

LIFE & DEATH

A SAGA OF THE SHATTERED LANDS



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LIFE AND DEATH

A Saga of the Shattered Lands



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D101
GAMES

Cover: *Dead Pot Country* by Jon Hodgson. A Ghoul Queen looks on while a group of adventurers fight against a Bone Gardener.

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Dominic Mooney for helping me get L&D over the finishing line. Simon & John for bringing it to visual life after so long.

FURTHER INFORMATION

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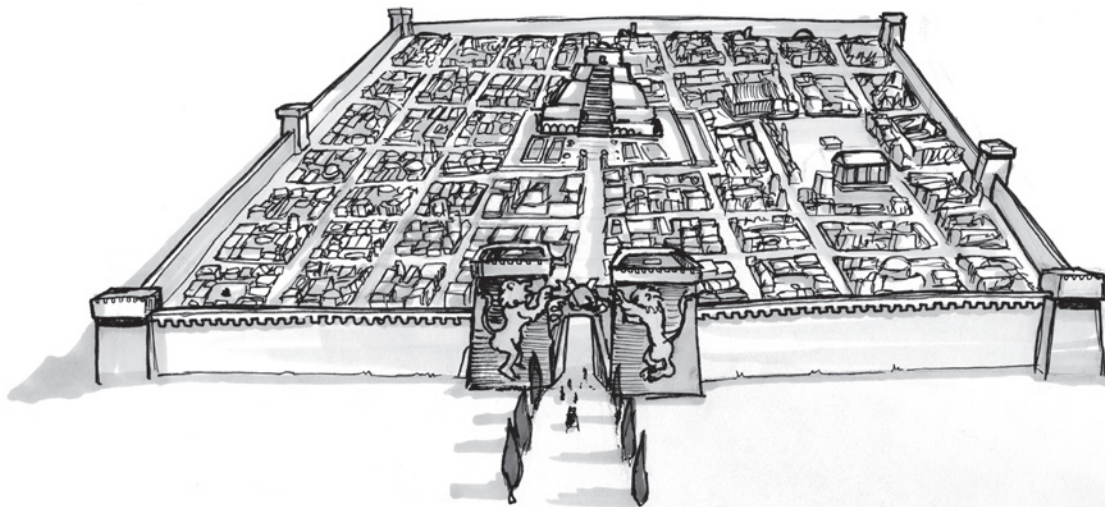
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WELCOME TO THE SHATTERED LANDS

Set in the Shattered Lands, this supplement guides the characters through a tale of a world recovering from a magical apocalypse and rediscovering the powerful magics of the past. Already the dead walk if not cremated and various evil forces seek to bring about a state of everlasting Death. The players on the other hand must oppose them and bring Life back to the world, or seize the power of death for themselves, if they so choose.

These scenarios are for four to six starting characters using the OpenQuest main rulebook.

Both adventures seek to highlight the defining characteristics of an OpenQuest adventure, based upon the author's experience of playing D100 games in one form or another for twenty years.

- *Monsters are characters too*, with abilities and magic like the player characters and their own goals and motivations.
- *Treasure is often culturally significant* as well as magically powerful.
- *Cultural detail is important*. The adventure doesn't take place in a social vacuum, the player characters start out in the fantasy equivalent of a Wild West town, travel to the adventure location and kill things and take their stuff. In OpenQuest those 'things' your players have just killed have friends and allies outside of the 'dungeon' that may take objection. The friendly town where the adventure starts and the players go to lick their wounds has its own laws and customs which affect how the local residents react.

- *Magic is an integral part of the world*, which shapes and forms it. Even in a low magic world such as Shattered Lands, the existence of magic has profound effect on the everyday inhabitants beyond the local war wizard casting Ball of Fire.
- *Interaction with the world is not just about based around combat*. Player characters have communication, knowledge and stealth skills plus magic spells as well as combat skills. Therefore player characters are better equipped to deal with a variety of situations and this scenario reflects that.

WHAT'S IN THIS BOOK?

A TRAVELLER'S GUIDE TO THE SHATTERED LANDS

This is a brief overview of the setting with Cults. Enough for a Games Master to use the setting without clipping the wings of inspiration.

ADVENTURE 1. DEAD POT COUNTRY

Enter the ancient ruins of the River Valley Civilization in search of a missing Merchant.

ADVENTURE 2. LIFE AND DEATH

Journey to the tyrannical city of Miraz and stop the plague of Undeath that afflicts it.

APPENDIX:

THE ADVENTURERS

Six ready made characters for inspiration or pick up and play.

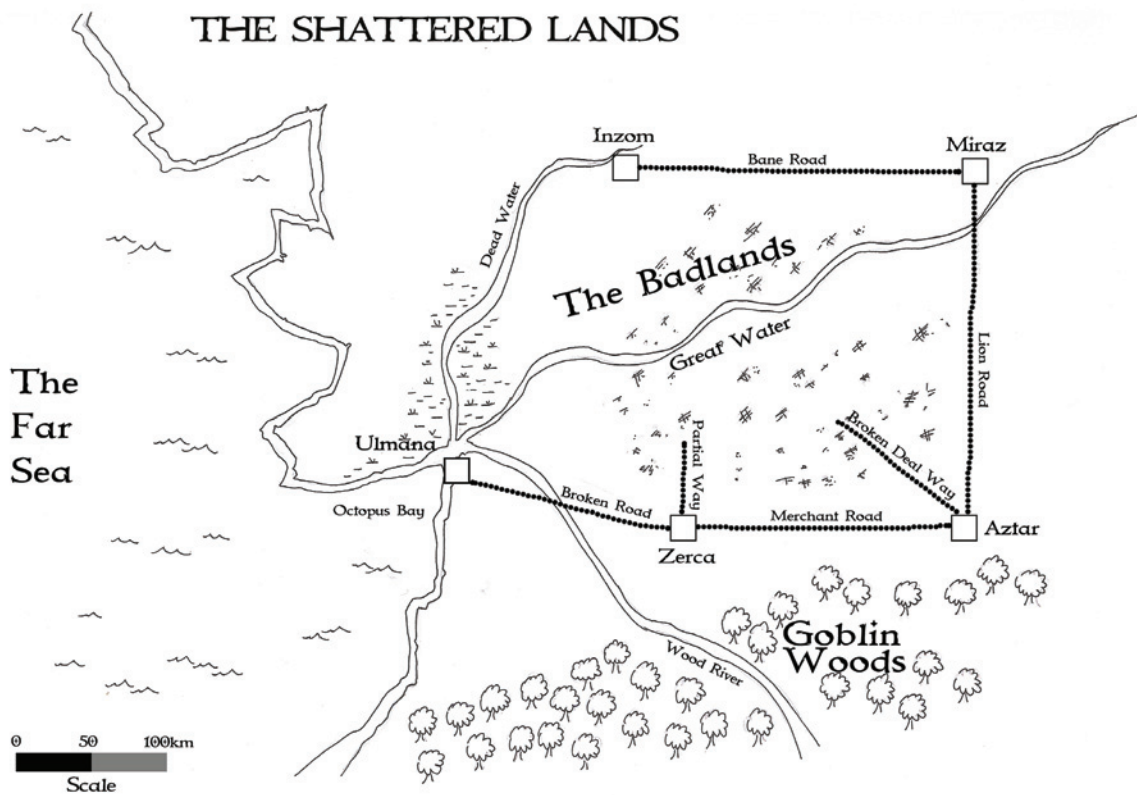
A TRAVELLER'S GUIDE TO THE SHATTERED LANDS

Five hundred years ago human civilisation reached a peak with the Empire of the Lions. The last Lion Emperor was a man of great hubris who brought down the wrath of the gods. They sent earthquakes and fire from heaven, made people speak different languages and built invisible walls that imprisoned people in their cities. The country-dwellers were cut off and devoured by monsters. Then the Old Gods withdrew from the world leaving the remnants of mankind imprisoned in their cities.

One hundred years ago, the Age of Isolation ended and people began to wander back into the wilderness. City-States began to nervously trade with one another, wars came and went, and Magic began to return to the world.

Now in the Land of the Five Cities, your adventurer has strapped on their armour, donned his weapons, prepared his spells and has stepped outside the walls of his city ready to explore the new world of adventure that is opening up.

The Shattered Lands



THE FIVE CITIES

The human population of the Shattered Lands is huddled around five self-contained City-States. Each has a supporting belt of farms and villages which cluster up to ten kilometres away from the city. Beyond these peasant dwellings are the barren Badlands.



From Left to Right: A Zercan Sorcerer, a Badland Warden, an Aztar Timber Baron, an Inzom Mortuary Assistant, a Ulmanan Pirate and a Mirazan Peasant.

MIRAZ, CITY OF THE TYRANT

Home to the Iron Legions, this city was constantly at war with its neighbours. While its attempts at conquest have ultimately failed, Miraz remains a constant threat to the other cities due to its highly organised social structure and great reserves of iron weapons. Its wealth, stolen from others in constant raids, pays for a large number of foreign mercenaries leading to the popular saying “Miraz’s Iron Legions stomp along roads of Gold”.

IRON LEGIONARY

The legendary fighting men of Miraz, fully armed and armoured in iron, whose hob-nailed boots stomp through the dust of the Badlands on annual campaigns of conquest against the other cities.

The pinnacle of Mirazian discipline an Iron Legionnaire is a feared fighting machine, both at home and away. They are taught to fight with sword and shield in heavy iron plate mail, in tight formation, fighting alongside their fellow legionaries.

Skills: Close Athletics, Combat, Dodge, Resilience.

Battle Magic: None, Magic is outlawed in Miraz.

AGENT

Agents are Miraz's administrative class, responsible for the day to day running of the city. They come from hereditary families that sit just outside of the nobility. This class is allowed to handle and manage money, but is not allowed the initiative to broker its own deals. Trade is strictly controlled by laws laid down by the Tyrant which ensures that all profits flow into his treasury. An Agent's life vies between one of comfort and paranoia, depending on their standing with the tyrant. Agents are experts in balancing the books and surviving the games of one-upmanship and intrigue that are prevalent in their class.

Skills: Trade, Influence, Languages (Other), Engineering, Persistence, Streetwise.

Battle Magic: None, Magic is outlawed in Miraz.

NOBLE

A member of one of Miraz's 'Golden Families' who sided with the First Tyrant during the beginning of the Age of Isolation and who joined with him in a pact of power that has held the city in its iron grip ever since. The noble families intermarry to consolidate their power. With the best upbringing and training that money could buy, Miraz's nobles are expected to rule the lower classes with absolute authority and protect them from the unwanted and unruly attentions of outsiders.

Skills: Athletics, Close Combat, Influence, Ranged Combat.

Battle Magic: None, Magic is outlawed in Miraz.

INZOM, CITY

OF THE DEAD

Inzom is also known as 'Necropolis'. Even in the time of the Lion Empire it was the last destination for many nobles who could afford to be interred in the city of the dead outside the walls of the city of the living.

During the Age of Isolation, the living huddled within the walls of their city, while the dead shuffled around in theirs. A strange relationship exists between the two cities, with centuries of ritual and tradition ensuring the city's prosperity, known as *The Balance*.

Its last living ruler died in the invasion of the city by Miraz fifty years ago. The Bone King rose up with the dead legions and expelled the Iron Legions. Since that time he has ruled the city of the living as well as the city of the dead. The Bone King occasionally sanctions expeditions into the city of the dead to raid the tombs of nobles who have fallen out of favour.

MORGUE ATTENDANT

Lurkers at the threshold of Death, their job is to ensure that the dead are successfully interred and that nothing passes over or back from the City of the Dead, living or dead, that would upset the Balance between the Living and the Dead. Part embalmer, part investigator, Morgue Attendants have a grim sense of humour that comes from sticking their heads in places foul and rotting in search of some glimmer of the truth.

Skills: Lore (Undead), Lore (The Balance), Mechanisms, Streetwise, Ranged combat, Resilience.

Battle Magic: Call Spirits, Create Charms, Second Sight, Spirit Shield, Spirit Binding Ritual.

Life and Death

DEATH WARDEN

These are members of Inzom's street-pounding police force. Always in the front line when the balance between Life and Death breaks down into violence. They hunt the Living who disturb the rest of the dead and the Dead who disturb the peace of the living. Heavily armoured to deal with the most persistent of foes, Death Wardens have a reputation of pursuing their targets to the grave... and beyond.

Skills: Athletics, Close Combat, Dodge, Lore (Undead), Lore (The Balance), Resilience, Streetwise, Unarmed Combat.

Battle Magic: Drive out spirit, Extinguish, Fanaticism, Protection, Weapon Enhance.

Note any fire Magic, such as Fireblade and Ignite, is banned in Inzom, due to the high number of combustible Dead Folk wandering around.

ZERCA, CITY OF THE MAGI

Magic was first to flourish in this otherwise unremarkable city. In fact the more arrogant magi of this city will claim that they discovered this new way of tapping into Magical energy. After a series of early Rune Wars between powerful individuals, a Magical Republic was formed with representatives of the Colleges of Magic ruling the city. This 'Republic of Enlightenment' is still twenty years young and finding its feet, fighting off external attack from the Tyrant of Miraz and internal attack from renegades from the Rune Wars.

SORCERER'S APPRENTICE

Hounded, harassed, overworked and underpaid. That's the lot of Zerca's Apprentices. But they flock in their hundreds to the College of Magic, to gain access to a life of wealth, power and experience far beyond the mundane. Not all survive their studies and many drop out or disappear when 'bonded' to a Magus,

unable to meet the high expectations of their masters or simply disillusioned with the fact that it's not the easy life that they expected.

Skills: Lore (Arcane), Languages (Lion Empire), Culture (Lion Empire), Lore (Herbalist), Persistence.

Battle Magic: Create Charm, Create Potion, Create Magic Point Store, Heal, Mind Speech, Second Sight.

MAGE GUARD

Every Sorcerer has enemies and as a result has at least one Mage Guard protecting his back. As well as the martial arts, Mage Guards are trained in the arts of Magical protection and detection. Those that are proficient in their duties become a valuable asset to a Sorcerer's retinue. Those that are less than proficient become cannon fodder for attacks from Magical assailants.

Skills: Close Combat, Dodge, Persistence, Ranged Combat, Streetwise.

Battle Magic: , Mind Speech, Mobility, Multi-missile, Protection, Second Sight Weapon Enhance.



ULMANA, PORT OF THE GREAT OCTOPUS

During the Age of Isolation Ulmana, a prosperous sea-port during the Empire, was cut off from the sea by a giant sea monster, the Great Octopus. Mysteriously it disappeared at the end of the age, and the sea farers have carefully ventured forth into the seas around Ulmana ever fearing its return. Over the last fifty years or so they have established vigorous trade routes up and down the coast and only through skilful diplomacy and heavy tribute have they avoided the attentions of the Iron Legions of Miraz. Ulmana's sailors are adventurous, exploring the uncharted Far Sea and the myriad unexplored islands to the west, but are also quick to profit from the state sanctioned piracy against any community that fails to reach a trade agreement with the city's elders.

THE SALTY PIRATE

Ulmana's sailors are a rough bunch, usually press-ganged from the city's notorious slums. They are constantly driven to find new treasure in old ruins that dot the islands of the Far Sea, and plunder taken from ships that fail to sail under the flag of a trade partner. Usually their lives are short and full of violence, with only the most cunning hiding enough of their wealth to provide for a peaceful old age.

Skills: Close Combat, Lore (Distant lands across the Sea), Natural Lore, Sailing, Unarmed Combat.

Battle Magic: Detect Gold, Fanaticism, Fire Arrow, Vigour, Water Breath, Weapon Enhance.

CITY ELDER

From the privileged families that live in the villas on the hills overlooking the main lower parts of the city, the city elders are masters of influence and politics, hiring pirates and street gangs to back-up their rhetoric in the City Assembly hall. Constant infighting and intrigue sometimes see an Elder leave the city to either escape his enemies or raise some money to fund his latest scheme.

Skills: Influence, Persistence, Streetwise, Trade.

Battle Magic: Befuddle, Demoralise, Enhance (Influence).

THE SLUMMER

In the shadow of the rich hills of the city live the teeming masses. Struggling in poverty, some find meaning and safety in the city's many Street Associations. They are part street gang, to whom local businesses pay protection, part militia, for the city call upon them in time of war, and part religious fraternity, for they are dedicated to the local spirit of the streets where they are born and bred. Occasionally a Slummer will rise above his roots and pack a bag, leaving the city limits in search of fortune and adventure.

Skills: Deception, Streetwise, Unarmed Combat.

Battle Magic: Enhance (Deception), Protection, Vigour, Weapon Enhance.

AZTAR, CITY OF THE TIMBER BARONS

A relatively young City-State, Aztar was created by a merchant class expelled from Miraz and driven south to die seventy years ago. Its wooden buildings have often been the subject of Miraz's thirst for conquest, but tribute and the longbows of its armies have kept their former masters out of their long houses. The Barons of Aztar are more worried about the tribes of Goblins that live in the forest, which the city exploits for trade-goods and timber.

TIMBER BARON

These are the men and women of money whose drive and ambition make Aztar the most cosmopolitan and dynamic city in the Shattered Lands. Money and trade is their forte, and every dream has its price. Named after the powerful individuals who forged the City from the Goblin Woods when they arrived as refugees seventy years ago, their trade has now diversified to a wide variety of goods and services.

Skills: Influence, Streetwise, Trade.

Battle Magic: Enhance (Influence), Enhance (Trade), Protection.

MERCENARY

Whenever a Timber Baron wants protection for his caravans, a bodyguard for his person, a minor turf war fighting, it is to the Mercenary Halls that they go. Here fighting men and women of every calibre and style imaginable are available for a price as part of Aztar's 'Free Market'.

Skills: Close Combat, Ranged Combat, Riding, Trade, Unarmed Combat.

Battle Magic: Heal, Protection, Multi-missile, Weapon Enhance.

THIEF

There are those who, for whatever reason, refuse to take part in Aztar's Free Market. Those people who are lazy, dispossessed and politically incorrect. These individuals gather in their own 'Guild' in the roughest end of town, protected by their own hired blades. Initially the Timber Barons were violently opposed to the Thieves' Guild and its members, but over time they have seen the profit in Aztar's 'Shadow Economy', allowing it to exist along side the more sanitised and acceptable 'Free market'. A thief is a participant in this shadow economy; stealing, fencing stolen goods, or acting as an assassin.

Skills: Athletics, Deception, Mechanism, Streetwise, Ranged Combat, Trade.

Battle Magic: Enhance (Deception), Mobility, Protection, Speed dart.

THE BADLANDS

This is the wilderness between the cities. The shattered remains of the Lion Empire's famous roads cross a landscape that is rough and broken. Around old imperial outposts small communities of farmers huddle, eking out an existence from the land, constantly threatened by bandits and monsters.

BANDIT

Most bandits will give you some cock and bull story about how they were driven to banditry out of sheer necessity. How they suffered some misfortune while barely subsisting as an honest dirt farmer in the Badlands, forced them to pick up the sword and take to a life of taking what they need. How the Badlands is a place where only the strong survive, and the strong take what they need. That may be so, but the Badlands also breeds bad men who live off the labours of the honest. Isolated from any real community, the life of a bandit is a lonely and treacherous one, which occasionally a brave soul may turn away from seeking to redeem themselves by acts

of true valour.

Skills: Close Combat, Deception, Ranged Combat, Riding.

Battle Magic: Weapon Enhance, Protection, Strength, Vigour.

WARDEN

The horrors of the Badlands are many and, while the people who live there are of a hardy disposition, even they need someone to protect their livelihood. The Wardens are this dedicated group of defenders, who uphold the unwritten law of the Badlands, which allows some semblance of civilisation to exist in this barren, tumbleweed-filled land. These tough individuals are supported by the communities they serve, who provide them with food and shelter in between long periods hunting monsters and wrong-doers in the wilderness.

Skills: Close Combat, Influence, Natural Lore, Ranged Combat, Riding.

Battle Magic: Counter-Magic, Heal, Protection, Vigour, Weapon Enhance.

LANGUAGE

The ‘forgetting’ of Imperial, the common tongue of the Empire, during the Isolation was the greatest punishment that the Gods inflicted upon the Lion Emperor and his people. Even during the time of the Lion Empire each city had its own regional dialect, which over the Isolation developed into distinct languages. Only traders and characters that travel widely have learnt other cities’ tongues, and apart from the occasional Sage who makes a living out of teaching his mother tongue, there is no encouragement or inspiration to teach foreigners. In fact in Inzom and Miraz it is culturally frowned upon.

Badlander acts as a loose common tongue, but even this quickly fragments into highly specific regional dialects making it difficult for people to communicate beyond basic needs.

In game terms, each player character starts at INT + 50 in the language of their city. They have also gained INT +25 in Badlander.

This allows a mixed group of PCs to communicate with one another, leaving room for misunderstanding over the finer points of detail.

MONEY AND TRADE

Each City mints its own currency, and the people who are responsible for coin production are powerful and influential figures in their respective cities.

The Miraz Iron coin is the dominant currency in the Land of the Five Cities. Minted in the Royal Mint in the Court of the Tyrant, the coin has travelled with the Iron Legions as they stomp around the lands. Since a lot of merchants do supply the Legions, the Iron is accepted throughout the five lands.

The Aztar Silver is a new smaller coin that is minted by the Aztar Coinage Company under contact from the Aztar Merchants League. It seeks to usurp the Iron as the universal form of coinage, but has yet to have gained popular acceptance and despite the silver tongued assurances of Aztar’s merchant it remains a poor second to the Iron.

The Ulmana pebble is actually a special green stone found exclusively in the Great Octopus’ old lair. After the city was freed the city adopted these special stones as its currency. However even in Ulmana it is still regarded as a novelty coin, which is only really used for very small day to day purchases.

Inzom uses an archaic system of engraved bones as its currency. If dealing with the city’s undead rulers use of the Bones is required since it represents a whole system of etiquette and prestige amongst the undead class as well as the transfer of wealth. Most Inzomites use Irons and Silvers for their dealings, hiring the services of a Bone Merchant if they need to deal

with the financial system of their rulers.

Like most things in Zerca, its Crystal coins are imbued with Magic. Low value coinage store Magic (1d8MP) and their value can be told by their colour which matches the colours of the rainbow (therefore Red =1MP up Ultraviolet = 8MP). The larger and higher value coins are larger multicoloured crystals that store one use Spells (Battle Magic Spells of 1d6 magnitude). These Spell storing crystals are used by the Magi of Zerca to reward mundane followers with temporary Magic use and transfer spells between themselves.

In the Badlands barter is the norm, although with the regular movements of the Iron Legions, the trader's outposts are beginning to use the Iron coin.

Exchange rates

Iron = 5 Sivers

1 Iron = 20 Pebbles

10 Iron per point of Magic Stored in Zerca Crystal

100 Iron for Battle Spell Zerca Crystal

???? Iron = ???? Bones

Iron equivalent to the silver piece that prices in OpenQuest are given in.

**“MOST MAGICIANS
LEARN MAGIC
THROUGH RELATIVES
WHOSE ANCESTORS
STUMBLED UPON THE
SPELLS AND CHARMS
DURING THE LAST
HUNDRED YEARS.”**

MAGIC

During the time of the Lion Empire, worship of a wide variety of Gods who granted man Magical powers was the norm. In fact it was through divine providence that the Lion Emperor owed his powers. When the hubris of the Last Emperor challenged the authority of the Gods, they brought down the Fall on his Empire and people, before leaving the world to its own devices.

One of the things that occurred at the end of the Age of Isolation, and in fact may have been the cause of the reopening of the cities, was that Magic started to reappear in the world. At first it was the personal form of Magic that most people know as Battle Magic, but slowly Divine Magic has started to become available to the cultists of the New Gods and Sorcery to the Magicians of the Schools of Magic in Zerca.

Apart from in Zerca, Magic use is nowhere near as organised as the former Imperial Cults during the Lion Empire. Most Magicians learn Magic through relatives whose ancestors stumbled upon the spells and charms during the last hundred years. The Domination cult of Miraz is the most significant example of a family tradition which has obsessively kept control of its Magic. In many places Magicians are treated with both awe and suspicion and can easily end up being hounded out of town or executed if they misuse their powers. Such is the distrust of Magic that has arisen from the legend of the Fall. Magic-use is still in its infancy.

At the beginning of the campaign Magic is only beginning to trickle back into the world, and is quite limited to what it can achieve.

THE LIMITS OF MAGIC

The Shattered Lands are a very low Magic world compared with other OpenQuest settings. Magic is only just returning to the world and at the beginning of these adventures:

- Battle Magic is limited to Magnitude 4
- There is no Divine Magic. At the beginning of the adventure Divine Magic does not exist in the world.
- Sorcery is only found in Zerca amongst the Magical elite of the city, and limited to Magnitude 6 within that city's influence and Magnitude 4 abroad. This includes Magnitude available for Manipulation effects.

At character the player characters still have the usual six points of Battle Magic. Characters from the city of Zerca may choose to be Sorcerers, but Divine Magic is unavailable to anyone at the start of the game.

This may all change as a result of the adventure (see Aftermath at the end of the book)

RELIGIONS/CULTS

These cults claim that they follow the "New Gods" who have ascended to the vacant Halls of the Gods since the Age of Isolation. They will teach magic to anyone willing to worship with them and adhere to their philosophy. This is more accessible for most people rather than learning magic from the family traditions.

Aztar is a hot-bed of such cults to the New Gods with its street of a Hundred Deities. In the other cities the people are still angry about the effects of the Fall and subsequent abandonment by the Gods. Initiates and priests are viewed with a great deal of mistrust and fear.

STARVAS THE SWORD SAINT.

Starvas was a soldier who broke with his city and set forth into the Badlands, cutting a bloody swathe through its monstrous inhabitants and opening the old imperial roads for trade. He was also the first man to sell his sword to the highest bidder once the inevitable wars broke out. Living by a code of honour he famously rejected a job offer from the Tyrant of Miraz, because it would have involved betraying his current employer.

After his death at the hands of the Numberless Horde, the lack of any body started rumours that he had transcended death and gone to live in the vacant halls of the Gods.

Worshippers: Mercenaries, Caravan Guards, Warrior Adventurers.

Cult Skills: Close Combat, Dodge, Perception

Worshipper Duties: Uphold their contract, fight monsters and act with honour.

Battle Magic: Co-ordination, Fireblade, Heal, Fanaticism, Protection, Weapon Enhance.

Special Benefits: +25% to influence rolls to gain employment as a Mercenary. +20% to Influence rolls when leading a Mercenary troop, if they have the highest Close Combat skill. +20% to detect an ambush.

"LIVING BY A CODE OF HONOUR HE FAMOUSLY REJECTED A JOB OFFER FROM THE TYRANT OF MIRAZ, BECAUSE IT WOULD HAVE INVOLVED BETRAYING HIS CURRENT EMPLOYER."

Life and Death

FELORA THE LUCKY

Felora was an unremarkable woman who had many remarkable adventures over her lifetime. She avoided a bad marriage, was successful in business and was one of the first people to travel the Badlands, all by complete happy accident! She died peacefully and rich in her old age and ever since has been an inspiration to ordinary people and adventurers seeking the same good fortune.

Worshippers: Fortune seekers, the unlucky and misfortunate.

Cult Skills: Deception, Perception, Streetwise.

Worshipper Duties: Stay happy, bright and breezy no matter what the circumstances. Inspire others to do the same.

Battle Magic: Clear Path, Counter Magic Shield, Enhance (Skill)

Special Benefits: May re-roll one dice roll per day. Routinely see opportunities others do not, +25% to Perception rolls for noticing people and items that would be useful to the situation at hand.

THE FOOL

The Fool is a shadowy figure amongst the New Gods of the Shattered Lands. Some say he is an Old God who stayed behind to torment mankind with his twisted games. Sometimes he is kind and a champion of the poor. Sometimes he is a cruel nemesis of the rich and arrogant. Sometimes he brings strange gifts that work in ways unexpected by their recipients.

Worshippers: The Fool is a magnet for Tricksters, Rogues and the Insane.

Cult Skills: Deception, Perception.

Worshipper Duties: Be unpredictable, play pranks and jokes at the drop of the hat. Befuddle the stuffy and boring, annoy the arrogant and disobey the law.

Battle Magic: Befuddle, Cover of Night, Dispel Magic, Enhance(Influence),

Enhance (Deception), Mobility, Multi missile.

Special Benefits: +25% to any attempt to escape the clutches of the Law.

THE RED HAND GANG

This is a shadowy conspiracy of Magicians who lurk in the underworlds of the City-States. With the exception of Miraz, they have infiltrated the rich and powerful of the ruling elite and await the time when their Magical master plan comes to fruition. Organised on a hierarchal cell structure, each member knows his or her place and information is dished-out on a need to know basis. Only the Hidden Masters of the Cult know the full scheme that its members are slowly bringing to fruition. The lower ranks, although living in ignorance, gain the benefits of Magical training and protection. Apart from rumours, the only concrete evidence that the outside world has of the cult is the occasional hand daubed in red paint on the door of a victim marked for death by the cult.

Worshippers: The Insecure, Power Seekers and Renegade Magicians.

Cult Skills: Influence, Lore(Arcane).

Worshipper Duties: Protect fellow members and obey the commands of the Hidden Masters!

Battle Magic: Counter Magic, Dark Wall, Dispel Magic, Demoralise, Disruption, Ignite, Enhance (Influence), Light, Mind Speech, Shimmer.

Special Benefits: Cult always pays ransoms for members. Cult always provides safe houses for members. Cult assassins will kill any enemies of the member for a fee (typically 100 irons per percentile of best offensive/defensive skill) as long as it is in their interests to do so.

NON HUMAN RACES

With the Fall, the Elves, who had been instrumental in pushing the Last Emperor to his doom, retreated into their forests. Whether this was intentional on the Elves part is something open to debate.

The Dwarfen kind who had traded with the Lion Empire were safe from the Fall in their underground halls. When the Age of Isolation ended they ventured cautiously out and, despite much misunderstanding, started trading with the city states. Dwarfs are especially active in Ulmana and Aztar.

Goblins thrive in the dark woods around Aztar. Popular legend say these twisted humanoids are the descendants of poor unfortunate humans trapped outside the cities during the Age of Isolation. Whatever the truth, the Goblins hate human kind and attack whenever the opportunity arises.

Dragons were created by the Old Gods as servants. With the disappearance of the Gods from the world they were left to their own desires. Some say that Dragons walk as humans, advising the rulers of the City-States.

Others terrorise the Badlands, hoarding gems and treasure.

Undead creatures are especially abundant in the Shattered Lands. With the withdrawal of the Old Gods it appears that entry to the afterlife disappeared. Every city has its funeral rites, which must be followed to the letter else a loved one will remain in the world as a festering corpse. The Undead are paradoxically most abundant in the city of Inzom, which specialises in burials.

Since the withdrawal of the Old Gods the Shattered Land have been plagued by malignant ghosts, ghouls and zombies.

WHAT LIES BEYOND THE FIVE CITIES?

For most people who live in the five cities this is a nonsensical question. Their home city is their whole world and they are too busy struggling to survive from day to day to entertain thoughts of what may lie beyond the city walls. Many brave adventurers have travelled beyond the boundaries of the influence of the city states, sailed away across the Far Sea, or travelled deep into the Goblin Woods, never to be seen again. A few have returned, half-mad with tales of tyrants and monsters far worse than any found in the Badlands.



DEAD POT COUNTRY

On the edge of the Badlands and the belt of peasant farmers that support the merchants of Aztar some fifty kilometres up Broken Deal Way is a blighted area that is known as Dead Pot Country. It is called this because of the ancient burial practice of the River Valley civilisation that once flourished there. Now, like so many places in the Badlands, lawlessness abounds and monsters roam the ruins which hide the treasures of the fallen civilisation. Treasures which many a brave band of adventurers feel the need to liberate from their dusty tombs.



Dead Pot Country

SETUP

GAMESMASTER'S INTRODUCTION

LOCATION

Dead Pot Country is 50 km up Broken Deal Way in the Badlands. Aztar is the nearest city, and Dead Pot Country's ruler Lord Tarken pays nominal tribute to the Merchant Lords of that city. In reality Dead Pot Country is outside the influence of Aztar, and Lord Tarken is nothing more than a bandit chief, hedging his bets by flattering the traders from Aztar when they stumble across his village taking shelter from one of the many dust storms that plague the area.

A SHORT HISTORY OF DEAD POT COUNTRY

At the dawn of time, the valley which Dead Pot Country is located in was one of the cradles of early human civilisation. The valley was wide with a large flat flood plain, that the river annually flooded depositing rich and fertile mud. The River Valley civilisation developed agriculture and a system of laws, among which were laws governing the burial of the dead in large pottery urns. The River Valley Civilisation went through three periods;

1. **An early period of Enlightenment, 20,000 years ago.** From observing the stars, the homes of the gods, the River Valley people became wise and magically powerful.
2. **A middle period of Conquest, 15,000 years ago.** From the power they gained in the first period they started to dominate the neighbouring city states.
3. **A final period of Stagnation and Collapse, 10,000 years ago.** The once fertile flood plain is now full of burial urns. The River Valley people began to rely more and more upon the efforts of their slave populations, and

became a minority urban elite in their own empire. The God Kings of the Empire, desperate to prolong their lives of decadent depravity, turned to forbidden magic and upon death became Ghouls, fed by their successors with the flesh of living slaves. The River Valley Civilisation finally collapsed when the river, stagnated by burial urns dumped in the river, dried up. The living survivors of this ecological disaster left the valley and were absorbed into the neighbouring cities.

After the Collapse the valley was left alone by the peoples of the emerging Lion Empire, considered a cursed and evil place. The Ghoul Emperors and the wandering restless Deadies only confirmed that report to any one who dared venture into the valley. Finally Imperial decree made the valley a forbidden zone.

After the Age of Isolation ended a group of peasants, who had joined the Merchants Exodus from Miraz, became separated during a dust storm and found refuge in the old Pot Burier's village on the edge of the valley. They started to create a peasant's utopia based upon equality and trust which thrived for a generation (roughly thirty years), until Lord Tarken and his men descended upon them five years ago. Now they toil under his yoke.

A QUICK WAY INTO THE ADVENTURE

Some Merchant's son has got lost in the Bad Lands, perhaps in the worst part of this desolate wilderness, Dead Pot County. A place crawling with the hungry dead of a long dead civilisation and terrors much worse!

Good job there's a large reward for the return of the lad and the chance to pick up all that treasure buried with the deadies!

The player characters are hired to by Merchant Lord Bebevega. His son, the

Merchant Yuvar, was in an expedition along Broken Deal road, charged with contacting Lord Tarken, a dealer in ancient antiquities from an ancient abandoned valley. Yuvar is now a month overdue and his father is worried. A Zercan Diviner, a family retainer, has determined that while the lad is still alive he is being held 'underground in a place of skulls'. The rewards are high, 500 irons per player character, but Bebvega expects them to work on their own initiative and his son to be returned alive.

GAMESMASTER'S KNOWLEDGE

Yuvar who is Bebvega's heir apparent, is a man of 29 and a steady and reliable character. Like his father he is motivated by wealth and maintaining his family's status in Aztar. When he arrived in the village, he was briefly entertained by Tarken before striking out into the Urn fields in search of treasures (the existence of which a drunken Tarken bragged about over the evening meal). His party got as far as the city where his men were torn to pieces by Bal & Ral. Taking refuge in the Tower of Downfall, Yugar was captured by the Ghouls, where he is currently held in their court.

EVERYDAY LIFE AND DEATH IN DEAD POT COUNTRY

THE LIVING

"Better to be living than to be dead!"

To be one of the living in Dead Pot Country is to be one thing, miserable. Life is hard and tough in the area's only village, a soul-less place full of one storey mud brick houses. Here the peasants barely survive on subsistence farming. Their idea of a good time is a bowl of gruel and a mug of sour wheat beer. The only people who are doing well, in any sense of the word, are Lord Tarken and his men, bandits who took over the village when they came across it by accident five years ago. Even they are

bored and fed up with the claustrophobic atmosphere of the village and this motivates most of the petty cruelty that they inflict upon the villagers. Yes life is hard and unrewarding, but at least they are not dead.

THE DEADIES

Deadie number 1 "Braainnnssssssssssss.."

Deadie number 2 "Hunnnnngrrrrry...."

The dead outnumber the living in Dead Pot Country, about one thousand to one. Fortunately most are Pot dwellers who live interred in large burial urns with their possessions from life. They stay put unless their home is disturbed, in which case they wake up and become one of the Hungry Dead who roam the Urn fields looking for living flesh. In the City of Three Towers lurk the God Kings and their Ghoul servants. These ancient rulers of the fallen River Civilisation and their servants attained immortality through the depraved practice of eating human flesh.

REASONS TO VISIT DEAD POT COUNTRY

There are many reasons to visit this long forgotten part of the Shattered Lands.

- **Find a lost relative.** People get lost and kidnapped all the time in the Shattered Lands. Either a patron's or player character's more adventurous brother got lost while looking for the connecting part of Broken Deal Way, which would lead the discoverer to great riches since it would become an important trade route between Inzom and Aztar.
- **Buried treasure.** Rumors abound in the city of a field of buried pots filled with gold around the ruins of a lost city just off the Broken Deal Way.
- **Lost Magic of the Ancients.** There are legends of a lost civilisation that predates the Lion Empire. Its rulers

transcended death and neglected the needs of their living subjects and their civilisation collapsed. However amongst the ruins will be the secret of eternal life. A secret that many rich clients would pay dearly to learn.

THE ADVENTURE

THEMES

Bear in mind the following themes while running the adventure. These themes run through the locations and events of the adventure, but are stated explicitly here to help you evoke the right mood as you and your players explore the adventure.

MAN VS. THE DESERT

Dead Pot Country is a dry and desolate place. It doesn't rain here, the main 'river' is a stagnant muddy stream magically polluted by the remains of the dead. The people of the village barely survive from a single well and occasional downpours. If the players do not plan accordingly, make them pay for their mistakes. Make them take daily Natural Lore Rolls, make them Hard (-50) if the players have been particularly negligent in their plans, to survive in the hot water deprived desert. Those who fail lose d6 hit points and become fatigued. Intelligent enemies, such as Tarken's men and the Ghouls, will often destroy their opponent's water supplies leaving them to die of thirst, rather than mounting a direct attack.

PEASANTS AND BANDITS

This theme will prick those players (or player characters) with a social conscience. It runs alongside the theme of the harsh desert. Make it clear to the players when they explore the village that Lord Tarken lords it over the peasants making their lives miserable. Force them to answer the following question: Will the player characters act as heroes and liberate the peasants from their oppressors or will they side with the more powerful bandits

to make their treasure hunt in the valley easier?

THE HUNGRY DEAD

There's a large chunk of this adventure that is a zombie survival movie. Mess up in the Urn Fields and the player characters are going to have the shambling hordes shuffling after them, groaning, moaning and waking up more of their colleagues. In a one on one fight the player characters will probably come out winners. With multiple hands trying to drag them into the dust, the player characters will be fighting and running for their lives. If the player characters don't treat the dead with respect and caution, the resulting zombie holocaust should be relentless, until they somehow make it to the City of Three Towers or scramble back over the Old Temple Wall.

EXPLORATION OF THE LOST CIVILISATION

At the heart of this adventure is the mystery of where all these undead are coming from and how the lost Civilisation of the River Valley People is behind it. Without the player characters having to resort to archaeological methods, they should be able to solve the riddle by visiting the three towers in the ruined city at the centre of Dead Pot Country. Even if they don't work out exactly what is going on, from the grand vista of the millions of pots and the sight of ancient cyclopean ruins of the city as they gaze across the valley from the Old Temple Wall, an impressive structure even in its ruined state, should give them a sense of awe and that they are about to step into something really big.

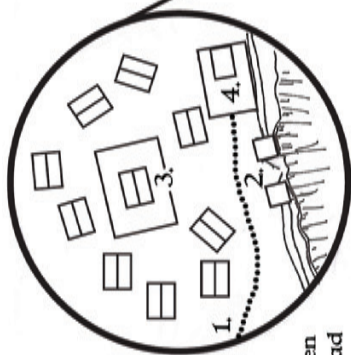


DEAD POT COUNTY

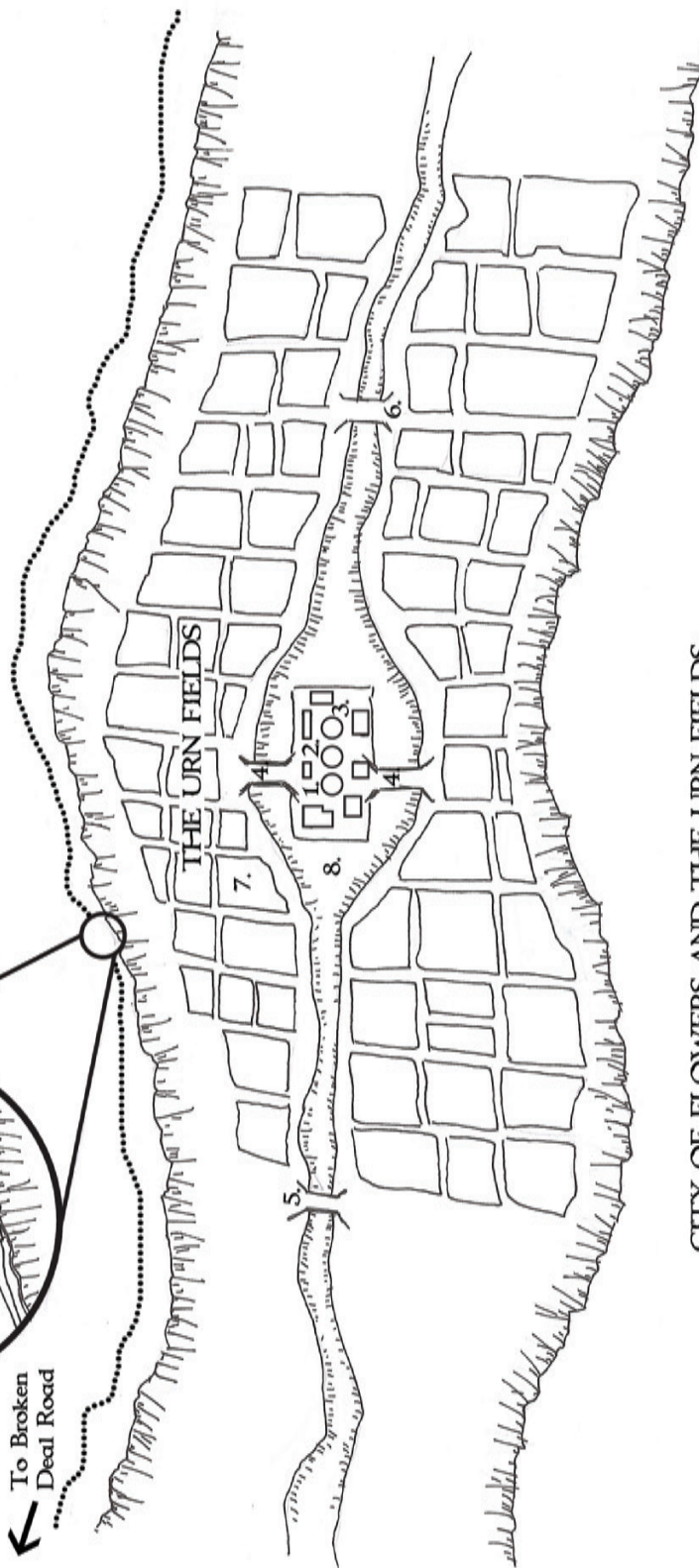
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THE VILLAGE

1. Entry (2 bandits)
2. Gate and old wall
3. Mansion
4. Square and stairs (under rubble) to crypt



← To Broken Deal Road



CITY OF FLOWERS AND THE URN FIELDS

1. Tower of Enlightenment
2. Tower of Conquest
3. Tower of Downfall
4. Grand Bridge
5. Bridge of Sighs
6. Bridge of Victory
7. Pot Robbers' Camp
8. Dried up lake

Dead Pot Country

LOCATIONS

The adventure is organised into locations. Each location is described along the people and events that the player characters may encounter at that location. The events are not presented or intended to occur in a set order. Apart from the general introduction event that occurs when the player characters enter the locations, each event has a set of conditions that need to exist for the event to occur. Most of these conditions are as a result of the characters looking for that event to happen, but some events may happen because of the player characters inadvertently triggering them. This is to make sure that the player characters are always at the heart of the action, and that the players are truly driving the plot instead of the GM railroading them down a predetermined set of events.

THE VILLAGE

The simple one story flat roofed mud brick houses that make up the Village are tens of thousands of years old. They once housed the workforce of crafters and labourers who made the Burial Urns and prepared the dead bodies for burial in the Urn Fields. These 'Servants of the Dead' were a highly respected and elite group of families, the intricate skills required to successfully inter the dead and send them to the afterlife being handed down from generation to generation. They were one of the last groups of people to abandon the River Valley.

In the time of the Lion Empire the Village became a military outpost, whose Garrison a battalion of Undead hating priests guarded the valley wall and prevented the Hungry Dead and Ghouls from escaping into the Empire at large. From this period only the Stone Mansion House and the Old Temple Wall survive.

The present day inhabitants came to the Village fifty years ago, exiles from Miraz who got lost on the way to Aztar. They were fleeing oppression at the hands of

the Tyrant of Miraz, only to fall back into a life of toil when 'Lord' Tarken and his men arrived five years ago.

THE VILLAGE INN

Only the men loafing around outside, staggering around with small clay cups, give any indication of this one story building's purpose. Inside it is dark and dingy and the peasant men sit hunched around small round tables. At the far end of the room is the bar, little more than a plank of wood resting on two chair backs. The bar keep is surly and abuses his position as keeper of the sour cloudy 'beer' that the locals use to drown their sorrows. There is a 25% chance of D6 of Tarken's men being in here, and a 50% chance of them causing some sort of ruckus with the peasants ('Don't forget who's boss' below is a good event for this).

LORD TARKEN'S MANSION

A square red stone two storey building that dominates the centre of the village. It is the old barrack house of the Warrior Priests charged with keeping the undead in the valley during the time of the Lion Empire. Along with the wall it is the only remains of the Warrior Priest's Temple.

Before Tarken arrived the villagers used this as their council house and grain store. When Tarken arrived he slaughtered the Village Elders and seized the grain supplies.

Tarken lives here in relative comfort, living the life comparable to a minor noble on goods imported from Aztar, secure and protected by at least ten of his men at all times. Four years ago a locksmith (see 'Unmarked Grave' in events below) was hired from Aztar who reinforced doors and locks, requiring a Hard Athletics (Brute force) or Mechanisms roll to open without the keys. Tarken and his trusted lieutenant Bilgan have keys to the second storey, where Tarken holds court and he has his 'treasure' room. These doors are locked at all times. The other men in the house have

keys to the ground floor doors and the first floor doors. These doors are locked only when Tarken feels threatened.

CONTENTS OF TARKEN'S TREASURE ROOM

500 Irons, a jewelled necklace (worth 200 irons; costume jewellery usually used by Tarken's mistress when he has one), an ancient copper shield with the head of a lion embossed into it that once belonged to the Warrior Priests and a copper scimitar from the same period with a lion headed hilt.

The Lion Shield. This ancient copper shield with a lion's head on its central boss, shines brightly when any undead approach within twenty meters. It also has magic:

A relic that holds the Divine Magic spell Shield 2.

The Lion Scimitar. This copper scimitar is magic and although it appears of ancient design is as bright and polished as the day it was made, due to its enchanted nature. The hilt of the scimitar has a lion head embossed on the hilt.

The sword contains a Weapon Enhance 4 charm.

THE OLD TEMPLE WALL

This ruined wall stretches on as far as the eye can see in both directions along the cliff (around 10km each way). It is made of the same red stone as the Mansion, arranged 1m cubed, and stands between 1metre and 3 metres high. Originally it stood five metres tall, but over time the winds have eroded the top two metres. It was built by the warrior priesthood of the Lion Empire, and has a permanent barrier against undead, the source of which is a magical Lion Standard in a secret crypt (see below). The standard gets its Magic Points from human sacrifice, and the villagers unwittingly top it up when they execute criminals by stoning them to death against the temple wall. There is an iron gate set

into the wall, which is firmly locked. Tarken has the key and the rusty lock is difficult (-25% to Mechanism roll) to open.

THE SECRET VAULT

By the temple wall, obscured by fallen masonry (a Perception – 25% roll to spot) is a stone slab, 1m by 1m, that covers the stairs down to an old vault dating from the time of the Lion Empire. As well as holding the Lion Standard, it is also used once a month by Bilgen to cast Damage Resistance on himself and Tarken in a secure secret place.

The three metre wide stairs that lead down into a dusty room which is five metre wide by ten metre long and two metres high.

Tripwire trap. Tarken's men have trapped the stairs with tripwires.

Difficulty to detect: Perception -25%

Difficulty to avoid: Normal Athletics

Result: Fall of 2D6 metres down the stairs.

Fear Spirit. Bilgen has also bound a Fear Spirit to the entry arch of the crypt, which attacks any one not accompanied by him.

Fear Spirit POW 16 INT 10 Perception 75% Spirit Combat 66% Damage 1d6

In the centre of the crypt is the Lion Standard, a black banner with a skull impaled by two arrows at diagonals to each other topped off with a gold lion statuette. This is the old standard of the Warrior Priests who guarded the valley.

Lion Standard. This is an artefact of a long forgotten Deity of War, from the time of the Lion Empire.

Powers: Repel any Undead. When any undead come within two meters of the standard, such as when the Deadies from the valley approach the old wall, they are repelled and cannot come within 5m of the standard.

This costs the standard one magic charge per Undead affected in this way.

It has a pool of magic which is at its current maximum of 50, and this is replenished by human sacrifice on a one to one basis, i.e. 1 victim gives the standard 1 charge.

EVENTS

FIRST IMPRESSIONS OF DEAD POT VALLEY

Read the following to the players

“You stand on the crest of a small hill, giving an eagle-eye view of the valley below you. A brown dusty haze drifts over the valley and, as the dust clears, you can make out the vast fields surrounding a muddy trickle of a once mighty river which stretches as far as the eye can see. Sitting like a vast spider on the dry river bed is a huge mass of ruined buildings. Ancient temples and towers preside over a long-dead city.

Cutting off the panorama of ancient decay are the sheer cliffs, atop which on your side of the valley is an old broken stone wall, which defends a village of flat-roofed one-storey mud brick houses. “

ARRIVING IN THE VILLAGE

Read the following to the players

“One storey mud brick houses cluster around a dusty road that comes off Broken Deal Road and goes all the way up to an ancient stone wall at the edge of the valley. Villagers go about their daily work, backs bent double by the loads they carry or from working rock hard dry earth in the fields. Standing idly by a nearby fence are a couple of thuggish looking warriors, dressed in dusty leather armour who watch the peasants perform their back-breaking work whilst fanning themselves with big floppy hats and drinking wine from a heavy wine jug.”

The guards will not bother the player characters but will watch them intently, sizing them up.

They will however get aggressive if the player characters challenge their rights to lord it over the peasants. They are not rash fools and if things are turning violent they

will back off to get reinforcements.

FINDING A GUIDE

If the players are looking for a guide into the Valley itself the best people to hire are the peasants. They have spent all their life dodging the undead hazards of the valley and are extremely knowledgeable about the unpredictable dust storms that whip up without warning as well.

If Tarken and crew are still in control of the Village, the players will have to negotiate through them. Tarken will demand a flat 50 Iron fee a day and 50% of the treasure.

If the players have got rid of Tarken and his men, the villagers will quite happily provide two of their best trackers to help the players (Natural Lore 90% instead of the usual 60%).

HELP US DEPOSE TARKEN!

If the player characters seem sympathetic towards the plight of the villagers, they will eventually be contacted by the peasants in some clandestine manner.

The more willing the player characters seem to be to help the villagers, the more helpful they will be. For example if the player characters fully commit to wiping out Tarken, the villagers can tell them about the Secret Vault and how removing the Lion Standard and taking it beyond the Village boundaries will allow the Deadies into the village and cause a distraction. They also know the movements of the bandits and the layout of the Mansion and the buried Locksmith (see ‘Unmarked grave’ below)

DON'T YOU FORGET WHO'S BOSS AROUND HERE!

Contrary to the above if any of the peasants get ideas above their stations, the bandits are quick to put them in their place. The bandits will make sure that they outnumber their victim at least three to one and start laying punches into them. If it goes especially badly for the villager this

Life and Death

could potentially lead to a stoning (see ‘A stoning!’) below.

“AHA AMBASSDOR, WE HAVE BEEN WAITING FOR YOU”

Player characters who keep their noses clean and keep out of the bandits’ bullying of the peasants, will eventually be approached by Lord Tarken and five of his men. It has been nearly a year since Tarken has had any contact with Aztar and he wrongly assumes that the player characters are representatives of Aztar’s ruling body, the Merchant League. Tarken wants a trade contact to sell his “artefacts” from the valley and will invite the player characters to a lavish meal at the mansion. How the player’s take it from here is up to them.

A FUNERAL

On the second day of the players being in the village, or after one of the bandits have bludgeoned one of the peasants to death, there is a funeral. Everyone wears black. The women are covered by veils and mournfully wail while six burly men carry a shrouded body on a stretcher. They take the body to a spot just by the old wall and burn it. If asked why they do this the villager will reply, “So the spirit can be free and the body does not come back to haunt us!!!”

A STONING!

Criminals, usually uppity peasants, stoned to death by a mob against the old wall over the secret crypt.

While the stoning occurs characters who make some form of difficult perception roll, or have some form of active detect magic will see the magic aura of the dead person glowing upon their death and sliding down through the cracks in the paved area into the secret crypt below.

UNMARKED GRAVE

In the fields there is an unmarked grave, were lies the locksmith in a locked wrought iron box bound with locked chains. Tarken had him buried there as a ‘reward’ for his service, and to keep him on ice should he need him to do any more work on the locks around the village. Due to the magic of the area, the Locksmith has turned into a zombie. One who is a Master Locksmith (Mechanisms 150%,) and especially angry with Lord Tarken. Only Tarken, the Bandits and some of the villagers know about the grave and its contents.

PEOPLE IN THE VILLAGE

LORD TARKEN

Tarken plays the part of a Merchant Prince



Despots of the Village; Bilgen and Lord Tarken

appointed by the Aztarian League, with his fine airs and graces, perfectly groomed goatee beard and rich taste in leather jerkins (which also double as armour), but in fact he is a low born rascal.

Originally from Aztar, where he was a minor merchant, Tarken's fortunes changed when in he invested in a doomed expedition to find out how far 'Broken Deal Road' extended into the Bad Lands. He and a couple of guards were the only survivors of a fifty man group, which was torn up by dust storms and nomad attacks. On the slow and painful trudge back to Aztar, they stumbled across the worker's paradise that was the Village. The villagers showed them not only hospitality but also some of the precious artefacts that they had unearthed. In return for their kindness Tarken offered to trade them back in Aztar. They gladly agreed. Tarken used the money he earned to hire the majority of his bandits, and returned to the village to take it over.

Tarken rules the Village with an iron fist. The villagers are completely under his control. Most toil in the 'fields', not actually producing any food, but looking for more artefacts from the River Civilisation. This has kept Tarken and his men in the money for the last five years. However the treasure has started drying up and Tarken is considering sending parties of villagers beyond the wall to look for ancient loot.

Lord Tarken

STR: 17 CON: 16 SIZ: 14 DEX: 17 INT: 15
CHA: 15 POW: 17

Hit Points 15 Magic Points 17
Damage modifier +1D6

Armour worn 4pt Chain if prepared, 1 pt leather otherwise + 4 pts of Damage Resistance cast by Bilgen on a monthly basis.

Close Combat 80 %

Longsword* (1D8), Dagger (1D4+1), Kite Shield* (1D6)

Ranged Combat 80%

Longbow* (2D8 range 175m, 1 round to reload)

* Tarken will only have these weapons if prepared for combat.

Significant skills

Persistence 45%, Resilience 60%, Dodge 55%, Deception 55%, Perception 60%, Trade 75%, Speak Aztar 75%, Speak Badlander 75%, Influence 85%, Natural Lore 60%

Battle Magic 60%

Coordination 3, Demoralise 2, Enhance (Influence) 4, Heal 3, Weapon Enhance 4.

Motivations

- Be Lord of the village.
- Destroy all threats to his power.
- Gain any treasure brought out the Valley.

BILGEN

A seedy renegade sorcerer from Aztar, Bilgen is the epitome of unpleasantness. He spends most of his time creeping up to Lord Tarken or menacing the peasants. Dressed head to toe in a black hooded robe, he is permanently stooped in such a way that no one can see his face. He very rarely bathes and neglects his personal hygiene, being too busy with his 'sorcerous studies'. His training at one of the Zercan Magical Colleges was paid for by a Merchant Master, who he is still technically bound to in service. However he jumped ship and teamed up with Tarken, to be a big fish in a small pond and also to gather the 'great magical secrets of Dead Pot County'. One day his former benefactor may send bounty hunters to reclaim his investment.

“HE VERY RARELY BATHES AND NEGLECTS HIS PERSONAL HYGIENE, BEING TOO BUSY WITH HIS ‘SORCEROUS STUDIES’.”

Bilgen

STR: 10 CON: 15 SIZ: 10 DEX: 17 INT: 18
CHA: 13 POW: 18

Hit Points 12 Major Wound 6

Magic Points 18 +10 stored in crystal

Damage modifier 0

Armour worn Bilgen being paranoid has a 8 pt Damage Resistance cast on his person at all times, which he recasts monthly,

Close Combat 60%

Dagger 1d4+1+6 Damage Boosting

Significant skills

Persistence 70%, Resilience 30%, Dodge 50%, Deception 50%, Perception 50%, Influence 50%, Lore (Sorcery) 50%, Speak Arcane 60%, Speak Badlander 60%, Speak Aztar 80%, Speak Zercan 60%

Sorcery Casting 75%

Spells: Damage Resistance, Damage Boosting, Dominate (Human), Fly, Neutralise Magic, Protective Circle, Mystic Vision, Summon Fear Spirit, Spirit Resistance, Venom

Magic Items: 10 point magic point Storage Crystal + simple twisted oak wand with Diminish Size 85%

Motivations

- Stay alive
- Gain possession of any useful magic items or knowledge he comes across.
- Avoid former Master or employees.

Life and Death

TARKEN'S MEN

This is a rag tag collection of Bandit warriors, hired in the more dubious Mercenary Halls of Aztar and randomly along Broken Deal Road.

Bandit warriors

STR: 14 CON: 14 SIZ: 13 DEX: 12 INT: 10
CHA: 10 POW: 10

Hit Points 14 Major Wound 7

Magic Points 10

Damage modifier +1D4

Armour worn: 1pt Leather

Close Combat 55%

Longsword (1D8), Kite Shield (1D6).

Ranged Combat 35%

Thrown Dagger (1D4+1, Range 10m,
Reload 1 round, carries 4)

Significant skills

Persistence 35%, Resilience 50%, Dodge
30%, Deception 40%, Perception 35%,
Speak Badlander 70%, Speak Aztar 45%

Battle Magic 30% Coordination 1, Heal 1,
Weapon Enhance 2.

Motivations

- Lord it over the peasants.
- Make money.
- Save own skin.

THE PEASANTS

A sullen group of about one hundred people, grouped into five extended families, toughened up by daily slave labour in the fields. They are forbidden to carry weapons by Tarken.

They dress in tough linen clothes, and typically wear the wide brimmed hats to keep the sun off their heads.

Typical Peasant

STR: 14 CON: 14 SIZ: 10 DEX: 12 INT: 12
CHA: 10 POW: 10

Hit Points 12 Major Wound 6

Magic Points 10

Damage modifier 0

Armour worn: None

Close Combat 25%

Improvised weapons (1D6-1)

Unarmed 25%

Fist or Kick (1D3)

Significant skills

Persistence 20%, Resilience 50%, Dodge
50%, Deception 50%, Perception 40%,
Lore (Dead Pot Valley) 60%, Natural Lore
60%

Battle Magic : Tarken forbids the villagers to use magic, and Bilgen detects anyone who does acting as his magical policeman.

Motivations

- Stay alive.
- Protect their loved ones.
- Overthrow and depose Tarken and his men.

BEYOND THE WALL

LOCATIONS

THE URN FIELDS

A vast, bleak, desolate valley, whose once mighty river is now a muddy trickle, a minefield of burial pots with their undead recipients and the ruins of a once great civilisation.

IN THE URN FIELDS

The valley is divided up into square fields, which are separated by hard-packed dirt paths. In the fields are masses of burial pots, large red clay pots which can fit a human curled up with knees up to their chest plus a modest amount of treasure (about D100 Irons worth, in gold coins and costume jewellery). Many of the pots have been smashed up and their inhabitants turned out over the centuries by 'pot robbers'. These unfortunates end up in one of the big wandering zombie packs that roam the fields which typically have 3d10 members.

The obvious way to avoid 'waking the dead' is to stay out the fields and keep to the dirt paths. However during the last days of the River Valley civilisation they started to run out of room, so there are some pots buried in the paths. Make one Perception check for the whole trip across the fields to avoid accidentally disturbing one of these ad hoc burials.

THE RIVER OF WEEDS

Cutting the valley in two is the dried up river bed, which is more dangerous than a first look suggests. For when they ran out of space in the Urn fields, they started to drop the burial urns in the river. The urns sank into the deep river mud a good couple of metres. Now unless the characters take precautions, the Deadies buried in the dried river bed detect any living creature crossing it with 2d6 erupting from the earth every 30 seconds (6 combat rounds).



THE DRIED UP LAKE

Once a wonder of the River Valley Civilisation, a sparkling clear lake where peasant and noble alike mixed on vast floating pleasure barges and celebrated religious festivals by throwing gold jewellery to the Gods. Gods whose home in the Halls of the Gods had an entrance to the mortal realm in the bed of the Lake, and whose power was channelled by the Priestess Queens of the City. When the civilisation died, the portal closed forever, but a small fortune in gold was left amongst the mud preserved wrecks of the pleasure barges. Of course long before that the people of the city had been dumping their dead in burial pots in the lake, meaning a small army of Pot Deadies guard said small fortune in gold.

THE BRIDGE OF SIGHS

Built in the final era of the River Valley Civilisation, this bridge is a pale imitation of the other bridges that it tries to copy. Although made of stone, it has collapsed in many places and is dangerous to cross. There is a seven metre drop to the dried up lake below.

A successful Athletics roll is required to safely cross the bridge which is seven meters off the bed of the dried up river or take 6D6 falling damage.

THE BRIDGE OF VICTORY

Built during the era of Conquest, bass reliefs on the side of this basalt bridge show the River Civilisation's conquest and subjugation of all other peoples and races they came across. A platoon of twenty of the Eternal Guard (undead warriors that the River Civilisation used) still stand guard on this bridge.

Eternal Guard. Use stats as Pot Deadies (see below) but with the following changes

Armour 4 AP (Scalemail) and Long Spear (40% Damage 1d6)

THE GRAND BRIDGE

This directly connects the banks of the lake with the city itself on either side. It is a solid stone bridge, some five meters wide built at the height of the River Civilisation. The sides of the bridge are adorned with stars and comets, showing that period's obsession with the heavens. Unlike the other bridges it is neither falling apart or guarded, but ominously silent.

THE POT RAIDER'S CAMP

This is a small grouping of ten ramshackle huts, which used to home a community of professional tomb robbers who made a living from robbing the pots. The robbers are now all dead after getting greedy and travelling to the city, where they met their doom at the hands of the Ghouls. The only inhabitant now is the forlorn and blind Histor who came long after the Pot Raiders left. Apart from some preserved meats and a couple of trinkets there is not much useful to be found in the camp.



Life and Death

EVENTS

THROWN AWAY TRYING TO COME BACK

Trigger: Near the Old Temple wall.

Most people from the village are burnt on pyres. Criminals and outcasts, who are dumped over the Old Temple wall, end up wandering the valley. There are at least 1d10 zombies immediately near the wall, with another 2d10 who will shamble up 1d4 rounds after the player characters encounter the first group.

WANDERING ZOMBIE PACK

Use the stats for Pot Deadies below, except they have no treasure associated with them. 50% chance of some sort of weapon such as a rust old war sword or hand axe.

DUST STORM!

Location: Anywhere in the Urn fields

Dust clings everywhere in the valley. It is the dust of ages forgotten, the very dust of a civilisation that buried itself in its sacred valley and then decayed. All that is left is the dust. It hangs in the air in big clouds

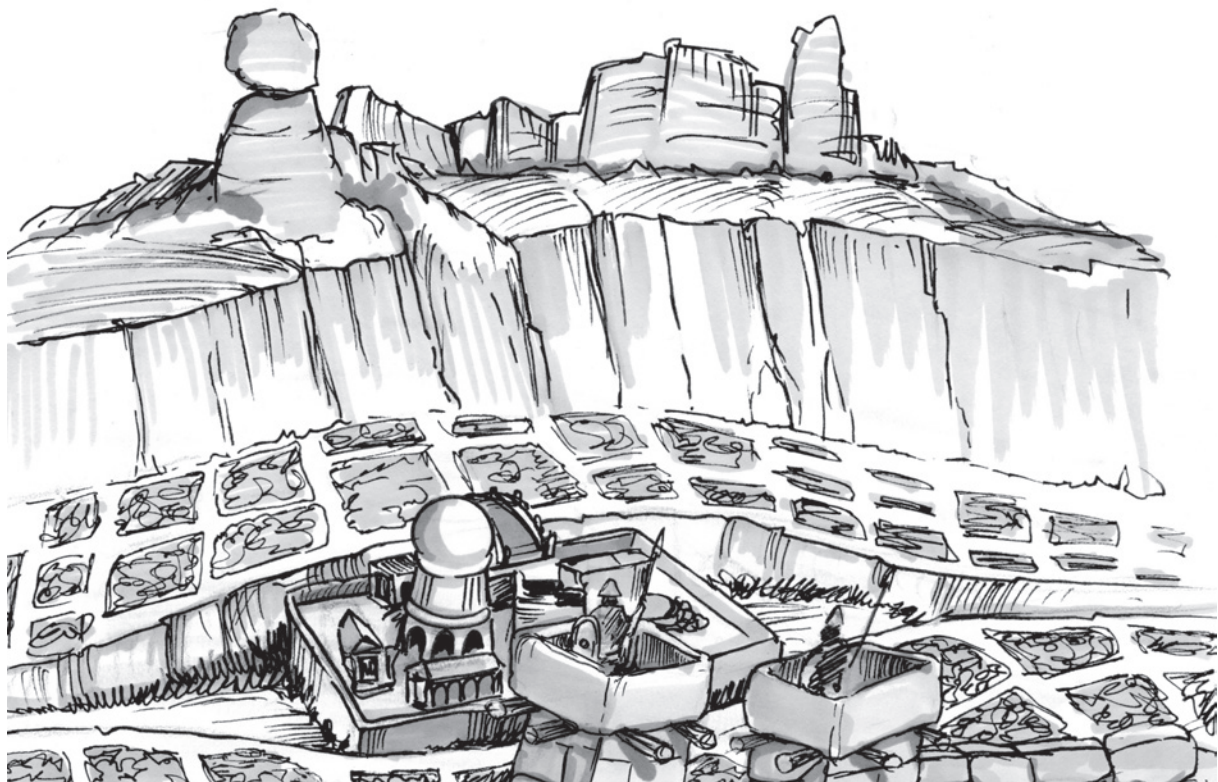
which crackle with blue magical energy, the souls of those too poor to afford a proper pot burial. These wisps of souls are angry and vindictive towards the living. As a result the valley is prone to violent and sudden dust storms, as this anger of the dead focuses.

How to avoid the duststorm

First way of avoiding it is to make a successful Perception roll. On a critical the observer sees it in plenty of time on the horizon, so the group can easily change course and avoid it. On a fumble the group go straight into it. On a normal success the group has time to run to shelter, if within range of the city, the Pot Raiders' camp or the Village.

The effects of the dust storm

If caught out in the dust storm the characters must make a Resilience roll every minute or lose 1d4 Hit points from the physical effects of the dust being whipped around and a Persistence roll or lose 1d6 magic points from the psychic effect of the screaming spirits of the Dust Storm.



PEOPLE BEYOND THE WALL

ANITU - LOST VILLAGER

Location: Anywhere in the Urn fields

Anitu got lost in the Urn fields, after escaping the bandits back in the village. Her plan is to make a new life in Astar, unless of course the bandits have already been driven off. Either way if, the player characters help her then she will guide them to wherever they want to go in the valley once she has taken some time to get her bearings.

Stats: use standard villager stats with a Natural Lore of 90%.

THE BONE GARDENERS

Location: Anywhere in the Urn Fields

These are the animated skeletons of the servants of the nobles who in death opted to continue tending their master's graves. The skeletons are slightly distorted by the fact that the morticians of the River Valley Civilisation had a magical technique of stretching both arms and legs to double their length. This allows them a greater reach and quicker movement rate. 'Armed' with hoes and scythes for keeping the pots clear of weeds, the Gardeners maintain and clean up any broken or disturbed pots in groups of 2D6. They also actively attack any pot robbers and are capable of summoning a further 1D6 Gardeners per round, using a high pitched whistle.

Bone Gardener

STR: 15 CON: 6 SIZ: 16 DEX: 13 INT: 10
CHA: 0 POW: 0

Hit Points: 11 Major Wound 6

Magic Points: 0

Damage modifier: +1D6

Armour worn: None Move: 20m

Close Combat 50% 'Gardening tool'(1D6)

(eg Hoe, Hammer, Scythe)

Significant skills

Persistence Special see below,
Resilience Special see below, Dodge 50%,
Deception 45%, Perception 45%.

Traits

Nightsight, Dark sight

The Bone Gardeners do not take damage from weapons that do critical impale (such as arrows, swords and spears) but take the user's damage modifier as normal.

They cannot swim. They are immune to disease, poison and mind control.

Motivations

- Keep the 'Garden' tidy.
- Punish Pot Robbers.

HISTOR THE BLIND

Location: Pot Raiders' camp

This old man is a scholar from Aztar who originally came to the valley looking for the secret of eternal life that the Priestess Queens were reputed to have. Instead he had his eyes clawed out by Bal (see below) and has wandered the valley ever since. In recent days he has become despondent and has settled down to die in one of the tents of the Pot Raiders' camp. However if they characters say they are going to the city, he will soon jump up invigorated by the chance to find the secret once again. Dressed in brown rags with long white flowing hair and beard, Histor has a dirty rag tied round his head that covers his eyes.

Histor the Blind

STR: 8 CON: 16 SIZ: 10 DEX: 6 INT: 18

CHA: 14 POW: 18

Hit Points 13 Major Wound 7

Magic Points 18

Damage modifier 0

Armour worn None

Weapons:None

Significant skills

Persistence 75%, Resilience 75%, Dodge 05%, Deception 05%, Perception 05%, Lore (Ancient Civilisations) 80%, Natural Lore 75%.

Battle Magic 75% : Detect Enemies, Detect Water, Detect Food.

Motivations

- Learn the secret of eternal life.
- Getting across the valley without waking the Deadies

POT DEADIES

Location:The Urn Fields

Dried out decayed husks, the Pot Deadies slumber in their pots until disturbed. Once awoken, they crave the flesh of their living and are unable to go back to sleep without the charms that the Priestess Queens used in their original internment (see the Tower of Downfall below).

Deadies

STR: 22 CON:3 SIZ: 10 DEX: 7 INT: 2 CHA: 0 POW: 0

Hit Points 7 Major Wound 4

Magic Points 0

Damage modifier +1D6

Armour worn None

Unarmed combat 30%

Fist (1D4)

Significant skills

Persistence Special (see below), Resilience Special (see below), Dodge 15%, Deception 05%, Perception 25%.

BattleMagic : None

Motivations

- Eat fresh flesssssh!

The Pot Deadies do not take damage from weapons that do critical impale (such as arrows, swords and spears) but take the user's damage modifier as normal.

They cannot swim. They are immune to disease, poison and mind control.

THE CITY OF THREE TOWERS

This was once the capital and centre of the River Valley Civilisation. It went through a period of greatness and then a prolonged period of decay. It literally choked itself to death with the burials of millions of its citizens in the Urn fields.

Now it is a deserted, dead city, where not all the dead lay down and die.

LOCATIONS

Most of the residence buildings of the poor were built out of reeds and are long gone, as are the wooden mansions of the middle classes. All that is left is the impressive black stone buildings of the centre. The residences of the rich are now roofless and empty.

In the centre of the city, dominating the sky-line, are three towers.

THE TOWER OF ENLIGHTENMENT

This old observatory, with its crystal dome, was built during the first phase of the Civilisation. Apart from being caked in the dust of ages, the building has withstood the test of time remarkably well. A large, open arch leads into a spacious main hall, whose white marble floor is inlaid with gold stars and planets. In the centre of the room is a golden chair suspended from the ceiling, underneath a massive metal telescope. As the player characters approach the centre of the room a magical recording of Hesta, an elderly Queen-Priestess from the height of the first phase triggers and appears sitting in the chair.

“Welcome Travellers. You stand among the ruins of our once great civilisation. I have foreseen our doom in the stars and have recorded this message to warn you, future-dweller, of the great danger that now resides in this city. Though it may lie outside the limits of your understanding, believe me when I tell you that my successors were less

wise and less prudent, and have unleashed a doom of such magical proportions upon themselves, that it still echoes in your time. The desolation and waste that you have witnessed on your way here is but a small taste upon what is to be found in this city. You should run now and pray to your gods that my successors stay beneath the earth”

The vision of Hesta fades. If the player characters are still there in couple of minutes she reappears;

“Aha as the stars predicted you are still here. Your zodiac predicts that you are curious and that it will be your undoing. Oh well, if you must go digging around in the dust, look for knowledge in the other two towers, built in the two ages after my own. The first when my people fell from wisdom and attempted to control the world. Go view there ‘the treasures of the world’ collected by their jack-booted armies. Then see my successors’ final doom in the final tower of the three to be built here. Though the people of this age sought to conquer Death, their concern for life became less focused and it is bound to be a ruin if my calculations are correct. Beware what lies beneath this ruin, for my successors have taken all the wisdom of my age and turned it to dark means. I see in the stars that the Empire of the Lion which follows our own great civilisation will try to isolate what remains of our land, rather than conquer it. Such is the sad doom that will befall my land.

Alas the stars never lie”

THE TOWER OF CONQUEST

This is a broader and squatter tower than its neighbour the Tower of Enlightenment. This is because the top half of the tower, which originally made this tower twice the height, has fallen off to the side. Inside the walls, through a large arch with statues of warriors, are “All the World’s Treasures” – a collection of trophies (mainly iron weapons) from the people’s that the River Civilisation conquered in its second phase. All the choice items have long gone

with only a few iron swords with Weapon Enhance 3 enchantment can be found on a successful Perception check.

THE TOWER OF DOWNFALL

This stone ruined tower has completely collapsed in upon itself and looks like a pile of large children's bricks. Amidst the stone blocks, which are almost perfect in shape only slightly worn down by the effects of time, are cracks which human sized characters can squeeze thorough into the interior of the ruins. Here they will find a large set of steps leading down to the underground chambers.

Originally this Tower was pretty much like its neighbours, except it was less grand and more poorly built. Initially, it was the home of the depraved court of the Priestess Queens of the late Era, and when their endless parties turned into an orgy of death as they sacrificed and ate unfortunate guests the Queens moved underground into their Tomb to be closer to the deathly powers that now fuelled their bodies and further away from the gaze of the hated life-giving sun. As they spent more and more time underground their empire disintegrated along with the tower.

Now the Queens live in the labyrinth below the ruined towers, and hunt live prey that is unfortunate to wander in search of the treasure of the River Valley Civilisation or the secret of eternal life. They are kept below by the Sphinx Guardians of the Lion Empire who prowl around the ruined tower and immediately rip to shreds any Ghoul Queen who pokes her head out of the ruins.

THE LABYRINTH OF DESPAIR

After a large entrance chamber, this underground complex opens out into dark, narrow tunnels, clawed out of the earth by prisoners chased by the Ghouls. Ultimately caught and eaten the labyrinth is littered with centuries old bones. In the centre

of the spiders web of tunnels is the vast black pit, where in the last days of the city victims were thrown to the Ghouls in large numbers. The sides of this pit are scarred by the hands of those trying to escape their final fate.

THE COURT OF THE GHOUL QUEENS

This large chamber is below the labyrinth, and reached via the sacrificial pit that opens up at the back of this chamber. Roughly twenty metres in diameter, at the centre of it are ten thrones made of human bones. Three of them have been smashed up and knocked over, these belonged to Queens that were caught and killed by Bal & Ral. Player characters looking for the last treasures of the River Civilisation will be disappointed since the Queens care not for such trinkets, only for fresh human flesh. In a pile of bones in the centre of the room is a collection of stone tablets, all of which have been smashed except for one that still survives. This holds the Secret of Death, written in the archaic and ancient language of the River Civilisation, a Sorcery spell that transforms the target into a Ghoul.

The Secret of Death

This Sorcery spell when successfully cast upon a willing character, turns a human into a Ghoul, giving them a ghastly form of immortality. As well as Ghoul form, the spell makes the character immune to non-magical damage. A failed casting roll automatically slays the recipient.

“THE SECRET OF DEATH, WRITTEN IN THE ARCHAIC AND ANCIENT LANGUAGE OF THE RIVER CIVILISATION, A SORCERY SPELL THAT TRANSFORMS THE TARGET INTO A GHOUL.”

EVENTS

DEATH FROM ABOVE

Location: The Great Bridge or sky above the city.

Ral, one of the Guardian Sphinxes left by the Lion Emperor to guard the Tower of Downfall, circles the sky above the city and Great Bridge. If he spots any creatures either in the sky or on the bridge he flies up to them. Upon first encountering them he asks them using Mindspeech “Prove to me that you are alive”. Player characters must prove they are alive (which is as easy as eating or drinking something) to get past him, oh and don’t antagonize him.

RIDDLE OF THE SPHINX

Location: The Tower of Downfall.

Sleeping lazily by the ruins of the Tower of Downfall is Bal the Sphinx. If the player characters make an opposed Deception roll vs Bal’s Perception (at a -25% for him being asleep) they can creep by the Sphinx. If Bal spots them he awakes. Bal is quite civilised and will converse with intelligent creatures as long as they do not openly get aggressive towards him. If particularly charmed by a group, he may allow them to pass him if they successfully answer one of his Riddles.

Q1. What question can you never answer?

A1. What’s it like to be dead?

Q2. It is said among my people that some things are improved by death. Tell me, what stinks while living, but in death, smells good?

A2. A Pig

Q3. What does man love more than life, Fear more than death or mortal strife? What the poor have, the rich require, and what contented men desire? What the miser spends and the spendthrift saves? And all men carry to their graves?

A3. Nothing.

Q4. A murderer is condemned to death. He has to choose between three rooms. The first is full of raging fires, the second is full of assassins with sharp swords, and the third is full of lions that haven’t eaten in 3 years. Which room is safest for him?

A4. The third. Lions that haven’t eaten in three years are dead.

Q5. In olden days you are a clever thief charged with treason against the king and sentenced to death. But the king decided to be a little lenient and lets you choose your own way to die. What way should you choose?

A5. Of old age.

Q6. There are two doors, Life and Death. There are two trolls guarding the doors, a lying one and a truth telling one. You have to get through the right door by asking both trolls the same question and only 1 question. What will you ask?

A6. What will the other troll say?

HUNTED UNDERGROUND

Location: The Labyrinth

The player characters are in the dark, cramped labyrinth under the city. The Ghoul Queens chase them, using Deception to sneak up on them, and their bites to paralyse them before running off. Once all the party are immobilised in this way, they are carted back to the Court of the Ghoul Queens for a feast.

THE SECRET OF DEATH

Location: The Ghoul Queens’ Court.

This either happens when the player characters are trussed up paralysed or they pause to talk to the Ghoul Queens. If Histor is there, he will try and get the Queens to tell him. Problem is that they are only keen to tell females. To undergo the ritual to be transformed into a Ghoul, the Queens will take them into an adjoining area. One hour later they will come back as a Ghoul and be expected to lead the feast of their friends!

PEOPLE OF THE CITY

BAL, SPHINX GUARDIAN OF THE GROUND AND THREE TOWERS

Unlike Ral, Bal is mellow, introspective, scholarly and guards the towers themselves. He can tell more about what is in the towers if he feels kindly inclined towards the player characters. Bal thinks he was a poet in the Lion Emperor's court, transformed into a Sphinx as a punishment for messing about with one of the Emperor's concubines.

RAL, SPHINX GUARDIAN OF THE AIR AND EDGE OF THE CITY..

Ral, who is angry and aggressive, guards the perimeter of the city. He half-remembers being a General in the Lion Emperor's army, who was transformed into an immortal sphinx guardian either as a reward or punishment. He dislikes Bal and his flowery poetry so spends most of his time on the edges of the city, the boundary of which neither he or Bal can cross due to some ancient Lion Empire magic.

Bal the Sphinx

STR: 19 CON: 23 SIZ: 25 DEX: 17 INT: 18
CHA: 16 POW: 16

Hit Points 24 Major Wound 12

Magic Points 16

Damage modifier +1D6

Armour worn: Hide (1 AP) but only takes damage from magical sources.

Move 15m on foot, 26m Flying.

Unarmed combat 65%

Claws (1D6), Bite (1D8)

Makes one bite attack or two claw attack, with the second attack at DEX/2.

Significant skills

Persistence 50%, Resilience 60%, Dodge 60%, Deception 25%, Perception 75% .

BattleMagic: 100% Mindspeech to multiple targets.

Motivations

- Kill Ghouls on sight
- Stop people entering the Tower of Downfall
- Enjoy intelligent conversation

Ral the Sphinx

STR: 20 CON: 21 SIZ: 25 DEX: 16 INT: 17
CHA: 8 POW: 15

Hit Points 23 Major Wound 12

Magic Points 15

Damage modifier +1D6

Armour worn: Hide (1 AP) but only takes damage from magical sources.

Move 15m on foot 26m Flying.

Unarmed combat 75%

Claws (1d6), Bite (1d8)

Makes one bite attack or two claw attacks, with the second attack at DEX/2.

Significant skills

Persistence 50%, Resilience 60%, Dodge 60%, Deception 25%, Perception 75%

BattleMagic : 100% Mindspeech to multiple targets.

Motivations

- Kill Ghouls on sight
- Stop people entering the Tower of Downfall

THE GHOUL QUEENS

Once the magnificent and splendid rulers of the last decadent era of the River Valley civilisation, now decayed undead baying for flesh.

Ghoul Queens

STR: 14 CON: 12 SIZ: 14 DEX: 12 INT: 17 CHA: 16 POW:18

Hit Points 13 Major Wound 7 Magic Points 18 Damage modifier +1D4

Armour worn None + but the immortality enchantment cast upon them makes them immune to non-magical damage.

Unarmed combat 80%

Claw (1D4)

Bite (1D6)+poison

Ranged Automatic

Howl (Demoralise)

Ghouls can attack twice using their claws, once at DEX and again at DEX/2 at -25% to their attack OR a single Bite or Howl attack.

Ghoul Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 22

Full Effect: Paralysis

Duration: 1D10 hours or until healing is administered that restores at least 1 hit point

Significant skills

Athletics 80%, Dodge 80%, Persistence 80%, Resilience 80%, Deception 80%

Magic

Sorcery 150% The Queens used to be terrifying Sorceresses but now their decayed and obsessed minds only know the Secret of Death spell (see above)

Ghouls employ a blood-chilling howl in combat. When a ghoul howls, every creature in a radius equal to the ghoul's POW in metres becomes Demoralised (as the Battle Magic spell) unless he can overcome the ghoul's Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week.

Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghoul's howl.

Motivations

- Preserve their own being by eating fresh flesh
- Convert suitable female candidates into Ghoul Queens using the *Secret of Death* (q.v.)

LIFE AND DEATH: OVERVIEW

This adventure revolves around a theme of ‘Life and Death’, and that the soulless neutral city of Miraz must choose between one of these cosmic powers.

Death is represented literally by the necromancer Tel-Kar-Nath, an insane individual whose drive is to bring Death to the world. An ancient Sorcerer of the Empire of Lions, he was imprisoned for crimes he has long forgotten in a deep vault guarded by an unspeakable Demon. After the fall of the last Empire he was able to escape the physical confines of his prison, by using magic to travel to the now vacant Halls of the Gods. There he came upon the Secret of Life and Death and, hungry for power, he chose Death. Lost in contemplation of his new powers he did not return to his physical shell until 500 years later. At this point the Iron Mines of Miraz had been built and his vault was uncovered by the slave miners. Unbound he escaped to Miraz attracted by the sweet smell of thousands of live souls. His very presence in the city has brought a terrible infectious plague to its citizens. He waits like a bloated spider at the heart of Miraz, waiting to corrupt and control the city and export death through its Iron Legions.

To help him with this aim, he has recruited Prince Anos, the son of the Tyrant of Miraz. Never too stable, the young prince has accepted Tel-Kar-Nath’s offer of ‘Power over Life’ to best his older and more capable brother in the traditional struggle that happens between princes to determine the Tyrant’s heir. After an unsuccessful attempt on his brother’s life using necromancy, explicitly forbidden by the magic-hating laws of Miraz, he has fled the city and, unbeknown to anyone, returned to Tel-Kar-Nath’s old prison. Here

he intends to use the same route as his mentor to travel to the Halls of the Gods and gain the power of Death for himself.

Life is represented more hesitantly by the player characters. Drawn to stricken Miraz for their own reasons, there is lots of opportunity to see at first hand the death that Tel-Kar-Nath has brought to the city and the resulting political chaos. Will they follow through and see an end to the Necromancer’s mad scheme or will they too choose the obvious route to power and embrace Death over Life?

Acting as an enigmatic guide half way between Life and Death is the Ghost of the Prophet, who foresaw the current situation as he was brought to the executioner’s block over a hundred years ago and made the famous prophecy.

“ONE DAY A
PLAGUE WILL
COME TO THIS
EVIL CITY, AND
THEN YOU
WILL HAVE
TO CHOOSE
BETWEEN LIFE
AND DEATH”

STRUCTURE

The adventure is presented in the following sections.

- Setup.
- Locations.
- Resolution.

SET UP

This section describes what needs to be done before adventure begins. It describes the options open to players for generating characters, possible motivations for their characters and the introduction to the adventure, for both the players and the Games Master.

LOCATIONS

This adventure is played out against the back drop of three locations.

THE VILLAGE OUTSIDE THE WALLS

With night descending and the gates of Miraz long closed, the player characters stop at this peasant village after walking out of the desert along one of the old Imperial roads. They enjoy the hospitality of the villagers and learn something about the character of the Mirazians.

This location acts as a introduction to the adventure and sets the scene for the players.

THE CITY OF MIRAZ

This is the grey plague-ridden city of the Tyrant. Teetering on the brink of regime change and threatened by Plague Zombies this where the majority of the adventure occurs.

THE IRON MINES

Miraz's soldiers are armed by iron from these dreadful mines which are worked by slaves. The workforce are in revolt or infected by the Plague and turning into plague zombies. Here the adventurers can find clues to the source of the Plague.

This adventure is not intended to be linear, with play progressing from one location to the next and encounters occurring in a strict order. Player characters may move from one location to another, hunting for clues and pursuing their own goals, revisiting each as many times as they want.

Suggested Events are given for each location. These are encounters that the GM may use to stimulate play and if certain Trigger Conditions occur.

In each Location the Non Player Characters who live there are detailed, along with their relationships to other NPCs in the adventure and their motivations which serve as a guide to how they act.

RESOLUTION

Eventually the adventure must end. This section suggests possible ways that this can be achieved. While at the end of the day it is the players' actions which direct the adventure and should decide upon the end, this section gives some advanced warning to the GM of possible outcomes, so he can help the players bring the adventure to a satisfying and fun close.



SETUP

Who are the player characters?

NEW CHARACTERS

These are a blank slate. Create them and then look at reasons why they could be travelling to Miraz (see Motivations below). The quick default reason is that Miraz is paved with gold and its nobles are forever looking to employ talented adventurers like themselves.

EXISTING CHARACTERS

Miraz's plight soon becomes known amongst the great and the good in other cities. The player characters could quite easily as a result end up on a mission for old patrons eager to find out what is truly going on.

For example if, the players have played through Dead Pot County they are contacted again by the Council of Aztar and asked to investigate the rumors of the plague that is currently afflicting Miraz and find out how Aztar can use it to their best advantage to bring down their old foe.

THE PLAYER CHARACTERS' MOTIVATIONS

If you are using the optional Motivation rules, take some time during the setup phase to discuss and establish with the players what their characters' motivation for travelling to Miraz is.

1. MONEY

The PCs are newly rolled up. Being skint and low on magic they are off in search of gainful employment. They have heard that in the City of Miraz the very streets are paved with gold.

2. RESCUE A RELATIVE FROM THE IRON MINES

Many of Miraz's attacks on the other cities are merely slave raids. People who are taken in such raids end up working in the Iron Mines just outside the city. A player

character had one of their nearest and dearest taken in such a raid and word has got to them that they are still alive in the mines.

3. JOIN THE IRON LEGIONS OF MIRAZ

The character believes that the Iron Legions are the best fighting force in the world. As a great warrior, they believe that they should join the legion.

4. STOP THE ATTACK

Miraz is currently attacking the player characters' home city. However the characters have learned that Miraz is suffering a plague. Surely in this weakened state they can find some weakness so the Iron Legions are recalled.

5. HEAL THE SICK

The character is travelling to Miraz to help the victims of the plague, to ease their suffering or even find a cure. Their motives may not be entirely altruistic. Miraz has a large population which is quite mobile due to the Iron Legions being abroad. There is a good possibility of the plague travelling to the character's home city if it is not stopped.

6. TAKE UP YOUR DESTINY!

You are the illegitimate son/daughter of the Tyrant of Miraz. You are travelling to the city to take your place by your father's side and claim your birthright!



LIFE AND DEATH: THE VILLAGE OUTSIDE THE WALLS

BEGINNING THE ADVENTURE

Read or paraphrase the following to the players

You come out of the desert, a cool night breeze whipping dust round your heels. The sun is going down behind the impressive grey stone walls of Miraz that lie about an hour's march away. The old imperial road, its white flagstones worn down by the iron boots of Miraz's Iron Legions, leads you straight to the city gates, through a mean village of flat-roofed houses surrounded by fields. You recognised this pattern from your own city. It will be part of a belt of farmer villages that huddle around the city and, in return for protection, feed the inhabitants within the walls.

Two men from the village stand nonchalantly on the road just before you get to the village proper. They wear white cotton trousers and tunics and wide-brimmed straw hats that protect them from the desert sun. The man on the left strums lazily at a strange six stringed harp, which hangs from a strap round his neck.

"You won't be able to get in now. They will have shut the gates", says the first one in thickly accented Badlander.

"Aye so you'll have to stay the night here and enjoy our hospitality", says the other who continues to strum his 'harp'.

"Either that or you can be like one of those crazy dogs and spend the night in the desert", continues his companion, his face breaking into a huge grin.

"But I hear it is very cold at night and you

might die", the other man concludes, strumming his harp with a flourish and an equally sarcastic grin.

These two villagers are Emilon and Miquez, who own the local 'Hostel for Foreigners', a large guest house sanctioned by the Tryant of Miraz to look after and watch foreigners before they enter the city. Both are members of Miraz's secret police, the Death Watch.

LOCATIONS

THE HOSTEL FOR FOREIGNERS

This is the biggest building in the village. It has all the facilities to house a large caravan of traders. There are stables, a communal dining room and a large dormitory that can look after about fifty people and their animals. The player characters are the only 'guests' at present and the place feels empty.

The player characters are given the run of the hostel by their hosts. The only place that is off-limits is the kitchen. This is supposedly due to a cultural attitude about hygiene issues ("You are not called 'Dirty Foreigners' for nothing! Us Mirazians are scrupulously clean, look at my clean white clothes, stay out of my kitchen and let me do the cooking eh?"), but in fact it is because the cellar that is reached through a hatch in the floor is where they make their reports to the Death Watch and store their arms and armour.

For Emilon and Miquez use the statistics of a typical Death Watch member.

THE REST OF THE VILLAGE

About one hundred people live here in about five extended families. All of them are farmers who work tirelessly in the fields. They are content with their lot and very suspicious of the player characters who they have been taught from childhood to distrust. If there are any Badlander Nomads, the villagers will be openly frightened of them, since occasionally their village has suffered raids from these fearsome tribesmen.

EVENTS

AN EVENING AT THE HOSTEL

After the player characters settle into the dormitory the two 'hostellers' prepare a basic, but filling, meal and engage in reserved, but polite, after dinner conversation. If asked why there are no other guests, Emilion tells them, "There is a plague in the city and the usual soft merchants don't want to get eaten by the walking dead." Miquez continues, "So instead of relying on imports to feed our hungry dead, domestic peasants are feeding them. A sad waste of local talent I say." This is typical of the sarcastic banter that goes on between the two Mirazians. They will also answer basic questions about the social and political situation in Miraz. After this they excuse themselves, saying there are some chores to do around the guest house. The player characters are left to their own devices, but under the guise of cleaning and tidying up, the two Death Watch men subtly observe the player characters (make an opposed Perception vs Deception roll if

any of the players express suspicion). As the hour approaches midnight, the two men wish their guests good night and make subtle hints that they should retire to the dormitory. Once they have done this, Emilion goes downstairs to a locked basement below the main kitchen where there is a small scribe's room where he makes a report about the player characters. A copy is delivered the following day via courier to the Death Watch in Miraz after the player characters have left.

VENTURING OUT OF HOSTEL

The players are gently dissuaded from leaving the hostel (*"The village is just full of ignorant bumpkins, who don't speak a word of your tongue"*). If they do insist on exploring the village, Miquez insists on personally escorting them (*"It's for your own safety, there are some no-good criminal elements out there"*). Emilion also provides his partner back-up by following the party at a discrete distance.



LIFE AND DEATH: THE CITY STATE OF MIRAZ HISTORY

Unknown to the present day inhabitants of the city, Miraz was the capital of the Lion Emperors in an early dynasty. Later dynasties moved to a tailor-made city and the Last Emperor improved it to such an extent that it challenged the very city of the Gods and brought down their wrath. However, Miraz remained a provincial capital and the original seat of the Emperors and this secret is something every Tyrant has passed down as a secret and driving aspiration to their successor.

During the Age of Isolation Miraz became a closed totalitarian society. To stay in power and appease the wrath of the people, its nobles banned magic and proscribed its users, blaming them for angering the gods. Like many other city states during this time it survived off the efforts of a highly repressed group of farmers whose farms were in a 50 km band around the city. The rulers of the city also ruthlessly controlled the population levels during the Age of Isolation. Infants born with deformities or who were surplus to requirements were exposed at birth.

When the darkness lifted and the outside world was accessible again, Miraz slowly reintegrated itself back into the world. Miraz's nobles decided to spread their power by fighting wars against its new neighbours and repressing peasant revolts, which occurred due to the farmers meeting their freer neighbours. The Tyrant of Miraz had hoarded his city's wealth, so had no problem paying for mercenaries to fight his wars and suppress trouble at home. This led to the reputation of the city being paved with gold.

In fact, nothing could be further from the truth. Miraz is a grey and oppressive city,

enclosed by a high stone wall, which is constantly patrolled by the Tyrant's guard. Its centre is an impressive pyramid-like building, the Palace of the Tyrant, which towers over the rest of the mud-brick houses. In the shadow of the pyramid is the market place which forms the centre of public life and is closely watched by the Tyrant's guards. Beside the market place is Executioner's Square, where the criminals of Miraz are dealt with harshly as a public spectacle.

The Tyranny of Miraz, which has survived for hundreds of years since its establishment during the Age of Isolation, may come to an end during this adventure.

CRIME AND PUNISHMENT IN MIRAZ

Miraz has a harsh code of law that is summarily dispensed by the Tyrant's guards. Most punishments are met out in public at Executioner's Square as a warning to others.

Punishable by death

Adultery, treason, murder, magic-use, setting up a temple, preaching in a public place.

Loss of limb/eye

Theft, open defiance of the Tyrant, preaching to a private gathering.

Whipping & fine

Badmouthing the Tyrant, disobeying a member of the Guard, trading without a license, wearing inappropriate clothing, flirting, drinking alcohol in public.

RELIGION IN MIRAZ

Officially all religion and magic use were eliminated from the city by the first Tyrant. Atheism was officially continued by his successors. However, amongst the noble families from whom the Tyrant was selected, a philosophy of dominating the lower classes became so entrenched that it became, in effect, a religion for the aristocracy. When magic returned to the world, the higher adherents of the philosophy started to gain the ability to cast spells.

TRADE

Seventy years ago the Tyrant expelled the emerging merchant class from Miraz, therefore trade relations are rudimentary to say the least. All trade in Miraz is controlled by the Tyrant's Agents, a handful of men and women from hereditary families, who run everything from the iron trade to the city's market. Corruption amongst the Agents is relatively low, due to the Tyrant taking a keen interest in commerce, to prevent usurpers amassing large personal fortunes. The sarcastic citizens of Miraz call the Agents "the honest men of Miraz".

THE DOMINATOR CULT

This is a philosophy that has gained magical powers with the re-emergence of magic after the end of the age of isolation.

Worshippers: The aristocrats of Miraz, who are eligible to become the Tyrant.

Cult Skills: Influence, Lore (Miraz History)

Worshipper duties: Maintain the absolute power of the Tyrant and keep the lower classes in their place.

Cult Spells: Befuddle, Demoralise, Glamour.

Special benefits

+25% to Influence when dealing with lower classes.

Subcult: Queen Mazan

Mazan was the mother of the first Tyrant. While proud of her son's achievements, she dedicated her life to healing the sick and injured that her son's harsh regime caused. Women of the noble families often emulate Mazan's life, which was marked with a sort of practical compassion, one borne out of the fact that Mazan recognised that you couldn't run your workforce into the ground and that mother knows best.

Queen Mazan is worshipped directly by noble women. Male members of the Dominator Cult gain her rune magic.

Battle Magic: Heal

PEOPLE OF MIRAZ

Mirazians have a strictly enforced social structure, determined by status of birth and blood.

SLAVES

At the bottom of the social pyramid are the 'slaves'. Originally captives of Miraz's wars against the other city states, the vast mass of them toil in misery in Miraz's iron mines. A smaller group tends to the every whim of the nobles. There is no manumission in Miraz and children born to slave parents become slaves themselves. Slaves have a hard life and most Mirazians are completely oblivious to their suffering, believing them to be a race of weak inhumans who deserve to suffer under the yoke of Miraz's might.

TYPICAL SLAVES

YURIK THE MULE

"Strong as an Ox, Stubborn as a mule" is how Yurik's master, a linen trader, describes him. With his master's family since he was a boy, when he did various menial tasks around the house, now in adulthood he lifts and carries heavy packs of textiles all day long. He dreams of the day that he can crush his master and live a free life!

STR: 17 CON: 13 DEX: 10 SIZ: 16 INT: 10

POW: 8 CHA: 8

Hit Points 15 Major Wound 8

Damage Modifier +1D6 Magic Points 8

MV 15m

Significant Skills: Persistence 48%,

Resilience 50%, Dodge 45%, Streetwise 40%.

Unarmed Combat 50% Fist (1D3).

Ranged Combat 40% Improvised weapon (1D4, Range 17m).

Equipment (other than weapons): None

Treasure: None. .

Motives

- Stay alive
- Escape and seek a better life

Relationships

- Faithful slave of Yantarg the Linen Trader 65%
- Sympathetic to the rebellion 90%

PANSA THE PRETTY

The head slave managing the house of a noble family, Pansa makes sure that every whim of his masters and mistress are fulfilled. He is adept at sourcing pleasure, smoothing tempers and acting as a go-between. Pansa's life as head slave is strongly integrated in his family's life but forever separate. Amongst the other slaves he is vain and self centred, and treats them as if he was their master.

STR: 8 CON: 10 DEX: 14 SIZ: 10 INT: 16

POW: 13 CHA: 17

Hit Points 10 Major Wound 5

Damage Modifier 0 Magic Points 13 MV 15m

Significant Skills: Persistence 40%, Resilience 25%, Dodge 40%, Streetwise 50%, Influence 60%.

Close Combat 50% Dagger 1D4+1

Ranged Combat 30% Thrown Dagger (1D4+1, 10m)

Treasure: Pansa has 100 irons and a lovely gem necklace (150irons worth) hidden in his room under the bed with which he hopes to buy his freedom one day.

Motives

- Make sure his master's every whim is catered for.
- Tolerate no challenges to his status as head slave.
- Buy his 'freedom' though faithful service.

Relationships

- Head Slave to Turq Family 90%

FREEMEN

Peasants make up the majority of the free population of Miraz. They include not only the dirt farmers, who make a tenuous living from poor farmland outside the city, but also the labourers and craftspeople who work like termites within the city. The best a peasant can expect is a comfortable life; all disposable wealth is soon absorbed by taxes levied by the hated Agents of the Tyrant. However, despite their suppression the majority of peasants are on the whole content with their lot. The Tyrant protects them from other city states, who in fact live in fear of Miraz's Iron Legions, makes sure they are fed well, puts on excellent entertainment in the form of executions and provides firm and authoritative leadership. Most peasants are completely in awe of the Tyrant, to the point that they see him as an infallible living god. If things go wrong it is the fault of greedy Agents, men who produce nothing themselves but are responsive for taxing the efforts of others.

TYPICAL FREEMEN

HILDY THE HENWIFE

Somewhere Hildy has a husband. A poor henpecked creature that sulks in the shadows and fears the anger of his overbearing wife. While her husband keeps the home and looks after the hens, Hildy runs the family's egg selling business. She also buys other poorer families' eggs and sells them at a profit in her stall in the great market. She loves gossip and a good afternoon execution. She prides herself on her sharp and cruel tongue and her devotion to the Tyrant.

STR: 14 CON: 13 DEX: 8 SIZ: 14 INT: 13 POW: 14 CHA: 7

Hit Points 14 Major Wound 7

Damage Modifier +1D4 Magic Points 14

Movement 15m

Armour: None

Significant Skills : Persistence 40%, Resilience 40%, Dodge 40%, Influence 55%, Streetwise 40%, Deception 40% .

Close Combat 30% Club 1D6

Magic: None

Equipment (other than weapons) : Egg basket.

Treasure : 300 irons as a family fortune hidden in her home. 10-60 irons on her at any one time in loose change.

Motives

- Keep her family in line
- Making money
- Show devotion to the Tyrant

Relationships

- Head of her family 80%
- Loyal to Tyrant 100%

JERSK THE BRICKMAKER

A solid hard-worker, he has worked all his life in the city's brick-making factory. He used to be in awe of the Tyrant, but now after seeing so many good lads not come back from Miraz's countless wars and losing his own son in the occupation of Inzom, he begins to wonder if there is a better way. He reads the papyrus's that mysteriously turn up in public places, calling for an 'End to Tyranny and the beginning of the rule of the people by the people'. He's even seen one of their after curfew meetings and not reported it the Death Watch. Perhaps when the time is right, he might even join their 'revolution'.

STR: 14 CON: 16 DEX: 12 SIZ: 15 INT: 10 POW: 10 CHA: 10

Hit Points 16 Major Wound 8

Damage Modifier +1D4 Magic Points 10

Movement 15m

Significant Skills: Persistence 40%, Resilience 40%, Dodge 30%, Influence 35%

Life and Death

Streetwise 40%

Close Combat Weapons 50%

Brick making mallet (Club) 1D6+1

Equipment (other than weapons) :

Papyrus calling for an end to Tyranny.

Treasure:

10 irons on person, 100 irons in a locked chest in home.

AGENTS

These are the city's administrative class. They collect taxes, manage trade, settle civil disputes and manage public works. They and their families are a hard working but comfortable class who, despite a small amount of corruption, ensure that their fortunes never get too large lest some greedy noble ruin their family and take their money as a reward.

HARZAN, MARKET AGENT

A worried man, he spends all his hours poring over ledgers and accounts. He pushes his scribes into sleepless exhaustion with their cataloguing of the business of the Great Market. He hardly sees his wife and family. Why is Harzan worried? He's worried that the plague will spread to the traders of the Great Market or the rebels will choose the market as a place to have a public riot as this will affect trade. Should a rival bring this to the attention of the Tyrant, Harzan will lose his head for failing to ensure that trade runs smoothly. Fearful and paranoid, Harzan seeks someone who can put these worries to rest, someone whom he will pay handsomely.

STR: 10 CON: 10 DEX: 14 SIZ: 12 INT: 16
POW: 14 CHA: 14

Hit Points 11 Major Wound 6

Damage Modifier 0

Magic Points 14 Movement 15m

Significant Skills: Persistence 50%, Resilience 40%, Dodge 20%, Influence 75%, Streetwise

70%, Deception 70%

Close Combat 50% Dagger 1D4 Equipment (other than weapons)

He obviously wears iron chains and rings with semi precious stones to show his power, worth 200 irons.

Treasure : Harzan is fabulously wealthy. He has at least a personal fortune worth 100,000 irons, mainly in goods and property, and has about 500 irons in disposable income at any given time.

Motivations

- Keep Great Market running smoothly
- Weed out troublemakers
- Make talented people work for him

Relationships

- Agent for the Great Market 90%
- Head of Rinsa Family 75%

NOBLES

A handful of Noble families provide the candidates for the Tyrant's chair. Intermarried and incestuous to a dangerous degree, most of the nobles spend their time indulging in various excesses. The Tyrant keeps them involved in self-destructive power games amongst themselves and tests suitable candidates for his position by giving them leadership positions such as commissions in the Iron Legions or as head of the Death Watch.

The Tyrant is top of the pyramid. Worshipped as a god by the peasants, feared by the nobles he wields ultimate power in Miraz.

CENSUS

Slaves 10,000 (2,000 of which work in the Mines)
Peasants 8,000
Agents (and families) 200
Nobles 100

DAILY LIFE IN THE CITY

Everyday life in Miraz revolves around four periods, as laid down by the First Tyrant. Its citizens go about their business in strict accordance to this routine and the city guard hand out summary punishments to anyone who is in the wrong place at the wrong time.

At Sunrise (dawn) the populace rises as one, brought to life by city criers and chanters who sing the praises of the Tyrant. Water is gathered into the home from communal wells. Despite the abundance of water, this is the only time that it may be collected. Hygiene is part of the culture, and it is a near religious duty to perform a morning cleansing. Dirty people are berated in public by their neighbours and threatened with flogging by the guard. After all this washing, there is only time for a quick, light breakfast before going to work. Whole neighbourhoods make their way to their places of work and the streets are filled. As with most things in Miraz, those who are lazy and lag behind are beaten by the guard.

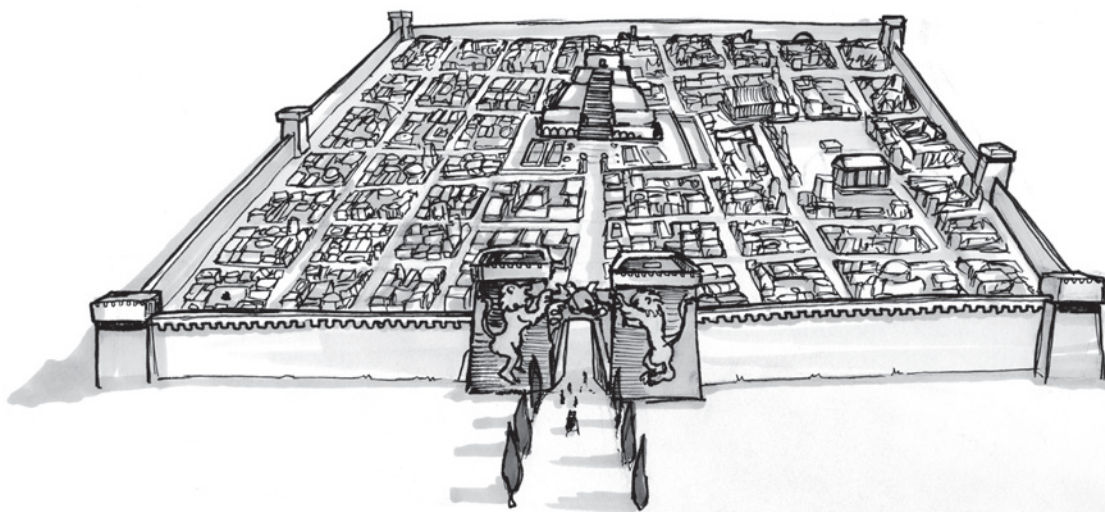
When High Sun (midday) is reached, the industrious toil momentarily ceases. Praise is sung to the Tyrant for providing the

people's daily bread. Then a working lunch is enjoyed.

On special days the workers stop mid afternoon, join their friends and enjoy the public executions and punishments in Executioner's Square.

All workers are back in their homes when sun sets and a city wide curfew descends on the city. If a citizen absolutely needs to be abroad at night, he obtains a pass from the Agents' building in the market place and shows it to every guard he meets while he is about his business. Otherwise he risks a quick beating, investigation and overnight imprisonment. Good citizens at this time of day sit down to enjoy a substantial meal and entertain each other with humorous songs, stories and jokes.

Death Watch is darkest night, when only the spirits of the dead traditionally walk the streets. This superstition keeps the citizens tucked safely in their beds, as does the threat of immediate execution at the hands of the black-robed guards, who are also known as the Death Watch. Anyone abroad at this time of night is considered to be a criminal of the worst kind. It is also the time of day that 'bad people', enemies of the Tyrant, subversives and revolutionaries mysteriously 'disappear'.



RUMOURS

The GM may weave these rumours into conversations the characters have with the typical Mirazian on the street whose confidence the characters have gained (remember Mirazians are quite wary of outsiders). They are mainly intended as colour but some may lead to the events and secrets of the adventure if pursued by the players.

They take the form of : The Rumour & Veracity (True, False or Partially true)

There are twenty rumours, so GMs who are stuck for inspiration can roll a d20 to determine what the loose-lipped citizen comes out with.

1. This city is cursed from the time of the Lion Emperors. (Partially true)
2. We must swiftly subjugate the other cities. Only by becoming masters of the known world can we achieve our destiny. (True, as far as the person speaking is concerned)
3. The statues at the lion gate will soon awake and eat us all. It is the second great misfortune that will descend upon this city. (False.)
4. The revolution is coming brother. Be ready to take up arms when the time is right. (True.)
5. Agent Harzan is to blame for all this. (False)
6. The plague came with some infected meat from Inzom, it's all part of a plot to kill us all in revenge for our glorious occupation of their city! (False)
7. Those killed by the plague, if not burned, rise again as undead the day after. (True)
8. The plague is worse as you get towards the market quarter of the city. More people have died there and more plague-dead walk the streets openly. (True)
9. This is all a great plot by the Death Watch to root out traitors. The Tyrant is cursing subversives with this foul unlife as punishment. (False)
10. The Tyrant is losing his grip on the city. What with the plague, and his two sons Prince Zanos and Prince Anos at war with each other. (Partially true. While the sibling rivalry of the two princes is of no concern to the Tyrant, it's all part of the natural selection process of his heir, the plague does have him worried.)
11. The Tyrant was replaced by an undead creature after we invaded Inzom. Why else did we get kicked out of there? This impostor is now bringing down a plague on us, to convert us all into undead slaves, just like they have in Inzom. (False.)
12. The leader of the city guard, Rhiannon, is the Tyrant's lover. (False)
13. Rhiannon is a foreign whore, sent to spy on us all. (False)
14. Prince Zanos will win the succession contest, even though Prince Anos has resorted to foul necromancy. (Partially true)
15. Prince Zanos is a fair man of the people. He's out of the city now, investigating the source of the plague. When he returns to the city he will sort out this mess. (False)
16. There is an evil presence in this city. I'm not a spiritual man but it's obvious that it comes from the market quarter. (True)
17. Death stalks the Stuck Pig. (True)
18. The Prophet has returned to save us all. I have seen him in the streets. He told me it is time for us to choose between life and death! (True)
19. Prince Anos is a bit sick in the head. I don't mind a bit of debauchery in the nobles, but messing with the dead! (True)
20. Prince Anos is away from the city I hear. He is looking for a new truth to bring us of our current misery. He is a good man who follows the words of the Prophet and is consulting with wise sages. (Partially true.)

Life and Death

LOCATIONS WITHIN THE CITY

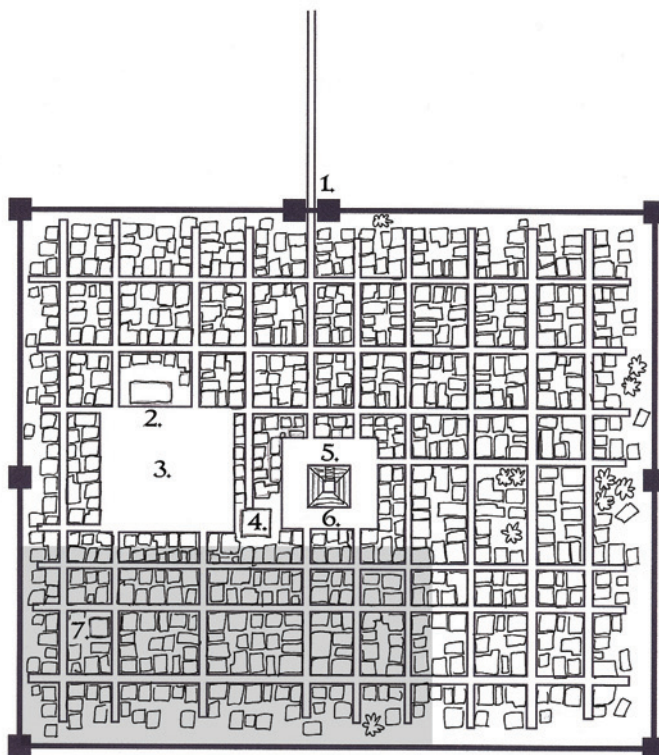
THE LION GATE

This is the main entrance into the city. It dates from the time of the Lion Empire, and two giant statues of stylised lions rear-up defensively at each other, either side of the large wooden gates. Twenty members of the city guard man the gate and search all travellers entering the city, with no exceptions. The gates are opened at sunrise and closed at curfew.

THE STREETS OF MIRAZ

Miraz is very much a planned city, built on a grid of stone-paved streets. An Agent from the Dominion is charged with making sure that all new buildings fit this system, tearing down any unplanned or 'inappropriate' buildings and punishing their builders. Depending on the time of day, the streets are either teeming with Mirazians going about their business, or deserted during the night or times of work.

THE CITY OF MIRAZ



KEY

1. The Lion Gate
2. The Building of Records
3. The Great Market
4. The Queen's Hospital
5. Executioner's Square
6. The Tyrant's Palace
7. The Tavern of the Stuck Pig



Area 'infected' by plague zombies

THE TYRANT'S COURT

A large Ziggurat with twenty tiers looms above the other buildings at the heart of the city. This is the palace and temple to the Tyrant's power. The court is in the heart of the pyramid, surrounded by rooms which house the family of the Tyrants. The entrance in the base of the ziggurat houses the Agents' offices and the barracks of the city guards. The cellars below the ziggurat are the infamous and feared headquarters of the Death Watch, where the Taken (see below) are tortured and killed.

EXECUTIONER'S SQUARE

A large stone flagged square (fifty metres square), in the centre of which is a ten metre tall statue of the first Tyrant, a grim bald man in simple robes with the Talisman of the Tyrant round his neck. Around the statue is all manner of devices for dealing with criminals in the worst possible way; stocks, gallows, executioners' blocks and whipping posts. For the comfort of the spectators wooden seating, in ten tiers up, surrounds the area of punishment around the edge of the square.

THE TAVERN OF THE STUCK PIG

Once a popular drinking-hole a couple of streets away from the Great Market, it is now Tel-Kar-Nath's base. Bodies litter the main bar, dead as they drank, but despite the corpses there are no flies or other insects devouring the dead. The door to the cellar is open, and beckons into the heart of the darkness that Tel-Kar-Nath has made his home. From the top of the stairs the characters will be able to hear the shuffling movement of Tel-Kar-Nath's zombie attendants.

THE QUEEN'S HOSPITAL

A large stone building, now crammed full of victims of the plague. This grand municipal hospital is now the scene of the absolute horror of the plague, with the dead and the dying sharing the same simple beds.

The remaining healers are shell-shocked and confused by the never-ending tide of patients. Outside in the tradesman's courtyard is a large bonfire kept almost permanently aflame by the bodies of the dead, reduced to ashes before they can turn into plague zombies. A small contingent of five city guards protects the healers from the angry mob outside and the occasional corpse that is not burnt in time.

THE GREAT MARKET

A vast, stone-flagged square in the west quarter of the city. Home to a vast array of semi-permanent stalls selling all the produce the city needs, under the watchful eyes of the Agents.

THE DOMINION

This large, five-storey building with a vast vaulted room is home to the various Agents and their assistants. From the Agents run the various aspects of the day to day life of the city. As well as the agent's offices, it houses rooms full of scribes who document and file every aspect of city life. A small detachment of twenty city guards protects the building from rioting mobs and infiltrators from other cities. The atmosphere within the building is austere and restrained.

**“THE CELLARS
BELOW THE
ZIGGURAT ARE
THE INFAMOUS
AND FEARED
HEADQUARTERS
OF THE DEATH
WATCH, WHERE
THE TAKEN ARE
TORTURED AND
KILLED”**

EVENTS

ENTERING BY THE GATE

Trigger: The beginning of the adventure.

Location: Lion Gate

Time: High noon.

Read this to the players

“The imposing stone walls of Miraz rise out of the plain that surrounds the city. Iron grey and several stories high, the only way in is through the Lion Gate. Famous for the two giant Lion Statues that face each other menacingly across wide open gates, raising up on hind quarters baring fangs and claws at each other, symbols of the long dead Lion Empire that once had its capital here many hundreds of years ago.

A detachment of ten soldiers, clad in iron plate and armed with sword and shield, carefully and efficiently check the goods and the persons of everyone who enters and leaves the city, who wait patiently in two queues. High in the towers either side of the gates, archers visibly watch the scene below. There is an atmosphere of calculated menace as the guards do their checks. Every now and again a citizen trying to leave the city without permission or a trader with suspect goods will be taken out of the line and dragged into the towers for further questioning.”

The main emphasis of the scene is role-playing. The guards are primarily concerned in making sure that the characters have a valid reason for being in the city. The GM may ask for checks against Influence to get the characters past the guards' checks with a bonus between 25%-50% for good role-playing. Characters who fail to convince the guards that they are going to be good for the city will be taken into the gate house for further questioning and, after many hours of uncertainty, will be interviewed by Rhiannon (see *Hired by Rhiannon* below). Characters that appear to pose an active threat will end up being escorted

by a detachment of Death Watch to an Audience with the Tyrant (see below).

This event is also an opportunity for the characters to find out what is going on within the city. While the guards are tight-lipped, some of the citizens and traders in the queue are quite happy to chat while waiting.

This event is also relevant when the characters leave the city, as the guards will check again.

FINDING A BASE OF OPERATIONS

Trigger: The player characters look for lodgings in the city.

Miraz is unlike your typical fantasy city, in that in no way does it encourage outsiders to stay within its walls. Outsiders come to the city, are watched by the guard and good citizens, do their business and leave. As a result there are no adventurer-friendly inns. Sure there are taverns, but these are basic affairs for good citizens to have a well-deserved drink after finishing work just before curfew. On the rare occasions where an outsider stays overnight, it is usually at the home of the person who invited him into the city.

You can use this event to bring home the xenophobia that exists in the city, and give the players an extra sense of relief and reward when they finally throw their lot in with one of the factions within the city and gain lodgings as a result.

Miraz's harsh laws do not tolerate vagrants, and if the characters are still wandering the streets during curfew they will be arrested as such.

THE PROPHET

Trigger: The characters are in Executioner's Square during Deathwatch.

It is the dead of night and, as the characters investigate the square, they will feel a deathly chill and become aware of a presence behind them. Those who look behind will see the ghostly figure of the prophet. If they engage in conversation, the Prophet will tell them that Tel-Kar-Nath is the evil that has brought the plague to the city, that they must seek the way of Life and stop Prince Anos becoming Death. If asked how they are to do this, he tells them to go look for the Bone Man in the Iron Mines.

After this event, the Prophet will hover around the party, becoming visible during the night to give 'advice'. This advice becomes threatening and hostile if the party take up Tel-Kar-Nath's quest to become Death.

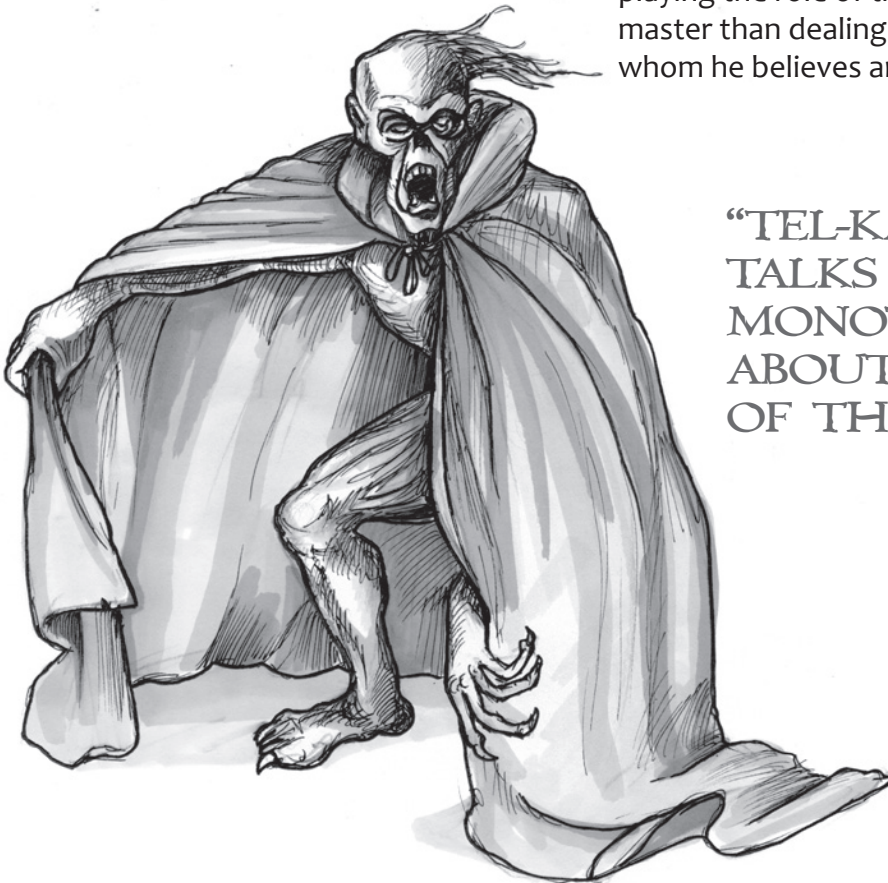
TEL-KAR-NATH

Trigger: The characters venture into the Stuck Pig tavern and go into the cellar.

In the heart of Tel-Kar-Nath's darkness he sits on a high-backed chair, contemplating a skull. His zombie servants shuffle around him in the darkness. Corpses are piled high against a wall behind him, occasionally twitching, returning gradually to unlife.

Tel-Kar-Nath talks in a deep monotone about the joys of the death. The finality of it all and the absolute power-mastery it brings. He is more than happy to demonstrate his power upon a hapless captive. However he does not attack the characters directly. He is more interested in proposing that they go to the Iron Mines and join Prince Anos in his journey to the Halls of the Gods, to learn the Secret of Death.

If they attack him, he uses his magic to evade and escape and his zombie followers to hold them off. He is more interested in playing the role of the enigmatic magical master than dealing with the characters, whom he believes are beneath him.



“TEL-KAR-NATH
TALKS IN A DEEP
MONOTONE
ABOUT THE JOYS
OF THE DEATH”

INVESTIGATION

Trigger: the players looking to find out information.

Location: various

This event is actually a summary of the information that the players can find out as they investigate in the city. The format is the piece of information, followed by the source of the information in brackets.

THE PLAGUE

Find out that the plague came from the mines from infected slaves who were brought into the city (Tyrant/Rhiannon/Healers/Rebels)

Seek the Bone Man in the gates to hell, points towards the iron hills (Tel-Kar-Nath)

POLITICAL SITUATION

Prince Zanos and Prince Anos are rivals for the position of the Tyrant. They are currently at war with each other. The Tyrant fears that Anos has overstepped the bounds of this contest, and is seeking to directly overthrow him as well as Zanos. (Tyrant, Rhiannon)

Prince Zanos is at the Iron Mines putting down a slave revolt (Tyrant, Rhiannon, Zanos' supporters)

Prince Anos has disappeared from the city, some say he is in hiding after the failed attempt on Prince Zanos. His supporters say he will return more powerful than before to crush his rival. (Tyrant, Rhiannon, Anos' supporters)

ZOMBIES!

Trigger: The characters enter the streets in the west quarter of the city around the Great Market.

The characters are in the street, when up ahead they see a shuffling mass of twenty zombies moving slowly towards them. If they decide to attack the zombies then another five per round join the fray.

AN AUDIENCE WITH THE TYRANT

Location: The court of the Tyrant.

Trigger: The characters actively seek an audience, and after talking to the right people and perhaps greasing their palms, receive one. Or the Tyrant's interest in the characters is piqued by their activities in his city.

The Tyrant's audience chamber is an imposing marble-floored room in the heart of his Ziggurat. Around the side of the room are the stone and marble busts of his predecessors. Standing in rows on either side are the Tyrant's bodyguard, twenty members of the Death Watch. At the far end of the room sitting on a raised platform on a golden throne is the Tyrant, Mendosa.

During the audience the characters are forced to kneel and bow their heads.

If the characters have been brought here as potential spies and enemies of the state, Mendosa will question them further before summarily pardoning them out of hand. He is much more interested in using them as agents to resolve a rather thorny problem that he doesn't trust his own people to do.

One of his potential heirs, Prince Anos, has gone completely off the rails. He and his brother, Prince Zanos, were playing the usual power games of one-upmanship, when things turned nasty and Anos tried to assassinate his brother. All very usual in the Tyrant's family, but it was the manner of the attempt that alarms Mendosa. Anos sent zombies to kill his brother!

This hints that Anos has either gained the use of death magic or has in his employ a Necromancer. The zombie plague that erupted shortly after the attempt on Zanos' life is further proof, and worse still indicates that Anos intends to topple Mendosa as well.

All Mendosa knows of Anos' current whereabouts is that he has fled the city

Life and Death

with some of his followers. Rhiannon's investigations have revealed that the Prince was seen entering the lower-class Stuck Pig Tavern in the Market quarter. Mendosa is convinced that this is where his Necromancer ally is based, an obvious plot of the City of Inzom to depose him as revenge for Miraz's invasion of that city five years ago.

Therefore Mendosa charges the characters with the following:

Find Anos and kill him. Do this away from the eyes of Miraz's citizens, for he is popular with them and he doesn't want people to think he is going weak. Bring him Anos' head as proof of the deed.

Mendosa believes that Anos is behind the plague and that if he is killed then the magic behind it will disappear.

He offers the characters a reward of 10,000 Irons.



HIRED BY RHIANNON

Location: The barracks in the Lion Gate.

Trigger: Either the characters go to find Rhiannon or she goes looking for them.

An outsider herself, Rhiannon wisely sees the characters as a potential solution to the current mess the city is in.

This is her understanding of the situation.

Prince Anos and Zanos come of age and start the traditional struggle to see who will become the next Tyrant. At first both are evenly matched, and there were the usual riots and assassinations amongst the followers of both, but it looked like it is going to be a long, prolonged struggle over many years. Then Anos was seen slumming it in the lower-class Market Quarter, where it was believed that he was gathering a power base amongst the peasants. However, word soon reached Rhiannon that a Necromancer called Tel-Kar-Nath has arrived in the city and is holding court at the tavern of the Stuck Pig, where Anos has been seen drinking. Soon after, zombies attempted to kill Zanos and the plague erupted in the Market Quarter. Rhiannon sees these events as connected but has not been able to investigate since she has been busy maintaining public order since the plague broke out.

She is interested in hiring the characters as mercenaries who can investigate the source of the plague and find a cure. They would gain status as members of the city guard, with iron talismans to show membership and lodgings in the Lion Gate. They would report to her as they found information and would be paid 5,000 Irons upon successful completion of their mission.

Rhiannon's secondary goal is to see the end of the Revolution that is now beginning to become public. Therefore she will pay 1,000 for the head of the rebels' leader.

VIVA THE REVOLUTION!

Trigger: if the characters make enquires about people who are against the Tyrant or become known as working against the Tyrant.

There is a small but active revolutionary movement in Miraz. It numbers about a hundred men and women from the peasant class, lead by the stone mason, Sanago.

Many Mirazian's are at least sympathetic to the idea of a revolution, to depose the current Tyrant who they see as having failed them and the Plague being a divine retribution from the previous Tyrants upon their descendant.

Word spreads fast amongst the peasants and if the characters become known as enemies of the Tyrant, one of the rebels contacts them quietly. A clandestine meeting with Sanago is arranged soon after.

Sanago's current aims are to cause as much trouble in the city destabilising the Tyrant's regime as much as possible. One of his people, Anniasta, has infiltrated the Iron Mines and is currently leading a revolt there.

Missions that he can give the players are;

Kill Zanos and help the slave revolt. *"If the revolt is successful that's a whole slave army at the revolution's disposal. How can it fail?"*

Find and kill Prince Anos. *"The fewer of the Tyrant's bastard heirs are left alive, the more chance that a peasant's revolution will succeed in the long term."*

Sanago can only modestly reward the characters with safe houses and replacement equipment. His funds do not extend to providing lavish monetary rewards to foreign mercenaries. However he can promise a share of the Tyrant's treasury (roughly valued at one million irons) and the eternal gratitude of the freed peoples of Miraz.

OPTIONAL RULE: POWER TO THE PEOPLE!!!

At the start of each day of game time the GM rolls against the 'Chance of Revolution' which starts at 5%.

- Smaller acts of defiance against the Tyrant's regime gain 5-10%.
- Freeing the Slave Army from the Iron Mines raises it by 50%.
- Killing Prince Zanos raises it by 25%
- Killing Prince Anos raises it by 15%.
- Killing Mendosa by raises it by 60%.

While this is increased by the characters actions it can also happen even if they are not actively working for a revolt against the Tyrant. For example, the characters are working for Rhiannon, head of the city guard responsible for maintaining order in the city, yet in the course of their duties they manage to kill Prince Zanos. This gives a 30% chance of a revolution. The next day the GM rolls the dice and comes up with 23% and the rebels start the uprising. This causes a quick change in priorities for the characters as they decide to throw their lot in with the mass of rebels, rather than stay and fight with the massively outnumbered city guard.

What form the revolution takes depends on the amount of support that Sanago has amassed by the time that the people rise up. Obviously, having the slaves from the mines on his side means almost automatic victory once they are inside the city. If the Tyrant is forewarned, he can close the city gates and send a messenger to recall the Iron Legions. There are many factors that make up whether or not the revolution is successful and long lasting, and it is up to the GM to assess this, depending upon the situation that the players engineer and find their characters in.

FESTIVAL OF THE TYRANT

Two days after the characters arrival in Miraz the city undergoes a marvellous transformation. At sunrise magnificent garlands of flowers are hung upon the buildings and during the day trestle tables are placed along the streets. In the afternoon there is a play in Executioner's Square which takes the "Coming of the Tyrant" as its theme. The square is packed with citizens for this gaudy, politically motivated pantomime.

THE COMING OF THE TYRANT

It is the Age of Isolation! The Emperor of Lions has brought down the wrath of the Gods! All is chaos and evil sorcerers prey upon the survivors of the holocaust. Miraz the Upright confronts the evil magic users and his pure and faithful heart resists their foul curses. He slays them all and brings order to the city. He appoints righteous men as his Agents to manage the city's affairs under his stern gaze. Law and order rule again and the people once more know happiness. Upon his death he appoints the most strong and righteous man in the city to carry on his great work.

In the evening the whole city is a relaxed and happy street party, with the revellers going home before curfew. The horrors of the plague forgotten for the moment.

During the festival most of the city guard and members of the Death Watch guard the 'infected' Market Quarter making sure the plague zombies do not bother the citizens.

HOSPITAL SIEGE

Trigger: The characters visit the Queen's Hospital.

The Queen's Hospital is the only place in the city where magical healing is freely available. However, since the plague hit the city, the hospital's healers have been overstretched. Rude or overly impatient characters will be turned down without a second glance. Even if the characters are polite and offer money, the healers will be hesitant since they are foreigners. Only if they actively help in the hospital or have an important sponsor, such as one of the Agents or Capt. Windrose, will the staff reluctantly tend their wounds. Like most things in Miraz there is a hierarchy of healers, with minor attendants having Heal 1, through the Nurses who have Heal 2-4 (1d3+1) up to the Matron who has Heal 6 at her disposal and only deals with most important patients.

To make the characters visit more colourful, and perhaps earn them the healing they so badly need, Tel-Kar-Nath sends a Zombie Horde against the 'preservers of life' at the precise moment of their visit. As well as the thirty or so plague zombies that attack the hospital from the outside there are another twenty or so amongst the bodies that no one has managed to cremate.

THE TAKEN

Trigger: The characters have broken the law or are under suspicion of trying to topple the Tyrant.

Time: During the night, after midnight.

It is Deathwatch (midnight) and the player characters are 'visited' by twice their number in members of the black clad Death Watch, the Tyrant's secret police. They attempt to forcibly take the player characters to the Tyrant's Ziggurat, where after many fearful hours of interrogation in separate cells, they are dragged before the Tyrant (see "An audience with the Tyrant"

above).

REASONS TO MOVE ON TO THE IRON MINES

Curiosity. The characters have learned of the revolt and, running out of leads to investigate in the City, decide to move to the mines.

Direct lead to Prince Anos. Most likely this will come from the lips of a dying Tel-Kar-Nath,

“YOU
MIGHT
HAVE
DEFEATED
ME,
BUT MY
APPRENTICE
ANOS WILL
BECOME
DEATH BY
REPEATING
MY STEPS”

LIFE AND DEATH: THE IRON MINES

To the west of the city, in the low foothills before the Dragonteeth mountains are Miraz's Iron mines, a complex of desolate underground caves, where a large slave population toils in inhumane conditions, terrorised by sadistic guards. This is where the first outbreak of the plague occurred, and the clues to where it came from can be found here.

SOCIAL SITUATIONS IN OPENQUEST

This chapter of the adventure could be resolved by running it as a traditional Dungeon Bash. i.e. the Characters wade into each location in turn, slaughter the inhabitants, and hope to get some clue of what's going on from the stuff they leave behind.

However this strategy is unlikely to work in OpenQuest. First off, the Characters are wildly outnumbered in all of the locations. The monsters and NPCs have concentrated their numbers in highly defended locations and such things really tell in OpenQuest combat. Secondly, the 'clues' that the Characters are looking for are held in the heads of the NPCs. Dead men tell no tales, they say. Finally there is a monster, the Pit Demon that, in fine OpenQuest tradition is meant to be avoided rather than confronted.

The Characters are going to have to talk their way around the situation. They are going to have to ask the right questions to get the information they want and persuade one or both of the human groups to help them clear out the mine, or at least not take advantage when they do!

So, how best to handle this using a combination of the OpenQuest rules and roleplaying, without the situation becoming dominated by the most charismatic player, whose character on paper has the lowest cha and weakest social skills?

1. In short exchanges let the dice decide. For example, roll for Influence when the Characters try to fast-talk the guards into letting them into the compound. Give them bonuses for good roleplaying and mitigating circumstances ("We are agents of the Tyrant, look we have his seal") of +25%, but otherwise make dice rolls and abide by the decision. If they pass their roll the guards let them in, if they fail the guards may either turn them away or let them in on their terms, i.e. after a hefty bribe is paid. Remember Fumbles and Criticals. If the Characters fumble then things take a particularly nasty turn for the worse, perhaps the guards chuck them in jail. Conversely if they critical, the NPCs are especially warm to them, for example the guards welcome them as potential saviours and give them a quick run-down of the situation within the compound.

2. Make the players work for it. For more complex situations, look at the NPC's motivations and assess what their position would be from that and stick to it. Don't let the player's bully you as GM into having the NPC do what they want simply because they have a clever plan. Both the Big Boss and the Prince are leaders of men and won't take kindly to being told what to do by the upstart adventurers. Give them the counter arguments from the opposing side. You might decide to roll the dice at the end of the exchange, with modifiers for the strength of arguments that come out in the roleplaying, or just simply go with the flow of the roleplaying. If the players came out with a good performance, they win the situation. If they were flat and less than convincing the NPC holds resolute to their viewpoint. Remember also, simply because the Characters win the argument doesn't mean that the NPCs meekly go along with their plan, especially if their motivation makes them at odds with the direction in which it takes them. If you used a dice roll to resolve the issue, again look out for criticals and fumbles.

Because OpenQuest combat is quite deadly, most people use it as a last resort. By getting a firm handle on how you run social situations in a consistent and satisfying way early on in the game, you ensure that your players remain entertained and engaged without them resorting to needless violence out of boredom or having the most talkative player dominate both the group and the GM.

LOCATIONS

THE COMPOUND STOCKADE AND GATE.

A wooden stockade closes off the southern approach to the mines. Built into it are two watch towers at either end and a gate house in the middle. Each watchtower is manned by two of Krazar's guards and the gate is manned by a gang of five guards.

THE WATCH POST ON THE MOUNTAIN

To the north of the camp is the mountain that the mine is dug into. On a rocky path that passes from the camp to the other side is a ramshackle wooden watchtower which stands ten metres high. It is manned by one guard who has been on duty for two weeks. Not the brightest amongst the bunch, the guard has stayed there in the relative safety waiting to be relieved. In the commotion of the arrival of the Prince, Krazar has forgotten to relieve him. He is now without food and water and spends most of his time sleeping or fearfully watching the action in the camp below. If looked after properly by the Characters he is a good source of information on recent events in the camp, since from his vantage point he has seen it all.

THE CAMP

Outside the mine is a compound in which two storey wooden buildings dominate. A crazy mess of hastily thrown-up construction, that is cheaply rebuilt by slave labour whenever it burns down or wears out due to neglect. Krazar, and the mine bosses before him, are too interested in maximizing their profits from iron production to bother with the upkeep of the buildings that house their workers.

RECENT EVENTS

Two weeks ago, new intake of slaves arrives from Miraz including Prince Anos, who is heavily disguised, and Anniasta, a member of the revolution. The guard starts his lonely vigil in the watchtower on the mountain.

10 days ago, slaves led by Anos and Anniasta revolt, killing their guards. The surviving guards keep them pinned down in the mine. Krazar sends for help.

3 days ago, help arrives in the form of Prince Zanos and his Death Watch guards. There is a party involving much wine, thrown by Krazar.

2 days ago. In the hung-over aftermath of the party, Krazar and his men try to do away with Prince Zanos. However some of his guards did not partake of the previous evening's festivities and fight off Krazar's assassins. The Prince retreats to the factory and takes control of it. A stand-off ensues with Krazar in his house, Anos in the Factory and the slaves in the mine.

Today. The arrival of the Characters.

THE FACTORY

The ore processing plant is powered by slave labour. The Prince and his men have taken up residence here.

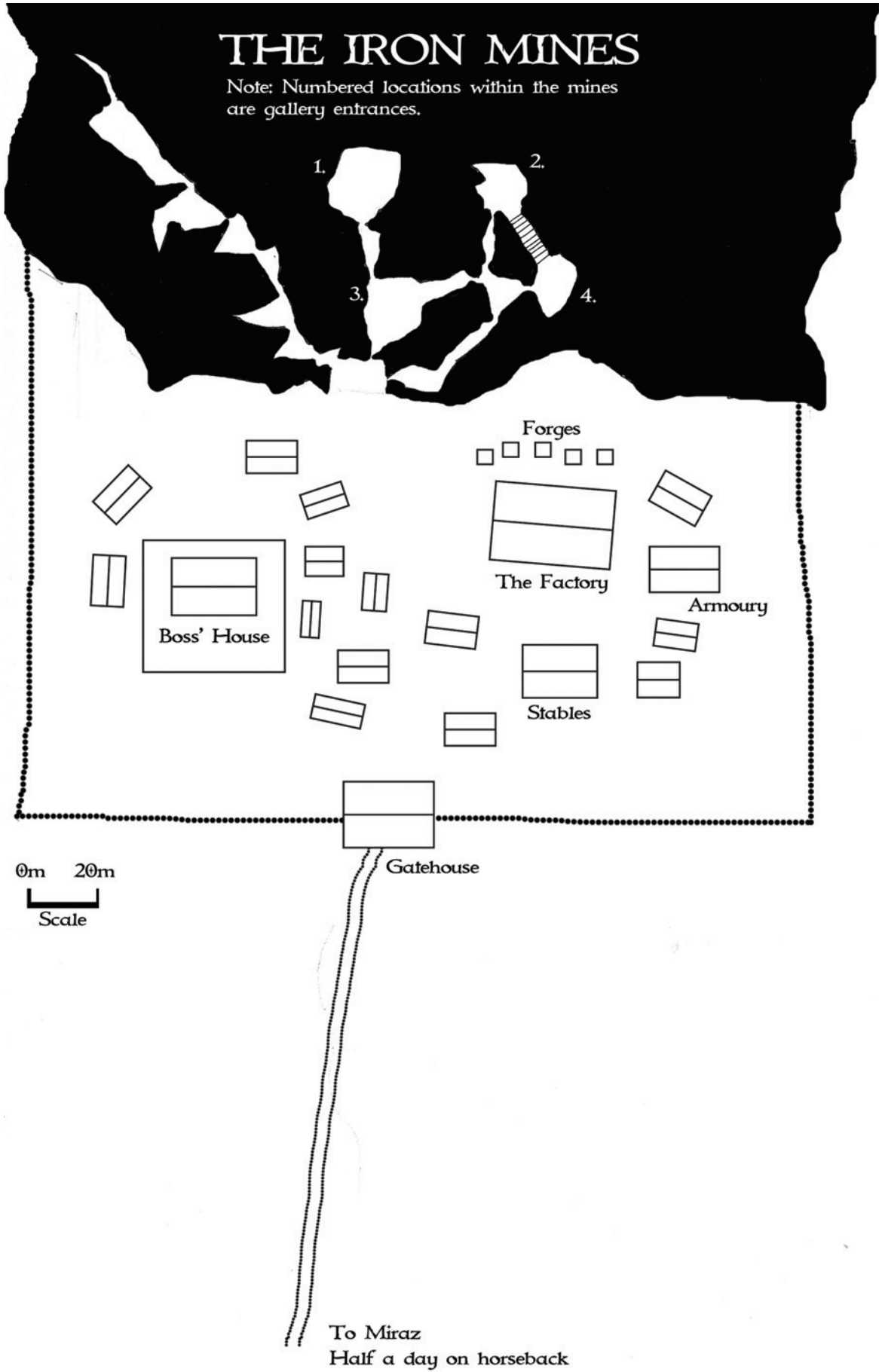
It is a two-storey big barn with a hand-driven conveyor-belt which feeds the ore into a big hand-driven crusher then through a washer and finally thorough a section where the slaves pick out the lumps of iron. Upstairs is a smaller first floor where the Prince holds court. Two of his Death Watch guards protect him at all times, while another ten guardds man the barricaded main door and a smaller back door is watched over by one man.

THE FORGES

Here the iron is smelted into iron bars. Each of the five forges consists of a mud brick chimney which rises up ten meters and is fueled by a coal driven fire. Each forge is

THE IRON MINES

Note: Numbered locations within the mines are gallery entrances.



currently unlit.

THE BOSS' HOUSE

This mansion is home to the Boss and his cronies. The only stone building in the compound, it too suffers from the neglect of maintenance but also is a cruel testimony to the generations of Mine Bosses who have lorded over the slaves. A six foot high mud brick wall surrounds the house, and a pair of statues of demons terrorising slaves stand either side of a double iron gate adorned with the skulls and rotting heads of rebellious slaves. Two of the mine guards stand by the gates at all time, alert and on the look out for trouble. In the mansion's courtyard, which is featureless and dust-swept, is a water pump. Chained to it and barely alive from being whipped and tortured is Matkos, one of the Prince Zanos' Death Watch captured during the initial assassination attempt. Inside the house Krazar and his twenty guards are served hand and foot by slaves, a pathetic and abused bunch, while they idle away their captivity awaiting help from Miraz. The mansion's layout follows.

GROUND FLOOR

A large audience chamber which leads into a public dining room at the front. Kazaar and the majority of the guards are to be found here during the day.

Kitchens, storerooms and slave quarters at the back of the mansion. Laxly guarded, a guard will occasionally wander back to check on the slaves. The slaves are left to prepare meals and rest when not serving the masters.

FIRST FLOOR

A series of guest rooms and the master bedroom where Krazar sleeps at night. Five guards peer out over the compound from the front upstairs windows, ready with bows to kill anybody who gets too close to the house without identifying themselves.

BASEMENT

As well as more storage areas and a wine cellar, the mansion's cavernous cellars are home to a torture chamber and a small prison of four one-man cells and a guard post. In one of the cells languishes Zebita, an old slave-woman in her sixties who was to be tortured to death for disobedience but has been forgotten in the current crisis. Zebita is half mad from being down the mines for a good twenty years, but is a useful source of information on the current situation.

THE BARRACKS

Where the guards used to sleep and eat until taking shelter in the mansion after the slaves' revolt.

THE ORE SHEDS

Where ore is kept in large bins before being taken to the factory.

THE ARMOURY

A small building with smashed windows and doors. Its contents were taken by the slaves during their initial break out.

THE STABLES

25 horses, the Prince's, the Death Watch's and five of the guards, stand here in full tack. They lazily graze on the remnants of the hay put out for them, but are in need of watering before they can be used as mounts.

THE MINE

This is an imposing structure, with a carved stone front, twenty metres across, thirty metres high, that depicts a scene of the merciless slave mining regime that existed before the current revolt in the tunnels below. Metre high guards with whips lord it over much smaller carved figures of the slave workers in a fresco that shows the inhumanity of the iron mines. Characters who take the time to study the detail of the fresco will see the workings of the mine, the shafts and galleries that lead off from the main entrance chamber. There is even a depiction of the Pit Demon, a mass of teeth and tentacles in a chamber right at the bottom of the carving. The entrance into the mines is a cavernous opening ten metres high and ten metres across into the gloom within, barricaded with wooden debris by the slaves. This barricade is manned at all times by two weary but alert slaves.

GOING UNDERGROUND

The mine is not your typical dungeon bash. For a start its upper levels are populated by a large armed slave population, who are tired and hungry and must be treated with kid gloves. The lower levels are connected not by smooth straight passageways carved into the rock which the Characters can comfortably wander along swords drawn at the ready, but by roughly hewn shafts which the Characters will descend in cramped conditions, swords sheathed, desperately clinging onto the walls, bathed in sweat as the air temperature gradually increases as they descend. Don't overdo it, but at moment of tension be sure to ask for Athletics rolls to make sure that the Characters keep their footing and don't go head over heels in an environment littered with rocky debris and sharp outcroppings.

MAIN ENTRANCE CHAMBER

Taken over by the slaves who have barricaded themselves in, this is the main chamber of the mine and is fifty metres

across and fifteen metres high. In one side of the chamber is the exit to the outside world and opposite are about 200 slaves crammed into this chamber. Some have sleeping spaces, made in ledges up on the sides of the wall. The whole scene is one of unwashed, pitiful humanity.

Also amongst the slaves is their leader Anniasta. She is a member of Sanago's revolution, and with the help of Prince Anos led the revolt of the slaves. She currently maintains an uneasy alliance with him, on one hand scared of his power but on the other hand mindful that this has kept his brother and the Death Watch outside the mine, thus far. She knows that Anos has presently retreated into one of the galleries and can show them which. If the player characters are being hostile to her, she will quite happily lead them straight into the Pit Demon's gallery. She has a plain silver whistle, which if blown soundlessly summons the Pit Demon to the location it is blown at. In Imperial it has the word "Heel" inscribed on it. Anniasta found it lying loose in a quick exploration of Gallery 2, before Anos took over the area. She has used it accidentally in Gallery 2, so the Pit Demon started to appear through the tunnel that connects that Gallery with its own (see Gallery 4). Anniasta quickly got out of there and has kept the whistle secret. It's her ace in the hole if the caves are invaded by either Prince Zanso or Krazar in force.

AUXILIARY CAVES

These smaller caves, about ten metres across by ten metres high, are home to about twenty slaves. Also in the centre of each room is a shaft down to one of the mine's galleries.

THE MINE WORKINGS

Narrow shafts lead down from the entrance hall level, one or two metres across shored up by wooden planks. These shafts are dug into the earth until a vein of iron is reached. Then a gallery is opened

out, by heating up the rock until it splits, so that the vein of ore can be dug out. The slaves then climb up and down the shafts to access the ore in the galleries below. Ore is lifted in baskets up the shaft.

DANGERS OF THE MINE

Ventilation - Dust & poisonous gas (convection shafts to help build up). Every ten minutes of game time an adventurer is down in an unventilated gallery make them make a Fatigue roll.

Poisonous Gas - Potency 25, Duration 5 mins after exposure, effects instantly causing 1d4 hit point damage per minute.

Temperature - one degree heat increase for every thirty metres of depth.

Flooding - the galleries are prone to flooding. This is prevented by large pumps powered by slaves who walk around an enclosed wooden wheel not unlike a hamster wheel. Obviously since the revolt the hamsters have no longer been running round the wheel keeping the mines flood free. Several of the galleries are now underwater, or in danger of flash floods.

GALLERY 1: THE ZOMBIE PIT

This is a scene of human horror. 50 or so dead slaves are piled high in the centre of the floor. Every minute D10 Plague Zombies will crawl out of the pile, reanimated from the dead. Here the miners found a seam of gold, and about 1d100 irons worth of gold can be gathered every minute.

GALLERY 2: THE TEMPLE OF THE PURE

Here the Prince Anos holds court. This gallery is not affected by gas due to extra convection shafts. Prince Anos is served by 50 fanatical slaves who look after his every whim, driven by the hope that by simply serving and hanging around him he will preserve them from becoming Zombies. They will cheerfully die for him protecting him from attacks, thinking that even in

death he will not allow them to pass into undeath.

In the centre of the room, hanging in midair, is a glowing portal to the Halls of the Gods. This leads to the Secret of Life and Death (see below in events). Anos has already passed through the portal.

GALLERY 3: FLOODED

This gallery quickly became flooded when it was abandoned due to the revolt. Zombies swim about in the water.

GALLERY 4: THE PIT DEMON

This is the oldest and deepest gallery of the complex where a hellish Demon from the Other World resides. Originally the guardian of Tel-Kar-Nath, this gallery is connected by a small three foot high tunnel, which the amorphous Demon can squeeze through. The miners discovered this gallery early on in their exploration of the complex. Their jailers were quick to use it to punish errant inmates. How can you threaten down-trodden slaves who no longer fear death? You threaten them with being eaten by a demon that devours their eternal soul! The demon happily does this task since it was originally from the Imperial Hell where criminals were sent in the afterlife. If for any reason Tel-Kar-Nath is with the player characters, it will act quickly to recapture and imprison him.

The Demon is a writhing mass, fifteen metres across, of tentacles and ever-chattering teeth in an amorphous body that shines unnaturally and shimmers with sickly colours. The tentacles have a reach of five metres, so victims are normally thrown down the shaft to it. Once it has made sure the victim is deprived of weapons and not a danger it will play with its 'food', nibbling at it slowly in the dark.

EVENTS

GETTING IN VIA THE GATE

The guards are in a surly aggressive mood, frightened by the revolt and annoyed by the appearance and haughtiness of the Prince and his men. Their morale is low, making them fragile and sensitive to any criticism of their abilities. Unless the Characters are representatives of the city guard, to which they react initially as if they are welcome saviours, the guards take the attitude that the camp is closed to outsiders and they should go away. It will be up to the Characters to talk them round, using Influence. Fumbles resort in violence.

CLIMBING OVER THE MOUNTAIN

As well as the guarded mountain path, it is possible to scramble over the mountain to get into the camp. However such an attempt is dangerous and requires that the Characters have ropes and find a suitable route through the crags. Make a Athletics roll, based upon the best climber in the group. If successful the party find their way across the mountain after a day or so of climbing. If they critical they find a quick route and make it over easily in a couple of hours. If they fail they cannot find a way across the mountain and must risk the gate. If they fumble the mountain defeats them and each character takes 2d6 damage during a sudden rock slide that finally puts an end to their attempt.

THREE-WAY STAND-OFF

Trigger: The player characters get in the middle of the three opposing factions.

On one side in the mine are the slaves. In the compound in the Boss' house and opposite them, are the mine guards. In the other corner in the ore factory, are the Prince and his men.

Unless the player characters clearly identify

themselves and quickly ally with one of the factions, they are likely to get attacked by all three, who misinterpret the arrival of foreigners as an intrusion.

MAKING DEALS

Trigger: The player characters attempt to talk with one of the factions.

Prince Anos – Mad, bad and dangerous to know. He wants both Zanos and Krazar to die as horrifically as possible. Otherwise only interested in what the player characters have to suggest if it involves lots of death.

Prince Zanos – Here to put down Anos, restore order and remove Krazar from office. If the player characters can get around the fact that in any deal he's the boss and they are just hirelings who he expects to perform to the letter of his orders, they will get on fine.

Krazar – Knows he is in hot water over this. Not only will he have the displeasure of the Tyrant because of the revolt, he also has the two Princes to contend with. If the player characters can come up with some way to make things right with any of them, he will be well on board.

Anniasta – Truly scared by the situation she finds herself in, but resolute none the less. Expected to hold the slave revolt then get out and return to the city. This is what she intends to do as her first priority. Getting rid of that creep, Prince Anos, would be good, but she wants to get the slaves to Miraz as quickly as possible.

Life and Death

DEMON UNLEASHED!

Trigger: Caves invaded in force or Anniasta personally threatened and in a fight or if the player characters have made a deal with her to wipe out her enemies.

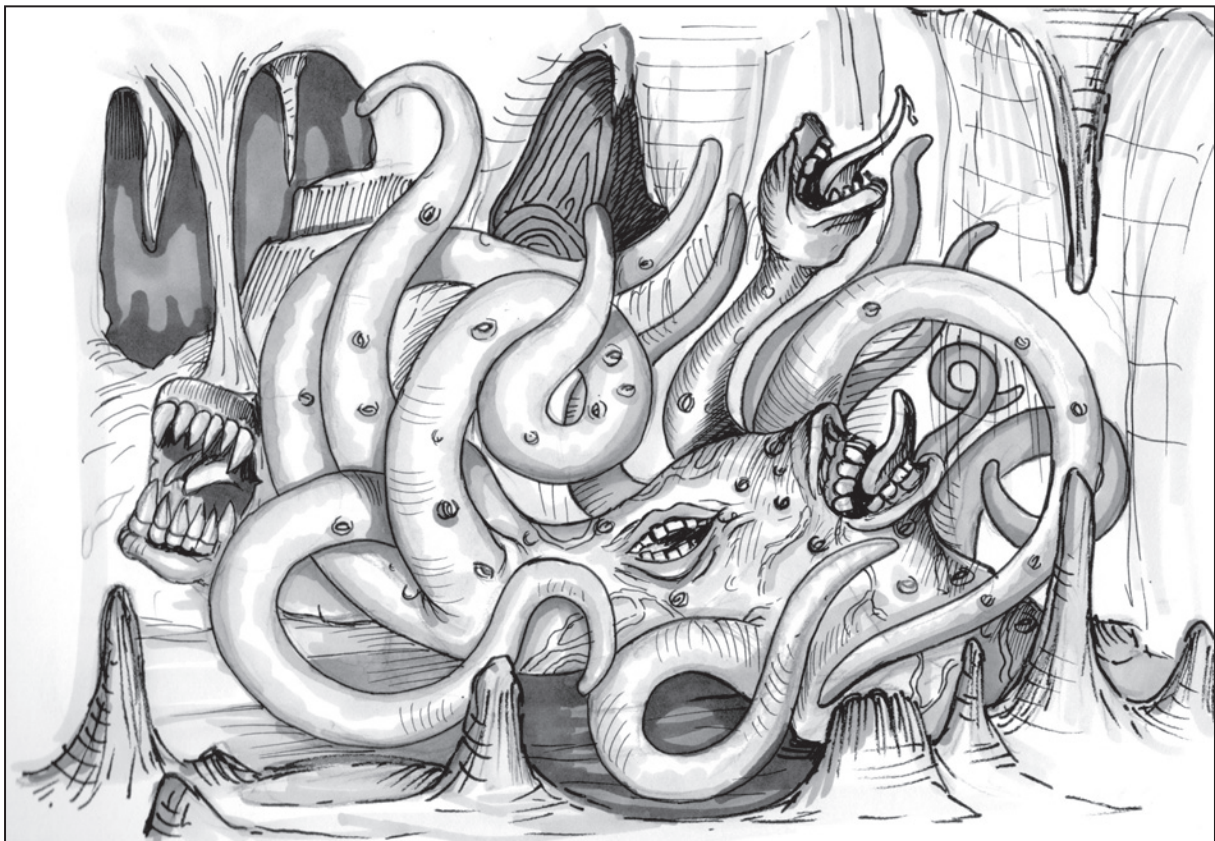
If things seem to be going all wrong for Anniasta she will blow the whistle to summon the demon, which moves up from its gallery killing all in its path. Once it has reached her position and killed everything it finds there, it will return to its gallery.

Another option is that she gives the player characters the whistle, telling them to bring doom on her enemies by blowing it in the compound or even better still in the Factory or the Boss' house. She will get the slaves to move out of the pit demon's way and then give them a pre-arranged signal.

SLAVE ARMY

Trigger: Krazar and Zanos removed from play.

Once all opposition in the compound is removed Anniasta will start moving the surviving slaves out of the mine. She will rest and feed them up for a couple of days before marching them to Miraz. They will attack villas of the nobles along the way, gaining numbers, and arms and armour, before attacking the city. If it has not already happened this will trigger Sango's Revolution (see Miraz events)



SECRET OF LIFE AND DEATH

Trigger: When the player characters enter the Temple of the Pure.

Prince Anos has opened a portal to the Halls of the Gods, using a spell taught to him by Tel-Kar-Nath, and crossed over to the other side to find the Secret of Life and Death.

The portal leads to the statue of a double-headed Angel. The left side is skeletal and decayed, dressed in black with a grinning skeleton face. The right side is dressed in fine white robes and has a fair, human face. Between each side they hold a large book, entitled 'Life and Death'.

WHAT IS THE ANGEL OF LIFE AND DEATH?

Since none of these new mythological entities have developed an afterlife, except for a handful of fanatical worshippers (such as Death Watch in the example above), most people when they die remain trapped in the Shattered Lands either as immaterial spirits, since there is a widespread practice of burning dead bodies, or as undead.

The Angel has come about from a desire of millions of living creatures trying to come to terms with this confusing situation. It is the product of millions of idle thoughts and thousands of considered philosophies.

The statue is animated, and although it cannot be harmed (immune to all attacks and magic) it can talk and interact with the player characters. It talks to them

"Within this book is the secret of Life and Death. You may read it if you wish, but if you do you must make a choice afterwards. Also no-one can be told the secret without them having to make the choice as well. Do you wish to read the secret?"

Anyone who reads the book, will see the following on a single page (the rest of the impressive tome is blank):

"You are either Living or you are Dead."

After the player characters have read the book, or been told the secret by one of their fellows, the Angel turns and says.

"So what is it to be?" both heads ask.

"Life?" asks the living head

"Or Death?" asks the dead head.

At this point Prince Anos, if still alive, jumps out from behind the Angel, as if he was hiding there all the time (which he wasn't if the characters looked for him).

"Death! Death! Join me in Death and we'll kill the lot of them!" he rants

"Silence!!! You have had your choice, now they must make theirs" says the Angel.

The Angel waits in anticipation for the player characters response.

Despite the rather bland answer that it gives to the question, the magical powers it can bestow are real and very potent.

If the character answers "Life":

- They become more attuned to the power of life.
- All hit points and wounds are healed.
- They immediately gain the Battle Magic spell Heal 6.
- Their Healing skill increases by 50%.
- They can bring Plague Zombies to rest by touch alone. Effectively this means that if the character succeeds in hand to hand attack vs. a plague zombie it is destroyed. Note this does not work on characters who have chosen Death (see below).

Life and Death



If the character answers “Death”:

- They immediately die and become an undead creature. This has the following game effects.
- Magic Points do not regenerate naturally, but they gain the ability to regain hit points by eating the flesh of sentient beings. For every point of SIZ consumed they gain 1 Magic Point.
- They can regenerate by spending Magic Points on a one to one basis.
- If their body is destroyed they become a Ghost and can dominantly possess another body, if live, or reanimate if already dead.
- Anyone slain by them is raised as a Plague Zombie. Note this does not work

on characters who have chosen Life (see above).

Anos’s reaction to all of this depends on the majority of the characters’ decisions.

If the majority comes down on the side of Death, he asks them to join him on his crusade against Life which starts with slaying their fellow party members who choose Life.

If the majority comes down on the side of Life, he will try to slip away back through the portal. Make an opposed roll of Anos’s Deception vs. the characters’ Perceptions. If Anos is successful he will gather his ‘troops’ and head back to Miraz, to start his Empire of the Dead.

THE HALLS OF THE GODS

This is the Other world of the Shattered Lands. It used to be a place teeming with Gods, Goddesses and their servitors. It was their paradise, where faithful worshippers went to spend their afterlife. Some parts were Hells where the sinful went to spend an eternity being punished. However when the last Lion Emperor ascended to it, for purposes that are long forgotten, his very act of doing so completely 'wiped' everything. Paradise, Hells, Gods, Goddesses and all their servants ceased to exist in this mythic space.

Now it best described as a blank brilliant white space, which is occasionally home to an otherworld entity or mythic landmark that has arisen since the Age of Isolation.

For example

The Tyranny

This is the source of the magic of the Dominator cult. It appears as a large imposing step pyramid that rises out of nowhere. On the flat top in black glass jars are the brains of the hundred tyrants of Miraz, which advise and whisper to the current Tyrant through his dreams. It has a real world mapping to the city of Miraz, and if the portal magicians of Zerca where ever to cast their spells in the city they would go slap bang into this landmark. The Tyranny possesses formidable mind control powers, and is protected by the thousand souls of Death Watch members killed in action, who are fierce demons of combat dressed in shining black armour. The Tyranny is also served by the Eternal Administration, demons of knowledge who maintain the Compendium of Doom.



LIFE & DEATH: CHARACTER DIGEST

This chapter collects together all the game statistics for all the characters encountered in the adventure for easy reference.

MIRAZ

TYPICAL CITIZEN

Dress: Conservative and covering body without adornment. Women wear full dresses and headdresses which cover up bare flesh. Men wear workman-like trousers, boots and tunics with short, cropped hair. Older men, 30 plus, grow beards as a symbol of their age and experience.

Personality: Publicly dour and servile. Once behind closed doors, they lighten up considerably and like to tell stories and sing songs of others', usually foreigners', misfortunes. Most Mirazians are pathologically sarcastic.

STR: 12 CON: 12 DEX:12 SIZ:12 INT: 10 POW:10
CHA: 8

Hit Points 12 Major Wound 6

Damage Modifier 0

Magic Points 10

Movement 15m

Armour None

Significant skills

Dodge 35%, Perception 40%, Resilience 40%, Persistence 40%, Performance (Sing or Play Instrument) 40%, Streetwise 30%, Craft (appropriate to trade) 50%

Close Combat 25% Improvised weapon (such as broken bottle, chair leg etc) 1D4

Unarmed Combat 30% Fist and Kicks 1D3

Ranged Combat 15% Improvised thrown weapon (eg stone, chair, pan) 1D4 (Range 10m)

Equipment (other than weapons) :

Tools of their trade.

Treasure

1D10 Iron pieces

Motives

- Stay out of trouble
- Defend their city against foreigners
- Do their job well

Relationships

Loyalty to the Tyrant 100%

Loyalty to family 80%

Loyalty to co-workers 75%



THE DEATH WATCH

The Tyrant's black-clad secret police, named for the time of day, after midnight, that they take to the streets in search of criminals and other enemies of the state.

Their duties are; Bodyguards to the Tyrant, Elite special forces, Infiltrators of suspected subversives, spy on foreigners.

STR: 17 CON: 15 DEX: 16 SIZ: 12 INT: 14
POW: 15 CHA: 12

Hit Points 16 Mortal Wound 8

Damage Modifier +1D4

Magic points 15

Armour 5 Chain mail under black robes.

Significant Skills

Influence 80%, Deception 80%, Athletics 80%, Dodge 80%, Resilience 80%, Persistence 50%

Close Combat 75% Scimitar 1D6+1, Dagger 1D4+1

Ranged Combat 75% Short Bow 1D8 (Range 60m, Load 1 Round), Thrown Dagger 1D6 (Range 10m)

Equipment (other than weapons):

x2 Flash power (throw on floor, Resilience or blinded for d4 minutes)

Treasure

None

Motives

- Root out traitors and subversives
- Find opponents worthy of their skills

Relationships

Loyalty to the Tyrant 100%

“BODYGUARDS TO THE TYRANT, ELITE SPECIAL FORCES, INFILTRATORS OF SUSPECTED SUBVERSIVES, SPY ON FOREIGNERS.”



IRON LEGIONARY

These are the legendary soliders of Miraz. Disciplined and loyal like no other troops, they are armed with steel weapons and plate armour mined from Miraz's infamous Iron Mines. The typical solider is a volunteer who signs up for a steady income, the chance to see the world, fight in the most professional army of all the Five Cities and retire after 25 years with a state pension and a small plot of land in the belt around the city.

These tough soldiers are currently deep in the Badlands on their way to one of the other city states. If the Tyrant manages to recall any of them to defend the city against the revolution or the worsening Zombie horde, these are the stats of an experienced veteran who has been in the Legions for at least five years.

STR: 14 CON: 14 DEX: 14 SIZ: 12 INT: 10
POW: 10 CHA: 10

Hit Points 13 Major Wound 7

Damage Modifier +1D4

Magic Points 10

Movement 15 m

Armour: Iron Plate 6 pts

Significant skills

Resilience 50%, Persistence 30%, Dodge 40%,
Streetwise 35%, Perception 40%

Close Combat 60% Long Sword 1D8, Short
Sword 1D6+1, Dagger 1D4+1, Target Shield
1D6

Ranged Combat 50% Javelin 1D6 (Range
28m)

Equipment (other than weapons)

Bedding roll, waterskin, two weeks rations.

Treasure

1D10 in Iron pieces.

CITY GUARDSMEN

This small force of men, around one hundred, act as the day to day police force for the city.

A small detachment of twenty men are equipped with Iron Plate, mainly to impress foreign visitors, but otherwise they are armoured in more modest and less heavy leather. The guardsmen are good at dispersing crowds and picking out small time thieves and troublemakers, but any harder targets, such as the player characters, they will back off and let the Death Watch handle.

STR: 12 CON: 13 DEX: 15 SIZ: 12 INT: 13

POW: 10 CHA: 13

Hit Points 13 Major Wound 7

Damage Modifier 0

Magic Points 10

Movement 15m

Armour: Iron Plate 6 pts or Leather 2pts

Significant skills

Resilience 40%, Persistence 30%, Dodge 50%,
Streetwise 65%, Perception 60%

Close Combat 45% Short sword 1D6, Dagger
1D4+1

Ranged Combat 50% Sling 1D6 (Range 50m)

Equipment (other than weapons)

None

Treasure

1D4 in Iron pieces.

THE TYRANT MENDOSA

The Tyrant dresses in purple robes, gold rings and earrings and sports a thick, black, braided beard that reaches down to his stomach. Upon his head is the gold and ivory crown of the Tyrant and around his neck is the iron talisman of the first Tyrant, his badge of office. He is doused in sweet and expensive perfumes and walks gracefully with power. Trained since birth to hold this office, Mendosa is the pinnacle of Mirazian manhood, and he knows it. Considered a living god by the majority of his people, he does not disappoint in his behaviour.

Mendosa's primary objective is to restore order in his beloved city. Then mercilessly hunt down and punish those who brought the plague.

STR: 17 CON: 18 DEX: 17 SIZ: 14 INT: 18
POW: 21 CHA: 18

Hit Points 16 Mortal Wound 8

Damage Modifier +1D6

Magic Points 21

Movement 15m

Armour 5pts

Chainmail (if prepared)

Hero points 5

Significant skills

Athletics 75%, Dodge 150% , Oratory 125%
,Persuade 125%, Resilience 80% ,Persistence 150%

Close Combat 120% +25% (Weapon Enhance 5)
The Scimitar of the Tyrant (magic sword with Weapon Enhance 5) 1D6+1+ 5 (Weapon Enhance 5)+1D6

Ranged Combat 95% Ivory hunting bow of the First Tyrant (a magic long bow enchanted with Multimissile 3) 2d8 (Range 175m, Load 1 round)

Magic

Battlemagic (105 %) Magic Point 21

Enhance Influence 5, Befuddle 5, Demoralise 5, Heal 4

Equipment (other than weapons)

None

Treasure

10 million Iron pieces in treasury

Motives

- Preserve the Tyranny of Miraz
- Remain the Tyrant
- Make sure the best Prince becomes Heir
- Punish disobedient.

Relationships

Father to Prince Anos 50%

Father to Prince Zanso 90%

Ruler of Miraz 100%



CAPTAIN RHIANNON WINDROSE

Rhiannon wears blue flowing robes over a set of chainmail. Her weapons are usually on display, showing that she means business and is not to be messed with. Her long blonde hair is tied back in a braid, and what should be a beautiful face is usually focused into a hard stare.

Originally from Zerca, the city of the Sorcerers, she left when she came of age because of a natural dislike of magic use. She was a member of many mercenary bands until she landed the job as Captain of the Miraz City Guard.

She hides her dislike of the Tyrant's social policy because of her innate professionalism and the fact that the pay is very good. This occasionally clashes with her strong sense of justice. Accompanied by a detachment of ten cavalry, she is aware of Tel-Kar-Nath's presence in the city and is aware that the Prince has approached him. She needs someone to find out what Tel-Kar-Nath's plans are and is likely to either hire the characters or follow them when they leave the city.

“ORIGINALLY FROM ZERCA, THE CITY OF THE SORCERERS, SHE LEFT WHEN SHE CAME OF AGE BECAUSE OF A NATURAL DISLIKE OF MAGIC USE.”

STR: 14 CON:12 DEX:18 SIZ:10 INT:15
POW:14 CHA:15

Hit Points 16 Mortal Wound 8

Damage Modifier 0

Magic Points 14

Movement 15m

Armour 5pts Chainmail (if prepared)

Hero points 5

Significant skills

Resilience 75%, Persistence 50%, Influence 70%, Streetwise 50%, Language Mirzian 65%
Language Zercan 75%, Ride 75%.

Close Combat 75% Long Sword 1D8 Target Shield 1D6

Ranged Combat 85% Long Bow 2d8 (Range 175m, Load 1 round)

Magic

None

Equipment (other than weapons)

None.

Treasure

About 1,000 Iron pieces in savings in her quarters

Motives

- Find out what Tel-Kar-Nath is up to.
- Stop the Plague
- Serve the Tyrant with honour and dignity

Relationships

Loyal to the Tyrant 90%

Leader of the City Guard 99%

Hate Prince Zanso 65%

Professional rival of the Big Boss 75%

Fear Prince Anos 75%

TEL-KAR-NATH

Once a fine figure of a man, he is now bent over and his flesh desiccated, a few strands of hair all that is left of a full, luxuriant head of hair. He wears basic brown robes, that are dirty and bloodstained. Long hands with finger nails that are extended and dirty, constantly fidget with a life of their own.

He is an immoral, insane and immortal ancient and evil sorcerer. He considers himself representative of 'Death'. His past as a court sorcerer of the Lion Empire is long forgotten, blotted out by his unholy obsession.

STR: 21 CON: 21 DEX: 14 SIZ: 10 INT: 21
POW :21 CHA: 6

Hit Points 16 Major Wound 8

Damage Modifier +1D6

Magic Points 21 +10 stored in Crystal Skull
Movement 15m

Armour Cloak of Iron (Magic item) 6AP.

Magic

Battlemagic (105%)

Babel 2, Darkwall 4, Disruption 4 ,
Countermagic 4, Cover of Night 4, Heal 6,
Ignite 5

Crystal Magic Skull, which stores 10points
of Magic points.

Cloak of Iron –charm with protection 6

Hero Points 3

Significant skills

Perception 130%, Resilience 130%,
Persistence 140 %, Influence 150%, Stealth
105%

Unarmed Combat 50% Ghoulish claw 1D4+1,
Deathly Bite 1D3 + Special

He can get in two claw attacks per combat
round, one at DEX 14 and another at DEX 7

Tel-Kar-Nath regains hit points by his
deathly bite. For each point of damage

done he regains instantly 1 hit point. He
also gains 1 hit point per Siz of sentient
creature he eats.

Being a creature of the undead he does not
regain hit points naturally.

Equipment (other than weapons)

None.

Treasure

None.

Motives

- Initiate more people into the Secret of Death
- Bring Death to the living

Relationships

To Death 100%

Master of Prince Anos 55%



THE GHOST OF THE PROPHET

Killed over a century ago, by the rulers as part of a no magic-users, priests or spiritualists rule.

As he was taken to the executioner's block to be hung, drawn and quartered he famously bellowed out the crowd;

“One day a plague will come to this evil city, and then you will have to choose between life and death”

Where he came from was a mystery, and his warning is the only memory of him in the minds of the Mirazians.

He is occasionally glimpsed at night hanging around Executioner's Square, a dignified looking man with long hair and a white beard in white ghostly robes.

He has no stats since he can not interact with the world or the player characters.

Goal

Although he cannot interfere directly with the characters, he can advise them. He watches them first, ('you feel a ghostly presence') and then, if convinced they are working against Tel-Kar-Nath, will approach the players and help with advice. If he finds out that the players are working with Tel-kar-nath he will hinder and berate them as much as possible.

Motives

- Stop Tel-Kar-Nath
- Encourage characters to choose Life when they meet the Angel of Life and Death
- Stop anyone choosing Death

Relationships

None

SANAGO, LEADER OF THE REVOLUTION

Once upon a time, Sanago was a simple cobbler. What made him come up with the idea that the city would be better off without the Tyrants and the Agents is a mystery. Was it because his younger brother never came back from one of the wars? Or has discontent been secretly brewing in his family for centuries? Whatever it is, Sanago is the heart and soul behind the People's Revolution.

He is a big tower of a man, if slightly overweight, in his early 40s. He wears his hair short and has a thick moustache above his upper lip. He wears the typical peasant clothes, a white tunic and trousers, and a red neck tie, which he says represents the blood of the people.

STR: 15 CON: 15 DEX: 12 SIZ: 16 INT: 16
POW: 16 CHA: 18

Hit Points 15 Major Wound 8

Damage Modifier +1D6

Magic Points 16

Movement 15m

Armour worn 2pt Leather

Skills

Influence 85% Streetwise 75% Persistence 65% Resilience 65% Dodge 45%

Close Combat 65% Long Sword 1D8 Dagger 1D4+1

Ranged Combat 45% Sling 1D6 (Range 50m)

Equipment (other than weapons)

None

Treasure

None – although his followers could probably cobble together around 500 Irons as a ransom.

Motives

Bring to an end the Tyranny

Protect his people from harm

Relationships

Leader of the Peoples' revolution 100%

PLAGUE ZOMBIES

Rotting, shambling corpses. Pretty standard Zombies with the added bonus that if they kill you, you rise as one of them and become part of the 'Plague' of Zombies that are afflicting Miraz.

RANDOM CHARACTERISTICS

STR	3D6+12	(22)
CON	1D6	(3)
DEX	1D6+3	(7)
SIZ	3D6	(10)
INT	1D3	(2)
POW	1D3	(2)
CHA	1D3	(2)

AVERAGE ZOMBIE

STR:22 CON:3 DEX:7 SIZ:10 INT:2 POW:2
CHA:2

Hit Points 7

Major Wound 4

Damage Modifier +1D6

Magic Points 2

Movement 10 m

Significant Skills

Resilience 80% (immune to disease),
Persistence 100% (Mindless immune to
mind controlling magics), Dodge 0%

Unarmed Combat 30% Fist/Bite 1D3

Ranged Combat 25% Improvised weapon
1D3 (Range 10m, Load 1 round)

Plague Zombies will occasionally pick up
tables, chairs and other bits of debris and
fling them at their opponents.

Magic

None

Equipment (other than weapons)

None

Treasure

None

Plague Zombies carry the power of
undeath in their very being. The 'plague'
they carry is that anyone who is slain by
them comes back after 1D20 hours as one
of them.

If you are using Mortal Wounds rule, Plague
Zombies do not suffer shock related effects
of Mortal wounds, but still suffers the loss
of limbs etc.

THE IRON MINES

THE MINE GUARDS

Use the stats for City Guards.

THE SLAVES (APPROX 500)

These miserable but hardy specimens, most
dressed only in rags, sulk within the mine
waiting their chance to burst out and gain
their freedom.

STR: 14 CON: 14 DEX: 12 SIZ: 12 INT: 10
POW: 10 CHA: 8

Hit Points 13 Major Wound 7

Damage Modifier +1D4

Magic Points 10

Movement 15m

Armour Leather 1pt

Significant skills

Dodge 55%, Perception 50%, Resilience 60%,
Persistence 40%

Close Combat 30% Short Sword 1D6,
Improvised weapon (such as broken bottle,
chair leg etc) 1D3

Ranged Combat 15% Improvised thrown
weapon (eg stone, chair, pan) 1D3 (Range
10m)

Equipment (other than weapons)

None

Treasure

None

Motives

- Stay alive
- Gain their freedom!
- Death to the Tryant!

ANNIASTA, REVOLUTIONARY

A feisty woman in her late twenties who joined the revolution to bring down the Patriarchal Tyranny after suffering injustices at the hands of its Agents and seeing her husband 'disappeared' by the Death Watch.

She looks like any other peasant woman, in white linen skirts and multi-coloured scarves, until she fixes her determined gaze upon whom she is talking to.

With no family, she accepted the dangerous mission of infiltrating the mine and her determination and persuasiveness has won over the miners.

STR: 15 CON: 14 DEX: 16 SIZ: 10 INT: 16
POW: 15 CHA : 15

Hit Points 12 Major Wound 6 Damage
Modifier+1D4 Magic Points 15 Movement
15m Armour None

Significant skills

Resilience 60% Persistence 60% Dodge 40%
Influence 80% Oratory 75%

Close Combat 60 % Short Sword 1D6

Ranged Combat 40% Sling 1D6 (Range 50m)

Magic

None

Equipment (other than weapons)

None

Treasure

None

Motives

- Lead the slaves to freedom!

KRAZAR ,THE BIG BOSS

Krazar is a noble from Miraz, whose family was well connected enough to get him this post. Their hope that he would use this important position as a step-up to being Tryant, but he has been too lazy to capitalise on it and has gone seriously to seed during his five years here. He is depraved and corrupt but well aware of the dangerousness of the situation.

STR: 10 CON: 12 DEX: 10 SIZ: 18 INT: 12
POW: 12 CHA : 18

Hit Points 11 Major Wound 6

Damage Modifier +1D4

Magic Points 12

Movement 15m

Armour: Chain mail 5pts if prepared.

Significant skills

Resilience 30%, Persistence 50%, Dodge 25%,
Influence 80%

Close Combat 50% 2-H Heavy Mace (His
'Justice Stick') 1D8+1

Magic

None

Equipment (other than weapons)

None

Treasure

About 1,000 irons in misbegotten gains hidden in a chest in the basement of his mansion.

Motives

- Stay alive
- Keep his job as Mine Governor – possibly more if situation presents itself.

PRINCE ZANOS

This twenty-year old is the obvious heir to the Tyranny. Charming, handsome and with a forceful personality. His only fault is that he is of quite dull and average intelligence. However the threat of nasty death at the hands of zombies has galvanised him into action against his brother, and true to his line he is out to get what he can from this sad situation at the mine and the city. A military man at heart, his father has appointed him as leader of the Death Watch.

STR: 16 CON: 17 DEX: 17 SIZ: 13 INT: 12
POW: 15 CHA : 17

Hit Points 15 Major Wound 8

Damage Modifier +1D4

Magic Points 16

Movement 15m

Armour Iron Plate 6pts

Significant Skills

Resilience 65%, Persistence 75%, Dodge 65%, Influence 85%, Athletics 65% .

Close combat 85% Long Sword 1D8, Short Sword 1D6, Dagger 1D4+1, Target Shield 1D6

Ranged Combat 75% Long Bow 2d8 (Range 175m, Load 1 round)

Magic

Battle Magic Casting 50%

Demoralise, Glamour 2.

Equipment (other than weapons)

Horse with saddle

Treasure

100 irons in gold jewelry.

Motivations

- Eliminate Anos as a rival to becoming Tyrant.
- Remove Krazar as mine govenor.

PRINCE ANOS

Once a rather weedy eighteen year old, who despite the rigorous training of a potential heir was rather sickly and weak. He only managed to survive the Tyrant's court because of his high intelligence. Since meeting Tel-Kar-Nath, he has become obsessed with his vision of a Dead World ruled by himself.

He wears black robes, heavy black eyeliner and nail polish, the whole effect would be comical if it wasn't for that manic gleam in his eye.

STR: 8 CON: 8 DEX: 10 SIZ: 10 INT: 19
POW: 18 CHA : 15

Hit Points 9 Major Wound 5

Damage Modifier 0

Magic Points 18 Movement 15m

Armour None.

Significant Skills

Resilience 50%, Persistence 80%, Dodge 50% Influence 80%.

Close Combat 60% Dagger 1D4+

Magic

Battle Magic Casting 80%

Befuddle, Demoralise, Call Spirit , Countermagic 3, Cover of Night, Darkwall, Disruption 3

Equipment (other than weapons)

None

Treasure

None – Anos has no use for material possessions.

Motives

- Journey to the Halls of the Gods to gain the Secret of Death.
- Kill Zanos and become the Tyrant.
- Kill anyone who gets in his way.
- Become Emperor of Dead World.

Life and Death

THE PIT DEMON

It is a quivering mass of a slug-like body, covered with mouths, eyes, at least fifty tentacles and a scaly, steel-hard hide.

The pit demon is a classic example of a OpenQuest monster that is not meant to be defeated by the player characters, but avoided as quickly as possible.

STR: 50 CON: 50 DEX: 14 SIZ: 200 INT: 30
POW: 30 CHA : 0

Hit Points 125 Major Wound 63

Damage Modifier +14D6

Magic Points 30

Movement Sluglike it slithers along at 6m

Armour: 6 points of steel hard Demon Hide

Significant Skills

Resilience 125%, Persistence 65%, Dodge 0%, Perception 65%, Athletics (Brute force)

125%

Unarmed Combat 75% Tentacle Bash 1D6, Tentacle Grab Special, Bite 1D6.

The Pit Demon can use 1D10 of its tentacles to attack each round. Its bash attack can reach five metres away from it. If it successfully grabs an opponent, the next round it gets an extra bite attack at the held opponent. To escape being held either make an opposed Athletics roll or slash/bash the tentacle – with each point damage dealt giving the held a 10% chance to escape.

Magic

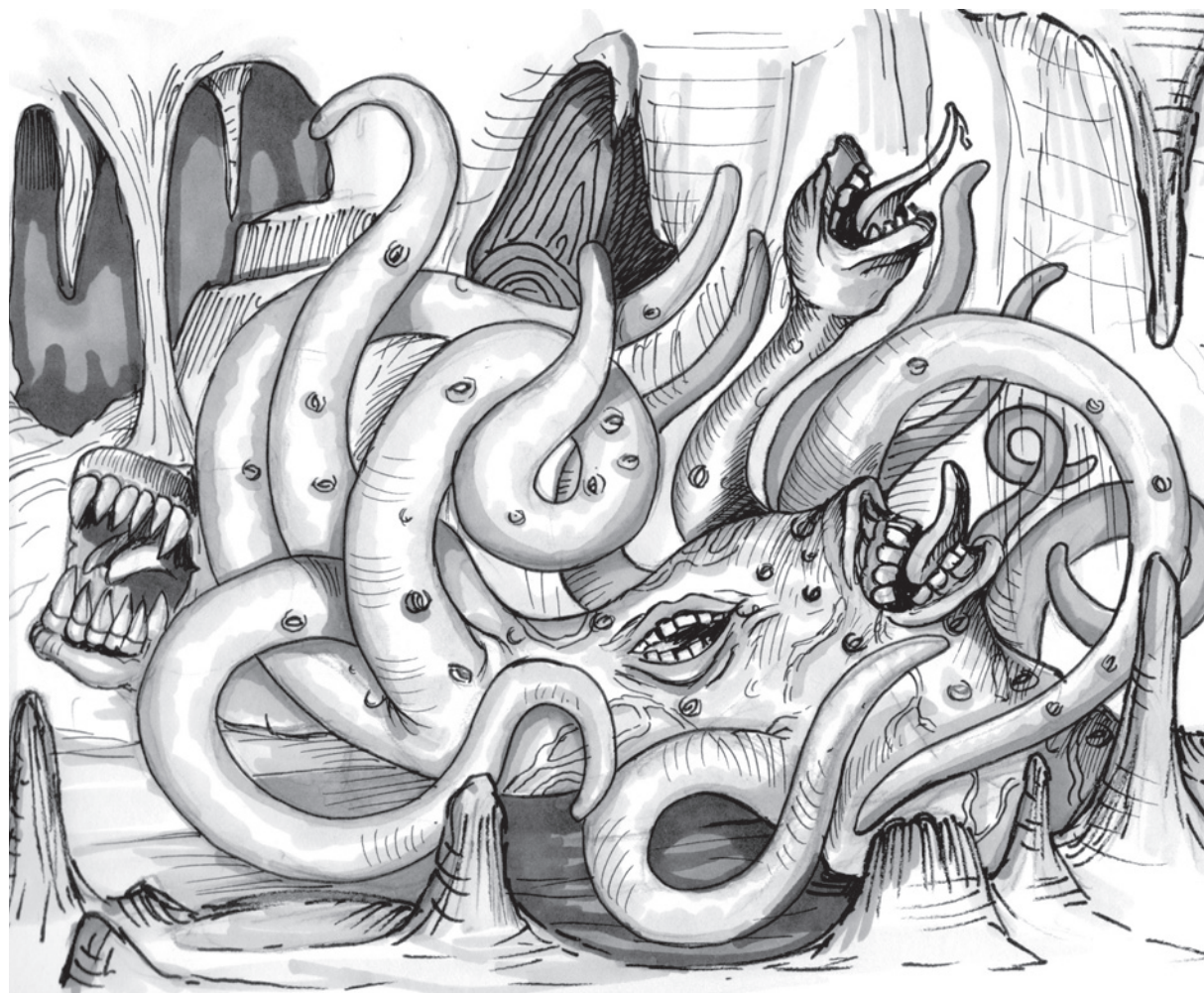
None

Equipment (other than weapons)

None

Treasure

None



Life & Death: Character Digest

LIFE AND DEATH: RESOLUTION

Ultimately it is up to the players how they guide their characters through this adventure.

However at some point it must end and it is the Games Master's job, with the help of the players, to find a satisfying ending.

Here are a few example endings, based upon what has happened in actual play-testing of this scenario.

THE REVOLUTION

Sanago and the oppressed people of Miraz rise up. With the aid of the player characters, the Tyrant and his heirs are removed. Tel-Kar-Nath is not an immediate priority and is either destroyed in the aftermath of the revolution, by the player characters or Sanago's men, or has sense enough to leave town. Either way the Plague and the Tyrants are removed from the city, leaving its people unsure of what to do next.

SHOWDOWN WITH TEL-KAR-NATH

This is a short punchy ending, suitable if the players are showing fatigue from a long investigation in the city or if you are playing the adventure as a four-hour one-shot.

The players confront Tel-Kar-Nath in his lair in the Stuck Pig and, after an epic fight, defeat him and his Zombie bodyguards. With the source of the plague gone, the rest of the Zombies are easily overcome or simply fall down dead.

Prince Anos is either slain by his brother, bungles his attempt to open a portal to the Halls of the Gods and gets lost there, or for the time being does not return to Miraz.

THREE-WAY POWER STRUGGLE

The scenario focuses on the struggle of the Tyrant, Prince Zanos and Prince Anos.

Each gathers their forces and prepares to destroy their enemies. At first Mendoza and Zanos work together to destroy Anos, but after this is achieved Zanos betrays his father, who he sees as weak.

The player characters may be allied with one or more of the factions, and may be busy doing deals of their own with the opposing sides.

Whoever ends up top dog at the end of the showdown, will reward his supporters with money and positions of power and will be merciless in the pursuit of those who were on the losing side.

THE EMPEROR OF THE DEAD

Despite their best efforts to wipe out the plague in Miraz, by destroying Tel-Kar-Nath, it soon becomes apparent that the horror is continuing and that he had an apprentice. It should be quite clear from talking to various people that the heir is Prince Anos. Hopefully the player characters work out that Anos is at the Iron Mines, and quickly move to get him before he becomes too powerful. Otherwise he comes to Miraz at the head of an army of five hundred Plague Zombies!

SAMPLE ROUTE THROUGH THE ADVENTURE

While the adventure is designed to be free-roaming, with the players choosing their own direction, here's a sample way of navigating it to give the Games Master an idea of how things could go and a framework if the players are less than forthcoming with ideas.

The village outside the walls – the game starts at the village and the player characters enjoy a night of hospitality at the Hostel of the Foreigners.

Arrival in the city – after getting past the gate guards, the player characters enter the city. Depending on what they do, they may or may not have talked to Rhiannon Windrose, who will have filled them in regarding the situation within the city.

Intrigue and Investigation in the city - The players talk to various people, such as the Death Watch and the Tyrant, who in turn

want to talk to them. They find out about the mysterious Necromancer who helped Prince Anos and decide to find him in the western quadrant of the city.

Zombies! – The characters head past the cordons and start encountering Plague Zombies. Lots of them!

The lair of Tel-Kar-Nath – The characters confront and kill Tel-Kar-Nath in his cellar lair in the Stuck Pig Tavern. Before he expires they learn of his apprentice Prince Anos.

Infiltrating the Iron Mines – The characters avoid the three-way standoff at the mines, by gaining the confidence of all three groups.

The Temple of the Pure – The characters defeat Anos' followers and go through the Portal.

Showdown in the Halls of the Gods – The characters choose Life when asked by the Angel. They stop Anos from going through the Portal and destroy him!



AFTERMATH

IF THE CHOICE WAS DEATH...

If the player characters overwhelmingly choose Death, life (or unlife) suddenly becomes very interesting.

The Legions of the Dead arise, and under Demonic Undead Generals systematically attack the five cities. No living being is spared.

Eventually the slaughter ends, and everything becomes still. Trees, grass, the bodies of animals and men alike rot into the ground. All becomes dust.

The curtain comes down over a lifeless world and the story ends here.

IF THE CHOICE WAS LIFE.

If the player characters overwhelmingly choose life, as one sincerely hopes they do, life in the Shattered Lands becomes a bit brighter as a spark of hope is lit.

The most significant thing is the power of Magic becomes much stronger.

Both Battle Magic and Sorcery are no longer limited in Magnitude and, more importantly, Divine Magic becomes available. As well as Common Divine Magic, each deity gains a few Special Divine Magic spells.

Special Divine Magic by Deity.

STARVAS THE SWORD SAINT

Shield, True (weapon).

FELORA THE LUCKY

Reflection, Sureshot.

THE FOOL

Illusion, Madness, Reflection.

THE RED HAND GANG

Gain access to the following Sorcery spells;

Animate (Substance), Cast Back, Create Spell Matrix, Create Scroll, Damage Boosting, Damage Resistance, Diminish (Characteristic), Energy Projection (type), Enhance (Characteristic), Fly, Form/Set (Substance), Glow, Hinder, Holdfast, Mirage, Mystic Vision, Neutralise Magic, Protective Sphere, Spell Resistance, Treat Wounds.



APPENDIX: THE ADVENTURERS

Here are six characters, so you can pick up and play the adventures with the minimum of preparation.

GAZZIM

He is a Nomad brave from the Evil Rhinos clan, a group of belligerent Badland nomads who survive by raiding traders and local towns. Gazzim walks tall and all over those who are weaker than him.

GORNAM THE PROTECTOR

Gornam is a millta man from the town of Bad Creek in the Badlands. Constantly beset by nomadic raiders and monsters, Gornam is one of the few men that defend the town with a grim determination.

LOLPOL THE LUCKY

With a talent for 'minor' magic Lolpol is a street magician who performs small magic for normal people who can't afford the exorbitant fees the Colleges of Magic charge. Her most noted trick is her Fortune spell, hence the name.

NOLA THE OWL

A wily contract killer from Aztar who works for the highest bidder.

TOLGAR DEATHHEAD

Tolgar is one of Inzom's Death Warriors, an urban police force that keeps down malignant elements in the city, living and dead, and is sanctioned to use force were necessary.

VISMA THE MOULDY

A mortuary assistant, who tends the dead of the Public Tombs. Visma is a rough and uncouth woman, quick to see a profit from someone else's misfortune.

OpenQuest

Name	Gazzim
Race/Gender	Human Male, Evil Rhino Rider Nomad
Age	30

ST rength	CON stitution	DEX terity	SIZE	INT elligence	POW er	CHA risma
14	18	16	9	15	14	8

Hit Points					Damage Modifier	0	Portrait	Magic Points												
Total Hit Points=13								Movement Rate	15m	Total Magic Points=14										
1	2	3	4	5						Armour Worn	Leather	1	2	3	4	5				
6	7	8	9	10								Armour Points	2	6	7	8	9	10		
11	12	13	14	15										Hero Points	3	11	12	13	14	15
16	17	18	19	20												16	17	18	19	20
21	22	23	24	25												21	22	23	24	25
Major Wound Level =																				

Skills

Practical

Skill	Base	%
Athletics	DEX+STR	55
Craft	INT +10	25
Deception	DEX +INT	36
Driving	INT+DEX	31
Engineering	INT +10	25
Healing	INT +10	25
Influence	CHA +10	18
Mechanisms	DEX+INT	31
Performance	CHA +10	18
Perception	INT+POW	54
Riding	DEX+POW	50
Sailing	DEX+INT	31
Streetwise	CHA+POW	22
Trade	INT +10	25

Knowledge

Skill	Base	%
Culture (Own)	INT+ 10	25
Language (own)	INT + 50	65
Nature Lore	INT +10	55
Culture ()	INT	
Miraz		25
Language ()	INT	
Mizaz		25
Lore ()	INT	

Resistances

Skill	Base	%
Dodge	DEX+10	51
Persistence	POW+10	24
Resilience	CON+POW	57

Magic

Skill	Base	%
Battle Magic Casting	POW X 3	42
Sorcery Casting	INT	15
Religion (Own)	INT+10	
Religion ()	INT	
Cult membership		
None	Rank	None
Spells		
Weapon enhance 2		
Strength 2		
Fanaticism 2		

Combat

Skill	Base	%
Close	DEX+STR	50
Ranged	DEX+INT	41
Unarmed	DEX+STR	40
Weapons		
2H Great Axe 2d6+2		
Thrown Short Spear 1d8		
Dagger 1d4+2		

OpenQuest

Name	Lolpol the Lucky
Race/Gender	Human Female
Age	21

ST rength	CON stitution	DEX terity	SIZE	INT elligence	POW er	CHA risma
10	10	14	8	18	18	16

Hit Points					Damage Modifier	0	Portrait	Magic Points												
Total Hit Points= 9								Movement Rate	15m	Total Magic Points=18										
1	2	3	4	5						Armour Worn	Leather	1	2	3	4	5				
6	7	8	9	10								Armour Points	2	6	7	8	9	10		
11	12	13	14	15										Hero Points	3	11	12	13	14	15
16	17	18	19	29												16	17	18	19	29
21	22	23	24	25												21	22	23	24	25
Major Wound Level = 5																				

Skills

Practical

Skill	Base	%
Athletics	DEX+STR	24
Craft	INT +10	28
Deception	DEX +INT	42
Driving	INT+DEX	32
Engineering	INT +10	28
Healing	INT +10	28
Influence	CHA +10	56
Mechanisms	DEX+INT	32
Performance	CHA +10	26
Perception	INT+POW	32
Riding	DEX+POW	32
Sailing	DEX+INT	32
Streetwise	CHA+POW	42
Trade	INT +10	28

Knowledge

Skill	Base	%
Culture (Own)	INT+ 10	28
Language (own)	INT + 50	68
Nature Lore	INT +10	28
Culture ()	INT	18
Miraz		43
Language ()	INT	18
Miraz		43
Lore ()	INT	18

Resistances

Skill	Base	%
Dodge	DEX+10	54
Persistence	POW+10	38
Resilience	CON+POW	38

Magic

Skill	Base	%
Battle Magic Casting	POW X 3	54
Sorcery Casting	INT	18
Religion (Own)	INT+10	28
Religion ()	INT	18
Cult membership		
None	Rank	None
Spells		
Heal 2		
Countermagic 2		
Befuddle		

Combat

Skill	Base	%
Close	DEX+STR	44
Ranged	DEX+INT	52
Unarmed	DEX+STR	14
Weapons		
Sling (1d6)		
Scimitar (1d8)		
Target Shield (1d6)		

OpenQuest

Name	Nola the Owl
Race/Gender	Human Female
Age	21

ST rength	CON stitution	DEX terity	SIZE	INT elligence	POW er	CHA risma
15	15	18	8	14	14	10

Hit Points					Damage Modifier	0	Portrait	Magic Points												
Total Hit Points= 11								Movement Rate	15m	Total Magic Points=14										
1	2	3	4	5						Armour Worn	Leather	1	2	3	4	5				
6	7	8	9	10								Armour Points	2	6	7	8	9	10		
11	12	13	14	15										Hero Points	3	11	12	13	14	15
16	17	18	19	20												16	17	18	19	20
21	22	23	24	25												21	22	23	24	25
Major Wound Level = 6																				

Skills

Practical

Skill	Base	%
Athletics	DEX+STR	43
Craft	INT +10	24
Deception	DEX +INT	52
Driving	INT+DEX	32
Engineering	INT +10	24
Healing	INT +10	24
Influence	CHA +10	20
Mechanisms	DEX+INT	32
Performance	CHA +10	20
Perception	INT+POW	38
Riding	DEX+POW	32
Sailing	DEX+INT	32
Streetwise	CHA+POW	24
Trade	INT +10	24

Knowledge

Skill	Base	%
Culture (Own)	INT+ 10	24
Language (own)	INT + 50	64
Nature Lore	INT +10	24
Culture ()	INT	14
Miraz		39
Language ()	INT	14
Miraz		39
Lore ()	INT	14

Resistances

Skill	Base	%
Dodge	DEX+10	28
Persistence	POW+10	24
Resilience	CON+POW	29

Magic

Skill	Base	%
Battle Magic Casting	POW X 3	42
Sorcery Casting	INT	14
Religion (Own)	INT+10	20
Religion ()	INT	
Cult membership		
None	Rank	None
Spells		
Multimissile 2		
Weapon Enhance 2		
Demoralise 2		

Combat

Skill	Base	%
Close	DEX+STR	43
Ranged	DEX+INT	60
Unarmed	DEX+STR	43
Weapons		
Nomad bow (1d8)		
Bastard Sword (1d8+1 if wielded 2H, 1d8 if wielded 1H)		

OpenQuest

Name	Tolgar Death Head
Race/Gender	Male Human
Age	28

ST rength	CON stitution	DEX terity	SIZE	INT elligence	POW er	CHA risma
18	14	12	14	12	14	10

Hit Points					Damage Modifier	+1D6	Portrait	Magic Points												
Total Hit Points=14								Movement Rate	15m	Total Magic Points=14										
1	2	3	4	5						Armour Worn	Leather	1	2	3	4	5				
6	7	8	9	10								Armour Points	2	6	7	8	9	10		
11	12	13	14	15										Hero Points	3	11	12	13	14	15
16	17	18	19	20												16	17	18	19	20
21	22	23	24	25	21	22	23									24	25			
Major Wound Level = 7																				

Skills

Practical

Skill	Base	%
Athletics	DEX+STR	35
Craft	INT +10	22
Deception	DEX +INT	24
Driving	INT+DEX	24
Engineering	INT +10	22
Healing	INT +10	32
Influence	CHA +10	40
Mechanisms	DEX+INT	24
Performance	CHA +10	20
Perception	INT+POW	36
Riding	DEX+POW	26
Sailing	DEX+INT	24
Streetwise	CHA+POW	49
Trade	INT +10	22

Knowledge

Skill	Base	%
Culture (Own)	INT+ 10	22
Language (own)	INT + 50	62
Nature Lore	INT +10	22
Culture ()	INT	12
Language ()	INT	
Lore ()	INT	
Undead		37

Resistances

Skill	Base	%
Dodge	DEX+10	47
Persistence	POW+10	29
Resilience	CON+POW	49

Magic

Skill	Base	%
Battle Magic Casting	POW X 3	42
Sorcery Casting	INT	12
Religion (Own)	INT+10	
Religion ()	INT	
Cult membership		
None	Rank	None
Spells		
Weapon Enhance 4		
Heal 2		

Combat

Skill	Base	%
Close	DEX+STR	55
Ranged	DEX+INT	37
Unarmed	DEX+STR	
Weapons		
Throwing star (D4)		
Great Hammer (2H) (2D8)		

OpenQuest

Name	Vismar the Mouldy
Race/Gender	Human Female
Age	23

ST rength	CON stitution	DEX terity	SIZE	INT elligence	POW er	CHA risma
14	18	14	12	16	14	6

Hit Points					Damage Modifier	+1d4	Portrait	Magic Points												
Total Hit Points=15								Movement Rate	15m	Total Magic Points=14										
1	2	3	4	5						Armour Worn	Leather	1	2	3	4	5				
6	7	8	9	10								Armour Points	2	6	7	8	9	10		
11	12	13	14	15										Hero Points	3	11	12	13	14	15
16	17	18	19	20												16	17	18	19	20
21	22	23	24	25												21	22	23	24	25
Major Wound Level = 8																				

Skills

Practical

Skill	Base	%
Athletics	DEX+STR	28
Craft	INT +10	26
Deception	DEX +INT	50
Driving	INT+DEX	30
Engineering	INT +10	26
Healing	INT +10	26
Influence	CHA +10	16
Mechanisms	DEX+INT	50
Performance	CHA +10	16
Perception	INT+POW	40
Riding	DEX+POW	28
Sailing	DEX+INT	30
Streetwise	CHA+POW	30
Trade	INT +10	26

Knowledge

Skill	Base	%
Culture (Own)	INT+ 10	26
Language (own)	INT + 50	66
Nature Lore	INT +10	26
Culture ()	INT	16
Miraz		36
Language ()	INT	16
Miraz		36
Lore ()	INT	16

Resistances

Skill	Base	%
Dodge	DEX+10	44
Persistence	POW+10	44
Resilience	CON+POW	52

Magic

Skill	Base	%
Battle Magic Casting	POW X 3	42
Sorcery Casting	INT	16
Religion (Own)	INT+10	26
Religion ()	INT	16
Cult membership		
The Balance	Rank	Lay
Spells		
Dispel Magic 2		
Multi-missile 2		
Protection 2		

Combat

Skill	Base	%
Close	DEX+STR	58
Ranged	DEX+INT	40
Unarmed	DEX+STR	38
Weapons		
Short Bow (1d8, 60m)		
2H Heavy Mace (1d8)		
Target Shield (1d6, Medium)		

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