. Hierarchy is not based on combat proficiency but a deeper understanding that has never been properly understood.

Preferred weapons are daggers and short-swords, using darts as missile weapons. All weapons will have some kind of loathsome coating such as non-lethal poisons (2d6 points, paralysing snake venom or just faecal matter to cause disease). They rarely wear any armour other than layered leather-like material which, with their natural abilities, gives them an AC of 6.

Combat is not their thing and they will not confront any but a single opponent in open combat. Instead they will use stalking, surprise and ambush tactics. Or just lead their victims into the clutches of more powerful opponents and pick up the pieces afterwards.

Deep orcs particularly delight in capturing and torturing their prey; eating them alive over several days being a particularly rapturous distraction for them.

### Deep Race

Frequency: very rare.

No. Encountered: 3 (or multiples of 3).

Size: small to medium, rarely large 3-5 feet tall, rarely up to 8 feet tall

Move: 150ft (240ft if on all-fours, 60ft along walls and ceiling of rough stone or wood, etc.)

Armour class: 3.

Hit Dice: 5+5 to 10+10 or more

Attacks: 3

Damage: 1d6+2/1d6+2/2d6+1.

Special Attacks: Psychic Powers and Level Drain.

Special Defences: Psychic Powers, only surprised on a 1 in 10.

Magic Resistance: 20%

Lair Probability: 95%.

Intelligence: Average but cunning and remorseless

Alignment: Neutral Evil.

Level/XP value: 5+5HD: 6 / 750+6/hp

6+6HD: 7 / 1225+8/hp

7+7HD: 7 / 1600+10/hp

8+8HD: 8 / 2300+12/hp

9+9HD: 8 / 3700+13/hp

10+10HD: 9 / 4600+14/hp

Treasure: They don't place any value on material objects but prey brought back to the lair for consumption, which is common practice, will leave their equipment and remains behind.



These creatures are also known as the 'Dominators', the 'Elder Race' and 'Servants of the Sleeping Ones' among some surface races, and are called 'Themebd' in Darkspeak, 'Tekkesh' in Grunt and Deepspeak, and 'Borroharradrim' in Loomish.

This terrifying race inhabit the lightless deeps of the Darkworld, preferring lonely, cold habitats but able to survive in most underground or overground environments. They seem to prefer deep, underground lairs but this is probably due to the reduced amount of sentient creatures in the eco-system creating less psychic "noise" to disturb them. They do not manufacture their own dwellings or set any importance in material objects or comforts. As a result they are partly nomadic, living in the lairs of their victims while they

feed, but also tend to have familial 'Breeding Grounds' which they return to periodically. The older they get, the longer they seem to remain in these 'Breeding Grounds'.

The Deep Race are thin, hunched bipeds covered by a tough, spiky exoskeleton, shaded different shades of light grey and white. Under the plates of their exo-skeleton, which are hard but slightly flexible, like car tyres, they have a tough but flexible, cartilage-based endoskeleton. They have a long, whip-like tail and small, horned cranium adorned with sensory organs, breathing tubes and gills. By manipulating air-flow through this apparatus they can manage sufficient sounds to form simple languages like Common, not that they are much given to chatting.

They have eight eyes (three pairs forwards, one back) and other sense organs in their heads that allow them to navigate in any light conditions. They seem unaffected by darkness or bright light. Their eyes work in pairs, each orb slotted horizontally or vertically, giving them poor peripheral vision (although different pairs of eyes can work independently) but excellent depth perception. They essentially have normal vision with 60' Infravision but are also unaffected by bright light, sudden changes in light level or spells affecting vision. They rely heavily on their hearing, despite the number of eyes they have, so a *Silence* spell will reduce their senses significantly (-4/20% on all actions) but they will still be able to "see" in all light levels, even magical darkness.

The extra pair of eyes they have in the back of their head allow them all round vision and make them very difficult to surprise; they are only surprised on a 1 in 10 in all light levels and even the noisiest environment.

They have no sense of taste and limited sense of smell.

Deep Race shed their skins as they grow like crustaceans and many different sizes have been encountered. The smallest have been barely three feet long (excluding the tail) but discarded shells from individuals over eight feet long have been found. One such exhibit is kept in the zoology department of the University, along with a stuffed 6-foot specimen from the War.

They have no mouth or digestive system but do occasionally squirt bodily waste in the form of a noxious black ichor from a

tube at the base of their back. The Deep Race do not use this material as a weapon themselves but some others do. This material, when fresh, can be used as blade venom, adding 2d6 to damage by weapons (blades or arrows) coated with it. It only remains fresh enough to use for 2-3 days and no one has yet developed a storage process that will enable it to last longer than this.

Their primary attack is by two claws, usually on the same target, and lashing of another target with their jagged, bony tail, but only if space allows. They are very agile, which adds to their already formidable armour class, and can drop to all-fours to run very quickly indeed. Plus the claws and tiny hair-like hooks on their hands and feet allow them to attach to rough vertical surfaces, such as natural stone or wood and similar, and ceilings sufficient to move at 60ft. up or along them. It is these small hooks that make their claws so dangerous.

Besides their formidable physical weapons, the Deep Race also have Psychic Powers. In order to use these powers all the Triad need to be within 100 feet of one another and if one of the Triad (see below) is slain then the powers cannot be used until a replacement can be found. As a result if one of the Triad is killed the other two will usually flee.

These Psychic Powers can be used on anything with a brain-stem; which is all vertebrates and invertebrates, or pretty much anything that isn't a fungus or a plant. In game mechanics these powers work like spells but all have a range of 40 feet and a casting time of 1 segment, although only one can be used per round per Deep Race Triad. They can affect one creature per round and require no material, verbal or semantic components. No sound or movement is required in the use of these powers making the stealthy ambush-style attack the favoured tactic of all Deep Race. Deep Race cannot attack physically and psychically at the same time but they can move at half normal rate and attack psychically in the same round.

The Psychic Powers are as follows:

- *Dominate*: as per the *Charm* spell – normal saving throw versus spells – this is the normal way Deep Race take control of populations they wish to feed on. There

seems to be no limit to the number of individuals a Triad can Dominate;

- *Communicate*: similar to *Telepathy*, this allows the Deep Race to communicate with any sentient being in that being's own language. The conversation is two-way but does not allow the Deep Race to read the victim's mind. A saving throw versus spells is allowed;
- *Mind Reader*: once telepathy is established the Deep Race might in the next round elect to read the victim's thoughts. The victim gets a saving throw against illusion every round to prevent this unless they are dominated, in which case they get no save;
- *Coma*: as per the *Sleep* spell but affecting only one target of less than 5HD per round, no save, duration 1d6 hours;
- *Hold*: as per the spell, save versus spells as normal for the spell targeted on a single person;
- *Invisibility*: makes the Deep Race invisible to one creature until the Deep Race attacks that creature; no save but only one Invisibility can be maintained at a time; works like normal Invisibility but the target merely doesn't see the Deep Race rather than the Deep Race actually being invisible;
- *Forget*: as per the spell, normal save versus spell allowed;
- *Power Word Blind*: affects one target of less than 12 Intelligence, duration 2d8+4 rounds; no save;
- *Power Word Stun*: affects one target of less than 16 Intelligence, duration 1d8+8 rounds, no save;
- *Life Drain*: their most dangerous attack form and their feeding process; this drains one level from the victim as per the touch of a Wight, however, a saving throw against Death Magic at -3 on the roll is allowed, and the effect is not permanent. Lost levels can be regained instantly using a *Heal*, *Wish*, *Limited Wish* or *Restoration* spell, or they can be regained slowly over time at the rate of 1 lost level per week of normal activity (bed rest not required). If a victim loses all their levels then they will die as per a normal level drain. The victim of this attack will not know where and how they were attacked if the Deep Race are attacking from suitable concealment. The victim will know they have been attacked



somehow though, even if they make their saving throw.

Deep Race live in groups of three, called Triads, with no dominant individuals and are most usually encountered as a single Triad except in their Ancestral Breeding Grounds. A Triad consists of one member of each of the three sexes of the species, so they are essentially a familial group. Their feeding/breeding lifecycle works around irregular periods of time spent feeding and reproducing. A Triad will go out into the world at any time, travelling the Darkworld to find a suitable group of prey, preferring intelligent humanoids and demi-humans, but able to feed of any sentient animal life form. They will use their psychic powers to dominate the group and then either (rarely) take the group back to their ancestral breeding ground to feed, or simply inhabit the lair of the dominated group and feed off them until all the members of the group are dead. At this point the Triad will either move onto a new group or return to their ancestral place for an unpredictable period of time.

Feeding involves a use of the Life Drain Psychic power but in a gentler way that will not violate any Charm that exists on the victim. Typically, a Deep Race will drain 3 to 8 levels of victims each per day until they run out of victims in the dominated group. More powerful and intelligent victims are preferred.

When not in a nomadic lifestyle, feeding off lairs of victims, the Deep Race retire to their Ancestral Breeding Grounds. These are cold areas deep underground associated with high concentrations of background magic. The Deep Race do nothing to make these places any more comfortable so they are, in the main, normal cave systems but could be ancient dungeons of some other race. While in these locations the Deep Race seem to rest or hibernate most of the time, feeding off the surrounding magical fields. Their toxic waste is usually carefully managed so as not to render these ancient dwellings uninhabitable.

Specific Breeding Grounds will be used by 'families' of Triads over thousands, probably tens of thousands of years. Such locations might have hundreds of triads present at any time, but usually only dozens.

Deep Race will use dominated individuals of other races to guard the outer areas of their Ancestral Homes but will not allow them into the core. No other animals will be tolerated in the core areas, nor will plants or fungus of any kind.

When breeding Deep Race produce clutches of up to several hundred eggs. These need to be kept cold and underwater for several months before emerging as 'Newlings', which are the immature form of the Deep Race. Once the eggs are laid the Deep Race take no further interest in their offspring and few survive to adulthood. These Newlings resemble lobsters with anthropoid claws and no antenna. They are essentially harmless and scurry about deep pools underground, feeding off the magical fields around them and trying not to get eaten by various predators. Many races of the Darkworld regard these Newlings as a delicacy, resembling in taste and texture a mixture of fresh-water crab and chicken. After several years they will have grown sufficiently to shed their skin and emerge as the smallest (5+5 HD) Deep Race. They will then find two life-long partners to form a Triad in whatever Ancestral Breeding ground they are in at the time and commence their normal life-style as described above.

The older they get the bigger they get, gaining 1+1 hit dice about every 10-60 years (depending on diet and size of local magical fields). Ancient individuals can grow to 10+10 Hit Dice and potentially more, although no examples bigger than this have been reported. As they tend to wander less as they get older it may be that some massive individuals might lurk in the core of the Breeding Grounds, but that is up to the GM.

The Deep Race were originally created many millenia ago by the Rakuli, the Great Old Ones, as Slave Masters to herd and manage the various other creatures the Rakuli had created or conquered (specifically humans, humanoids and demi-humans, as well as many kinds of monsters including Giantkin and Dragons).

Deep Race weren't used by all the Rakuli but several factions of the race used them a lot. The Deep Race seem to have been created along with a lot of other similar species with specific jobs – the Deep Race being treated more or less like humans treat

sheep-dogs. However, no other species of remotely similar type seems to have survived the vanishing of the Rakuli 80,000 years ago. The Deep Race themselves have no history of their predecessors, either oral or written, and seem unconcerned with how they came to be nor what might happen to them if their old masters returned.

Normally, Deep Race are incredibly rare and never seen in more than threes on or even near the surface Upper World. However, Kzenzakai managed to form some kind of alliance with them using ancient magical powers stolen from the Rakuli. A phalanx of nearly a hundred Deep Race attacked Dunromin from the Darkworld at the climax of the War of the Ring. Only a concerted effort of dozens of the most powerful mages and priests in the city was able to stop them.

This has happened a number of times in the past as powerful mages have discovered the enchantments required to Dominate the Dominators, as it were, but the results have been so devastating to both the victor and the vanquished that very few records of these events survive anywhere.

Ever since Kzenzakai's attack, more and more reports of Deep Race have surfaced through traders and travellers in the Darkworld. It is generally believed that some change in the deep has disturbed their ancient homes and Breeding Grounds and allowed, or perhaps driven, them upwards.

As a result of this, a lot more research has been done into them and their origins. Dissections have revealed a brain structure different to anything else known and including a small blue organ of unknown properties, generally now called a Themebd Lobe. Many mages would like to investigate these objects in much more depth. Some adventurers have made quite a lot of money from this trade as the Lobes seem to make very powerful mind-influencing potions and magical items.

The larger the Lobe the more it is worth, up to 5000gp for undamaged, large lobes. The precise method for preserving the Lobes suitable for magic is a closely guarded secret but those people in the know might be bribed into revealing what they know.

### Desert Orcs

Frequency: Uncommon in deserts, very rare elsewhere.  
No. Encountered: 1-6 raiding parties of 10-80 individuals each.  
Size: Man-sized (5-6 feet tall)  
Move: 120 ft  
Armour class: 6 (5 with shield).  
Hit Dice: 1  
Attacks: 1 (2 with short bows).  
Damage: 1-6 or by weapon.  
Special Attacks: Nil.  
Special Defences: Nil.  
Magic Resistance: Standard.  
Lair Probability: 25% (although nomadic – the lair moves).  
Intelligence: Average (but cunning)  
Alignment: Neutral Evil.  
Level/XP value: I/10 + 1 per hp

Treasure: Individual 2d6 gp ; Lair 1d12×1,000 cp (50%), 1d6×1,000 sp (40%), 1d20×100gp (25%), 1d6 gems (25%), 1d3 jewellery (20%), Potions x1d4 (30%), leader types may have 1-3 magic items (25%).

Physically, these creatures are very similar to skinnier forms of normal orcs but their society and habits are very different. They have ebony black skin and dark eyes (with 60ft Infravision). They are essentially an evil desert nomads – a GM might even give them all little Goatee beards to emphasise their evil nature (thank-you South Park).

A single tribe will usually be split into widely dispersed raiding parties of 50-80 individuals and the headquarters will be a caravan of tents and camels that transport the Chieftain about the desert wastes and the desolate Darkworld below the desert they have made their own. As a result, the tribes are much larger, numerically, than their common brother, but rarely encountered all in one place at once.

Any encounter with ten or more individuals will include a 1<sup>st</sup> level fighter or thief. Any group of twenty or more will include a Fighter/Thief multiclass of level 1d4. Raiding parties will have commanders and scouts of higher fighter and thief levels while the Chieftain and his bodyguards could be of up to 7<sup>th</sup> or 8<sup>th</sup> level. There will also be a scattering of Witch Doctors and Shamen in any group of 40 or more.

They use all kinds of weapons but prefer scimitars, small shields, daggers, spears, short bows, clubs and similar. They have no culture of using beasts of burden such as camels or horses, but do use Dire Wolves and Giant Hyenas as mounts. They have exceptionally high Constitutions allowing infantry to cover vast distances very quickly. They are able miners but not as good as their Common Orc brethren. They do not suffer the -1 to-hit penalty in sunlight but will still avoid moving in daylight if they can.

They are more secretive and furtive than their other kin, one might even say cunning. They have skills appropriate to survival in their hostile habitat and prefer night hit and run attacks by surprise to full-on wars and raids like the normal, lawful evil orcs. These night-time raids will be sporadic and intense, with the attackers fading away back into the desert after only a few rounds of combat. They use bows and charging mounts (dire wolves and giant hyenas) much more than other orcs.

As the World of Barnaynia is predominantly a honeycomb of rock rather than being solid, there are a great number of cave systems beneath the desert and Desert Orcs will use new tunnels to ambush and raid before vanishing away into the depths before daylight.

Their style is very similar to the raiding Bedouin as described in Laurence of Arabia, but a great deal less noble and governed by a less orderly society. They are Neutral rather than Lawful, but many of their deities bear a striking resemblance to the various incarnations of Nyarlothep.

### Ice Goblins

Frequency: Rare.  
No. Encountered: 30+5d10 per long-ship, 2d4 long-ships per tribe.  
Size: Small (4 feet tall)  
Move: 90 ft  
Armour class: 5.  
Hit Dice: 1  
Attacks: 1.  
Damage: 1d6 or by weapon.  
Special Attacks: none.  
Special Defences: none.  
Magic Resistance: standard  
Lair Probability: 65%.  
Intelligence: average (low)

Alignment: Lawful Evil

Level/XP value: I/ 10 + 1 per hp

Treasure: Individual 3d6 sp ; Lair 1d12×1,000 cp (75%), 1d6×1,000 sp (50%), 1d6x1,000gp (30%), 1d6 gems (25%), 1d3 jewellery (20%), 2d4 potions (40%).

These hardy, strong goblins are essentially the same as normal goblins but have paler skin, tend to wear white furs and armour for camouflage. They sail the seas in Viking-style long boats, raiding cold coastlines or foraging and raiding across arctic tundra.

They regard themselves as the chosen ones of a rather bizarre deity that appears as a giant white goblin and tells them where to go and what to kill (possibly an incarnation of Loki). They hate all other races and are even more anti-social than their brethren.

Their skill as seamen and marine lifestyle has given them greater immunity to sunlight and they fight as normal in daylight, although they do prefer the night. They seem slightly taller than normal goblins but this is mainly due to a more upright posture.

Their society is organised about their Long-Ship which is their home and fighting platform. They sail about the seas, particularly the Twilight Sea and the mysterious waterways of the Shadow Lands, raiding and pirating to their heart's content. They are ferocious and relentless opponents and a general pain in the backside for any coastal community they come across.

If they come across a community more powerful than they can manage they will attempt to trade and will often have some very desirable cargoes; such as whale bone carvings, whale oil, animal furs, all manner of fish as well as more unusual items.

All Ice Goblins can swim well, even in their armour and weapons, although they are no more immune to the effects of freezing water than humans. Male and females will man the oars and do the fighting, with the young hidden below the benches of the ship until old enough to stab anything coming near them. Ice Goblin preferred weapons are spears, short-bows, short swords, scimitars and military picks. Their furs serve as armour and they never use metal armour for fear of drowning.

Every long-ship will have a hierarchy of leader types starting with a captain and up



to six deputies. If a single ship is encountered the captain will be a 1d4+1 level fighter, their deputies similar but of a lower level. If multiple ships are encountered then the largest ship will have a sea-king or queen which will be a 1d6+2 level fighter. There will also likely be a Witch-Doctor of level 1d4.

The Ice Goblin long-ships are of a unique manufacture and made of pine as one would expect. However, no one has ever encountered a land-based ice goblin society where such vessels might be manufactured. Where they come from and how they are built is a mystery.

### Waste Kobolds

Frequency: rare.

No. Encountered: 40-120.

Size: Small (3 feet tall)

Move: 120 ft

Armour class: 7.

Hit Dice: ½

Attacks: 1.

Damage: 1-4 or by weapon.

Special Attacks: none.

Special Defences: none.

Magic Resistance: standard

Lair Probability: never.

Intelligence: Average (low)

Alignment: Neutral Evil.

Level/XP value: I/ 5 + 1 per hp

Treasure: Individual 3d6sp ; Lair 1d12×1,000 cp (75%), 1d6×1,000 sp (50%), 1d6x1,000gp (30%), 1d6 gems (25%), 1d3 jewellery (20%), 2d4 potions (40%).

These creatures dwell in the same ecology as Desert Orcs, travelling in nomadic tribes across ashy wastes and tundra, scratching a living from raiding what communities they find in their way. They are more lizard-like than common kobolds and use various cunning tactics to ambush their prey. They can survive for protracted periods without water and their epidermis has evolved a unique sub-layer for catching perspiration and moisture from the air around them.



They are excellent trackers, using smell, sight and a stranger, alien sensitivity to life force (like sharks) as well as trained vultures and the like. They are a dangerous and deadly adversary, known to regularly use scorpion venom on their weapons and blow darts.

Favoured weapons are short bows, spears, blow-guns, axes and daggers. Armour will be rough hides under camouflaged robes. Waste Kobolds are not known to use camels or mules but there are reports of using wild dogs and giant rats as beasts of burden.

In any group there will be a leader type who is more likely cleverer than the others rather than stronger. Larger groups might have a leader type with 2 or 3 hit-dice and some bodyguards with 6hp. The tribes don't have shamans or witch-doctors but will often have a group of ancient individuals who have some holy standing within the society and

whose views are always sought on any new expedition.

Other than their appearance and their rapidity of movement there is very little difference between Waste Kobolds and normal Kobolds other than Waste Kobolds spending more time above ground and having a complex theology-based society that moves about their wastes following regular but indecipherable patterns. Unlike normal kobolds they avoid all other races and their primary occupation is survival. They will always avoid any but the easiest confrontation and are usually ignored and scorned by other inhabitants of the area.

This might be a little naïve however as poorly guarded camps and settlements are often attacked on the darkest night and left picked clean as if pillaged by a horde of locusts. Rarely is anything but dust and ash left behind.

### Cave Trolls

Frequency: Rare.

No. Encountered: 1d8.

Size: Large (10 feet tall)

Move: 120 ft

Armour class: 4 or better.

Hit Dice: 7+7

Attacks: 3 or 1 by weapon.

Damage: 5-8/5-8/2-12 or by weapon.

Special Attacks: can attack multiple targets.

Special Defences: Regenerate as normal troll.

Magic Resistance: standard

Lair Probability: 40%.

Intelligence: low (average)

Alignment: Neutral Evil.

Level/XP value: V/ 700 + 10 per hp

Treasure: 2d6×1,000 cp (20%), 1d6×1,000 sp (35%), 1d4×1,000 gp (15%), 1d6 gems (25%), 1d4 jewellery (25%), any 2 maps or magic (10%).

These seem to be a bizarre cross-breed or hybrid, perhaps, half-way between normal trolls and giant trolls. They regenerate as normal trolls and can attack in the same way, but they also use weapons and act in organised, coherent groups, although of small numbers.

They have 8-10 hit dice, and generally use two-handed swords and huge clubs (1d12) with 6- or 8-point strength bonus.

They often wear the remains of the skins of victims cut into scales and sewn together with gut. These complex garments appear to be some kind of status symbol but can also confer an extra 1-3 AC points of protection. Apart from the ability to make these armours Cave Trolls don't appear to have any other manufacturing skills. Some observers have found curious constructions that may be some kind of embroidery but it is very hard to be sure.

Cave Trolls appear as slightly taller, thicker build, broader but hunched trolls, with mottled, grey skin and long, straggling black hair. Some have even been known to talk to travellers before eating them.

It is generally thought that they have not taken over from normal trolls' evolution wise because of a poor breeding ability (like Pandas) and a certain shortness of concentration when it comes to tracking down prey, despite their slightly higher intelligence. This slightly higher intelligence does make them useful to other groups and they have been known to be employed by evil giants and their ilk as bodyguards.

Cave Trolls are also neutral rather than chaotic evil. Meaning they tend to stop rampaging and killing things when they have sated their hunger rather than just destroying and killing for the sheer fun of it.

There is also a legend that they turn to stone if exposed to sunlight but this is likely based on their getting distracted by the sudden brightness or falling asleep.

### Forest Trolls, also known as Wolf Trolls

Frequency: Very Rare.  
No. Encountered: 2-20  
Size: M (6-7 feet tall/long)  
Move: 150 ft  
Armour class: 4  
Hit Dice: 3  
Attacks: 3.  
Damage: 2-7/2-7/1-10.  
Special Attacks: nil.



Special Defences: regenerate 3hp per round as per normal troll; only half damage from cold-based attacks; ability to hide in woodland

Magic Resistance: standard

Lair Probability: 20%.

Intelligence: low (animal)

Alignment: Neutral (evil).

Level/XP value: III/ 80 + 3 per hp

Treasure:  $1d10 \times 1,000$  cp (10%),  $1d20 \times 1,000$  sp (20%),  $1d6 \times 1,000$  gp (10%),  $1d8 \times 1,000$  gp (40%),  $1d12$  gems (25%),  $1d8$  jewellery (25%)

Forest Trolls are similar to Ice trolls, but are smaller and have a bark-like skin for camouflage. As their name suggests, Forest Trolls are found in mountainous, remote evergreen forests. They tend to operate in small raiding packs, howling across the hillsides to one another at night. This and a propensity to drop to all fours to run faster has led to many people calling them by their less common 'Wolf Troll' moniker.

The 'den' where the pack reside is likely to be a thicket of trees and bushes above ground or shallow caves beneath a wooded area. They have even been known to make 'nests' high in the trees. Unlike every other breed of troll they are not known to venture deep underground.

They enjoy eating flesh of all kinds but can also subsist on leaves and plants. They seem to have no specific hatred for any particular species of living thing but are known to attack and slaughter other living creatures far beyond any mere food requirements.

They regenerate at 3hp per round as the normal troll and suffer only half damage from cold based attacks.

They don't require magic weapons to hit them like Ice Trolls but do demonstrate strange intelligence, having been known to set snares and traps for their prey. Their wood-like skin and ability to remain motionless allows them to disguise themselves as tree stumps and growths on existing trees. When in such a state they are only detected as per Concealed Doors.

## Thunder or Storm Trolls

Frequency: very rare.  
No. Encountered: 1-10.  
Size: Large (14-18' tall)  
Move: 120 ft  
Armour class: 3.  
Hit Dice: 10-12  
Attacks: 3 or by weapon.  
Damage:

$1d10+2/1d10+2/3d6$   
or by weapon.

Special Attacks: hurl rocks.  
Special Defences:  
Regenerate 1hp per round.  
Magic Resistance: standard  
Lair Probability: 25%.  
Intelligence: average to high  
Alignment: Chaotic Evil  
Level/XP value: IX/ 2700 + 16 per hp

Treasure:  $1d20 \times 1,000$  sp (40%),  
 $2d10 \times 100$  gp (40%),  $1d10$  gems (30%),  $1d6$  jewellery (25%), 3 magic items (15%).

How the giant troll was cross-bred with either storm or cloud giants is unknown, but the result is a race of intelligent, weapon using monsters of fearsome size and reputation. They may even be a separate species altogether having as many traits in common with giants as they do with trolls, although their appearance is more trollish than giant.

Storm Troll society is very chaotic and their lairs are often warrens of tunnels and surface constructions the size of villages, heavily defended and occupied by swarms of dangerous monsters.

These huge beasts divide their time between a nomadic, raiding lifestyle and settling for a year or two in a comfortable locale, until the food runs out. They are even known to hibernate at random times. For this they prefer mountain valleys for their homes but have been known to live on high plains and even run farming communities as a support for their raiding parties.

They have been hunted down and persecuted by the Deep Elves and other species of giant in the past for some reason and bear a timeless mutual hatred for Storm, Cloud and Fog Giants. There have been unconfirmed reports of Thunder Trolls in the Necklace but it is not known how they got there as they have no flying ability. They are more or less



unknown in the sunlit upper realms of the world but are one of the dominant life forms in the Shadow Lands, west beyond the Crease Mountains, over the Twilight Sea.

Thunder Trolls are known to primarily use their weaker and more common kin as servants, often leading a nomadic lifestyle of driving a horde of normal trolls and cave trolls across

a wilderness, killing and eating everything in their path.

In combat they are as likely to use their terrible claws as they are weapons, which will usually be vast clubs capable of  $2d12+4$  points of damage. They have also been known to have metal-shod clubs and giant maces that do the same damage but are also capable of doing one structural point of damage per round against fortresses and buildings.

They only regenerate at 1hp per round as the Giant Troll. They can also throw rocks as per Cloud Giants. They have an excellent sense of smell and 90 foot Infravision.

Storm Trolls are a very dangerous foe but have not, as yet, been known to use magic or form alliances with intelligent species other than the troll species mentioned above. It is very unlikely that any Storm Troll would indulge anything in a conversation before obliterating it with their ferocious weapons.

## Dragons in Barnaynia

Barnaynia is a world of great magic with raw energy shining down from the moon and soaking the world with great lunar energies. All creatures of a magical nature, especially dragons, flourish in such environments. To this end on Barnaynia the coloured and metallic dragon species are similar to the descriptions in the main rules but have up to double their maximum hit dice (minimum stays the same). They also have more hit points per hit die than in the normal rules, up to 12 points per di for ancient individuals. See the table below for more details of this.

There is some overlap in age categories due to quality of diet or ambient magic in the area, with the appropriate effect on their breath weapons. Dragons are not thought to die of old age so there are possibly some extremely ancient and tough individuals out there. However, as dragons become ever more lethargic as they get older these creatures may be almost permanently hidden and asleep.

This all means that dragons are indeed worthy foes and the scourge of the planet they fly about. When a dragon is reported raiding it is a good reason for the local barons to fill their trousers and advertise for bold adventurers to come and save them.

Of course, dragons are slothful and stay-at-home types in general. The ones found moving into new areas will usually be young ones looking for a suitable lair. This means dragons encountered as wandering monsters are more likely to be smaller, more like the existing statistics in the Core Rule. Especially young dragons, who hunt the most, have massive hunting ranges and might travel hundreds of miles from their lairs to find food, the easier the better. The inhabitants of the southwest provinces of the Land of the Young have got used to awaking to find cattle missing from their farms, whisked away by dragons from as far away as the central Hellmarch Mountains.

Having such a terrible top predator in any food-web would be an ecological disaster but dragons mainly feed off ambient magical fields while they sleep as well as Thaumofungi although they won't like it – Thaumofungi refers to a whole range of species of fungi and plants that draw sustenance from a combination of magical fields and rotting material, or even purely off magical fields, rather than photosynthesis or rotting

substances. This is why older dragons sleep so much and hunt so little, especially in areas of high 'background' magical fields. Younger dragons need more protein to encourage growth and so hunt for meat more.

There is more information on Thaumofungi and issues surrounding dungeon ecology and the general ecosystem that is Barnaynia in a separate publication **SM05 A World Guide to Barnaynia**.

Whilst we are discussing Dragon ecology it is also worth considering how their devastating breath weapons have evolved. The only reasonable explanation is that the breath weapon is a purely defensive adaption. Certainly, attempting to consume the charred remains of a company of dwarves that have been welded into their plate-mail is hardly a useful food source for such a vast predator...

It should be noted that areas particularly strong in background magic or close to the Moon (the source of most magic on Barnaynia) dragon populations can be quite high leading to many conflicts between families and species over territory. The Necklace is well known for this as well as the Shadow Lands beyond the Crease Mountains and the so-called Realms of the Dead to the far west of the Underworld.

For no small reason is the highest title to be bestowed in Dunromin that of 'Dragonslayer', although suitable proof and lie detection will be required before the Lord recognises the claim.

And such a title is only awarded to suitably heroic slayings of particularly powerful or famous dragons, like over 12 hit dice. A really big, nasty dragon could be the objective of a campaign rather than just a scenario (like 'The Hobbit').

Dragon Age Category	Age (years)	HP per hit di – note this affects coloured and metallic species only
Child (Dragon Newt)	0-20	1-2
Young Adult Dragon	15-50	3
Adult Dragon	35-120	4-5
Mature Dragon	60-200	6-8
Elder Dragon	140-300	9-10
Venerable Wyrm	250-400	11
Ancient Wyrm	35-500	12
Greater Wyrm	450+	12+

## The Bookas of Dunromin; A Player's version

*The following details about Bookas might be known to anyone with a Life Skill in Folklore or may be discovered by any character who researches or pays for research into Bookas fairly easily. A GM's version follows.*

The buildings of Dunromin are multi-floored creations with pitched slate or tile roofs all built next to or even on top of each other. Few are well-maintained and all have ragged holes and rot somewhere in them. Through these hidden spaces move many different creatures, some regarded as vermin, some that are simply nefarious people, some with a far more mysterious and complex reputation.



The Faerie, that is pixies, brownies and such, can often be found in the city but they

rarely stay long, finding the urban environment uncomfortable. There are many creatures that might be fey and they seem to linger longer, even staying permanently. One example of this is the Bookas, pronounced bu-whoo-kass by some, boo-kaz by others.

How many Bookas there are in the city is unknown as they are very secretive by their nature, often invisible, reclusive and a bit nomadic. There are at least several dozen families, possibly hundreds. And it should be made clear here that only male Bookas have wings and when Bookas are seen outside the den it is usually the males that are observed as the females are more cautious and/or sensible. Children and females do not have wings, have smaller mouths and bigger noses. Males grow their wings at maturity ("Fledging" those in the know call this). This has led to a misclassification of the females as a separate race, the Kilmoulis. Bookas are also known as Little Folk, Roof Pixies, Jitterlings and Les Petite Dejouner (by the elves).

While there are many reasons for people to unite to hunt out and exterminate some of these kinds of creatures (rats, Sprites, Quicklings, etc.) no one hunts for Bookas. No one hunts for pixies and other Faeries either but they are far rarer and, really, even more dangerous.

But what's so dangerous about Bookas?

Well, according to popular lore not much, really, but that's not the whole story. Bookas are quiet, shy and industrious. The legends suggest they are omens of good fortune who bring anyone they bless with their presence great contentment. Well, some of the legends do. Others suggest that if you offend them, they can visit upon you great misfortune or even death. Some claim Bookas have a great love of children, others that they tease and torment children to test their parents. Many of the superstitions surrounding Bookas are simply that; unfounded conjecture and tittle-tattle, but it's practically impossible to sift the useful truth from the fiction. Do they like rosemary scents in the house? Will they tolerate house cats? Can you do anything right by these annoying little critters or is it even worth trying in the first place? Well, opinions vary.

Bookas are fickle, shy and reclusive but seem to yearn for the company of other, civilised and intelligent creatures. They don't

seem to fashion their own homes anywhere and no one has ever discovered little Booka villages anywhere or anything like that.

Instead they seem to colonise other structures, inserting themselves silently into another race's accommodation. Once there they do take an interest in the health and welfare of their new partners, to a certain extent. They are rather picky house mates and will help themselves to the things they like, often returning with offerings that they *think* the people will like. This seems rather haphazard and once a preferred return is discovered the Bookas do tend to focus on it into the future. You can have too much of a good thing.

So why tolerate them? Well Bookas do become rather possessive of their new property and make excellent burglar alarms and home defence systems. They seem to help out in other ways too, although exactly how depends on the household they have joined. People have noticed that children behave better when Bookas are around; babies sleep better. Houses are sometimes tidied unexpectedly, or simple problems fixed.

This may be small recompense but the other side of the coin, getting rid of them, is very hazardous. They can be very sneaky and very, very vicious in all kinds of ways. Stories abound about tripping on stairs, smothering in the night, house fires (rarely) and valuables going missing or getting broken. The only safe route, if you really don't want them, is to wait them out. They will move on, eventually.

The best-informed people say that Bookas watch over good people and punish the wicked, although the definition of the two groups is fluid and often inconsistent. There does seem to be some dislike for housebreakers; burglars often find Bookas frustrating their endeavours; to such an extent that the Poorhouse Thieves' Guild offer a bounty on every Booka body brought to them. Curiously, the bounty is rarely claimed.

Exactly what powers the Bookas have is not really known. It may be that different individuals or clans have different talents and abilities. Some abilities, such as *Invisibility* and silent movement, seem to be common but others have been suggested too, including brewing potions and poisons, producing webs and fires, controlling rodents and other, less easily described powers. They do not seem to have the mind controlling powers often

associated with Faerie (*Hypnotism, Charm* and so on) and there remains great debate about whether they really are fey at all. In fact, there are no reports of them at all prior to about a thousand years ago in any literature, giving rise to the theory that they are the product of magical experimentation or god-tampering. There are records of them being in Dunromin practically from the start and some concern was registered by one of the early royal families when a large Booka family resident in the castle vanished in CY73, although nothing untoward came of it.



Bookas avoid combat for obvious reasons, and any real contact with anyone at all really, including their hosts. They are sometimes thought to steal things but more often only take things left deliberately out for them. Such benevolence may be returned in one way or another.

There are many that greatly value the presence of the Bookas and almost everyone knows a story or two about how the Jitterkin have helped them or someone they know out at some point. They are part of the city culture, practically taken for granted, like low profile stray dogs. If the Player Characters are interested, a short bit of research amongst the community or in the library will provide the following guidelines:

- If you have the ‘flu or similar, leave honey and/or milk out for the Bookas. The fever or even more serious ailments may then vanish.
- Hang lavender in the house and the Bookas will clean the house while you are out. Or do your laundry. Or not. Opinions vary.
- Bookas look favourably on leaving upstairs windows and/or shutters open during warm weather and rain storms.
- Bookas will leave a house of a married couple if one or the other is unfaithful.
- Bookas will leave a house in bad humour if people in it eat lamb, chicken, mutton, turkey or mince (opinions vary across the city).
- If you want Bookas to favour your house or even move in, keep pigeons, doves and/or chickens.
- They either really like music or really dislike music. Opinions vary.
- Loud swearing or disrespect for the ‘Spirits’ (of whatever form) will anger the Bookas and they may visit annoyances on the household.
- If a family gets into a feud with another family or business their Bookas are likely to visit frustrations on them, or possibly side with them and help them. Opinions vary on this as they do on practically everything about Bookas...

Most of the above is probably hogwash and there are other even more odd rumours, particularly amongst the Halflings and Gnomes who treat Bookas with much more respect than other races, possibly because of their size.

Whether welcome or not, Bookas are a part of Dunromin life. Whilst they are undoubtedly witnesses to many unknown things and know a great deal about what’s going on around and about the city, they are far from a useful information resource. They are very shy and are rarely seen by anyone, let alone communicated with. They are very quiet as well and many claim them to be telepathic.

There are some human and demihuman individuals that seem to have a closer relationship with the Bookas than most, and two characters in particular who are well known Booka-friends, it is said. These are

Oswald of Baltig, a Halfling Olympian Druid and ally of Air; and Titania the Purple, more commonly known as “Old Maud” derived from the elven “Maudlin” meaning either “Friend of Bookas” or “Annoying, self-obsessed Busy-body”. More information about Bookas may be obtained from these two individuals.

There are also a number of low-profile Halfling (no disrespect intended) witches who seem to have forged some kind of relationship with some of the Bookas and other creatures of the city.

### The Bookas of Dunromin; A Games Master’s Version

*You may feel that the Bookas and the Kilmoulis are irrelevant and useless monsters. This is fine as they normally present very little potential apart from an amusing encounter or information source. This section builds little more on this other than blending a neglected monster into the diverse culture of the city, as an example of how such things can be used to enliven a campaign.*

*The potential of the Bookas in a campaign is restricted, really, to city encounters, but they do offer a number of adventure hooks in that environment. They can be used to disrupt training, building or research. Social climbers might find them a boon or a bane. They may have access to rare items or information but getting them to surrender their valuables is fraught with a number of problems with which a sword or a well-placed Fireball will be of no use whatsoever. This kind of thing might not be your bag at all, in which case just ignore this section.*

Bookas and Kilmoulis are one and the same species. Kilmoulis are female Bookas, with no wings, larger noses and smaller mouths (and bigger appetites). This flies in the face of the popular conceptions but makes more sense given the rather limited ecological niche they both occupy. Their origins are complex but they have not been on the World of Barnaynia for long...

A couple of thousand years ago a portal to one of the Outer Planes was opened by some powerful elves. It didn’t stay open for long but in the time it was open some rebel, stray Bookas seem to have come through and set

themselves up on the prime-material plane. On their home plane they were no more unusual than Field Mice, used as pest control and child-minders by the more powerful inhabitants, and perhaps created for that purpose by some Nature deity at some point.

Whatever their origins they are Neutral Good in general disposition but incredibly fickle and often chaotic in their relationships with other races. Specifically, they have a great inner struggle between their instinctive need to serve and help and their more philosophical, anarchic sense of rebellion. The very spirit that drove the Booka 'tribe' that fled to the Prime Material Plane (as a small minority of revolutionary free-thinkers) to flee their previous masters in the first place. These two conflicting impulses, one instinctive and one philosophical, drive their societal dynamics.

Their society is very egalitarian but



generally matriarchal. Different individuals within a family will have different ideas about how best to serve their needs in terms of trying to exist alongside and in harmony with other Good creatures, or striving for freedom and individuality in self-sufficiency. Their society and numbers have never given them the technology to construct their own civilisation so they are, whether they like it or not,

dependent on their 'hosts' for their survival. Hence, they seem to blow hot and cold in their relationships with their hosts on a daily or even hourly basis, with individuals often switching loyalties and struggling to make lasting friendships with any non-Booka.

### Bookas

Frequency: Uncommon in cities, towns and villages, very rare elsewhere.

No. Encountered: 1d4 wandering, 3d10 in a den.

Size: S (1d6+8 inches tall)

Move: 150 ft (mature males only) / 240 ft flying  
AA V - they fly like humming birds and need to eat a lot of sweet things as a result of the energy usage)

Armour class: 6 but will flee any combat with anything bigger than they are.

Hit Dice:  $\frac{1}{2}$  (1d4 hit points)

Attacks: nil.

Damage: nil.

Special Attacks: spells.

Special Defences: Invisibility at will, agility, resistance to *Charm*.

Magic Resistance: 20%

Lair Probability: males 75%, females 90%.

Intelligence: Average to Exceptional (2d6 + 6).

Alignment: Neutral Good with Chaotic tendencies.

Level/XP value: I/19+1 per hit point

Treasure:  $2d4 \times 100$  gp (30%), 4d8 gems (40%), 1d6 jewellery (15%), 2d4 potions (20%), 1d4 scrolls (20%), 1 misc. magic (30%).

The important thing to notice is their inherent magical nature. Whilst not as pronounced as the Faerie it is never-the-less significant, making them very difficult to track, trap or otherwise get hold of. As well as their Magic Resistance they also get +2 on saves versus *Charm* and *Charm*-like spells (*Geas*, *Command*, *Suggestion* and the like). In addition to this, if they are *Charmed* then they get a saving throw every day regardless of the presence of the caster. Should a Booka discover they have been *Charmed* their revenge will be unpleasant.

All adults have an innate spell casting natural ability. Each individual will have 1d6+2 spells in mind at all times which are cast as Natural Abilities (1 segment casting time, no Material, Semantic or Verbal components). These will be a mixture of First Level Druid, Magic-User and Illusionist spells, all cast at First Level ability. They might have

any spells but only very rarely will they have anything more aggressive than *Sleep*, *Unseen Servant* and similar “Useful” rather than out and out offensive spells. No Booka has ever been known to use *Magic Missile*, *Flaming Arrow* or anything of that ilk.



Bookas can all go *Invisible* at will, the transformation taking 1 segment and being done in addition to movement or flying. They can remain invisible for as long as they wish but will become visible if they attack, experience pain or fall asleep, but not if they cast one of their spells.

Their senses of hearing and smell are akin to a cat's and they

have 30 foot Infravision and 30 foot Ultravision. They are omnivorous but, due to the energy required for their flight, the males prefer sweet foods like fruit, raw sugar, nectar, honey and such, while all will enjoy vegetables, fish and lighter meats (mainly chicken, rodent, bird and rat). They will eat Thaumofungi if available. They have been known to ‘farm’ rats for food but hate the giant variety. Their relationships with cats and dogs vary, depending on the temperament of the cat or dog, but they do not use them as steeds or anything like that.

They have no passion for gold and gems but are aware that they can be used to trade and reward humans and demi-humans. To this end they have treasure but only for barter purposes, not because of any great desire for material possessions themselves. Instead they value useful and ‘pretty’ things, often carrying small knives and other tools, thin rope or twine, fishing spears or lines, and so on. Not that it would occur to them to use any of these as weapons against anything but rats. Bookas will avoid combat at any price and use their speed and invisibility to avoid anyone obviously heavily armed or carrying a weapon drawn.

If they suspect they are under any kind of threat they will vacate the area rapidly rather than resist. A threat unknown to their hosts is the most common reason for them to

move on, such as a flea infestation, hawks coming to the area, larger predators in the sewers or suchlike, and any other reason (noise, adultery, etc.) will be pure coincidence.

Due to their nature, Bookas have a keen interest in keeping an environment clean and healthy and paying attention to the welfare of the very young. To this end the stories about them cleaning houses and protecting and caring for children are true. Halfling children in particular may often know of Bookas that visit them regularly or help them out if they get into trouble. Such experiences are well known in Halfling communities and are always appreciated in kind.

A Booka relationship with Gnomes is less common but purely because the cramped, often underground preferred homes of Gnomes don't appeal to Bookas. Whereas the bungalows and hobbit holes of a Halfling community are perfect for them.

Bookas communicate in quiet voices most of which is too high pitched (Ultra Sound) for humans to hear. Females in particular have very high-pitched voices (hence the legend of them being telepathic) and may struggle to communicate with humans. The females can use their large noses for a high-pitched horn-like sound to alert the rest of the community to danger. All males within earshot will immediately rally to the protection of the females, whether of the same clan or not.

Inter-familial relationships are usually civil and often friendly. Contests over territory, food and influence are dealt with in a calm, civilised meeting and an agreed, democratic resolution. Bookas will not hesitate to help out another Booka in trouble, regardless of family or personal relationships.

Similarly, communications with other races are not discouraged but the unreliable nature of Bookas and their inability to communicate and understand other races easily prevents anything but the most basic levels of mutual interest. The exception here is those strange individuals who seem to be able to form constructive dialogue with the Bookas. Of course, such individuals will be strange in their thinking and habits and there are perhaps four times as many who think they can communicate with Bookas as those that actually can. The best known Booka-Friends in Dunromin are Old Maud and Oswald of Baltig, detailed here-after.

In general, a family will usually benefit from a Booka infestation and so it is probably worth the family's while to indulge the critters. This might not be true of every resident of the city but the resources of the Bookas are great and everyone knows they are best left alone. *Most* who have had dealings with them remember them fondly.

**Oswald of Baltig** (male Halfling, age 72, Druid/Thief 5/6, S9 I14 W17 D15 Cn14 Ch16 A11) is sometimes called Ozzy the Booka Whisperer by those that have little respect for him (the Thieves' Guilds for instance). Oswald carries a staff with him at all times and wears bandoliers of pouches of disparate and bizarre things. Otherwise he appears much as a normal Halfling well past his middling years. Much of his time is spent outside the city travelling about the Halfling communities ensuring that things are being done right and generally annoying everyone. He has particular animosity with the Sheriff of Baltig, his home village, who is his cousin and they are constantly at odds with each other.

Oswald is a Druid of Air and is primarily associated with Hermes of the Olympian Temple, where he visits reasonably often. Being fond of air and wind he is unusual for a Halfling in that he enjoys being in high places and feeling the wind in his hair. Using his Thief skills (he has a loose membership arrangement with the Arborium Guild but no one really takes him seriously in any of the Thieves' Guilds) he often climbs onto the roofs of the city and wanders around talking to the birds and the Bookas he comes across there.

His relationship with the Bookas stems from his childhood when he discovered he could communicate with them quite easily. As he grew up this talent faded a little but not completely and, when he first visited the city, he was quite surprised to discover this was a very unusual talent. The Olympian Temple suspected there was more to this talent and enrolled him in their Druid school.

Now Oswald has a very elevated opinion of himself and firmly believes that without him the people-Booka relationship would completely break down and war would ensue in the attics and pantries of the city. Whether this is true is hard to say but the Bookas do seem to alert him if anything untoward is

threatening them that they feel they must do something about rather than avoid. That said, even in these rare circumstances their communications with him are often vague and cryptic, possibly to avoid being seen by other Bookas as some kind of stool pigeon.

Whether the Bookas have communicated with him at all, Oswald now sees it as his duty to act in all matters where the balance of quality of life between citizens and Bookas might be threatened. To this end new buildings and renovations will often have him sniffing around for an angle. Of course, being a Halfling such potential issues can be dealt with by gifting food and beer to the Bookas, usually via Oswald.

"All the old stories about Bookas are misleading," he often explains, "They are too simplistic, too anthropomorphic. They treat Bookas as pets, simple peasants or pests. Like they are all the same and just want warmth and food. But they're not stupid and they are not forgiving. They want a peaceful life but they are all individuals and all have their own opinions on all kinds of matters. And those opinions vary season to season, group to group. What might work for one group one year may very well not work for any other group or even the same group the next year. Bookas are fickle, but they are charming and loyal too, although they never forget a slight, real or imagined."

Oswald is a very nice person generally, although don't expect him to buy a round. He will react badly to anyone disrespecting the Bookas and certainly has no time for "Old Maud" whom he thinks is a self-serving busy-body.

Being an Air Druid, birds are his favourite creatures and he is accompanied everywhere by Mad Morris, a magpie, and Bob the Kingfisher. He is also often accompanied by a crowd of sparrows and regularly visited by a wide-travelling stork called Bernard. Oswald is a highly skilled falconer although he hasn't kept a bird of prey for a long time.



His spirit animal is an Owl and he can shape-shift into a Giant Owl in emergencies. His staff is magical and he has two daggers, one on show and one hidden. His thieving skills are biased towards adventuring skills, especially Climb Walls and Hide in Shadows.

Oswald might become an acquaintance but he will never be a close friend and will never go out of his way for anyone who isn't a Booka or a bird. He has two dear sisters (both married) and an aging mother back in Baltig.

"We've always had Bookas in the house," he explains, "They were my friends when I was growing up. They care deeply about children, especially babies. Well, most of them."

**"Old Maud"** (female human, age 55, MU3, S10 I14 W7 D11 Cn12 Ca8 A10) is properly called Titania the Purple and really doesn't like to be referred to as "Maud" at all. She is an annoying, persistent, selfish and hypochondriac lady of portly form and zero empathy. She is utterly self-obsessed and has no real friends at all, not that she thinks this herself.

Titania's own perception of herself is quite the opposite and she will happily bustle into anyone's life, presuming they are desperate for her help, and proceed to annoy and confuse everyone. She believes her 'Talent' with the Bookas makes her indispensable to the infrastructure of the city and a major celebrity in her own right. She thinks the Elven and Halfling communities dote on her and that Oswald is a fine old chap, if a little naive, who actually has a bit of a 'thing' for her. She is, of course, almost entirely wrong in all of this but her ego, self-delusion and determination are quite bulletproof.

Her father was a very successful businessman importing elven products, especially wine and beers from the forests of Loom over High Pass. He has long since 'retired' after some legal issues with the Merchants' Guild and his business holdings,

entrusted to his eldest son, have vanished in the advent of the Wine Road. Titania was being trained as a Mage at the time and refused to leave the city. She remained on a small retainer but the collapse of the business due to her elder brother's decisions has left her more or less destitute. Of course, she refuses to accept this and blames everything on Baron Garibaldi and his "dastardly and most ungentlemanly business practices".

However, since she was a baby Maud has had a close affinity with Bookas and can sense them around her. She appears to be able to understand their strange language and will often act as intermediary between the Bookas and the humans around them, taking a slice of the settlement for herself of course. Titania basically makes a living out of black-mailing people into giving her stuff or she will somehow turn the Bookas against them, or at least not protect them from the Bookas' vengeance.



It is not clear if the Bookas exactly realise what's going on or are quite actively complicit in the process. It seems that Titania has a far closer relationship with the Bookas than Oswald but Oswald is by far the easiest to deal with.

Titania has a small two-room flat/apartment near the Graveyard, where the rent is cheap.

## Appendix 4: New Magic Items

### Randomly Rolling Magic Items

Most Games Masters will carefully select and place magic items in their scenarios, but it is possible to include these new Magic Items within the random-rolling tables of the Core Rules as follows:

- When you roll a Bag of Holding or Portable Hole item then these are 50% likely to be **Pidcock's Portals** if within the Land of the Young or nearby wildernesses. If anywhere else on Barnaynia then it is still 20% likely such items will be a Pidcock original as he did manufacture quite a lot of them.
- Any magical daggers or knives are 25% likely to be **Gnomeling Fighting Blades** as detailed below.
- Any Miscellaneous Magic item is 2% likely to be one of the marvellous gadgets produced by **Dr Wappo**.
- Any club or mace is 25% likely to be an **Ulfhelmian Cricket Bat**.

All these items are detailed below but some are also adventuring hooks in of themselves as detailed in the Scenarios and Campaign ideas section above.

### Pidcock's Portals

The Archmage Pidcock the Pandimensional specialised in connecting different locations on the same or different planes across the parallel dimensions and/or the Astral Plane. The practical outcome of this is that he managed to construct a number of Magical Items of varying power similar to Bags of Holding and Portable Holes (especially the latter) in concept but of very varied functionality. Being a little eccentric, some of these devices are a bit whimsical and others are astonishingly dangerous.

The process he used was to travel to a plane, find a remote location upon it or underground, and build an armoured and protected space wherein he could base one end of the portal. He would then return to the Prime Material Plane and connect the other



end of the portal to a location or object there. The locations he connected to were always doorways in the Mage Tower. The linked-to locations are various sites about the Multiverse and other places on Barnaynia, where he located the rooms or spaces he wanted ready access to. Thus, he had a number of doorways that he could use to go almost anywhere he felt he regularly needed to go.

For example, there is a door on the top floor of the Mage Tower that accesses an ornamental garden belonging to the Baron of Cheeseblown about 60 miles away (referred to as the roof garden). There is another door that connects to a small room in a quiet tower of a castle in the Seven Heavens. And so on.

Of more interest to the party are the portable gateways which function in a similar way to a Portable Hole: These will be one of several different styles as detailed below. Whatever connecting method is used, the other side of the portal is usually some volume of useful space located on another plane and protected within enchantments and physical protections (like being placed inside mountains under hundreds of feet of rock).

The location of the spaces connecting to the portals are as varied as the portals themselves. The safest are connected to spaces on the Planet of Barnaynia itself; a doorless bubble deep within a geologically inactive

mountain, for instance. The most dangerous are on other planes, such as the elemental plane of Earth, where anything might happen upon them.

The GM may just view these items as normal Bags of Holding or Portable Holes but there is an additional level of interest here: Magical portals are, well, magical, and magical creatures, particularly animal intelligence and lower creatures will find themselves drawn to these magical areas. As a result, although the places where the portals were set up were desolate when they were set up, in the passing time they will have become population centres, like wreckage drifting across deep seas, they attract little eco-systems to them. While it is unlikely that these creatures would be inclined or even able to break into the actual portal space, any accident going the other way could initiate all kinds of weirdness. The portal is invisible from the 'other' side when not open but the area will still radiate magic, which attracts creatures that feed off or rely on magic to survive.

The following tables relate to the nature of the portal and the space on the other side of the portal. Whatever the nature of the 'other side' of the portal, the lining of the portal is a tough canvas, usually double-thickness and double-stitched. Being magical this gives the lining saving throws as per Leather but with a +2 bonus on the dice roll. They are not the toughest thing out there but they are a bit more robust than a normal Portable Hole or similar.

What the space contains is rolled (or chosen) on the next table. These are the most common manufactured Portals although other 'specials' exist as Pidcock did undertake some custom jobs for various people. Not to mention making a few himself for his own amusement or as prototypes for more serious projects.

What risk the owner faces from the other side of the canvas walls of their space is then determined on the last table. As can be seen these are, in the main, a lot safer than the Bag of Holding style but all can become the source of something hostile or curious. The biggest source of peril is the time that these portals have been sat there, like beacons of light in the darkness, attracting all and sundry to them...

#### Pidcock's Portals Entrance Form:

%	Form
01-15	Cloth bag, as per a Bag of Holding
16-40	Small backpack
41-55	Flat but wide backpack
56-70	Cord loop
71-80	Roll of enchanted parchment
81-84	Rods and corners
85-00	Folded cloth sheet

**Cloth Bag** – Similar to a Bag of Holding, this innocent looking sack about the size of a modern shop plastic bag with an opening about 12 inches square. The bag saves as Cloth but with a +2 bonus on the dice. It has an encumbrance of 10 pounds whether full or empty

**Small Backpack** is a leather knapsack or small satchel with an opening about 12 inches square that is covered by a flap of leather that is buckled in place when closed. The pack will have two shoulder straps, a carry handle like a carpet bag (thank-you Mary Poppins) or single hand-bag style strap. The small pack saves as leather with a +2 on the dice and has a weight of 20 pounds full or empty.

**Large flat backpack** is similar to a parachute pack but without the parachute. A drawstring closes the portal completely or allows it to open to a circle of diameter four feet. The large pack has a weight of 30 pounds and saves as leather with a +2 on the roll.

**The Cord Loop** is an eight-foot length of plaited cotton that is connected into a seamless loop. To be activated it will need to be placed on the ground in a roughly circular shape and left alone for a few seconds. The loop saves as Thick Rope with a +2 bonus on the roll. The portal opened is the shape and size of the ground enclosed by the loop.

**The Roll of parchment** will be two to three feet wide and about seven feet long (usually). Both ends are fastened to a thin wooden rod heavy enough to drop flat when the upper rod is suspended from a hook or spike by a copper loop fixed to it. Once the parchment and dropped and is flat then the door-sized (3 x 7 feet) portal will open. The Parchment saves as Parchment but with +2 on the dice and weighs 3 pounds.

The rods and corners are the rarest form and consist of a set of one-foot long metal tubes, some with a right-angled turn at one

end, and all connected with an elasticated cord running through the centre. Similar to modern tent poles, these tubes fit together to make a rectangular portal. 90% of these are large door-sized (3'x7') but some rare ones are ten feet across and eight feet high. All save as Soft Metal with a +2 on the roll. The small ones weigh five pounds, the larger ones weigh twelve pounds. When collapsed they fit neatly in a quiver or similar sized bag, but they take 1d6 rounds to assemble and disassemble, double this if not practiced.

The sheet form is similar to a Portable Hole. They resemble a large handkerchief when folded, usually of a metallic, silky cloth in a vivid colour, but when unfolded open out to a large shape. When laid out on a reasonably flat surface the portal opens. The size of the sheet varies from the traditional eight-foot up to ten-foot across. In shape they are round or square, with about an even chance of either. They take 1d4+1 rounds to lay out and 1d2 rounds to fold up, longer if a wind is blowing (GM's discretion how much longer).

Once you have decided the nature of the portal then you need to decide what's on the other side:

#### Contents of a Pidcock's Portal

%	Portal and value
01-20	Gate to another plane (worth 10,000gp) or to a location on Barnaynia (worth 5,000gp) – roll on the next table to see which
21-50	Hole eight feet diameter and ten feet deep: 50,000gp
51-85	Ten-foot cube: 60,000gp
86-95	Room thirty feet square and ten feet high: 70,000gp
96-00	Suite of 2d4 rooms totalling 80 feet by 60 feet in area with ten-foot ceilings and separated by stone walls about four inches thick: 120,000gp

Note the 'Gate' types will only ever be connected to Rods or Rolls

As can be seen, these are more interesting than normal portable holes and suchlike. The nature of the Portal's entrance will define by what the immediate inside of the contained space will be: The Rods and the

Parchment Rolls will simply enter at the side of the space while the others will be an opening in the ceiling of the space. In the latter case there will be a fixed ladder down or, if space permits, a stone staircase.

Such spaces offer far more potential than mere storage and previously owned Portals may have the rooms inside decorated or carpeted with other home comforts or normally non-portable adventuring kit. The finder of one Portal reported it contained leather items, rusty bardings, saddles and tack along with the skeletons of a warhorse and three hawks when he opened it. Another reported a fully-equipped blacksmith's tool shed and forge.

Exactly where the Gate style Portals go is up to the GM or can be rolled below. The Portal will only be apparent from the other side when it is open, although the space around it will radiate magic.

One thing the GM will need to keep secret is the nature of the space beyond the sides of the Portal space. This will very much define how dangerous the situation will be if the fabric is ripped or pierced in some way. Once the fabric is ripped the integrity of the portal becomes compromised and the gateway facility will fail in 2d6 rounds. This is plenty long enough for something to come through, of course, but scant time to rescue one's belongings.

#### Location Beyond Gate-Type Pidcock's Portal

%	Location
01-10	Cave system deep in the Darkworld
11-20	Cave system high in the Hellmarch Mountains
21-40	Elemental Plane of Earth
41-50	Elemental Plane of Air
51-55	Seven Heavens
56-60	Nine Hells
61-65	The Abyss
66-70	Nirvana
71-75	Arcadia
76-80	Twin Paradises
81-85	Elysium
86-90	Happy Hunting Grounds
91-95	Olympus
96-00	Gladsheim

Pidcock will have chosen the locations to house his Portals with more care than the usual manufacturers of Bags and 'Holes.

However, a lot can change in 200 years and what were once lonely, remote places might not be so any more. The fact that the destination will be obviously some kind of construction will attract attention. It is quite possible that someone or something has found the room and used it for their own purposes, not realising that the space in one wall or the ceiling is a closed portal to a magic item...

Also, magic is never completely stable – perhaps the location has drifted or even been physically moved somehow. Anything might be at the other end and they are unlikely to be pleased about the sudden appearance of the player characters in their domain – even Lawful Good beings get hungry.

Pidcock vanished without trace at the height of his powers over 200 years ago. Legend has it he was exploring for new locations to set up portals to or connecting a portal when something went wrong. Once gone his apprentices went off to find other jobs and his amazing Mage Tower was inherited by his nephew.

That might have been the end of it but it was well known amongst the apprentices that Pidcock kept several Portals about him at all times. One of these was a small satchel in which he kept all his spell-books, notes and details on how he manufactured his portals (as well as lists of all the ones he had made, whom he had sold them to and what they still owed him). The value of these books is unimaginable.

Pidcock also had another Portal, his emergency escape route: This was a simple loop of rope that he could throw over himself and utter a command word. He would then be transported back to the Mage Tower from anywhere in the Multiverse, it is claimed. His continued absence suggests this device failed or wasn't used...

### Gnomeling Fighting Blades

Knife fights, or “Scraps”, are a very popular sport amongst the Gnomes of Constantan. So popular in fact that fights of varying seriousness are some of the most popular entertainment about their kingdom. Most fights are to first blood, termed Professional Scraps (or just Pro Scraps), but serious grudge fights will be to the death,

generally referred to as an Honour Scrap. The combatants are only armed with knives but can wear armour, the fight being graded on the type of armour allowed; Bare Scrap, Leather Scrap (padded or studded allowed), Chain Scrap and so on.

Most Gnomes, male or female and whether adventurers or not, will have a knife or dagger proficiency for such fights.

The knives are always in pairs as the fights can be one or two handed; termed Scraps and Double Scraps respectively. In one-handed fights the combatants are sometimes fastened together by chaining their off-hands with a three-foot, light chain. Such fights are called Tied Belligerents or just Tied Scraps.

The standard Fighting Knife used in the Gnomeling Scraps is a 6" two-sided straight blade with a guard; although the style of the guard may vary, it must not be over a certain size. This makes them a kind of cross between a knife and a dagger, in game terms, so either proficiency will allow a character to use them and the damage they inflict is as for a dagger, despite their name. This means they are very popular weapons for Gnome Thieves and Illusionists. Well, any Gnome really.

**Gnomeling Fighting Blades are not weighted for throwing and are no use as thrown weapons.**

Many Gnomes will be encountered carrying their fighting knives, usually worn horizontally across the small of the back with the handles pointing in opposite directions, usually in what are called Double Scabbards. There is a huge market for stylish (and often impractical) blades, scabbards and belts for them. Belts can include pouches for cleaning and sharpening kit. Big fans of the fighting will often have collections of blades or even collectors' items used once by some famous fighter. This means there is a big market for Gnomeling Fighting Blades of all sorts and wealthy Gnomes will often have magical blades for use outside the Pro Scraps as well.

The following table can be used to determine the nature of a particular, randomly rolled knife and they are 90% likely still to be paired, even in a wandering monster's loot. XP and GP values are for the pair, but the GP values are the value to Gnomes; the blades will not be as highly valued by anyone of medium size or larger due

to the small size of the handles. Prices for single blades will be 40% of that listed.

%	Item – all blades in pairs	XP	GP
01-40	+1 Fighting Blades	90	600
41-65	+2 Fighting Blades	300	2000
66-71	+3 Fighting Blades	450	3000
72-74	+4 Fighting Blades	500	4000
75-81	+1 Fighting Blades, +2 vs. Humanoids	250	1500
82-86	+1 Fighting Blades, +3 vs. Reptiles	300	1750
87-90	+2 Fighting Blade, +4 vs. Large Creatures	375	2500
91	+3 Defender Fighting Blades	800	4500
92	+2 Fighting Blades of Quickness	750	3500
93-94	Double Scabbard of Protection, +1	2000	10,000
95	Double Scabbard of Protection +2	2500	15,000
96	Double Scabbard of Protection +3	3000	20,000
97	Double Scabbard and Belt of Ogre Power	1000	10,000
98	Double Scabbard and Belt of Proof against Poison	1500	12,500
99	Double Scabbard and belt of Proof against Petrification	1500	12,500
00	Double Scabbard and Belt of Free Action (as per Ring)	1000	5000

Properties of Blades is as per the swords of the same name.

If a magical Double Scabbard is rolled then they are 50% likely to contain magical blades; if so, roll again ignoring or re-rolling scabbard and belt results.

If a Scabbard and Belt is indicated, then both must be worn to achieve the effect. Because the items are manufactured by and for Gnomes, they will not fit anyone with a waist measurement over 35”

Scabbards of Proof against Poison and Petrification render the wearer completely immune to these forms of attack.

### Dr Wappo's Marvellous Emporium

Dr Wappo is a very clever entrepreneur who has made his fortune making magical items of specific natures

aimed primarily at the domestic market. Some of his inventions are not magical at all, like the collapsible ten-foot pole with interchangeable hook, weighted, sticky and pointed ends (20gp), his Flash Sticks (primitive matches) and the Ever-Igniter (similar to a modern Zippo lighter, 25gp). However, some do use a variety of magical tricks to make them work. The most common is the Undying Lamp (120gp) which is a standard hooded lantern with a *Continual Light* cast on a lump of metal where the oil burner should be. Most of these items are in stock at Dr Wappo's shop. There is no experience point value to these odd items but they do have a gp value:

Item	GP
Divining Rods	300
Undying Lamp	120
Duster of Cleaning	200
Endless Fireplace	1200
Annual Fireplace	400
Self-Playing Harp	500
Needle of Sewing	100
Needles of Knitting	100
Rain Hat	100
Unseen Butler	500
Rod of Warming	400
Blanket of Comfort	600
Bedroll of Blissful Rest	1200
Helmet of Night Vision	250

### Divining Rods

These two bent metal rods, when held in a certain way, will twitch when vertically above water. This is an adaption of the *Locate Object* spell made to work for 20 years but only finding water and only up to 30 feet vertically down.

### Undying Lamp

As above; a hooded lantern with a metal spike in place of the oil-burner that has *Continual Light* cast on it. When unshuttered this produces a beam of white light 60' long and 40' wide at the end. When closed the lantern is completely dark. With a bit of extra work (1d3 rounds) all the sides of the lantern can be raised to give all-around illumination like a chandelier, but the flaps make it impossible to carry the lantern in this form.

### Duster of Cleaning

A duster that has been enchanted as per a Wand with 100 charges of the Spell

**Unseen Servant** – except tuned to just clean up dust, messes and tidying piles of things, including erasing minor stains and similar. The command words (“clean it up”) triggers the functions and uses one charge. Dr Wappo can recharge the item for 180gp as long as the charges are not completely exhausted.

### Endless Fireplace

A cast iron tray, 10” square, onto which a 1HD Fire Elemental has been bound for 50 years. This provides the same light and heat as a normal domestic cooking fire. The metal tray comes with fitting for a spit, griddle and similar barbecue devices. It also comes with a wooden handle for moving it about but is not intended as a portable device. An oven fixture can be bought to be mounted on top for an extra 20gp.



### Annual Fireplace

As per the Endless Fireplace but the Fire Elemental is only bound for a year and a day. The unit can be ‘refreshed’ with a new Fire Elemental for 350gp. Unlike the Rain Hat (below) the Fire Elemental will merely return to the Elemental Plane of Fire when the binding ends.

### Self-Playing Harp

This delightful thing is a small silver harp, about 12” tall and 8” wide, encumbrance 5 pounds. As its name suggests when the command word is spoken the Harp will play simple and inoffensive tunes until told to stop. It’s not very loud and may play the same tune again and again or different tunes as it feels is appropriate. Specific tunes can be requested but the Harp has a limited repertoire of about 40 popular tunes. The command word is usually ‘Shuffle’ to start and stop the Harp. Once playing anyone may request a tune. They will simply be ignored if the Harp does not know the tune.

### Needle of Sewing

A normal darning needle made of gold that has a variation of a permanent animation-type enchantment cast on it. When used to

sew even a novice will produce perfect stitching and at three times the normal sewing rate. Cotton must be supplied.

### Needles of Knitting

A pair of silver knitting needles that enable anyone to knit at double the speed of a skilled knitter. Wool must be supplied.

### Rain Hat

This very useful device is available in several different styles. It contains a bound 1HD Air Elemental, good for a year and a day, that will cause a hardening of the air around the top of the wearer on command that will prevent any rain, snow or even hail of normal sorts to affect the wearer. The shield is designed so as not to blow any hair or earrings etc. about and will cause no discomfort to the wearer or their associates.

As the item has a shelf life they are made to order. The enchanting and binding process takes 3 days. At the end of the binding period or if the hat is destroyed then the Air Elemental is 20% likely to attack the wearer if they are close. Of course, Dr Wappo and his staff will not mention this, even if pressed.

### Unseen Butler

This is a little silver bell which, if rung and a command phrase “Buttle for me” uttered, will cast an *Unseen Servant* spell of duration 18 turns (3 hours). The bell has 100 charges. There can be as many Butlers active at any one time as the owner desires. Dr Wappo can recharge the item for 300gp as long as the charges are not completely exhausted. The Butlers cannot be used for directly offensive actions (basically anything that requires a to-hit roll).

### Rod of Warming

This is basically a very low power Wand of Fire. It has 100 charges and each one will affect a cubic foot of something and raise its temperature to 80 degrees centigrade. Sentient targets cannot be affected. Paper and parchment will not burn but may (50%) be scorched so badly as to render anything written on them illegible. Dr Wappo can

recharge the item for 250gp as long as the charges are not completely exhausted.

### Blanket of Comfort

This finely woven and embroidered bed-sheet is a double-thickness blanket with fur lining (encumbrance 10 pounds). It is enchanted with a mild *Sleep* spell effect such that anyone curling up in it will be able to get straight off to sleep and awake eight hours later having experienced a thorough and refreshing sleep. It was originally designed as a cure for insomnia and similar sleep disorders.

It may be used in a dungeon setting or in the Wilderness as a healing aid as it only requires a roughly horizontal positioning on a smooth-ish surface. The GM may allow the healing of 1hp as per a full day's comfortable bed-rest when using the Blanket, but only if undisturbed. The Blanket will even work on someone insisting on wearing their full armour to bed.

Persons sleeping on the Blanket will not be roused by loud noises and must be shaken awake or experience some other discomfort (cold water will do it).

### Bedroll of Blissful Rest

This useful device is aimed at the busy merchant, adventurer or researching mage. It consists of a normal, cotton bedroll with optional fur or woollen lining (encumbrance 10 pounds). They come in small (Halfling/Gnome), medium (Dwarf, wood or high elf) or normal (human, grey-elf, half-elf or half-orc) sizes and roll into a cylinder about 8" diameter and 14" long. They usually come with sewn-in ties to keep them rolled and a non-magical, water-proof carrying bag with backpack straps.

When used on a reasonably smooth horizontal surface this bed-roll allows the user to get the whole benefits of a full 8 hours comfy bedrest in just 2 hours. The effect works even if the sleeper insists on wearing their full armour but any sharp edges risks tearing and ruining the bedroll.

If the user is awoken before the end of the two hours (they can be awoken as a normal sleeper) then all the benefit of the sleep is lost.

While a marvellously useful item the manufacturers do warn that it should not be

used for more than 6 to 8 sleeps in a row, although they will be vague as to why. The reason is two-fold: Firstly, the sleep is so nice that it can become addictive after 10 uses (save versus Constitution every two uses after this) and persons can find themselves unable to sleep without the Bedroll. The second issue is that if used for prolonged periods some people can develop an insanity (Wisdom check after 20 uses and every 5 thereafter).

Dr Wappo did do some experiments developing a pillow with the same effects but, for some reason, when the enchantment is used on a pillow the sleeper suffers a dreamless sleep and runs the risk of insanity after only 3-4 uses.

### Helmet of Night Vision

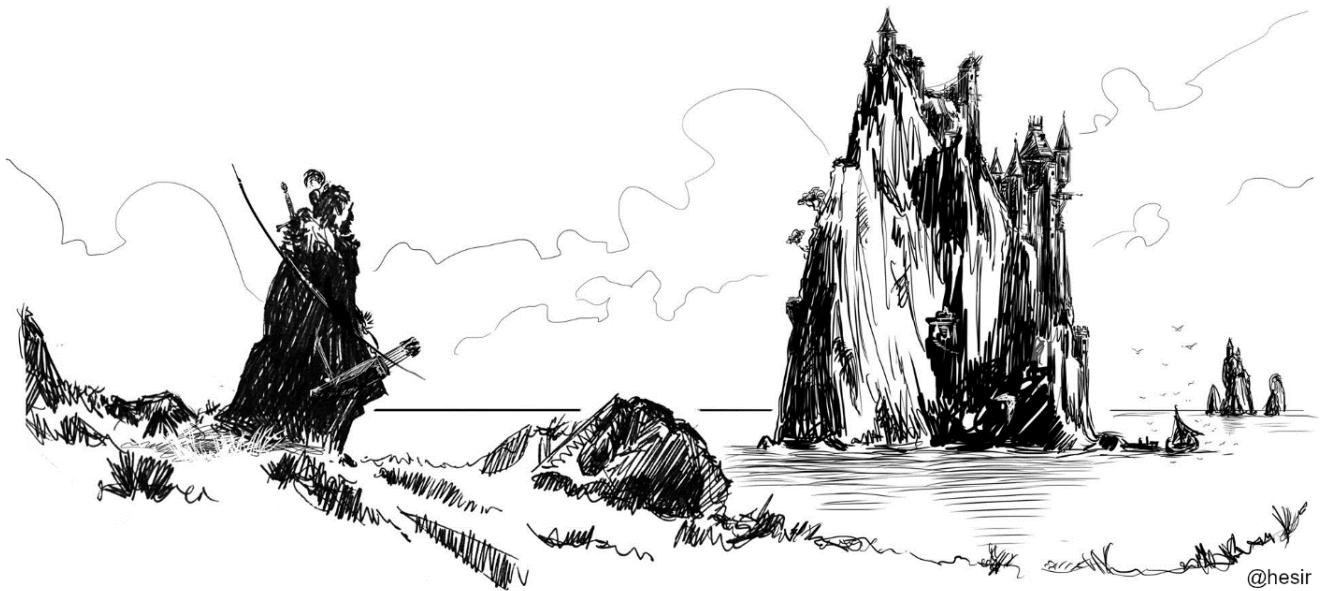
The Full Helm has a shuttered compartment on either side each of which contains a *Continual Light* spell. It is very similar to the Undying Lamp in all regards except that both the wearer's hands are free. If worn in combat opponents must save versus petrification due to the glare as well or suffer -2 to hit. This may also affect comrades as the strong light flashes about the melee.

### Ulfhelmian Cricket Bats

The sport of Cricket is very popular in Ulfhelm such that most Ulfhelmians will have a weapon proficiency in Club, which covers the use of the two-handed Cricket Bat as well. Some magical versions of the standard tool of the game have been made too and, as yet, they haven't been banned under the rules. This is due to the general belief that a good player doesn't need such a thing so if you have one you are merely advertising your incompetence and inviting derision.

Their combat statistics would be exactly as per a club but they must be used two-handed. This means they are not popular combat weapons but then, they are designed for sport really...

%	Bat Type	XP	GP
01-70	+1 Cricket Bat	250	2000
71-90	+2 Cricket Bat	450	3000
91-98	+3 Cricket Bat	650	4000
99-00	+4 Cricket Bat	950	5000



## Appendix 5: The Changing Face of the City

All the above information sets the scene for the start of adventuring in the Free City of Dunromin, which is all well and good. But the community is a dynamic organism and this is a time of great change. Fresh levels of paranoia stem from the appearance of Kzenzakai's Ghouls and Deep Race at the heart of the city's deepest defences; trade routes that have run for generations are being turned on their head; traditional power-brokers at all levels of society are finding their positions undermined and fresh, new-money entrepreneurs, adventurers and merchants are making their mark on the city, regardless of the existing balance of power.

As well as this there are many opportunities to get jobs that have been left vacant since the war. The Royal Bodyguards, known as the Royal Sentinels, are fewer in number than they should be and many new royal household servants are also needed (despite the ferocity of the attack, most of the Royal Family themselves managed to escape).

One change already planned is the extensions of the Olympian Temple, which will be a large Moon Temple to the east of the current constructions as soon as the purchase of the land can be completed. Below ground deeper explorations are being patronised by the king and plans for subterranean defences are enhancing the business relationships between the Royal Architect and the Dwarves and Gnomes of the community.

There is growing tension among the Babylonian followers due to the increasing trade with non-humans across the city and the Land. Open confrontation between Garibaldi's Heroes and the leading members of the Temple of Babylon, although verbal only so far, has raised eyebrows in the Royal Court. The Baron's claim that the Babylonians' old-fashioned intolerance and fear mongering is preventing the city from taking advantage of new revenue opportunities look less and less popular as the new trades are undermining established families and businesses. Indeed, as more and more of the city's population feel the pinch of shifting trade patterns, the once-fêted Garibaldi is becoming the bogeyman of unwelcome change. The hatred and fear of non-human immigrants preached by the Babylonians and the perceived threats they promote are gaining more and more converts.

This increasing uncertainty is not just limited to the city. The barons and other rich individuals are embroiled in an arms race. Again, it is Garibaldi's wild adventuring success that has put a huge number of low-power magic items on the open market. These have been snapped up by anyone who could afford it or had access to a loan, usually secured against property, titles or future earnings. Money-lenders and financiers of all kinds are loving this, including the Priestlings of the Bright Fruit. This has caused a change in funding streams from the landed to the

moneyed and soon moneylenders will be the most influential people in the city.

Likewise, ambitious individuals have foregone established traditions (such as their parents' businesses) and taken up arms to copy Garibaldi and make their fortune as adventurers. Many consequently cashing in their chips on the claws of the first troll they come across. In too many cases this is destroying the line of inheritance of ancient houses, not to mention losing their newly-purchased magic-items to the monsters' horde.

Many of these unsuccessful adventurers have come from major baronial dynasties and some ancient blood-lines are running out of heirs. Less adventurous barons are now seeking to advance their status by marrying sons, any sons they have, to more powerful dynasties now lacking in a male blood line. The old rolls of honour are becoming increasingly difficult to keep track of and shifting loyalties, debts and allegiances are making the baronies, already a place of sudden violence, more prone to endless wargaming in the quest for land and influence. Little civil wars are becoming more commonplace and the trade between baronies increasingly strained as tariffs are raised and old free bridges are tolled. Mercenaries, so long a limited career in the Land of the Young, are now in demand and Garibaldi has already unintentionally supplied an excess of useful weaponry for them.

New religious groups are appearing as well. The Believers are a curious group extolling the virtues of a prophet called 'The Oracle' from the north who was involved, in some way, with the recent rebellion there. They maintain he claims the current Royal Family are cursed and they instead sing of the return of the rightful king. They are not actually illegal but their followers tend not to advertise their allegiances.

In the Black Magic Guild a number of individuals seem to have formed rather close bonds with a group of gods known as the Lunatics. Ostensibly linked to the growth of Moon Cults and Hecate, they are actually more closely linked to the 'Mad Gods' as they are spoken of (in hushed tones). Curious they should be reappearing even as adventurers claim a strange, deeper evil is rising now the Deep Elves are in disarray – more about that in a moment – the Mad Gods were the patrons of

the Rakuli, the ancient 'Great Old Ones' who are said to have slept deep beneath their abandoned cities for millennia.

There are some more worrying developments regarding the Deep Elves. The spider cult, led by a Demon Queen, that has defined the Deep Elf for so long is in the ascendant. This is thought to be due to the rumoured death of the demon queen of the Deep Elves, either on the Prime Material Plane or the Evil aligned Outer Planes (so temporarily or permanently, as suits your campaign). True or not, this has caused a growth of power of the other Dark Cults, like the strongly magical Moon Cults associated with Hecate and various different facets of the moon. This has led to a civil war among the Deep Elves of unusual ferocity. Since the presence of the Deep Elves in the shallow and mid-level Darkworld has, for centuries, kept darker things at bay in the deep, these deeper creatures are discovering more freedom of movement towards the rich surface lands where food is far more plentiful.

These deeper creatures would, of course, not necessarily start to move up to the surface of their own accord, unless something was pushing them from underneath. Perhaps these stories of the Rakuli have more credence than at first thought – even Dunromin's famous Magic Item Auctions put on by Lovejoy's auction house have, of late, featured some very strange and ancient artefacts.

At least so the gossip goes.

And, by the way, legend has it that far to the east, across the sea and half the way to Oomland, is the Isle of Dawn – so called because it is only accessible on this plane while the disc of the dawning sun is passing the horizon. This was the Rakuli capital and contains the heart of their power and the forces that might one day reawaken them. Strangely the king has been paying for much research into this island and has been making quiet enquiries about the possibility of there



being an Old One city not far below Dunromin, sleeping and still. Stranger still, when they find the tomes they seek, the librarians often comment that Garibaldi's followers, Babylonians and others have also been seeking those same books, not long ago.

All these events and the ambitions of the party will have an effect on the evolution of the city and its changing landscape. Like any city, the new rich like to make a mark and build monuments to themselves and their success. Houses are constantly being replaced or extended, new businesses grow and old ones vanish, temples vie for power. The king is under renewed pressure to secure his city against attack and the king, no longer a young man himself, is getting more and more paranoid.

Among the barons the free trade principles have always allowed a certain flexibility in their dealings with each other with only a distant, supervisory role being played by the king. This can make ambitious barons very rich and leads often to formal wars, battles and trade confrontations. These are pretty common and accepted but lead to old hatreds and vendettas between powerful families. It is proper to think of the Land of the Young as actually a collection of City States (the baronies) loosely allied to an overlord (the king), with scant regard for each other. In fact, save for the annual tribute and oaths of

loyalty to Mordred personally, the Baronies are very much run as separate kingdoms.

Lots of change is always afoot, both popular and unpopular. Don't forget this in your party's dealings with the world. Change temple leaders, have enemies promoted in the civic order, always have something in the players' way, frustrating their efforts.

Even if your party takes no interest in the politics of the world around them, they might be caught out when they return from an adventure, loaded up with loot but beaten up, and discover themselves in a Civil War. Access to training may be limited when Garde, Militia, various Rebel Groups and such are charging hither and thither fighting over control of towns, villages and even important river crossings...

### Future History

The above notes are intended as suggestions for your own campaign and you might already have some good ideas of how to develop this (or not, depending on whether or not you just need the city as a back-drop to your own campaign). As further food for thought there follows the events of one *possible* future history for the land of the Young. This is what happened in one of the campaigns play-tested in and around Dunromin. As with other areas of this situation, the character of Garibaldi runs the



risk of becoming a patron of great resources or a very dangerous enemy. It is probably best to leave Garibaldi himself out of any campaign below 10<sup>th</sup> level (and he is planning to leave the planet soon anyway), but his Heroes are all fair game... Now here's what *might* happen:

Unfortunately, a major influencer in the ongoing downfall of the Land of the Young and the Royal Family of the Lufhearts is the fate of their would-be champion Baron Garibaldi and especially his ongoing feud with the Babylonian Temple.

This open hostility comes to a head when some Assassins, apparently Babylonian in origin and funding, make a successful attempt on the life of one of Garibaldi's oldest and closest friends. In the same attack the baron himself is damaged but the attempt on his life fails. Garibaldi retaliates in kind: Some few days later he brings his band of Heroes together and attacks the Babylonian Temple itself, in the heart of the capital, during a Holy Day ceremony.

The temple staff are practically wiped out, the visiting worshippers severely reduced (perhaps a hundred citizens killed and many more injured) and the temple itself gutted with fire. Garibaldi and his surviving Heroes flee back to his Barony by magical means and the King is left wondering what the hell he should do about it.

It will be later discovered that Garibaldi sent Lord Mordred a letter, delivered while the attack was going on, explaining his reasons and motives for the flagrant breach of city law and begging the king's pardon for himself and his Heroes. The king will choose to ignore this plea and put out warrants for the arrest of Garibaldi and all his Heroes. In their absence Garibaldi is then sentenced to death while the Heroes are each stripped of their titles and lands and sentenced to five years of service in the Guarde, unpaid. An unusual punishment but one which suits the King's motives.

Seeing as the attack on the Babylonian Temple is also a breach of the First Apostle, Mordred also decides that Garibaldi must have been acting with the approval and support of the Olympian Temple and fines them a million gold pieces for the damage done. Given that the Babylonian Temple in Dunromin is, for all intents and purposes, no more, Mordred also

confiscates its land and all its property, reverting them to the crown.

Thus, does Mordred's plan come to its fruition, for it was he and not the Babylonian Temple whom had arranged the assassination attempt on Garibaldi. Mordred had been aided in this by the Western Old Thieves' Guild and the Norse Temple, which put him in a rather tricky and indebted situation with regards his relationship to them.

Garibaldi himself will have vanished. No more than a few days after the attack on the Babylonian Temple and simultaneous to his being declared an outlaw, Baron Garibaldi Plane-Shifted away from Barnaynia, never to be heard of again.

However, worse is to come and, seeing that the King can no longer rely on Garibaldi, several parts of the kingdom will rise up in open revolt. Within a year no less than six conflicting 'Principalities' will set themselves up from various alliances of Barons and other powerful people, all wavering between loyalty, alliance and open hostility to each other and the king.

The Home Counties (generally) unite on the side of the king but the country will be immediately plunged into open civil war. In one battle Mordred himself will be killed and his son, Edmund, Earl of the March, assume the throne. Edmund, taking the kingly name Morev II, manages to garner a peace, of sorts, to put an end to the war but the Land of the Young as it had once been is no more.

Dunromin, the capital of the old Land is now the capital only of the Home Counties, renamed the Kingdom of Lufheart. The elves will set themselves up as a separate principality, ostensibly independent of everyone else but in truth still deeply tied to Dunromin (through the elven quarter of the city) and Loom. The rest of the country will be broken down into five major and no less than fifteen minor principalities along old and new borders and traditions. All these independent states will be desperately trying to establish themselves in the chaos of the post-war realm. Some become a counsel (the roughest of alliances) of independent city (or town) states desperately trying to maintain order on their borders and keep trade and their citizens alive.

One of these Principalities is the Barony of Border Creek and Troll Bridge, now simply known as Garibaldi, a trading hub and

major magical and manufacturing presence in the southwest of the country.

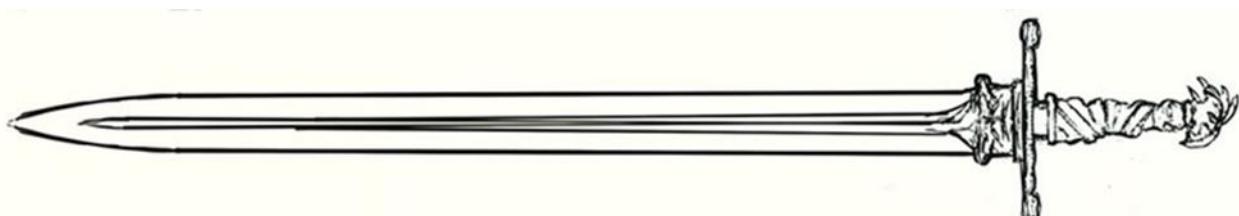
This land of Garibaldi is now ruled by Victor Malware, the old Sheriff of Garibaldi and one of the oldest and most famous Heroes of Garibaldi. Of the other Heroes, they all go their separate ways, seeking peace away from

the realm or, in some cases, lawfully submitting to their sentence and serving the king in the civil war.

Perhaps this new, divided kingdom would be of more interest to you as a setting for your own campaign?

### Possible Timeline for the Future of Dunromin

588	<p>Elegrin Utherassell, one of the Heroes of Garibaldi, is slain by assassins in the city's Old Town.</p> <p>Garibaldi attacks and destroys the Babylonian Temple in the City of Dunromin believing it was they who hired the assassins.</p> <p>A death sentence is passed on Garibaldi in absentia by the king, the Heroes are stripped of all rights and titles and the Olympian Temple is fined one million gold pieces, even though it claims it had nothing to do with the attack.</p> <p>The lands and property of the Babylonian Temple revert to the king, some are passed on to the Norse Temple.</p> <p>Baron Garibaldi <i>Plane Shifts</i> away from Barnaynia and is never heard of again.</p>
589	Within weeks of each other, five 'principalities' around the Land declare their independence from the capital. Each is an alliance of rebel barons of varied motives and strength. Civil War ensues, termed the War of the Rebel Barons (CY589-596). Ulfhelm and Belgane reassert themselves as independent states
594	The death of Lord Mordred the Mighty, King of the Land of the Young. His son Edmund is crowned King Morev II although pretenders abound.
596	<p>The Treaty of the Bloody Fields – the end of the War of the Rebel Barons (CY589-596) with the kingdom split into the 'Commonwealth' of 6 Principalities of varying size and power. In addition to this a further 15 Principalities declare their independence from the capital, plus several non-human colonies of varying sizes. Several of these smaller Principalities are united in the 'Counsel of Wise Men'. One independent 'Democratic State' is Garibaldi, the old Barony of Garibaldi, now ruled by the democratically elected Prime Minister Sir Victor Malware, one of the original Heroes of Garibaldi.</p> <p>King Edmund of Dunromin is re-crowned King Morev II, Lord of Dunromin, King of Lufheart, which amounts to the central area of the Land of the Young including most of the Home Counties and some of the Southern Baronies.</p> <p>The end of the Third Age of Kings, called the Age of the Empire (CY447-596), and the start of the Fourth Age of Kings, sometimes called the First Age of the Princes</p>
599	The Land of the Young has completely ceased to exist. The whole peninsula is split into warring factions called Principalities, all vying for power and survival. Monsters are running riot and chaos is everywhere... And the Soothsayers are predicting a Century Plague of such fearful devastation that few, if any, of the citizens of Dunromin will survive...



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*The following is quoted from the OSRIC V2 Core Rules book and are sentiments shared by Simon Miles:*

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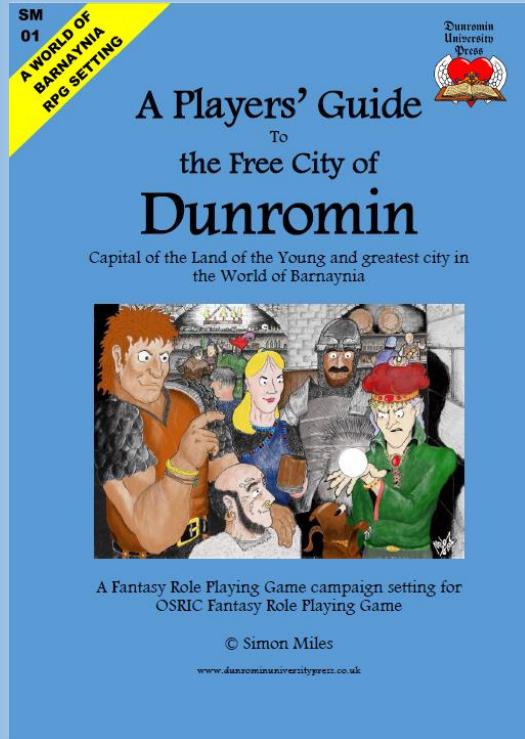
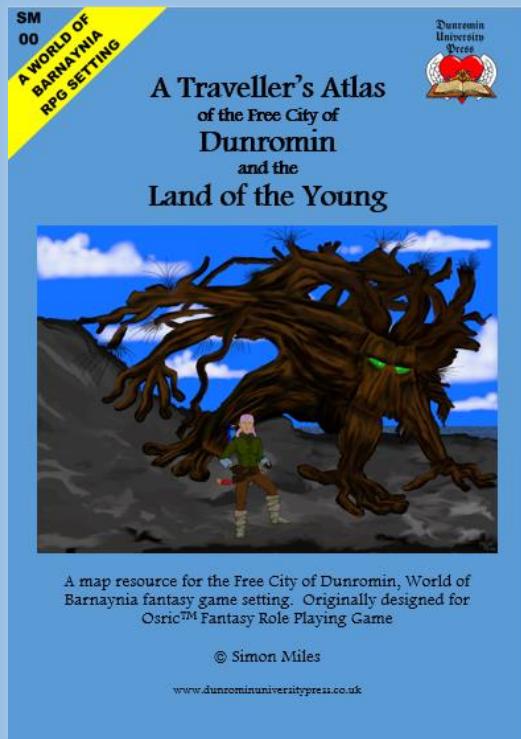
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