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SPLINTERED PEACE



A D20 SYSTEM™ CAMPAIGN SOURCEBOOK
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ABOUT THE AUTHOR

David Chart teaches philosophy in Cambridge, England. His view of racial tensions is therefore informed by an English, rather than US, perspective, and the two are a bit different. This book was written over a year ago, when it did not seem so topical. It is his attempt to write a roleplaying scenario that does not rely on large-scale slaughter for its action, and which promotes the tolerance of difference. It shouldn't need to be

said, but despite the presence of many racist characters in this book, he is strongly opposed to racism. That's why the racists are the *villains*. He has written several roleplaying books, including *Heirs to Merlin* for **Ars Magica** and *Akrasia: Thief of Time* for the **D20 System**.

DEDICATION

This book is for my friends John Amaechi, David Boyle, Adam Mosley, and Rie Tsutsumi.

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WELCOME TO MARCHION

Harald was glad to be back in Marchion after a long trip through the mountains. It was getting late, and the dwarf was pleased he'd reached the city before the gates were shut for the night. He guided his pony through New Mages, relieved that the streets were less crowded than he had feared, and crossed the Upper Bridge into the Spires.

As he rode through the wealthy neighborhood, he noticed a number of residents giving him nasty looks. Looking around, he realized that he couldn't see anyone else riding. Blushing furiously, he dismounted and led the pony down a back street. Obviously some law about riding in the Spires district had been passed while he'd been away. The quicker he could get back to Stonewall and unload his mount, the better.

"Hello, dwarf."

The elf had stepped out of a doorway right in front of him, and Harald was distracted for a moment while he calmed his pony.

"Good evening, my friend. What can I do for you?"

"I'm no friend of yours, *dwarf*." Harald didn't like the sound of that, and particularly not the emphasis on the

last word. Glancing around, he saw that another three elves had come out of the shadows behind him. He took a deep breath, trying to stay calm.

"Well, no, we haven't met. My apologies. I am Harald Stonefist, a merchant. Pleased to meet you." The elf sneered at him.

"Hark at the dwarf. 'Pleased to meet you.' You won't be so pleased in a moment!"

The first kick came from behind, and as Harald turned he was struck again, in the shins. He lost his balance and fell to the ground, where the pounding began in earnest. He heard his pony run off as he ineffectually tried to fend off the blows with his hands.

Suddenly, the beating stopped, and he heard the sound of running feet.

"Are you alright?"

Harald forced open his swollen eyes, and looked at a familiar face; a well-known adventurer knelt over him. He managed to nod.

"I'm not supposed to need rescuing at *home*," he croaked, as he finally lost consciousness.



OVERVIEW

Welcome to Marchion, a city on the edge of civilization whose greatest enemies lie within. This combined sourcebook and campaign for the D20 System offers players the chance to save a city from itself.

Most roleplaying scenarios focus on overcoming an enemy, generally by violent means. *Splintered Peace* does not. There are enemies — raiding bands of orcs and their charismatic leader — but overcoming them is only a part of the campaign. The main goal is to rebuild a sense of community among the different racial groups inhabiting the city of Marchion before their dissension tears the city apart and leaves it open to destruction by the orcish horde.

It is not possible to rebuild trust by killing people, not even the people responsible for hatred. Thus the characters must oppose the hatemongers by other means, and take positive action to bring the citizens together again; a challenge as formidable as any military campaign or treasure-hunting excursion.

This campaign is about racism, and about the difficulties inherent in trying to oppose such beliefs. As such, it is only suitable for mature players. Their chronological ages are largely irrelevant, but no one prone to turning every gaming session into a slashfest will enjoy this campaign.

Some GMs may be used to running all humans as having one skin color, all gnomes another, all half-orcs a third, and so on. Because of the emotional weight attached to skin color in the real world, it's best if you make the assumption that everyone in

Marchion has approximately the same skin color. If some of the PCs happen to be a different color, this fact shouldn't be remarked upon.

Splintered Peace consists of two sections. The first part, Chapters One to Four, is a general guide to the city of Marchion. This section provides the information you need to use Marchion in your campaign, as a base for the player characters. Ideally, the characters who are to play in the campaign should be based at Marchion for some time before you run these adventures. This gives them an investment in the city, reasons not to simply abandon it, and potentially useful contacts. The description of Marchion is packed with adventure hooks, so that you should find it easy to write your own adventures set in the city.

The remainder of the book covers the events of Marchion's crisis. A brief overview may help you to integrate all the information there.

PLOT SYNOPSIS

A climatic shift has made the lands to the northwest of Marchion much colder and wetter. As a result, the orcs who lived there have begun migrating south. This has increased the number of orcs near Marchion's trade routes, prompted raids on trading caravans, and reduced the amount of trade flowing into the city.

This restriction is causing hardship, and it will get worse as time goes on. In such situations people look for someone to blame, and members of other races are a natural and common target. Marchion, like any other large community, contains a number of racists, and they capitalize on the opportunity to raise tensions further.

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Meanwhile, Kagrak Mage-eater, a charismatic orcish barbarian, is rallying tribes of orcs under his standard. He plans to lead them in a glorious assault on Marchion.

The player characters, to resolve the problems, must remove Kagrak from his position, probably by killing him, protect the trade routes from the new orcish presence, counteract the racist propaganda and a number of racist plots, and take positive action to encourage racial harmony. Success is not assured, although the heroes are almost sure to survive.

THE PLAYER CHARACTERS

The course that the campaign takes is almost entirely dependent on your players. Some events described in this book might never happen, and the players might take the plot in an entirely unexpect-

ed direction. However, the events described here are likely to happen, and the most probable player actions are covered.

The party should include at least one combat specialist to deal with Kagrak and the orcs, and at least one spellcaster with access to divination magic. Diplomacy and Gather Information are very useful skills. The party level should be around 8th, both to deal with the orc encounters and to maintain the respect of the city dwellers.

If any of the PCs are racist in the common “My dwarf hates orcs” way, roleplaying problems could arise. The character is likely to be uncomfortable seeing the consequences of his beliefs, and this might affect the player. Be sure that your players are comfortable with this theme before running the adventure. If the players are willing to face the issue, then good but slightly prejudiced characters provide an opportunity for excellent roleplaying, as they are given the opportunity to change their attitudes under the force of circumstances.

HISTORY

After several promising starts were foiled by orcs and other marauders, the city of Marchion was founded about 300 years ago, its security established by the wizard Pharran, who named the small settlement March Town, as it was on the marches, or borders, of the civilized world. The early city was a magocracy, until the Day of Green Smoke, when all the mages then in the city vanished. In the aftermath of that disaster, Marchton (as it was called by then) established a town Council, with representatives from the merchants, priests, and

the mages who had been out of town on the Day of Green Smoke.

The new Council proved to be dynamic and successful, and the city quickly became a major center for trade between the lands beyond the mountains and the rapidly developing plains. The name evolved to the current "Marchion," and people of all races immigrated to the growing urban center.

The city's internal politics are lively, but there has been no fundamental threat to its survival or unity.



ADVENTURE SEED: RELICS OF THE PAST

Genuine relics of the pre-Marchion inhabitants of the area share a number of features. Those that survive are made of adamantite, gold, glass, mithral, or stone, as other substances have corroded away. Doubtless many fragments of pottery also survive, but bits of broken pot all look alike to most citizens of Marchion. The items include weapons, jewelry, utensils, and things of no obvious function. They are decorated with abstract patterns based on curving lines, and they do not include right angles. The items are sized for a Medium-sized race, but all Marchion's current residents find them uncomfortable to use, as they are subtly the wrong shape. No enchanted relics of the culture are known, but some may have been hidden by their discoverers.

ADVENTURE SEED: THE INHERITORS

The Inheritors are a small organization in Marchion who believe they are the rightful heirs to the great wisdom and power of the original inhabitants of the site of Marchion. They collect the ancient relics and search for more. Most are poorer members of society, but the leaders include a couple of mid-level wizards who are interested in learning about the past as well as acquiring its power. The Inheritors often work as laborers, digging foundations for buildings and keeping any artifacts they unearth. Some members are not above stealing relics held by other people.

If player characters come to possess a relic of the original culture, the Inheritors try to get it from them, by purchase or by theft. There is also the possibility that the Inheritors will find something important, dangerous, or both.

The city's calendar numbers its years from the year that Pharran established the city on a firm basis. The Marchion year starts on the winter solstice.

The rest of this chapter covers the history of Marchion in more detail, including suggestions for adventures in the present day based on events in the city's past.

PREHISTORY

The site of Marchion was settled in the distant past, but no one knows by whom. Sometimes strange artifacts are unearthed by people digging foundations for houses, and many think that Mage Hill (see Chapter Four: Gazetteer, page 41) isn't a natural feature. However, these inhabitants, whoever they were, were long gone before the first recorded attempts to settle the site. Local folk tales tell of the buried complexes they left behind, but no one knows whether these stories have any substance.

FOUNDING THE CITY

The first recorded attempt to settle on the site of Marchion was made in the year -76 (76 years before Pharran) by the knight Guiscard. He brought his followers there, and fortified Mage Hill. Unfortunately, while Guiscard was a great warrior, he was a terrible administrator. He drove off the raiding monsters threatening his castle, but failed to

provide food and justice for the other inhabitants. Circumstances forced him to abandon his castle and return to the civilized lands.

The second attempt, organized by the merchant Isabelle Longfur, was rather more successful. She accompanied a group of settlers to the site in spring -45, and led a supply caravan back to the village the following winter. Her concern for logistics, and for making the settlement self-supporting, resulted in a thriving village by -40. At this stage, the settlement was large enough to serve as a trading base, as Isabelle had always intended, and she moved her operations there.

A small village had not been very attractive to the monsters that roamed the area. A trading post was a different matter, and in -38 Isabelle's village was attacked, and the merchant herself was killed. Although the inhabitants were scattered, they did return to their homes. In -35, a large tribe of orcs sacked the village, massacred the inhabitants, and took over the site.

Pharran came to drive the orcs away in -1, and he had done so by 0, when he arranged for settlers to come and live under his protection. He demolished the remains of Guiscard's castle, and created his own tower on Mage Hill. Isabelle's logistical arrangements were reinstated, and by year 5 March Town was a small but thriving town.

THE MAGOCRACY

Pharran and his associates retained all authority in the town. People unable to cast arcane spells were denied any role in city governance, but the mages tried to rule for the good of all. Which is not to say

ADVENTURE SEED: GUISCARD'S HEIRS

Guiscard sired heirs, the eldest being born in the castle on Mage Hill. That line has always claimed that Marchion is its rightful property, and has done so more vigorously the more powerful the city has become. The current representative of the line, Sir Conrad the Valorous, has sent a number of ambassadors to the city to press his claim. He is the lord of a moderately wealthy estate on the other side of the mountains, and the leader of an important company of mercenaries. Recent embassies have conveyed thinly veiled threats that have been dismissed out of hand by the Council.

ADVENTURE SEED: THE UNQUIET DEAD

Isabelle's trading post was built on Mage Hill, to take advantage of the defensible site and the remains of Sir Guiscard's castle. That is where the massacre of -35 took place. Some of the current inhabitants of Mage Hill claim that the ghosts of the victims still haunt the place, and retain a grudge against orcs and half-orcs. It is certainly true that very few half-orcs live on Mage Hill, but it isn't clear that ghosts are to blame.

that they were motivated by pure altruism. Pharran's vision was of a city where mages could freely pursue their research and spellcasting, without having to worry about interference from the authorities. He understood that an important part of that vision was a populace that was willing to have magical rulers.

THE COUNCIL CHAMBER

The ruling mages needed a neutral location to meet, and Pharran cooperated with a number of his associates to create a meeting place. This chamber was in a lavishly furnished extradimensional pocket. A great deal of treasure is said to have been kept there, as well as many powerful enchanted devices for the defense of the city. All of the mages who knew how to enter the chamber vanished on the Day of Green Smoke, and the tales of the chamber's contents have grown over the years. Many people believe hidden clues as to its entrance remain around Marchion, particularly in the old towers on Mage Hill.

The mages encouraged immigrants of all races to settle in the town, while the wizards and sorcerers built their towers on Mage Hill. Some trade was encouraged, but the main function of the town was to support the mages, so its growth was limited. Mage Hill itself was rapidly covered with towers, most raised by magic, and a support community grew up between the hill and the river. The mages had the Upper Bridge built, and a small settlement grew up on the left bank of the river. The Marchion

Festival (then known as the Marchton Festival), which marks the new year with spectacular displays of magic, dates from this period.

The magocracy came to an end in early spring 78. The day was clear and bright, and shortly after dawn thick green smoke began to pour from the ground on Mage Hill. It flowed out to fill the city, but also wrapped itself around the towers of the mages. Those trapped within the smoke were unable to see anything, but soon discovered that they could breathe the smoke without any trouble. As sunset approached, the smoke cleared. It didn't take long for people to discover that all the mages – bards, wizards, and sorcerers alike – had vanished, and that their towers stood empty on Mage Hill. The Day of Green Smoke had silently stolen the city's rulers.

THE COUNCIL

That night, the other leaders of the community, mainly merchants and priests, gathered to decide what to do. Many wanted to abandon the city, claiming that it was obviously cursed. Others were reluctant to leave their possessions, but shared the general fear. The assembled worthies had just about decided to abandon the town when an exhausted and bloodied adventurer staggered into their midst.

Kuanlo, a ranger who had performed many services for the town, described her experiences during the day, claiming to have fought a strange crea-

ADVENTURE SEED: THE GREEN SMOKE ABDUCTIONS

A number of medium-level arcane spellcasters living in the city vanish, and the rooms from which they disappeared are found full of green smoke. The Council wants to keep the events quiet, to avoid causing panic, and asks the player characters to investigate.

ADVENTURE SEED: TOWERS ON THE HILL

Over the centuries, parties of adventurers have cleared many of the towers on Mage Hill of their traps, guardians, and treasure, and the residences of mighty wizards have been turned into cheap housing for the lower classes. Some of the towers are still closed, either because no one has tried to enter them, or because the groups that did go in didn't come out. They provide opportunities for a classic dungeon adventure, with the ability to go home at night and sell the dungeon afterwards; Marchion law gives ownership to whoever clears them. One of the closed towers is Pharran's; it has claimed dozens of adventuring parties over the years, and thus has an ominous reputation.



ture from another plane. It had, she said, taken her spellcasting companions and swallowed them, but finally she, with the aid of her remaining friends, defeated it. Unfortunately, she was the only survivor of the battle.

The town saluted Kuanlo's courage, gave her a large reward, and resolved that, since the threat had obviously been defeated, they might as well stay where they were. They created a city Council, with seats for merchants, priests, and citizens, as well as for those mages who had been out of the city on that day. This Council elected a mayor to look after the daily business of the community, the first being a human merchant, Roderick Larson.

Kuanlo left the following morning, claiming she needed to go on a pilgrimage. Within a month, people realized that none of her friends seemed to be missing, and remembered that she had never been the most honest of citizens; courageous, yes, but not honest. Doubts were cast on her story, but since nothing had happened for a month, and no one wanted to leave the city. People did, however, avoid living on Mage Hill, and Kuanlo was never seen again.

GROWING PROSPERITY

The Council was more interested in increasing the wealth of the city than in supporting the power of the remaining mages, and the resulting shift of energy to mercantile pursuits was a great success. Marchion was able to establish itself as the gateway to the civilized lands beyond the mountains. As the amount of trade passing through the city increased, more people, of all races, immigrated. In a booming economy, all were accepted and integrated. The result was a substantial city, with an unusually even balance of demihuman races. Half-orcs from the surrounding lands came to the city in search of a better life, and the need for cheap labor meant that the town welcomed even them with open arms.

Now, in 250, Marchion is a large city with about 10,000 inhabitants, and almost equal numbers of each demihuman race. It is also a wealthy center of trade, exchanging goods throughout the civilized and uncivilized world. Its border location means that it produces an unusual number of adventurers, and attracts those from elsewhere. However, it is a safe place to live, regarded by many groups as an ideal home base.

ADVENTURE SEED: THE LOST CITIZENS

A few citizens gathered up their possessions and left in the immediate aftermath of the Day of Green Smoke. While many returned when it appeared that the city was safe, a number did not. In a couple of cases, the fate of these groups is still unknown. The most famous case is that of Cardamin Treliavin, a gnomish trader in magical items, who vanished along with almost all of his stock. Occasionally, evidence of the fate of one or other of these groups turns up, provoking a rush of adventurers aiming to find any remaining treasure.

ADVENTURE SEED: THE "CONSPIRACY"

Merchants and priests hold two-thirds of the Council seats, and many citizens believe that they rigged the Council so that they would hold all the power in the city. A few believe that the way the Council was created robs it of all legitimacy. They claim that Kuanlo was part of a conspiracy led by Roderick Larson, which was

responsible for the Day of Green Smoke. Those mages who were out of the city were part of the conspiracy, and the successors of the secret cabal have been in control ever since. The conspiracy theories are quite elaborate, and those who hold them worry about what the cabal will do next. Usually, they are content to prepare themselves to survive the next conspiracy. Occasionally, they take direct action. (Both activities can easily generate adventures.)

ADVENTURE SEED: LOVYAEREL TSINDARETH

Lovyaerel Tsindareth was an elven wizard who tried to take over the city in the middle of the second century. His schemes were subtle, but another wizard unmasked him before they were quite complete. Lovyaerel fought for control, but was defeated and driven from the city in 173. He was not killed, and as an elf he is almost certainly still alive and plotting revenge. The return of Lovyaerel is the subject of periodic scares within the city, but nothing concrete has yet happened — or, at least, yet been noticed.

POLITICS IN MARCHION

The ruling authority in Marchion is the Council. The Council has twelve members, in addition to the mayor. Four representatives are elected by the merchants, four by the temples, two by the mages, and two by popular election. The mayor, who is responsible for day-to-day affairs, is elected by the Council from among its members and then his vacated position is filled by a new election.

The mayor is in charge of the March, the city's combined army and police force. The March is primarily concerned with defense against external enemies, rather than with law enforcement, and crimes less serious than murder are not usually investigated by the authorities. The March, however, attempts to prevent any crimes it happens upon.

The mayor is the chief magistrate, and has three assistants. One, the magistrate general, can hear any sort of case, and his authority is second only to the mayor's. The magistrate mercantile can only hear cases dealing with trade: fraud, highway robbery, breach of contract, and so on. The magistrate domestic hears cases concerned with the internal workings of the city, such as property disputes and complaints about the administration of government services.

Before the crisis, the mayor is half-orc paladin Dernavel Crakdfang (page 20). He has an excellent reputation for justice, virtue, and dedication to the city, as well as a heroic past. However, he dies of old age while the player characters are away on an adventure.

The new mayor is Richard Whitburn (page 40), a successful human merchant. He is highly skilled in the internal politics of the Council, but he is not popular with the general citizenry, as he has made quite a lot of money from usury.

THE COUNCIL

The Council typically meets once per week, although the mayor, or any three other councilors, may summon an emergency meeting at any time. Decisions of the Council are by majority vote. If anyone abstains, and the remaining votes are equally split, the side that the mayor voted for wins. If the mayor abstains, a deadlock means no decision. If a councilor is not present, that counts as abstention on all issues.

Councilors serve for life, until they resign, or until voted off by at least eight of the other councilors. Councilors are not often voted off. By far the most common reason is failure to attend Council meetings. There is no set rule for how many meetings a councilor may miss without being ejected; it depends on how valuable the other councilors find the shirker. Councilors who leave Marchion permanently are expected to resign, and would certainly be voted off if they did not. Councilors who commit grave crimes are also ejected from the Council. However, an ejected councilor may be

THE MARCHION COUNCIL

Mayor:

Dernavel Crakdfang*

Clerical Representatives:

Thurstan Brightstone (Mercer)

Ardan Highknot (Herath)

Simon Phrantzes (Plianna)

Deberiel Semaleth (Merianath Thousand-Eyes)

Mages:

Sephrandis Lellbereth

Cecilia Redfern

Mercantile Representatives:

Francis Cammerer

Richard Whitburn*

İollarëas Semprenielle

Eirik Stonehammer

Popular Representatives:

Elizabeth Dawngold

Kalliantis Mekarvint

* On Dernavel's death, Richard Whitburn is elected mayor, and the merchants elect Ellis Halford to replace him.

returned by his constituency. While such a person could, in theory, simply be ejected once more, doing so would be politically unwise.

The Council determines the laws of Marchion, and also serves as the highest court of the city. It only tries such crimes as treason, or gross malfeasance on the part of the mayor. Most of the time, a seat on the Council is a privileged sinecure, making for strong competition for places.

CONCILIAR TENSIONS

Most of the tensions within the Council arise from the clashing personalities of the councilors. There are a few more general issues, though.

The ordinary councilors are often concerned by the power of the mayor. Although he has little influence on the meetings of the Council, the Council does not have any formal oversight of his actions. While Dernavel Crakdfang is mayor, this concern is masked by everyone's faith in the paladin, but after his death it becomes more important.

The non-mage councilors are aware that there are usually more than two mages on the Council, as the high priest of Merianath Thousand-Eyes is almost always a mage, and there is often a mage among the merchants. They occasionally see signs of a threatened return to magocracy here.

Most interest groups want to change the composition of the Council, increasing their representation. The idea of racial councilors is one that is raised particularly often, as is an increase in the number of popularly elected councilors.

THE MAYOR

The mayor of Marchion is a powerful figure, but one with many responsibilities. Thus, there is less competition for the post among the councilors than one might think. The mayor is responsible for the daily running of the city, and meets with the March captain and the three magistrates every day. He has the authority to allocate funds, and to direct the March toward specific activities. He may also take any case from the magistrates and deal with it himself.

MAYORAL CONCERNS

A significant number of citizens would like the mayor to be popularly elected, rather than chosen by the Council. People with this belief often stand for election as councilors, but find that they have little chance to make headway against the other councilors.

The mayor's powers could be terribly abused. Dernavel Crakdfang never would have, but people are less sure about Whitburn. There are many plans to limit the mayor's power, such as giving the Council oversight, or removing the March, the magistrates, or both, from his control. No single scheme has yet gained widespread support.

THE MAGISTRATES

The three magistrates are responsible for enforcing the law in Marchion. In theory, the March is supposed to obey their commands unless the mayor personally overrules them, but in practice the March is too busy defending the city from external threats. Thus, prosecutions before the magistrates are almost all private, and civil cases are far more common than criminal.

THE MARCHION FESTIVAL

The Marchion Festival is a celebration of the new year, held at the beginning of spring. It began under the magocracy, as an opportunity for mages to show off their magic and impress the populace, and has continued as a more egalitarian event. It is still traditional for resident mages to put on some spectacular displays of magic, and wealthy merchants sponsor plays, parades, feasts, and the like. The temples put on religious plays; those sponsored by the temple of Shaskal Torin are the most popular.

The festival traditionally lasts for three days, but the actual length varies a great deal from year to year, depending in part on the weather, and in part on how enthusiastically the festival is supported. Heroic adventurers are often feted as part of the celebrations, but in return are expected to sponsor some event with their vast wealth.

The magistrate general is Pelliarel Findoälath (page 25), the magistrate domestic is Samuel Lornen (page 30), and the magistrate mercantile is Margaret Palmer (page 33). The magistrates are appointed by the mayor to serve for life, at least in theory. Pelliarel Findoälath was the first magistrate general, and no one is quite sure what will happen when he dies, as no one else has the general knowledge of the city's laws and history that his post requires.

Civil penalties under Marchion law generally include both a fine, payable to the city, and restitution, payable to the victor in a suit. Criminal penalties include fines, exile, flogging, mutilation, and death. Marchion does not have a prison, and does not imprison its criminals. Convicted criminals with notable talents may be offered the chance to perform some service for the city to avoid the normal penalty for their offense. This option is only offered if the magistrate thinks that the criminal is trustworthy, and thus is a rare occurrence.

THE MARCH

The March is led by Liv Greataxe (page 25), and typical members are described below. The March has about 400 members under normal circumstances. This is a high level by most standards, and is required by Marchion's frontier location. In an emergency, the March can recruit about 100 reservists to boost its numbers, and in the event of an assault on the city itself all warriors within the walls come under the command of the March captain.

The March's main tasks are protecting the trade routes near the city, and driving off raiding bands of orcs and other barbarians. It is also responsible

for law enforcement within the city, but does not have the manpower to do both, so police duties are neglected. This is a source of discontent within the city, and some people have begun pushing for an independent police force to be established.

THE MERCHANT GUILD

It is obvious whether someone is a mage or a cleric. It is not so clear whether someone is a merchant. Thus, the merchants formed a guild, and only its members are eligible to stand or vote for the four merchant places on the Council. The guild has a hall in Temple District, off Temple Plaza, between the Council Hall and the temple of Mercer. This hall is used as a court by the magistrate mercantile, and as a formal meeting place by the guild. Formal meetings of the guild are rare, and almost always are concerned with Council elections. The rest of the time, the merchants are busy competing with one another.

There are two ways to enter the guild. The first is to formally take over the business of a current member, either on her death or retirement. The second is to be elected by the current members. This requires that the merchant be nominated by three other merchants, and opposed by no one. If three merchants support someone's candidacy, a notice announcing this is posted in the hall. Any member of the guild may write on the notice to signal her opposition, but if no one has done so with a month the candidate is elected, unless one of the supporters withdraws. Opposition and support can both be withdrawn at any time. Once someone has been elected, membership in the guild is for life.

TYPICAL MARCH MEMBER

5th-Level Warrior

CR 4; SZ M (humanoid); HD 5d8+5; hp 27; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (+1 Dex, +5 breastplate, +1 small steel shield); Atk melee +7 (1d8+1, longsword), ranged +6 (1d8 light crossbow); Face 5 ft. x 5ft.; Reach 5ft.; AL N; SV Fort +5, Ref +2, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 8, Cha 8

Skills: Climb +3, Intimidate +3, Listen +2, Ride +4, Spot +2, Swim +3

Feats: Alertness, Weapon Focus (longsword)



GUILD POLITICS

The Merchant Guild does not come close to including all the wealthy traders of Marchion, and this has led to charges that it is a self-perpetuating oligarchy. These charges are entirely accurate, but the guild has no intention of changing. Those outside suggest a range of different qualifications for membership, but the most popular is that anyone in charge of a business with an annual turnover above a certain amount should be admitted automatically. The level proposed tends to be just below the turnover of the proposer's business, and thus varies dramatically.

ELECTIONS

All elections in Marchion are held publicly; ballots are not secret. All those eligible to vote gather in one place, and then separate into groups supporting each candidate. Representatives of each candidate then count the groups, and those voters in the smallest group split to join the larger groups, if they wish. The groups are then counted again, and the process is repeated until there are only two groups left. The candidate with the most votes at that point is elected.

The mercantile councilors are elected by and from the Merchant Guild, and elections take place at the guildhall.

The priestly councilors are elected by and from all divine spellcasters affiliated to any of the main temples in Marchion (that is, the temples on Temple Plaza). Although in theory any divine spellcaster can be elected, in practice only the high priests of the temples are serious candidates. Gentlemen's agreements between the various cults ensure that the gods Merianath Thousand-Eyes and Plianna always have representatives on the Council. The priestly election conventionally takes place in the temple of Plianna.

The mage councilors are elected by and from all arcane spellcasters in the city. Although bards are eligible in principle, wizards or sorcerers have always held these seats. The elections are conventionally held on a platform floating several hundred feet above the city, protected from the elements by further magic.

The popular councilors are elected by and from all residents of the city. By convention, those who are qualified to vote in the other elections do not vote in this one, although there are no rules to prevent them from doing so. The population gathers in

Temple Plaza, and minor scuffles between the supporters of rival candidates are very common.

ELECTORAL TENSIONS

The members of the Merchant Guild are entirely happy with their mode of election; the disputes are over the criteria for guild membership.

The priests are not all satisfied with the informal agreements governing their elections. While no one publicly doubts the propriety of the high priest of Plianna sitting on the Council, the priests of Shaskal Torin and Herath are concerned about the automatic seat for the high priest of Merianath Thousand-Eyes. They have begun a quiet political campaign to vote against Deberiel's successor. Further, a number of junior and adventuring clerics are unhappy with the tradition that only high priests are elected. At the moment, this is nothing but general disaffection, but if a sufficiently charismatic junior cleric could unite the priests of several gods behind a bid for the Council, things might change unexpectedly.

Many non-mages are concerned about the elections held by the mages. Holding them on a magical platform means that no one who is not a mage can see what is going on, and so rumors of corruption and undue pressure are rife. Almost all mages deny these charges, and those who spread them have clear personal interests in the rumors being believed, but the stories persist.

The popular elections tend to be rather chaotic, and lead to some civil unrest. Citizens with the right to vote in the other elections have suggested that the popular elections be suspended, and that the Council be allowed to appoint its two last mem-

bers. This proposal is not popular with the mass of citizens, but they may not have the political clout to stop it.

POLITICAL ISSUES

There are a number of issues that shape politics in Marchion. These are the topics which are normally debated, and around which election campaigns turn.

Race Relations: Although Marchion is, under normal circumstances, fairly harmonious, there is some tension between the races. In particular, the half-orcs are excluded from most well-paid jobs and high-class businesses. The resentment this breeds has not, so far, boiled over, but in the crisis described in Chapters Five through Ten it does.

The Mages: The non-mage citizens are concerned about the possibility that the mages might try to restore the magocracy. Many of the mages are trying to do just that. This leads to frequent rumors of plots, and to campaigns against particular individuals.

Independence: Marchion wants to remain an independent city-state. So far, that has been relatively easy, but as the lands beyond the mountains develop further there is risk of a more powerful state trying to take control.

Trade: Trade is vital to the city. Any signs that it might be diminishing are treated as grave political crises, and candidates are assessed primarily on what they promise to do about it.



IMPORTANT PEOPLE

More than 10,000 people live in Marchion, but only a few of them have significant influence over the city. This chapter describes these movers and shakers. The first section of each character's

description gives his or her physical appearance and general background. The "In Crisis" section gives the character's response to the troubles described in Chapters Five through Ten.

NPC SUMMARY TABLE

Name	Race	Level/Class	Home	Role
Olaf Bragnok	dwarf	7th-level expert	Stonewall	orc-hater
Morfan Brighthair	half-elf	7 th -level bard	New Mages	popular bard
Thurstan Brightstone	dwarf	9th-level cleric	Temple District	high priest of Mercer
Francis Cammerer	human	8th-level expert	The Spires	councilor
Dernavel Crakdfang	half-orc	15th-level paladin	Temple District	mayor of before crisis
Elizabeth Dawngold	half-elf	5th-level bard	New Mages	councilor
Martin Deepvill	human	4th-level expert	The Shambles	segregationist
Phillennemar Destrian	elf	16th-level wizard	Tree Town	powerful wizard
Cadric Dewash	halfling	6th-level rogue/ 5th-level assassin	Mage Hill	agitator
Sir Kenelm Digby	human	7th-level fighter	The Spires	knight
Pelliarel Findoälath	elf	3rd-level wizard/ 7th-level expert	New Mages	magistrate general
Liv Greataxe	dwarf	8th-level fighter	Stonewall/Market Ward	March captain
Ellis Halford	human	10th-level expert	The Spires	councilor
Dernybaksas Hallarantara	gnome	7th-level illusionist	The Spires	resident hero
Belavin Threonath Hashrishi	gnome	7th-level expert	The Spires	conspiratorial racist
Ardan Highknot	halfling	9th-level cleric	Temple District	high priest of Herath, councilor
Xillyanne Lëassar	elf	13th-level wizard	Tree Town	elven supremacist
Sephrandis Lellbereth	elf	10th-level wizard	Tree Town	councilor
Samuel Lornen	human	4th-level expert	The Spires	magistrate domestic
Lily March	half-orc	4th-level warrior/ 3rd-level expert	Mage Hill	half-orc rights activist
Kalliantis Mekrarvint	gnome	6th-level illusionist	The Shambles	councilor
Glanhild Morefar	dwarf	10th-level cleric	Temple District	high priest of Grandin
Margaret Palmer	human	7th-level expert	The Spires	magistrate mercantile
Simon Phrantzes	human	9th-level cleric	Temple District	high priest of Plianna, councilor
Clemaellia Proudfoot	halfling	4th-level aristocrat	The Spires	socialite
Cecilia Redfern	human	8th-level sorcerer	New Mages	councilor
Deberiel Semaeth	elf	6th-level wizard/ 8th-level cleric	Temple District	high priest of Merianath
İollarëas Semprenielle	elf	4th-level wizard/ 5th-level expert	Tree Town	Thousand-Eyes, councilor
Jurd Shipman	half-orc	5th-level expert	Docklands	councilor
Eirik Stonehammer	dwarf	3rd-level fighter/ 5th-level expert	Stonewall	businessman
Richard Whitburn	human	5th-level expert	The Spires	councilor
				mayor during the crisis

OLAF BRAGNOK

7th-Level Dwarf Expert

Olaf is a dwarven weaponsmith. He has lived in Marchion for decades, ever since raiding orcs destroyed his family holdings. He has a severe limp to remember the attack by, and the loss of his family still grieves him. He wears his working clothes all the time, including the leather apron he wears in the forge.

Olaf is an excellent smith, and most people in the city deal with him when they want well-decorated or masterwork weapons. He employs two other dwarves as assistants, and between them they satisfy the city's demand for masterwork weapons.

Olaf deals with customers himself, as he believes he has a natural talent for it. This is self-delusion. Sometimes he asks abrupt questions, and offers scathing opinions about the customer's request. At other times he makes bad jokes and tries to treat the customer like a long-lost friend. These attitudes tend to alternate within a single discussion, making the experience of dealing with him somewhat disorientating. He retains his business because his weapons and advice are good, however bad his salesmanship.

The blot on Olaf's character is his attitude toward orcs and half-orcs. He hates both races, and allows neither into his shop. If any half-orc is so foolish as to try to enter, he is driven out with blows and curses. He has been agitating for half-orcs to be excluded from the city for years, and Lily March is a particular target of his loathing. He also uses some of his money to sponsor attacks on the orcs living in the area around Marchion. He is perfectly ready to justify his attitude, reminding people of the attacks that the orcs carry out on traders, and of the attack on his family. The increased raiding from orcs that marks the beginning of the troubles confirms his opinions.

In Crisis

As the troubles start, he enthusiastically pushes for attacks on the half-orcs, sure that they are at the root of the problem. He has nothing against other races, so he does not encourage more general racial hatred, and defends the dwarves from humans and



elves. His hatred for orcs and half-orcs is implacable, however.

MORFAN BRIGHTHAIR

7th-Level Half-Elf Bard

Morfan is tall and slender, with muddy brown hair he keeps chopped short, and usually hidden under a flamboyant hat. He rents a couple of rooms in New Mages, but he spends more of his time in the taverns and performance halls of that part of the city.

Although, like most members of his class, Morfan travels a lot, he is based in Marchion and spends most winters there. He is a skilled composer and performer, and believes that people are most inter-



ested in hearing songs and stories that recount events that have happened in their lives.

He also has a deep faith in the improvement of demihuman nature. He believes that all people can become better, even great, if they have the right opportunities and the right examples to look up to. Thus, he talks to successful adventurers and turns their stories into inspiring tales of struggle against the odds, leading to their current success.

Morfan is even a little naïve in this respect; he tends to think that people can be anything they want to be, despite evidence to the contrary.

This enthusiasm and his willingness to help has led to him becoming something of a leading light among Marchion's half-elves. He seems to have found a place for himself between the worlds of elves and humans; a combination of elven concerns for art and aesthetics and the human desire to get things done. He enjoys his life, and is happy with his place.

He is friendly with most of the adventuring groups based in the city. Because the tales he tells are always positive, and sometimes even somewhat tidied up, adventurers like to have him publicize their exploits. The player characters are almost certain to meet him in this capacity if they spend any time in the city.

His popularity with other segments of the population is no greater than that of any other performer; he has some fans, some people think he is shallow, and most have vaguely heard his name, but no more.

In Crisis

He is deeply shocked by the troubles, but has no real idea what to do. This sort of baseless hatred between races has no place in his worldview, and when telling people to be nicer doesn't work, he is lost. His heart is in the right place, however, and he could be encouraged to support those searching for peace. If he were told what to do, he would do it enthusiastically. If no one helps him, however, he will leave Marchion, with some hard-earned wisdom, and abandon it to its fate.

THURSTAN BRIGHTSTONE

9th-Level Dwarf Cleric

Thurstan is the high priest of Mercer, the god of trade. He is short, even for a dwarf, and is rather vain about his beard, which he wears very full, and occasionally braided. He wears the expensive vestments of his position, paid for, as is custom, out of his own trading profits. He runs a shop dealing in antique



and enchanted weaponry, which relocated from the Spires to the temple of Mercer when he became high priest.

The dwarf only recently became high priest. His predecessor, Marianne Defarge, was renowned throughout the faith as a superb merchant, insightful theologian, and devout follower of the god. There is talk of recognizing her as an Eternal Trader, and Thurstan is involved in the campaign for this. He had a great deal of respect for her, but is deeply insecure in his position as her successor. He is well aware that he is not on her level, and he harbors no hope of getting there.

The main effect of this insecurity is a reluctance to lead. He is not easily led — the role of merchant and priest requires significant strength of will — but he has never taken the lead on any important issue. On the other hand, if someone else takes the lead, and Thurstan agrees with this stance, he provides enthusiastic support. Despite his lack of confidence, he is an effective preacher, and his opinion carries great weight among the merchants of the city.

In Crisis

As the high priest of the god of trade, Thurstan wants to see Marchion flourish as a center of commerce, and is on the side of the merchants. He wants to see threats to trade dealt with before most other problems. Defarge was human, and the other priests of Mercer are drawn from all races, so Thurstan is unwilling to support racist policies. However, his concern for trade is paramount, so he would support racist policies if they seemed to be the only way to defend the city's commerce.

FRANCIS CAMMERER

8th-Level Human Expert

Cammerer is a merchant; one of the four mercantile representatives on the Council. He is quite elderly, with thin white hair, a short white beard, and deeply lined skin. He walks slowly, with a stick, and his voice is cracked and quiet. Despite his age, his mind is still fully alert and active, and he runs his business as well as ever. He dresses well, but not

ostentatiously, and lives in an old, but well-kept, mansion in the Spires.

Cammerer is the scion of a mercantile dynasty that has lived in Marchion since its founding. His great-grandfather was a member of the first Council formed after the Day of Green Smoke, and his grandfather and father both served on the Council in their turn. It surprised no one when Francis was elected, and he has filled the role effectively and with dignity.

In Crisis

The multi-racial nature of Marchion was an original feature, and Cammerer's family has long accepted, even welcomed, it. His business employs members of all races, although half-orcs rarely make it above the laboring ranks.

Cammerer himself is deeply loyal to the city and its citizens, and is willing to use his resources to counter any threat. However, he does require that



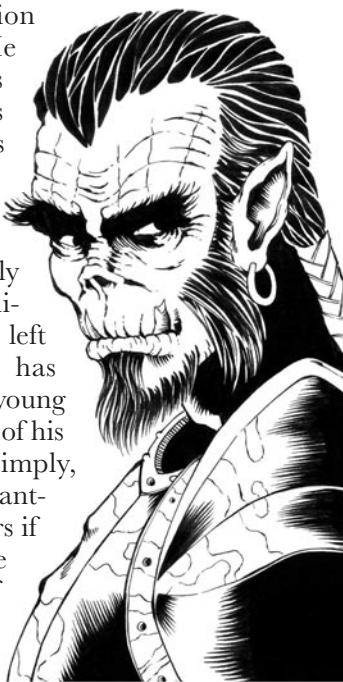
his funds be used wisely, as they are not unlimited. He is a good merchant, not a brilliant one, and he is not as wealthy as many people think. Thus, he requires some proof before putting any money into a scheme. He is far happier to lend his reputation to bolster promising plans for defending the city.

The racial tensions provoked by the crisis grieve him, and he does what he can to defuse them within his own organization. He doesn't know what to do, but he is willing to act, and to act decisively. If the player characters can give him a reasonable course of action, he follows it enthusiastically.

DERNAVEL CRAKDFANG

15th-Level Half-Orc Paladin

Dernavel Crakdfang is mayor of Marchion before the crisis. He was very tall in his youth, but now he is somewhat stooped, as old age takes its toll. His hair is white and thin, and his face is deeply lined. He has prominent fangs, and the left one is broken, and has been since he was a young man — it is the source of his name. He dresses simply, and has a suit of enchanted armor that he wears if battle is required. He lives in a small set of rooms attached to the temple of Plianna.



A half-orc would seem an unlikely candidate for mayor of Marchion, but Dernavel Crakdfang has had an unlikely life. He was born in Marchion's Docklands, and grew up in an environment rotten with crime. Dernavel liked to attend the services dedicated to Plianna, but the other attendants frequently assumed that he was there to steal something, and threw him out. Back in the Docklands,

he was beaten by the other children for refusing to take part in their petty thievery, and for having the temerity to oppose it.

The call to be a paladin was strong in Dernavel's spirit, and as soon as he was old enough, he tried to apprentice himself to any paladin who passed through the city. There were not many of these, and the first few refused to believe that a half-orc could have heard the call. After a year of persistence, Jassandariel, an elven paladin who had faced similar prejudice from those who did not believe that the naturally chaotic elves could keep the paladin's code, accepted him.

When Dernavel returned to Marchion a few years later, he was recognized as a paladin, and given lodging in the temple of Plianna. He spent the next decade on heroic quests, overthrowing evil and freeing the oppressed. After one such quest, he returned to the city, and passed through the Docklands. Looking around him, he realized that there was evil there as well, and he determined to fight it.

Fighting the evil that afflicted the city involved helping people, not exercising vigilante justice. Over the following years he spent as much time in Marchion as he did on quests beyond its walls, and his popularity with the people rose. The temples respected his piety and honesty, and many of the merchants grew to admire his strength of purpose. Thus it was that he came to the Council as one of the two popularly elected members.

As a councilor, Dernavel had even more ability to pursue the good of the city, and his personal authority helped him to gain the support of his colleagues. His election to mayor fifteen years ago surprised no one who knew the city. Since then, he has been a great mayor, providing charismatic, just, and able leadership. He has taken up his sword to defend the city against some threats, and constantly sacrificed his own comforts to help the poor. Almost everyone genuinely respects and admires him, and the few who don't cannot point to any hard evidence that the majority is wrong.

In Crisis

If Dernavel had survived, the crisis would never have happened, but no leader can last forever.

ELIZABETH DAWNGOLD

5th-Level Half-Elf Bard

Elizabeth is one of the popularly elected members of the Marchion Council. She is extremely beautiful, with long blonde hair, bright blue eyes, and a striking figure. She lives in New Mages, and her bardic abilities, along with natural talent and a great deal of practice, have made her into a very successful performer. Indeed, she is one of the more famous celebrities of Marchion, and she has, for several years, been a feature of all the best dinner parties and social gatherings.

Elizabeth loves the adulation that comes with fame. Her talents have always made her a good living, and she doesn't want to be notably wealthy. Thus, she is happy to give away large portions of her earnings, if that action gains her more popularity and success. She sought election to the Council because it would put her more firmly in the public eye, not because she wanted to control the destiny of the town. As a councilor, she can host her own upper-class dinner parties, and people who ignored the entertainer find it useful to seek the politician's favor.

The administrative details of running a city hold little appeal for Elizabeth, and she is not involved in much of the Council's business. This annoys the other members, who quickly realized that she is just along for the ride. However, the bard is still extremely popular with the citizens, and the other councilors use her as spokeswoman when possible.

Elizabeth is vain, and assumes that she is the center of any social gathering. She believes that anyone who meets her loves her, and if she discovers that someone dislikes her she turns on the charm to win her over. Her vanity makes her vulnerable to flattery; she believes almost anything complimentary she is told. She doesn't understand that other people might have desires that conflict with hers, and this makes her inconsiderate. It also means she is often confused when unpleasant things happen.



On the bright side, she is not malicious, and doesn't hold grudges. She wishes everyone well, and does not support the advocates of racial hatred. She is naturally on the side of tolerance, but lacks the wisdom to do anything about it.

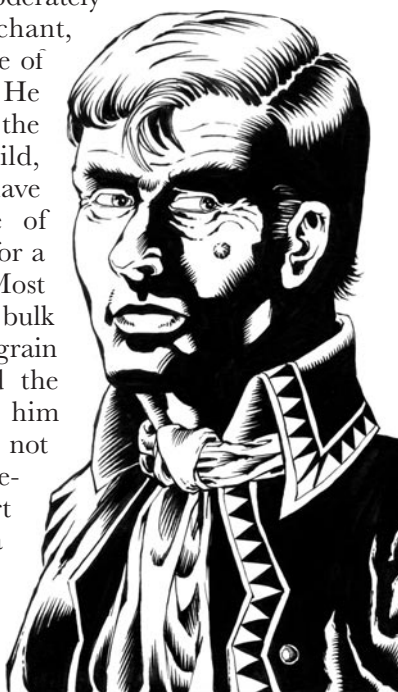
In Crisis

The growing crisis in the city doesn't bother Elizabeth for some time. Once her parties are disrupted, or fans desert her because of her race, she becomes concerned, but doesn't know what to do. She is fundamentally shallow and self-centered. The best thing she could do for the city is resign her council seat, giving someone else the chance to offer leadership. She does like Marchion, and does not want to see it torn apart by race riots, so she might be persuaded to resign of her own accord.

MARTIN DEEPPVILL

4th-Level Human Expert

Martin is a moderately successful merchant, with a wide circle of human friends. He is a member of the Merchant Guild, but does not have the broad base of support needed for a political career. Most of his trade is in bulk goods, such as grain and timber, and the profit makes him comfortable, but not rich. He is middle-aged, with short brown hair, and a prominent mole on his left cheek, and he lives in a nice



house in the Shambles, with his wife Sarah, and three children.

He thinks of himself as a connoisseur of the arts, and he is knowledgeable in a few areas, most notably glassware and household furniture. He pretends to be equally knowledgeable in other areas, and becomes terribly embarrassed if his bluff is successfully called. He puts a lot of his money into his art collection, and may hire adventurers to escort valuable pieces.

Martin believes that the different races are fundamentally incompatible, and that they need to live apart from one another. If people try to mix them, tragedy is bound to be the result. He does not believe that humans are a superior race; in fact, he tends, on the whole, to think that the elves are the most able race, and he collects elven glassware.

He is willing to hire staff of any race, but is very reluctant to have mixed groups. This means that the overwhelming majority of his staff is human, and many people think that he is only willing to employ humans.

He believes that Marchion is too integrated, and should, at least, split into neighborhoods along racial lines. Indeed, he isn't sure that that would be enough separation, and occasionally suggests that the non-humans should be expelled from the city.

As might be expected, Martin is deeply prejudiced against half-elves and half-orcs. He sees them as the most obvious signs of the way in which mixing degrades races. Half-orcs are degraded humans, while half-elves are degraded elves. His attitude toward them is a mixture of pity, revulsion, and fear. Pity, because they can never truly know a culture. Revulsion, because they are a manifestation of miscegenation. And fear, because such outcasts may do unpredictable things.

In Crisis

The racial troubles seem to confirm Martin's fears and predictions, and thus raise his reputation among humans. When moves are made to segregate neighborhoods, he supports them enthusiastically and tries to get similar programs adopted elsewhere in the city. He opposes violence, and helps to defuse dangerous situations, but as the violence increases he becomes more and more convinced

that the only way to solve the problems is to expel all non-humans from the city.

PHILLENNEMAR DESTRIAN

16th-Level Elf Wizard

Phillennemar is an elven wizard, probably the most powerful in Marchion. He is short and somewhat overweight, although if anyone appears to be judging him on that basis, he changes his appearance to make the point that he chooses to look that way, and suggests that other people should live with it. He has an old



and battered cloak that he always wears, and everyone believes that it carries a powerful enchantment. It doesn't, but it serves as a distraction from the inconspicuous tunic that does.

Phillennemar has a past as an adventurer, but he gave that up years ago in favor of the comforts of city life. He has enough wealth remaining from his adventuring years that he has no need to work, but he dislikes complete idleness. He creates enchanted devices, and trades in all kinds of magical curios. He also spends time inventing new spells, and sells them to interested wizards. These spells are of all levels, so player characters may wish to buy from him. He is also the best person to see in Marchion about buying or selling enchanted items.

As an elf, Phillennemar prefers life in Tree Town. He has made a number of magical modifications to his home so that it is far more defensible than a tree house has any right to be. It is reached by a

magical elevator that Phillennemar sends down for visitors. There is a bell at the base of the tree that unexpected visitors or customers ring. The wizard sometimes ignores it when he has better things to do.

He has contacts with many residents of the city, but his closest acquaintances are among those who practice wizardry. Phillennemar is somewhat aloof in most of his dealings, but he has a deep and genuine respect for those who study wizardry, no matter what their race. He is slightly prejudiced against sorcerers, seeing them as undisciplined practitioners of magic. He is also opposed to the idea of a magocracy, believing that wizards shouldn't be distracted from their work by the demands of governing a city, appealing as the idea may seem.

In Crisis

Phyllennemar has no prejudices against any of the races living in Marchion, and views the troubles with considerable alarm. He likes the city a great deal, and does not want to see it destroyed. However, he is not at all sure how to deal with the problems. His adventuring past disposes him to look for a direct solution, but he is intelligent enough to realize that there isn't an obvious one. He eventually acts, but unless the player characters involve him in a well-planned scheme, his actions are likely to increase tension.

CADRIC DEWASH

6th-Level Halfling Rogue/5th-Level Assassin

Cadric is an average-looking halfling. He is of average height, average weight, and typical appearance. This makes him difficult to describe, and means that he naturally fades into a crowd. Most of the time he reinforces this by dressing in nondescript clothes. When he wants to be noticed, he wears something extremely flamboyant — a hat with a model peacock on it, or a waistcoat studded with semi-precious stones. After he has made use of the attention, he discards the item of clothing, which is the only distinctive feature in most descriptions of him.

Cadric is of no obvious occupation, but significant income. Those who know him suspect, correctly, that he is a thief. Very few realize that he is also a skilled assassin, and those who do are his contacts for such work.

Cadric lives in the Docklands, where he grew up, and he was bullied as a child. He watched the other halflings get pushed around, and saw his parents living off petty crime and complaining about the situation rather than trying to change it. As a result, he has a low opinion of demihumanity in general; he hates the tall races for using their size to oppress his people, and despises halflings for putting up with it.

Cadric is not widely known, and he has no real friends, but he does have a group of cronies. These halflings are as criminal as him, and share his hatred of other races.

In the normal course of events, Cadric makes his living through theft and assassination. He prefers stealthy crimes, so that he can be safely away before anyone notices, but he thinks nothing of murdering



the residents of houses he robs. He knows a lot about the criminal underworld of Marchion, having been hired during many gang rivalries. His knowledge of the more respectable parts of town is limited to that which is useful to a thief.

In Crisis

When the bad times start, Cadric believes that the problems have been concocted by the other races to allow them to attack the halflings. He makes some attempt to rally the halflings in their own defense (see *The Halfling Rights March*, page 86), but his contempt for his own race prevents him from becoming too involved in that.

His main response is to see an opportunity for profit. As long as the city is in chaos, no one will pay much attention to simple thefts, even to thefts of small, valuable items, such as gems. Cadric therefore decides to maintain the chaos for as long as he can, and steal as much as possible before he has to leave the city. He expects Marchion to fall to the orcs, and is looking forward to it. He also expects to get out of the city with a large amount of wealth.

SIR KENELM DIGBY

7th-Level Human Fighter

Sir Kenelm is a brave and skilled human knight, but that is only part of it. He believes in honor and justice and in the duty of a knight to protect those weaker than him. He also believes in quests, in bright shiny armor, and in castles.

He looks the part, as well. He is tall, broad-shouldered, and



handsome in a rugged way. If he had an isolated castle in the wilderness, he would fit right in.

As it is, he lives in the Spires, in a house only slightly more defensible than average. He would live in a castle, but feels that his duty prevents it. He does complain about this to his friends on occasion, and they have learned to make the right sympathetic noises.

Sir Kenelm was born in Marchion, in the lower middle classes. He always wanted to be a knight, and the social environment of the city meant that he was able to achieve his ambition. Knights need a lord to whom they owe duty, and Sir Kenelm took the city of Marchion as his lord. Thus, he must stay near the city, so as to be able to defend it from threats. On the other hand, he feels that he cannot build a castle in or near the city, because that would threaten it; a knight does not fortify himself against his lord unless he is planning revolt.

In his defense of the city, Sir Kenelm has won the respect of many of its inhabitants. The March has reservations about him, as he refused to join, and Dernavel Crakdfang deals with him on a purely personal basis, as Sir Kenelm sees his loyalty as being to the city as a whole, not to the mayor. Richard Whitburn, when he becomes mayor, has more problems with Sir Kenelm's independence.

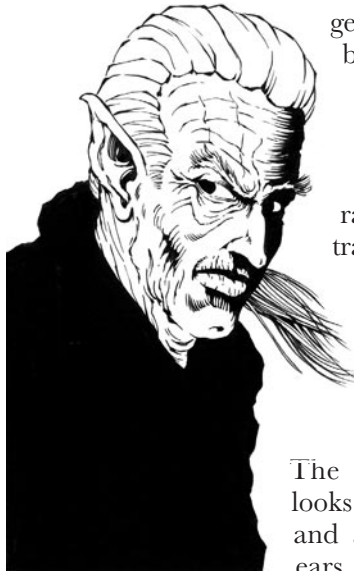
The knight has a lot of human friends, but is not close to any members of other races. He has nothing against non-humans, but he finds them too strange for comfort. He genuinely wants to like them, but every time he has tried to be friendly he has made horrendous social blunders. Most members of the other races admire his courage, and find his complete inability to adapt his manners amusing. Very few people believe that he is secretly racist.

In Crisis

The troubles greatly concern him, as they are a serious threat to Marchion. He wants to defend the whole city, but has no idea how to defend non-humans. Further, if the other races start attacking his friends, he could easily be drawn into defending them, and then into seeing the other races as the threat to the city. On the other hand, if he can be drawn into a better scheme, he brings a lot of the human community with him.

PELLIAREL FINDOÄLATH

3rd-Level Elf Wizard/7th-Level Expert



Pelliarel is the magistrate general. He has always been the magistrate general. He arrived in Marchion shortly after its founding, and served the magocracy as its chief magistrate. He was out of the city on the Day of Green Smoke, and was appointed to his old position by the new Council.

The magistrate general looks old, with white hair and a slight droop to his ears. He wears the austere black robes of his office at

all times, and no one else can remember whether he wears them because they are the robes of office, or they are the robes of office because he wears them. He is a wizard, although not a very powerful one, and such social life as he does have is restricted to the elven mages of the city. He moved to New Mages immediately after the Day of Green Smoke.

Pelliarel is as just as he can be in his dealings, and is always careful not to let bias creep into his judgments. On the other hand, he has no interest in anything that is not brought before his tribunal. He knows about Margaret Palmer's corruption in her position as magistrate mercantile (see page 33), but does nothing unless she is prosecuted. This careful focus on his job is the result of having done it for over two centuries. At first, he was more proactive, but he found that it made the task unmanageable, and didn't seem to improve the city much.

In Crisis

His reaction to the troubles is muted. Anyone brought before his tribunal is judged fairly, no matter what his race or offence, but he sees no reason to take unusual action until the city is threatened with imminent destruction. He has seen the city

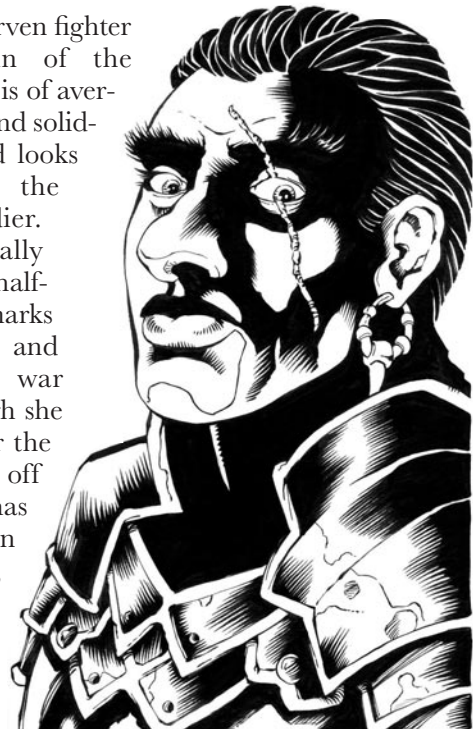
survive major catastrophes, and is sure that it will survive this one as well. As he lived through the Day of Green Smoke, the death of the entire Council would not strike him as a particularly threatening disaster; anything short of that he is sure can be resolved through normal channels.

LIV GREATAXE

8th-Level Dwarf Fighter

Liv is a dwarven fighter and captain of the March. She is of average height and solidly built, and looks every inch the career soldier.

She normally wears the half-plate that marks her position and carries her war axe, although she doesn't wear the armor when off duty. She has a house in Stonewall, but spends most of her time at the March headquarters in Market Ward.



Liv has been a member of the March for decades, and its captain for ten years. The members all respect her abilities, even when they don't agree with her decisions. She maintains firm discipline in the ranks, and does not let bribery get out of hand. Members who become too corrupt usually die in unfortunate accidents in training, and the other members know it.

The March and city are Liv's life, and all her loyalty is to the two institutions. She had a great deal of personal respect for Dernavel, and has much less for Whitburn. She still obeys his orders, as he is the mayor, but questions them if they seem ill-advised.

In Crisis

She is keen to deal with the troubles, and happily helps against the raiding orcs. Her approach to the internal tensions is to arrest all the troublemakers; the PCs may want to encourage her to be subtler.

ELLIS HALFORD

10th-Level Human Expert

Halford is a human merchant, and one of the four mercantile representatives appointed to Marchion's Council. He is a little bit under average height, and a little bit overweight, but the combination makes him look shorter and fatter than he really is. His face is very round,

and usually rather red, while his brown hair is elaborately styled. His clothes are opulent, and he wears ostentatious jewelry. He has a large number of servants, and never goes anywhere unaccompanied. His wife, Stella, is much younger than he is, and extremely beautiful. She is seen mainly on his arm at important social functions. Halford's house in the Spires is one of the showiest, and he recently built a new, taller spire for it.

Halford wants to be the richest man in Marchion. His father was a moderately successful merchant, but had nothing like his son's drive and ruthlessness. Ellis was not unhappy when the elder Halford



went missing while leading a caravan through the barbarian lands west of the city. After this incident, Ellis stopped trading west, and concentrated all his efforts to the east. His business practices were often shady, but never provably illegal, and he rapidly became richer. He effectively bought his Council seat, spending money on lavish entertainment for the other merchants when the space came up for election. Now that he is on the Council, he uses his position to enrich himself.

The prosperity of the city as a whole is unimportant to Halford. As long as his personal wealth is increasing, he doesn't care what happens to anyone else. Indeed, if everyone is getting poorer, that's good, as it makes it easier for him to be the richest citizen. He is not malicious; he doesn't want to see others suffer just to see them suffer. Rather, he is utterly callous. If the suffering of others helps him achieve his goals, he has no qualms about it.

In Crisis

Because Halford does not trade across the steppes, the orcish raiding does not initially affect his business. As goods from the west become rarer, the prices he can charge go up, so he becomes even richer. This situation is not stable; eventually there won't be enough money in Marchion to support his trade either. However, if Halford thinks about that possibility at all he believes he can leave the city when that happens. Thus, he is opposed to any measures taken against the orcs. His excuse is that the city must avoid provoking them into an attack, but his real goal is driving his competitors out of business.

He takes a similar attitude to the troubles within the city. At first, he opposes any action, as only his competitors are hurt. As soon as he is affected directly, however, he presses for an immediate and vigorous response.

DERNYBAKSAS HALLARANTARA

7th-Level Gnome Illusionist

Dernybaksas is tall and solidly built, and looks like he ought to be some sort of warrior. In fact, he is



unusually incompetent with weapons, even for an illusionist. He wears a strange collection of jewelry and clothing, some of it enchanted, but much merely of sentimental value. His home in the Spires is a single tower on the side of a larger house.

In his youth Dernybaksas was a heroic adventurer, and tales of his deeds are still common currency in Marchion. He saved a gnomish town from a demon, tricked a dragon out of its treasure and then soothed its anger, and prevented a civil war in a gnomish kingdom. Everyone in Marchion has heard of him, and he is one of the resident heroes who get pointed out to visitors. He takes an interest in adventuring groups based in the city, but he tends to be a little patronizing. He means well, but he always brings his own great deeds into the conversation.

These days, Dernybaksas is living off his treasure, and entertaining his friends with illusions. He doesn't invent many new spells himself, but he does commission new and interesting illusions from Phillennemar. He thinks of himself as enjoying a well-earned retirement, and will only take action against a threat if it impacts Marchion directly.

Most of his great deeds have benefited gnomes rather than other races. This was deliberate, but Dernybaksas never put his policy into words. If he had, it would have been something like this: All races have adventurers, and it is the duty of each hero to defend his own people. Despite this, Dernybaksas never ignored troubles that only affected the other races; it was more that he only sought out troubles that afflicted the gnomes.

In Crisis

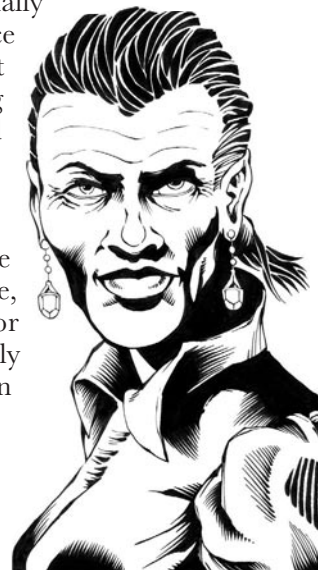
In the troubles, his instinct is to defend the gnomes against everyone else. However, as he has lived in Marchion for some years, he knows many of the other people well, and is reluctant to fight his friends. It will be difficult to convince him to explicitly support racial integration and friendship, but if he is convinced he immediately carries most of the gnomish community with him. On the other hand, were he convinced to advocate the other side, he would be equally persuasive.

BELAVIN THREONATH HASHRISHI

7th-level Gnome Expert

Belavin is a gnome jeweler. She is a middle-aged woman, around average height, and unusually thin. The skin of her face seems to be drawn tight over her bones, giving her a very sharp and intense appearance. She wears her hair drawn tightly back, emphasizing this. Her clothes are expensive and well made, and she wears two or three pieces of carefully matched jewelry, as an advertisement of her abilities.

Belavin is a highly skilled jeweler, and



has become extremely wealthy. Her home and shop are both in the Spires, in a house built with extreme levels of security. She has about a dozen staff, all of whom live on the premises, and all of whom have skills useful in defending the place; most are fighters, sorcerers, or wizards of some sort. The staff also fill the roles of servants, but they are paid appropriately for their defensive talents.

The staff are all gnomes, as Belavin is also extremely racist. Her decision to live in the mixed community of Marchion seems somewhat perverse, and many of her friends have suggested that she should move to an all-gnome community. She doesn't want to, because she prefers to stir up trouble with other races. This trouble doesn't need to benefit her, or other gnomes, although she avoids harming her interests. Rather, it is motivated by pure malice against the other races.

Non-gnomes are permitted to do business with her, but she overcharges them as much as she can. If they offer to sell her gems and jewelry, she buys as cheaply as possible. Belavin has often conned non-gnomes, and even arranged for thieves to steal back things that she has sold to them. Her reputation for sharp practice has spread, so that very few non-gnomes now deal with her directly.

Among the gnomes, however, she has a very different reputation. She always deals absolutely fairly with them, and lends money on generous terms. She has contributed a considerable amount of money to the gnomish community in Marchion, and has helped several families through crises. These people see her racism as a personal quirk, even though many of them do not approve of it.

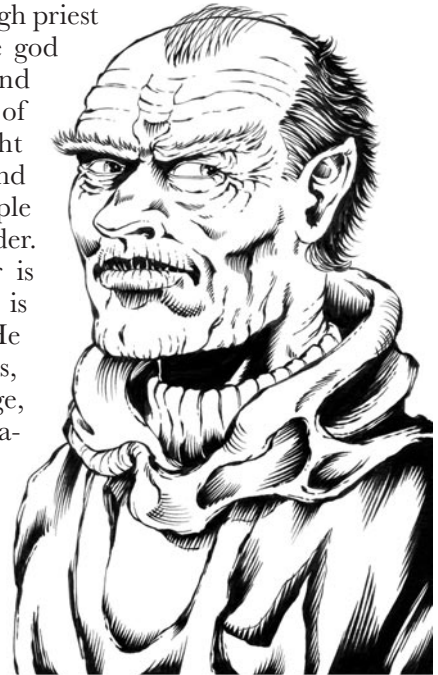
In Crisis

The trouble with the orcs does not bother Belavin, but once people start to turn against the half-orcs within the city, she takes the opportunity to stir things up. She pays members of other races to carry out criminal acts, and ensures that they are caught. She expounds the evils of the other races to any gnomes who listen, and encourages them to defend themselves. Her larger schemes are described in Chapter Nine: Reacting.

ARDAN HIGHKNOT

9th-Level Halfling Priest

Ardan is the high priest of Herath, the god of hearth and home. He is of medium height and weight, and wears the simple robes of his order. His short hair is white, and he is going bald. He is still vigorous, despite his age, and in conversation his lively intelligence and deep wisdom are obvious.



In talking with individuals, Ardan is a good and perceptive listener, and has a knack for offering just the right advice. Unfortunately, he is much worse at dealing with large groups. A small part of the problem is that he is terrified by public speaking. The main issue, however, is that he sees every member of a group as an individual, and cannot see a course of action for the group that would be right for all its members. Intellectually, he knows that this is simply one of the facts of life. Emotionally, however, it paralyzes him and prevents him from suggesting group action, much less leading it.

He was selected as high priest because the oracles said that Herath wanted him in the role. As Herath's faith is largely concerned with individuals and small groups, Highknot has served well. The temple is run by his deputy, a human woman called Verity Chalm, and Ardan has stopped interfering with her decisions, as he always wants to intervene on all sides.

Ardan was elected to the Council somewhat against his wishes, but over the years he has found that he can deal with all of the councilors as individuals,

and leave it to them to make the decisions about the town. He has absolutely no desire to be mayor, and the other councilors know it. As he has offered all of them good advice at various times, and is not a political competitor, he is very popular with the other councilors.

In Crisis

When the troubles strike Marchion, Ardan is very worried. He can see the damage that the racial tensions will inflict on the city and its inhabitants, and wants to see them stopped. He can also see why people are frightened, and thus does not want to endorse the use of violence to calm the situation. If the player characters present a convincing plan to the Council, one that promises to resolve the problems without bloodshed, Ardan supports them enthusiastically. If their schemes involve martial law, the expulsion of any groups, or all-out war with the orcs, he is opposed. He also opposes any attempt to make him mayor.

XILLYANNE LĒASSIR

13th-Level Elf Wizard

Xillyanne is an elven wizard, and a prominent member of the elven community living in Marchion. She's a mature and beautiful elven woman, and uses magic to enhance her appearance. Her clothes and jewelry are always of elven manufacture, and are usually extremely beautiful, as she has



excellent taste. Those that are less attractive are normally enchanted, or things she is socially obliged to wear. Her home in Tree Town consists of a magically enhanced tree, with rooms inside the trunk as well as supported by the branches. She holds gatherings of the elven community there, and elven player characters are invited once they become prominent. Half-elven characters may be invited if they particularly distinguish themselves.

Money is not a problem for Xillyanne. She used to be an adventurer, and had one spectacularly successful exploit, in which her party killed a green dragon that was guarding an exceptionally large treasure. Xillyanne came to Marchion and invested the money wisely, so she now has a steady, and large, income without having to work. She spends most of her time in the town, researching spells and creating enchanted items, although she does occasionally leave on adventures.

Xillyanne is friendly, although most people find her rather patronizing. Most put this down to her being a powerful wizard, and thus finding other individuals laughably weak. This is true, to a large extent, but Xillyanne also believes that the elves are inherently superior to all other races, and should, by rights, rule the world. She believes that the independence of the other races is a sign of the tolerance and benevolence of contemporary elves.

Only a few of her friends are aware of her attitude, for several reasons. Xillyanne thinks that tolerance and benevolence are good things, and thus does not think that the elves should claim their right of rulership. She also believes in not hurting the feelings of others, so she doesn't publicize her belief in the inferiority of other races. Finally, she bears no malice toward the other races, any more than she bears malice toward elven children. She is happy to work with them, trade with them, and employ them. She isn't happy to be ruled by them, but her personal power means that she doesn't have to worry about that, and she is willing to tolerate Marchion's Council.

In Crisis

Once the troubles have started, however, she becomes vocal in her calls for the elves to bring everyone under control. She sees it as irresponsible for the elves to neglect their duty of rulership when the other races are clearly falling apart. She also

believes that any attacks on elves should be vigorously avenged, by the elves.

Xillyanne has access to a wide assortment of spells, including *limited wish*.

SEPHRANDIS LELLBERETH

10th-Level Elf Wizard



Sephrandis is an elven wizard, and one of the two Council representatives of the city's arcane spell-casters. She is tall and slender, but her features are unusually harsh for an elf, and she wears her black hair cropped short. Her clothes are understated and elegant, in subtle colors with one bright accent, and she carries an enchanted staff to emphasize her role.

Sephrandis has held her Council seat for many years, and puts far more of her energy into politics than into magic. This means that her Council post is secure, as most of the city's mages trust her to have their best interests at heart, and to be able to guide the Council in the right direction.

She sees her role on the Council as that of a civilizing influence. Part of this stems from a feeling that mages are more cultured, wise, and able to govern than anyone else. She would not be unhappy to see the return of the magocracy, but she is not driven to do what is necessary to achieve that. She could, however, be persuaded to support council member Kalliantis in his attempts to bring this about.

The other half of her feeling that she must civilize the Council comes from an inarticulate belief that

the elves are the truly civilized race, and that the other races must learn from them. She doesn't believe that she is racist. As long as her belief that elves are superior is not articulated, she will deny having such thoughts. If she has to continue these denials for any length of time, she actually loses the belief in elven superiority.

On the other hand, she maintains her belief that she is not racist even after explicitly taking the position that elves are superior. If this idea is described as racism, then she goes to considerable lengths to explain why it isn't, really.

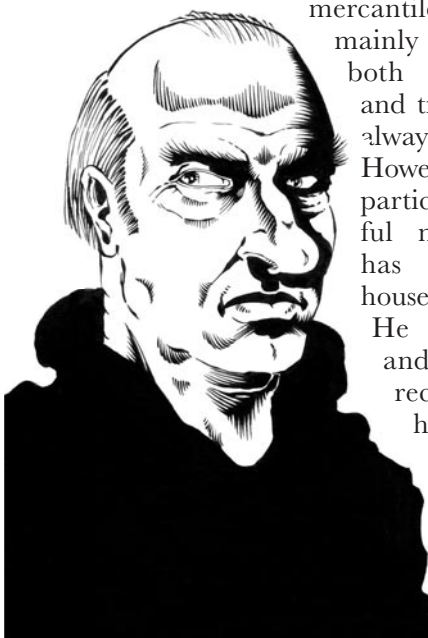
In Crisis

Once the troubles start, Sephrandis is very susceptible to Xillyanne Lëassir's arguments, particularly if the other races are behaving in a violent way. Once she has taken the position up explicitly, she is very hard to move.

SAMUEL LORNEN

4th-Level Human Expert

Lornen is the magistrate domestic. He is relatively young for the job, in early middle age, and is aiming for a Council post. He sees his legal role as a good way to show the other merchants that his are a safe pair of hands. His



mercantile interests are mainly in clothing, both manufacturing and trading, so he is always dressed well. However, he is not a particularly successful merchant, and has only a small house in the Spires. He has no beard, and he cuts his receding brown hair neatly at ear level.

The normal role of the magistrate domestic is

to keep order within the city. Lornen is biased toward protecting the merchants, but he doesn't take bribes, and does convict merchants if they flagrantly violate the law. He believes that most merchants want to be protected from their unreliable colleagues, as well as from the masses, and he is right. He is developing a good reputation as a reliable and competent administrator, and a few people have started considering him as a potential councilor.

In Crisis

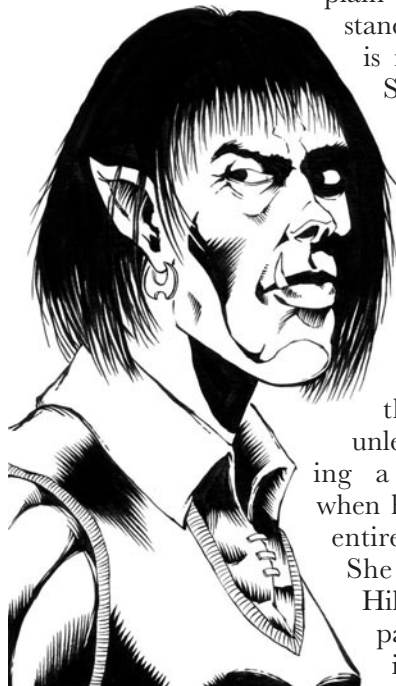
The crisis strikes Lornen as a disaster. He finds it very difficult to maintain order as racial tension rises, and believes that the other merchants blame him. This makes him desperate, and he may order foolish measures in an attempt to keep control. If the player characters have a sensible plan that protects the merchants, they should be able to get Lornen on their side. Otherwise, he becomes a dangerous wild card in an increasingly tense situation.

She makes her living as a freelance guard, but her life is defined by her campaigns for half-orc rights, activities that have forced her to learn social skills appropriate to the role. Marchion has a substantial half-orc community, many of whom were born in the city. Lily believes that they should be fully accepted as citizens, and allowed access to those cultural functions denied those who aren't "respected members of the community." There is no legal discrimination against half-orcs, largely as a result of Dernavel Crakdfang's influence, but social prejudice and discrimination still persist.

Her campaigns have, so far, all been non-violent, as she wants to destroy the stereotype of half-orcs as mindless thugs. However, they have involved direct protest and vigorous legal action. One of her recent campaigns involved picketing the Merchant Guildhall until it agrees to elect Jurd Shipman (see page 38) as a member. Shipman himself spent quite a bit of time at the protest, trying to persuade the protesters to leave. Lily has a substantial number of enemies, but is supported by virtually all the resident half-orcs.

LILY MARCH

4th-Level Half-Orc Warrior/3rd-Level Expert



Lily is a half-orc activist. She is plain even by half-orc standards, and her hair is roughly cut short. She wears well-worn clothes, except when she is working, in which case she wears armor. Her voice is naturally powerful, and she talks more loudly than is necessary, unless she is addressing a large audience, when her normal voice is entirely appropriate. She lives on Mage Hill, in an apartment partitioned off within one of the old mages' towers.

In Crisis

When the troubles start, she sees her role as defending her people from attack. This forces her to use violence, and she slowly becomes more radical, deciding that the half-orcs must fight for their own home if they are ever to live in peace. She never allies with the orcish tribes, because she sees their barbarism as a threat to the half-orcs, but she might lead all the half-orcs from the city, in an attempt to found a new state.

KALLIANTIS MEKRAR VINT

6th-Level Gnome Illusionist

Kalliantis is one of the popularly elected members of the Council. He dresses extremely flamboyantly, in bright colors with lots of jewelry, and uses obvious minor illusion magic to enhance his outfits; for example, the snake design on his waistcoat might crawl around, or the bees on a bracelet might hum. It is impossible to talk to him without being aware that he is a magician of some sort.



He believes that arcane spellcasters, particularly sorcerers and wizards, are superior to other beings. Their inherent power is the best sign of this. Divine spellcasters get their power from other beings, and non-spellcasters cannot begin to match the abilities of magicians. He is fond of saying, in private conversation, that the *fireball* is the best evidence for his case; if a mundane claims to be as good as any wizard, you can simply *fireball* him, and prove him wrong.

These beliefs are kept private, however, because Kalliantis is a canny politician. He gained his Council seat by campaigning on populist issues. He is in favor of better law enforcement, increased wealth in the city, and the control of excessive rates of interest. He continues his populist campaigns even now that he has been elected, and portrays those members of the Council who are not arcane spellcasters as the main obstacles to progress. At the same time, but more quietly, he is a strong advocate for increased rights and privileges for the arcane spellcasters of the city. He makes sure that the other mages know about this, so that he maintains his popularity in two very different constituencies.

In Crisis

For Kalliantis, the crisis is something he can use. He tries to fan the flames, while preparing the other mages to control it. Ideally, he would like to start a riot, and have the mages bring it under control. He wants the situation to be bad enough that he can plausibly claim that only mages could possibly control it, and thus move for a restoration of the magocracy.

It is important to realize that Kalliantis is not racist. He expects a multi-racial ruling council to be the result of his maneuvers, and has no problem with that. He publicly opposes racism, even while trying to incite it. Ultimately, he sees himself as a mage-king (not necessarily in Marchion), and is prepared to sacrifice any number of non-mages to his ambition.

GLANHILD MOREFAR

10th-Level Dwarf Cleric

Glanhild is the high priest of the God of the Mountains. She is elderly, and her white hair is fine and sparse, barely covering her head. Her face is deeply lined and always solemn. She wears the dark gray robes of Grandin, and, despite her age, gives the impression of a great solidity. She lives in the temple dedicated to Grandin, in chambers closed with a door constructed of solid iron.



The high priest of Grandin has always been a dwarf, because the dwarves of the city are the most assiduous worshippers of the god. In other times, this has given the priest a great deal of influence, but Glanhild has avoided politics, and concentrated on her religion and the welfare of the dwarven community. Her aim has always been to be a fixed point in the city on which everyone can rely.

This attitude means that she has not made enemies by opposing the schemes of one group, but has made friends among the dwarves by helping them and providing advice. As a result, she is the most universally respected of the city's clerics, and the dwarven community in particular looks up to her with devotion.

Glanhild knows she is approaching the end of her life, and her main concern now is with her successor. The god has yet to give any clear direction on who this should be, so Glanhild is trying to prepare all the likely candidates as best she can. She believes the temple should continue in its current policy, and not get involved in politics.

In Crisis

The dwarves would listen to her if she took a strong stance on the troubles, as would many members of other races. However, by intervening in politics she would also make enemies. The priestess might be inclined to encourage the dwarves to withdraw to the mountains, and would have to be persuaded that staying in the city and working for peace is the best option. Indeed, persuading her to take any public stance takes effort. The approach most likely to succeed is to portray the troubles as a threat to the stability not only of Marchion, but of the whole area.

MARGARET PALMER

7th-Level Human Expert

Palmer is the magistrate mercantile, and is thoroughly corrupt. She is an elderly woman, and wears the black robes of office while she is on duty, but prefers to relax in rich silks and furs. Her home in the Spires is far more opulent than she should be

able to afford, and she hires her own guards in addition to those provided by the Council.

She has held her position for several years, and uses it as a way to get as much money as possible. She takes bribes from any interested parties, and tries to channel as much business as possible through her court. Since she decides the cases based on the bribes, it doesn't take her long to hear them.

Palmer is well aware that her income depends on healthy trade in the city, and does her best not to make decisions that damage trade excessively. Fortunately, the merchants have the most money, and usually offer the biggest bribes, so she rarely has to take a smaller bribe for this reason. She is very honest in her corruption; she won't take a bribe and then decide against that person. This is a purely pragmatic decision; as long as the merchants can rely on buying her, they won't feel the need to complain and get her replaced.



In Crisis

The crisis is, to her, merely another opportunity to rake in bribes. She tries to get any case involving the raiding orcs, or activity in the city that disrupts trade, directed to her court, so that she can profit from it. She happily decides against humans, if the other side offers more money.

This is likely to bring her into conflict with the player characters. She is breaking the law, and if they can gather evidence and lay a case before the magistrate general, they can have her thrown out of office. She isn't exactly popular with the merchants, rather being tolerated, so ousting her does not make enemies of anyone except Margaret Palmer.

SIMON PHRANTZES

9th-Level Human Cleric

Phrantzes is the high priest of Plianna, the goddess of justice and rulership. The high priest of Plianna has always been a member of the Council of Marchion, and Simon takes his duties seriously. He is human, and enjoying a vigorous old age. His face is lined, and he has wisps of white hair. His beard, which he keeps trimmed short, is also white, with gray shading on his moustache. He dresses in Plianna's white clerical robes, and always wears her symbol, a bridle, embroidered over his heart. He lives in simple chambers within the temple of Plianna.

Dernavel Crakdfang, the mayor of Marchion before the troubles start, is a paladin of Plianna, and the high priest is one of his firmest supporters. Phrantzes believes that justice requires you to assess all people as individuals, not by the standards of their race, and Dernavel is a worthy paladin of the goddess. The half-orc often tries to moderate Simon's opinions of others, as the priest is not apt to tolerate any sort of misbehavior.

Phrantzes has been a cleric of Plianna since he was 16, and has served the goddess loyally and exclusively for many years. He was born in Marchion, and has spent most of his life serving in Plianna's temple there, although he did spend a few years elsewhere, as required by the hierarchy. He is per-

sonally austere, and extremely learned, particularly in the history and doctrine of his religion. Because clerics of the goddess of justice are often asked to serve as judges, he has had wide experience of people. Unfortunately, most of that experience has been with criminals, and this has contributed to his somewhat jaded views.

In Crisis

As his goddess teaches, he believes that justice and rulership are the most important factors in a good life. He also believes that leniency is unwise, even wicked, because it allows malefactors to commit further crimes, undermines respect for justice, and ultimately weakens the state. Therefore, he pushes for prompt and full punishment of any crimes. As the city slides into crisis, this is a dangerous attitude. Rigorous enforcement of the law could increase racial tensions, and provoke a riot if the wrong person is arrested. Despite this, Phrantzes is firmly opposed to racism, and could be a very effective ally in the final stages of dealing with the problem.



His seat on the Council is secure unless he is killed. His reputation for probity is unsullied and accurate, and even was he a more dubious character, the respect accorded to Plianna's priests would secure his place in the government.

CLEMAELLIA PROUDFOOT

4th-Level Halfling Aristocrat



Clemaellia is a wealthy scion of a family that has been significant in Marchion for decades. Her grandfather, a canny trader and adventurer, made the initial fortune, her mother increased it, and she has managed it wisely since coming into her inheritance.

She dresses well, if somewhat ostentatiously, and is almost never seen without spectacular jewelry. She

is particularly proud of her hair, which is a lustrous blue-black, and has it dressed in elaborate styles. She is rumored to have sought magical aid to prevent it going gray. Her mansion in the Spires is one of the largest houses in the city, and its spectacular grand ballroom is the largest single room outside some of the ancient wizards' towers.

Clemaellia is at the center of upper-class social life in Marchion. She enjoys living in the city, finding its cosmopolitan yet dangerously frontier atmosphere exhilarating, and she holds many parties to enhance her experiences. Notable adventurers are invited to these parties, because Clemaellia enjoys meeting such heroic folk, even though she would never dream of doing anything so dangerous herself. Her larger parties are almost public festivals, and not being invited to them is a serious social snub. On the other hand, her intimate dinner parties are far more exclusive, and anyone invited to them has made it in Marchion high society. In between are her soirées, to which she invites different mixes of people every time, to keep them fresh.

Money and connections bring influence, and Clemaellia is familiar with the politics of the Council. She is often asked to use her influence for a particular cause, but rarely complies. Her fortune is managed by agents, all of whom are trustworthy, and most of whom are highly competent, as Clemaellia is a good judge of character. She makes a point of contributing to civic projects and to the temples, as well as to a number of projects to aid the deserving poor. Her money has been invested in a wide range of businesses, and she is willing to take a long-term view, rather than cutting someone off at the first sign of a loss. This attitude has, overall, served her well, although a couple of nasty losses have rendered her more cautious in her policy instructions to her agents.

In Crisis

When the troubles start, Clemaellia is deeply distressed. Her instinct is to hide in her house and hope that things go away. She tries to hire adventurers to defend her if things get bad. However, if she can be persuaded to take a stand against the hatred, she is an effective ally, as she has a wide range of social contacts, and everyone enjoys her parties.

CECILIA REDFERN

8th-Level Human Sorcerer

Cecilia Redfern is one of the two representatives of the mages sitting on the Council. She was an adventurer until quite recently, and has the attitude to go with it. She is extremely confident of her own abilities, and impatient with conventional authority. She dresses in strange fashions, which she changes from day to day, and often dyes her hair or uses magic to change her skin color.

The only certainty about her appearance is that it is unconventional.

When Redfern retired to Marchion from her adventuring, she decided that the Council was hidebound and over-traditional, and that it was time to shake things up a bit. Fortunately for her, a significant minority of the mages felt the same way. Sephrandis Lellbereth was easily re-elected, but Redfern scraped into the second slot.

Redfern has not endeared herself to the other members of the Council. She is as disruptive as she can be without breaking the rules of conduct, and has proposed, on several occasions, that those rules be changed. She takes the minority position on every issue, and holds up the debate by raising points that seem minor or barely relevant to the other councilors.

This is a deliberate policy, and not just awkwardness. Redfern wants the Council to think about the



way it does things, and not to just continue doing things because that is the way they have always been done. She believes that quite a lot would be changed if it were considered on its merits, but not everything. She doesn't always agree with the positions she advocates, but she feels it is her duty to ensure that they are considered. She doesn't have a grand plan of her own, so everything she does is shaped by the way that things have always been.

In Crisis

Redfern doesn't change her habits when the crisis hits. As the city descends into racial violence, there is little risk of things being done in the way they always have, and great need for quick, decisive action. Nevertheless, Redfern insists on holding things up and forcing lengthy discussions of points of order. She sees the chaos as an opportunity to shake the Council out of its lethargy, and doesn't realize that now she is contributing to it.

If she could be persuaded that her current tactics are inappropriate to the situation, she could help calm the city. If she starts co-operating with the Council, the sheer surprise gives her words weight; she has always opposed everything, so when she starts supporting motions, it gives the impression that they must have strong arguments in their support.

DEBERIEL SEMALETH

6th-Level Elf Wizard/8th-Level Cleric

Deberiel is the high priestess of Merianath Thousand-Eyes, the god of magic. She is an elf, and has trained as both a cleric and a wizard. She is exceptionally tall and slender, and wears her golden hair high, bound with jewelry, making her look even taller. Her robes are all embroidered with mystical symbols, and she carries a wand of some kind at all times. Her eyes are a startlingly bright blue, and she wears four pairs of earrings.

Deberiel has lived in Marchion for about a century, and has seen many crises come and go. She has reached the conclusion that much of the problem is due to the limited perspectives of shorter-lived races. Wisdom is a combination of life experience –



how long an individual has lived – and how much of the future you consider – which depends on how long you expect you and your children to live. Elves have the longest view, and the best approach to a problem, while half-orcs, at the other extreme, are the least reliable. She believes that, while all races have something to offer, the longer-lived races have more. Thus, she feels that elves should be given a larger role in the government of the city, and that of humans should be restricted.

Decades ago she served briefly as one of the two representatives of arcane spellcasters on the Council, but at that time she was not able to push her reforms through.

She resigned her previous Council post when she felt that Merianath Thousand-Eyes was calling her to his service. While serving the god, she came to see simple length of life as less important. She came to believe that it was knowledge of magic that really determined how well one understood the universe. Length of life still matters, because a true knowledge of magic takes many years to acquire,

but a human wizard or sorcerer might well have as much to offer as an elfen fighter.

Deberiel became the high priestess of Merianath Thousand-Eyes about ten years ago. Her predecessor was also an elf, and the god's selection confirmed her opinions as to the relative worth of the races. Soon afterwards, she was elected to the Council once more. As she has resigned a Council seat in the past in order to serve her god, no one doubts her motives. They may not agree with her, but the councilors all believe her to be sincere.

In Crisis

The troubles do not particularly concern the high priestess in themselves, at least not at first. Marchion has survived similar problems before, after all. However, she does see them as further evidence of the trouble caused by having the wrong groups of people in charge, and she seeks to use them to strengthen the role of mages and elves in the governance of the city. She wouldn't object to a restoration of the magocracy, but she isn't aiming for that now. Rather, she would like to replace one of the mercantile representatives on the Council with another mage. She tries to get such a concession as part of any negotiations for her support, and she most readily supports those who want to see the elves running the city even though she despises those who foment racial violence.

İOLLARĒAS SEMPRENIELLE

4th-Level Elf Wizard/5th-Level Expert

İollarĒas is an elfen merchant, and one of the four mercantile representatives on the Council. She is also a wizard, but her talents and interests lie more in the commercial arena. Her physical appearance is absolutely average; she looks like a typical elfen woman, and it is almost impossible to pick out any distinctive feature to use in a description. She has reacted against this by making her dress distinctive. Her head is shaved, and she wears tight trousers with knee boots, a loose, billowing top, tucked into the trousers, and a gold collar, sometimes set with gems. While the colors vary, the style never does.

In contrast to her appearance, her personality is nothing like the typical elf. She is energetic and active, never leaving until tomorrow something she can do today. She enthusiastically takes risks, whether commercial, social, or physical. She enjoys trading, and sees money mainly as a way to keep score. She is not too attached to any of her property, as the reason for her tendency to seize the day is a belief in the impermanence of all things; everything may be lost tomorrow, so enjoy it while you can.



In Crisis

When the troubles start she is, at first, enthusiastically in favor of doing something about the orcs. However, if things get bad within the city, and there is no clear plan to improve matters, she has no qualms about leaving; she never expected to live in Marchion forever. If there is a plan, and the troubles can be presented to her as a challenge that she may never have the chance to face again, she throws herself enthusiastically into the scheme, and is willing to exhaust her resources pursuing it.

JURD SHIPMAN

5th-Level Half-Orc Expert

Jurd is a businessman. He is tall and burly, with prominent fangs. He is proud of his fangs, and keeps them clean and polished. He usually wears overalls, because he is usually working in his business. For social events, he wears more expensive

clothes. Unfortunately, he doesn't have very good taste, so these clothes are overly rich and ostentatious. He lives in a house attached to his main business compound.

Shipman's Construction and Supplies is in the Docklands. The company builds ships and houses, furnishes houses, stocks ships, and supplies traders and travelers of all sorts. Jurd has built the business up from nothing, and takes pride in doing a good job for a reasonable price, and in dealing fairly with everyone. If you want a solid and inexpensive piece of work, he is the person to go to. Shipman's carries most of the equipment that adventurers need, and Jurd still tries to deal personally with customers. He does not, however, sell masterwork or enchanted items.

Jurd deals with, and employs, members of all races. In the beginning only other half-orcs would work for him, but now he has human, half-elf, gnome, and halfling employees as well. There are about fifty people on the payroll of his business, most of them engaged in construction work. He is friendly with the half-orc activist Lily March (page 31), and



delights in competing with the weaponsmith Olaf Bragnok (page 17) in the supply of weapons. As he will freely admit, his are not as good as the dwarf's, but they are a lot cheaper.

Marchion's half-orc community is not well-treated, and Jurd is trying to change that. The success of his business is not an insignificant factor, as it is one of the few respectable establishments that employ half-orcs in supervisory roles. He also encourages other half-orcs to establish honest trades, sometimes lending them money on little security. This practice has resulted in some losses, but Jurd still thinks it is worth it.

The city's merchants have recently recognized that Jurd is one of them, and have accepted him as a member of the guild. This means that he qualifies for one of the merchant seats on the Council, if the other merchants could be persuaded to vote for a half-orc. As he is not well-accepted in the guild yet, this is unlikely to happen soon.

In Crisis

Jurd is saddened by the troubles, because he believes in a multi-racial Marchion. However, he does want to defend his employees, and his people, the half-orcs, so he could be pushed either way. His position gives him a lot of influence in the half-orc community, so his views are very important.

EIRIK STONEHAMMER

3rd-Level Dwarf Fighter/5th-Level Expert

Eirik is a dwarven merchant, and one of the four mercantile representatives on the Council. He is stocky and built like a fighter, although it has been many years since he served as a caravan guard. He owns an enchanted warhammer, which he carries at all times. If he goes outside the city walls, he wears armor. Within the city, he wears plain clothes that only appear expensive to people who know something about tailoring and textiles. He has a large collection of gems and jewelry, but wears such items very rarely. For formal occasions, he wears one spectacular item, but he never wears the same thing twice. He has kept this up for years, but he has never sold any jewelry, to

the best of anyone's knowledge. Unusually for a successful merchant, he lives in Stonewall.

His primary trade has always been to the west, as he started his career guarding caravans crossing the steppes. There have always been some orc raiders, and Eirik has fought them on many occasions. Ever since his election to the Council, he has been warning about the threat posed by the orcs, and urging the mayor to do something about it. Dernavel Crakdfang was not willing to launch a war, and Eirik disliked him as a result. Whitburn has also been unwilling, but Eirik despises the new mayor as a spineless weakling.

In Crisis

When the raids become more serious, Eirik initially feels vindicated rather than threatened. He presents the new evidence to the Council and presses it to do something immediately. When they delay, and the raids start to threaten his trade, he becomes more desperate, pushing for wilder measures, including a genocidal war against all the orcs. He eagerly supports any sensible measures to curtail the raiding, and can lay his hands on 15,000 gp in ready capital. If given a few weeks, he can secure an additional 15,000 gp. He is not in favor of any compromises with the orcs, and expects defensive measures to be temporary, before the orcs are wiped out.

The troubles within the city seriously disturb Eirik. He does not regard the half-orcs of Marchion as a threat, because they are civilized, and he does not want to see the city destroyed by rioting.

However, he has absolutely no idea what to do. He doesn't follow any lead that seems to threaten the dwarves, but otherwise he supports attempts to bring calm.



RICHARD WHITBURN

5th-Level Human Expert



Whitburn is the mayor of Marchion, and a man completely out of his depth. He is a merchant, and was elected mayor because he was able to present himself as a compromise candidate, acceptable to all the councilors. Had there been no crisis, he would have been an adequate leader for the city. As it is, he is foundering.

The mayor is a large man, tall and broad-shouldered. In late middle age, he is running somewhat to fat, but is still far stronger than most men in his profession. His black hair is starting to gray, but it is not thinning. He wears a black beard, which he keeps neatly trimmed. His clothes are always in excellent taste, although just the right side of being too opulent. He wears three rings with extremely large gems; at first, they were showy, but now they are simply part of his style. He has a fine mansion in the Spires, and his wife, Melissa, managed it

with great skill, serving as a popular society hostess. Unfortunately, she ran off with a bard from the civilized lands beyond the mountains six months before the crisis. The marriage was never very close, and Whitburn is more annoyed than upset. He has two daughters, Sylvia and Juliet, and was thinking about marrying them off before other matters intervened. Sylvia is trying to take her mother's place as manager and hostess at the house.

Most of Whitburn's business is in banking and moneylending. His offices are in Market Ward, and the building housing them is one of the most secure in the city. It is rumored to contain millions of pieces of gold. In fact, it only holds a couple of hundred thousand, but that is quite enough. Whitburn would prefer to have it all out earning interest, but the market for loans in Marchion is not infinite. Whitburn only owns a small fraction of the money; the rest is on deposit from various people in the city.

Whitburn's line of business has made him unpopular with many in the city, even though he is absolutely honest and not excessively rapacious. It has also made him popular with a lot of merchants, who were able to borrow needed capital at reasonable rates, and have since paid back the money. Before he became mayor, this was not a problem. But it means that he does not have the moral authority to act as a rallying point for the city.

Whitburn has been looking for respect all his life, and thought that he would, as mayor, get the same respect as was afforded to Dernavel Crakdfang. Now that he has the post, he has discovered that a lot of that respect was personal. Nevertheless, the post does give him an honored position in the city, and he isn't willing to give it up. Further, he was legally elected, and he is not thoroughly corrupt; removing him requires extralegal action.

In Crisis

Unfortunately, removing him is likely to be necessary. He has no idea what to do about the troubles within the city, and any statements he makes are largely ignored. He cannot inspire the March to follow his lead, and any attempt to take it over would be treason, which he would treat as such.

GAZETTEER

The city of Marchion covers about a square mile of area, and is quite densely populated, although the density varies between neighborhoods. The whole city is walled, and there are no suburbs to speak of. Although the city has civilized the region, it is still dangerous, and few people care to live outside the protected area.

The river splits Marchion into two parts. To the north and east is the Old City, as originally founded by Pharran. This is now mostly lower class housing and businesses, and is easily the most dangerous area of the city. To the south and west is the New City, which is mostly middle and upper class, and contains the markets that ensure the city's prosperity.

While humans are the most plentiful of the races in Marchion, no single race forms a majority within the city. All the demihuman races are present in roughly equal numbers, and there are even a few full-blooded orcs in the city. None live there permanently, and the March watches them suspiciously, but they are not killed on sight.

MAGE HILL

Once, this was the home of the rulers of the city. Since the Day of Green Smoke, however, it has become a lower class neighborhood. Most of the mages' towers still stand, and some are still empty, guarded by the traps and wards their erstwhile owners established. The majority of the towers have been converted into cheap housing, with new parti-

tions built inside large rooms, and staircases added to the outside.

This area is home to about 1,500 of the respectable poor. The residents have a cheerful sense of community, and the crime rate is relatively low. Very occasionally something escapes from one of the towers and adventurers have to deal with it, but most of the time this is a fairly safe area.

The hill itself is extremely symmetrical, and most people suspect that it is artificial. Pharran's tower stands on its peak, still abandoned and the grave of at least a dozen groups of adventurers.

IMPORTANT PLACES

Pharran's Tower: The home of the founder of the city until he disappeared on the Day of Green Smoke, it is still guarded by numerous wards and traps. No one who has entered it has come back out, and many have tried. Rumors about the treasures within are rife.

The Demon's Repose: This is a tavern located in the basement of one of the towers. It gets its name from the warding circle set into the floor. Arcane spellcasters can tell that the circle had nothing to do with demons; it was designed to confine devils. The tavern is both good and reasonably priced, but the superstitious refuse to go there.

Meran the Golden's House of Instruction: Meran the Golden is a human former adventuring wizard who was badly injured and driven slightly

NEW COMMUNITY: MARCHION

Size: Small city; **Power Center Alignment:** Lawful Good; **GP Limit:** 15,000 gp; **Assets:** 7,500,000 gp

Population: 3,000 humans, 2,000 dwarves, 1,500 half-orcs, 1,000 elves, 1,000 halflings, 1,000 gnomes, 500 half-elves, small number of full-blooded orcs

Authority Figures: Mayor (Dernavel Crakdfang, 15th-level half-orc paladin /or Richard Whitburn, 5th-level human expert), March captain (Liv Greataxe, 8th-level dwarf fighter)

Important Characters: Magistrates, councilors; see Chapter Three

SPLINTERED PEACE

insane by some extra-planar entity. He retired to Marchion, and set himself up as a teacher. Unfortunately, he was unable to stick to conventional subjects, and few parents wanted their children to be enlightened on the precise dietary habits of the harpy.

He bought an apartment on Mage Hill, and still claims to run a school out of it. His main source of income is answering obscure questions for adventurers. He knows a remarkable amount, and he is much cheaper than most sages, but his insanity means that his information is not always perfectly reliable. Meran is the only arcane spellcaster living on Mage Hill — and he *is* mad.

Sigird's Armory: Sigird is a female dwarven armorer. She specializes in altering armor to fit new wearers, and does the job very well, charging average rates. She never asks questions about where the armor came from, and removes distinguishing features as part of the service. Sigird also buys and sells previously owned armor, which is often as little as half the price of new; after all, it has failed once. If the armor needs to be adjusted to fit its new owner, Sigird charges her usual rates.

The armory is a two-story building at the base of Mage Hill, near the Docklands, and Sigird's clientele are not the most honest in the city.



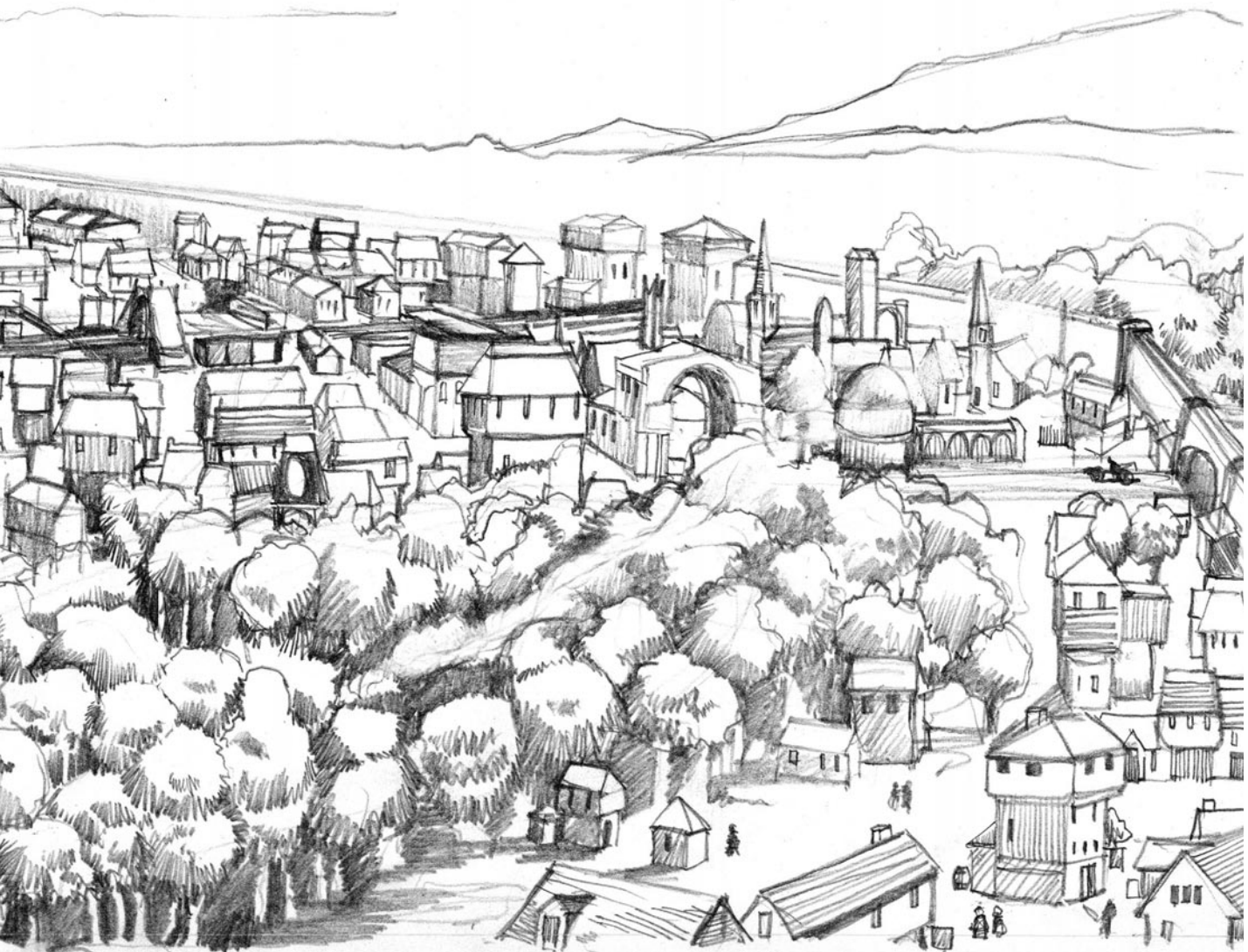
Delnaruc the Healer: Delnaruc is a half-orc cleric of Shaskal Torin who lost a leg to a dragon. Now he lives on Mage Hill, providing cheap healing and exhorting people to go out and become heroes. He only charges three-quarters the normal rate to cast healing spells up to 3rd level, and he is also a skilled mundane healer. The downside is that patients have to listen to his sermons. Parents do not take their children to be healed here, as they say Delnaruc gives them ideas.

The cleric wishes he could still adventure himself, and eagerly plies any adventurers who come to him with questions. He tells the tales he learns to others who come for healing; heroes could build a reputation this way. Delnaruc hasn't healed his leg because he cannot cast the spell himself, and cannot afford to have it cast; he heals people cheaply so that others won't be in the same situation.

NEW MAGES

Immediately after the Day of Green Smoke, before the New City was walled, the remaining mages of the city established themselves in this area. Once the New City had been walled, they moved out, to be further from the hill. Since this area had fewer bad associations, wealthy members of other professions replaced the mages.

Today, this is still a nice area, but its proximity to the Docklands means that the truly wealthy do not live here. Instead, it has evolved into an artists' quarter of sorts. A couple of hundred people make their homes here, but it is the city's main center for civilized entertainment, and thus is much busier in the evenings.



The bridge from New Mages to the Spires is known as the Upper Bridge, because it is the furthest upstream. It has a very high arch to allow riverboats to pass under it, and it is built of decorated stone. It was supposed to be a beautiful ornament to the city, but the architect layered too much decoration onto it, with the result that it is overly busy. Urban myth has it that there are as many carved faces on the bridge as there are people in the city, and that everyone has a portrait there. As the bridge is non-magical, this seems unlikely.

IMPORTANT PLACES

God's Tear Theater: This theater is arguably the best in Marchion, and people do argue about it. Tickets are inordinately expensive, except for those who are invited by the management, in which case they are quite moderately priced. An invitation to the God's Tear is an important confirmation of social standing within Marchion; repeat invitations indicate that you are part of the elite.

The theater is named after the enormous tear-shaped "diamond" displayed above the stage. This item was reputedly retrieved by adventurers, and is claimed to have a magical influence on all art performed within the theatre. Everyone believes it to be a fake, because no one would put something so valuable on such public display.

The Dancing Gnome: The Dancing Gnome is an inn with a stage for performances. While it cannot accommodate full-scale plays, it is large enough for a small group of musicians, dancers, or actors. The first and last performances of the evening are always gnomish dancers, although the management's desire to show off many different acts has led to a broad construal of "dance." The Dancing Gnome is the acknowledged venue for experimental performance art, which means that some extremely odd things happen on stage.

The management has a standing offer to adventurers. A group is given free room and board for the night if one or more members recount their recent adventures in an entertaining fashion. The raconteur must sit on the "Adventurer's Throne," which has the effect of a *zone of truth* spell. Volunteers are warned about this in advance, and questions from the audience are not allowed.

Marvo's Magical Miscellany: Marvo's Magical Miscellany is the shop of a half-elven wizard

renowned for his whimsical streak, wherein he sells enchanted devices with strange powers. These include figurines that dance when music is played, potions that dye the skin in bright patterns, goblets that change the appearance, but not the taste, of drinks within them, and so on. Marvo makes many of the items himself, indicating that he knows many spells, even though he may not be that powerful.

He also buys enchanted devices with odd functions, or no known abilities. The prices he offers are highly variable, and depend on his mood rather than clear commercial reasoning. These items are kept in a special cabinet, labeled "Merianath Only Knows," and are for sale, just like the rest of the stock.

DOCKLANDS

Docklands is the rough, low-class area of the city. It has a population of about 2,000, of whom about 1,000 are half-orcs. Most people avoid the area at night, although the portions of the district on the south bank of the river and near to New Mages aren't too bad.

The docks are almost all within this district, although there are a couple in Market Ward, and some of the houses in the Spires have private jetties. Almost all shipbuilding takes place in this area, and most sailors live here when not at work. The half-orc merchant Jurd Shipman lives in Docklands, on the south side of the river, and his influence is one of the reasons why that area is somewhat safer.

The Lower Bridge, joining the two parts of Docklands, is an aging structure of wood, supported on stone piers. The central area can be raised to allow ships to pass, and sometimes the bridgekeepers leave it raised for long periods, to save themselves work.

IMPORTANT PLACES

Shipman's Construction and Supplies: This large compound has a dock and boathouse, as well as a lumber yard and shop. It is Jurd Shipman's (page 38) base of operations, and a good place for beginning adventurers to get their supplies. He has a reputation for good quality, good value construction work, as well.

The Old Soldier: The proprietor, Gunther Rockholder, is a dwarven pawnbroker and receiver of stolen goods. Not that he admits to the latter function; he simply fails to ask even the most obvious questions, such as how a half-orc of no known occupation comes to be pawning a ruby necklace. The criminal underworld of Marchion knows of Gunther, and he has a reputation as a reliable fence.

Gunther sees nothing wrong in theft, having been an adventurer in his youth, so he does not help the authorities to “persecute” thieves. He does not condone many other sorts of crime, and criminals who expect him to always keep his mouth shut have been disappointed.

The Pickled Otyugh: This tavern caters to the elite of Marchion’s criminal underworld. As a result, it is secretive; apparently a warehouse and laundry on the outside, luxurious on the inside, and one of the most secure structures in the city. The tavern is set up with a large number of booths, enchanted so that it is impossible to eavesdrop on conversations. Further spells suppress most forms of scrying (anything equivalent to spell of 7th level or lower), and block attempts to teleport into the tavern. Most patrons are armed, and responsible for their own safety, but frequent brawling gets you barred, no matter who you are.

The route to the tavern is seeded with a number of enchanted devices that create illusions and hide the route people are actually taking, making it very difficult to follow someone to the establishment. Adventuring parties might well be invited here to meet with shady patrons, or to be warned of possible trouble by unlikely allies.

The tavern actually has a pickled otyugh in the basement; patrons who express curiosity are shown it.

MARKET WARD

Market Ward is the commercial heart of the city. It has a fairly low population, about 1,000, because many of the buildings are shops, warehouses, and workshops. Just south of the Market Bridge linking Market Ward to Docklands is the Market Square. This is a large open area, with marked spaces for booths. The booth areas are rented out every morning, in principle on a first-come, first-served basis. The market warden (an office that changes

hands every month) often “fails to notice” some people, and hands out spaces to known traders. However, this can only be maintained for a so long, so everyone shows up shortly before dawn.

During summer, the distribution of spaces is utter pandemonium, as traders from outside the city want somewhere to display their wares. Street trading elsewhere within the walls is illegal, and the Council has banned fairs outside the walls. This ban comes under increased pressure every year, and may not last much longer.

Elsewhere in the district, shops selling just about any sort of legal goods can be found. For illegal goods and services, strangers are better off looking in Docklands. People with the right introductions find that many shops do not display all of their wares.

Market Bridge is mostly stone, with a central section that can be raised to allow the passage of boats. Unlike Lower Bridge, Market Bridge is kept down unless a boat is actually trying to pass.

IMPORTANT PLACES

Estremann’s Mounts: Estremann is an elven animal trainer. She specializes in training mounts, and she is very good at it. Her main business is in warhorses, and riding horses trained not to panic in battle, but rather to run away efficiently. She also trains more exotic mounts, including griffons, which she stables outside the city to keep them away from her horses. Estremann willingly accepts commissions to train particular kinds of mount, and also undertakes to find the animal if desired. In that case, she hires groups of adventurers for the purpose, as she is not much of a hunter.

Tremelay Outfitters: Harlan Tremelay is a halfling tailor, and excellent at his job. His clothes cost +50 gp for regular items, +300 gp for courtier’s outfits, and +800 gp for royal outfits. The prices are steep, but they are masterwork items, giving +2 circumstance bonuses to relevant checks. Which checks are relevant must be specified when the clothes are commissioned; for example, perhaps saves to resist the elements for traveling clothes, or Bluff and Intimidate checks for official uniforms.

While working as a tailor, Harlan plays up to a highly camp, slightly ridiculous image, fussing over every detail of the clothes, and decrying the



thought that his wonderful travel gear might be worn on muddy roads. His clients find this amusing, because he is so good at what he does.

Tremelay is more than he seems, however. He is a skilled rogue, and is on the trail of a dark conspiracy aiming to conquer the world. He has already foiled some of its minor plans, and thus has constructed a cover identity. He may, in his secret identity, hire adventurers to help him in his quest. It is also possible that Tremelay is deluded.

STONEWALL

Stonewall is described as “Solidly middle class. Very solidly middle class” by residents of the Shambles. Most of the houses in this district are made of stone, and it is very popular with the dwarves. It has a population of about 1,500, and almost all buildings are homes of some description. The neighborhood is close enough to Market Ward that most residents shop there.

Stonewall gives the impression of being well-organized. The streets are straight and broad, and it is difficult to get lost. Many of the roads are partially paved, and the main routes are lit at night.

IMPORTANT PLACES

The Temple of Akrasia: Akrasia, the Thief of Time and Lady of Lost Dreams, has a secret temple inside a Stonewall house. The congregation is small, consisting of about half a dozen regular attendees, but a distractor, one of the chosen servants of the goddess, leads them.

(For more details about Akrasia, see *Akrasia: Thief of Time*, published by Eden Studios.)

Fine Stonework: This is one of the few businesses in Stonewall. Petra Knurrson, the proprietor, is an old dwarf, and the finest stonemason in Marchion. She made enough money to support herself indefinitely when she worked on, and supervised, the construction of Marchion’s walls, and of much of Stonewall itself. These days, she only accepts commissions for the most skilled jobs, and the challenge is far more important than the money. She spends most of her time making traps and secret passages, but really wants to be hired to create a mansion in

the Spires. She already has a number of sketched plans for structures that appear impossible without magic, but which she knows she can build.

Petra is also a valuable source of information on traps and secret passages, and knows most of those that exist within Marchion. She does not talk about them, out of professional obligation, but could be persuaded if the case were sufficiently urgent.

THE SHAMBLES

The Shambles is the second middle class area of Marchion, and it is very, very different from Stonewall. It also has a population of about 1,500, and it is popular with halflings and gnomes. The streets wind and twist with little sense of logic, and tiny alleys snake between the houses.

The buildings themselves are tall, making the narrow streets dark, and they are built of a wide range of materials, in many different styles. There are a fair number of shops, especially in the areas west and south of Tree Town. The Shambles is also known for having some of the best places to eat in the city, although New Mages is the place to go for livelier entertainment.

IMPORTANT PLACES

The Pegasus: The Pegasus is the most exclusive restaurant in Marchion. The food is exquisite and expensive, and admission is by advance booking only. The management reserves the right to refuse admittance for any reason or none. The internal furnishings are comfortable, but plain verging on the austere. Redallipa Franthise doesn’t want anything to distract from her cooking.

Redallipa is the gnomish chef and motive force behind the restaurant, but hardly any patrons ever meet her. The hostess is Liberty Ellefas, a half-elf. Liberty is beautiful, polite, and a fairly powerful sorcerer, not that most patrons have cause to experience that. The bouncers are all big, intimidating half-orcs, but they are given smart uniforms and training in etiquette, so that they are among the most elegant half-orcs one is likely to meet.

Redallipa is constantly trying to outdo her own recipes. To this end, she wants exotic ingredients,

many of which cannot simply be purchased. She often hires adventurers to obtain rare plants or animals for use in cooking. She pays well for such jobs, and also offers a free meal at the Pegasus. If the adventurers are successful and behave themselves at the meal, she is likely to ask them again.

The Floating World is run by Star, a low-level elven wizard who took a more human name during her brief flirtation with an adventuring career. The food and drink are good enough to make it worth the inconvenience of getting there. Most of the patrons are sorcerers, wizards, or rogues, which makes the tavern a good place for making certain kinds of contacts.

TREE TOWN

Tree Town looks like a small forest in the center of the city. There are paths through it, but no buildings on the ground. Instead, all structures are nestled in the branches of the trees. This area has a population of about 1,200, and is extremely popular with elves.

The ground level of Tree Town has become a park for the general use of the inhabitants of the city. The residents are vigilant about litter, and it is strictly forbidden to start fires in the area.



The Burning Tree: This tree was the residence of Namaiseer, an elven wizard. It burst into flames

seventy years ago, and has been burning ever since. The flames have not yet consumed the tree, nor have they spread. All attempts to extinguish them have failed, and most methods short of a *wish* have been tried. The flames are hot, and anyone approaching too close takes 1d6 damage per round. However, even parchment held within the flames fails to catch fire.

The area near the tree is a popular gathering place on winter evenings, as it is both lit and warmed. The

puzzle of the tree itself has been part of Marchion for so long that it has faded into the background for most people.

IMPORTANT PLACES

The Floating World: This tavern is located in a tree, like every other building in Tree Town. It is distinctive because there is no obvious way up. The tree is DC 20 to climb, as it has an unusually smooth trunk. Anyone who can reach the tavern is welcome to eat and drink there, above the concerns of the mundane city.

THE SPIRES

The Spires is the rich area of Marchion, with a population of about 1,000. It gets its name from the many towers and spires surmounting the buildings here. The first families to build here echoed the

towers that Marchion's early rulers had built on Mage Hill, and it became the fashion to attach at least a small tower to every townhouse.

There are a few shops in the Spires, mainly selling jewelry and similar expensive goods. Doclivet's Groceries is the biggest exception, selling food and drink to the wealthy and upwardly mobile. The prices and quality are both high, and shopping there for everyday goods is a sign of wealth and social status. However, most people, whatever their wealth, buy the supplies for important celebrations there.

IMPORTANT PLACES

The Haunted Mansion: This abandoned mansion is widely believed to be haunted. The tales differ on exactly what it is haunted by, and a number of people do not believe them, arguing that any haunt would have been dealt with long ago. However, very few people have tried to take over the mansion, which appears to have no legal owner, and those who have tried all gave up within a week or two of moving in, sometimes affirming that the mansion really is haunted, sometimes giving spurious reasons. The haunt is generally believed to be a ghost, but demons, devils, bound elementals, strange outer-planar beings, and a cabal of assassins are all mentioned as possible inhabitants. Whatever the nature of the haunt, it preserves the mansion in some way, because it appears merely neglected, rather than the ruin that it should be after standing empty for fifty years.

The plots adjacent to the haunted mansion are unusually cheap for land in the Spires, and would make good sites for pretentious adventurers to set up house.

The Glass House: An extremely eccentric merchant built this empty mansion entirely of glass and crystal. He even lived in it briefly, but not even he could cope with his every move being on public display. The building is, however, extremely impressive, and no one wants to knock it down. The Council has taken it under its protection, and has offered ownership of it to any individual or group that comes up with a good use for it in its present form. Thus far, there have been no takers.

TEMPLE DISTRICT

Temple District contains the city hall as well as the temples, and is the center of Marchion's ceremonial life. The seven temples and the Council Hall are arranged around a long plaza, while behind them are the complexes of subsidiary buildings needed to support them. Only about a hundred people actually live in the temple district, but nearly everyone visits it, at least occasionally.

The Council Hall is at the northwestern end of the plaza. Going clockwise around, the temples are to Mercer, the lawful neutral god of trade, Grandin, the neutral god of the mountains, Shaskal Torin, the chaotic good goddess of heroes, Merianath Thousand-Eyes, the neutral god of magic, Herath, the neutral good god of hearth and home, Dancing Cloud, the chaotic neutral goddess of wind and water, and Plianna, the lawful good goddess of justice and rulership.

GODS OF MARCHION



Dancing Cloud, Goddess of Wind and Water

Symbol: Cloud over water

Alignment: Chaotic Neutral

Domains: Air, Chaos, Travel, Water

Typical Worshippers: Farmers, sailors, traders

Favored Weapon: Flail

Dancing Cloud (called Rainmaker, the Tempest, and the Ever-Changing) rules over fresh water and the weather, so that although the ocean is not part of her domain, storms at sea are. Few people worship her particularly, but farmers, sailors, traders, and anyone who lives by a river offer her prayers and gifts to retain her favor. Most of her clerics wander from one temple to another, "following the wind."

Dancing Cloud has no formal high priest in Marchion, as her clerics do not stay that long.



Grandin, God of Mountains

Symbol: Mountain

Alignment: Neutral

Domains: Earth, Protection, Strength, Water

Typical Worshippers: Dwarves and mountain-dwellers

Favored Weapon: Warhammer

Grandin (called the Unmoving, the Foundation of the World, and the Divider) is the lord of mountains and those who live there, of glaciers and avalanches, and of hidden valleys kept secure by the surrounding peaks. He is a popular deity among the dwarves, and among any people who live in or near mountains. His clerics are expected to stay at one temple, but their actions may be capricious.

The god Grandin's high priest is Glanhild Morefar (page 32).



Herath, God of Hearth and Home

Symbol: Fire burning within a hearth

Alignment: Neutral Good

Domains: Good, Healing, Hearth, Protection, Sun

Typical Worshippers: Innkeepers, homemakers, settled peoples

Favored Weapon: Mace

Herath (known as the Protector, the Good Father, and the Heart-fire) has dominion over families, homes, all places that provide shelter and welcome from the elements (and thus all taverns and inns), and fire in all its beneficial aspects. The sun is often taken to be at least partially in his care. Herath is popular with almost all good or neutral people, although his worship is rarer among nomads. Most of his clerics are concerned with supporting the communities in which they live; adventuring clerics of Herath are particularly rare, as adventurers give up both hearth and home.

His symbol is a fire burning within a hearth. All his temples feature a magical *everlasting hearth*; a fire that consumes no fuel but never goes out. The hearth varies from place to place; normally it is of the sort most common in the area, but a few temples use an archaic, traditional form, often a circle of stones.

(For more on the Hearth domain and the *everlasting hearth* spell, see *The Village of Briarton*, published by Gold Rush Games.)

Herath's high priest is Ardan Highknot (page 28).



Mercer, God of Trade

Symbol: Merchant's scales

Alignment: Lawful Neutral

Domains: Knowledge, Law, and Travel

Typical Worshippers: Merchants, tradesmen

Favored Weapon: Quarterstaff

Mercer (called the Merchant of the Gods and the Dealmaker) concerns himself with all honest transactions and exchanges of goods and services. He strongly disapproves of dishonesty, theft, and fraud, but he approves of bargaining from positions of strength, selling to the good points of a product, and sticking to the letter of a contract. He has no problem with monopolies, even if they set their prices abusively high. Many of his worshippers are merchants, but those who make their living by selling to merchants also pay him a great deal of respect. Worshippers of other gods often visit his temples, for it is said that Mercer can broker deals with the other deities, obtaining gifts for the worshipper in return for some service.

His symbol is a pair of merchant's scales, usually depicted as richly adorned with gems.

Mercer's high priest is Thurstan Brightstone (page 18).



Merianath Thousand-Eyes, God of Magic

Symbol: Figure wearing eye-covered, hooded robe

Alignment: Neutral

Domains: Magic

Typical Worshippers: Arcane or divine spellcasters

Favored Weapon: Quarterstaff

Merianath Thousand-Eyes (the Unsleeping, the Eternal, and the All-Knowing) holds dominion over arcane and divine magic, and supernatural powers. Merianath takes a close interest in the doings of his worshippers, and often sends dreams, visions, and omens to encourage them along particular lines of research. The god encourages the use of magic for all tasks, and the creation and dissemination of new spells. Merianath's clerics may be of any alignment.

Clerics of Merianath must take Magic as one of their domains, but may choose the second domain freely from all those available to any god. Clerics of the god of magic are encouraged to multi-class into a class that permits arcane spellcasting. His symbol is a robed and hooded figure, with eyes covering the robe and floating in the space around the figure. High ranking clerics often wear *robes of eyes* as part of their vestments.

Merianath Thousand-Eyes' high priest is Deberiel Semaeth (page 36).



Plianna, Goddess of Justice and Rulership

Symbol: Bridle

Alignment: Lawful Good

Domains: Good, Knowledge, Law, Protection

Typical Worshippers: Those seeking justice or wise governance

Favored Weapon: Longsword

Plianna (known as the Lawgiver, the Judge, and the Guide) has a domain that covers all cases in which one person controls another's behavior for the second person's good. Thus, the relationship between parents and children, as well as that between kings and their countries, falls within her purview. The relationship between master and servant usually does not, as the servant is controlled for the master's good, although her clerics encourage masters to work for the good of their servants. Teachers also fall within her purview. Many paladins follow Plianna, and her clerics are often involved in the governance of nations. All of her temples have attached schools.

Plianna's high priest is Simon Phrantzes (page 34).



Shaskal Torin, Goddess of Heroes

Symbol: Armored woman brandishing a bastard sword

Alignment: Chaotic Good

Domains: Good, Luck, Strength, Travel, War

Typical Worshippers: Glory-seekers

Favored Weapon: Bastard sword

Shaskal Torin, the goddess of heroes, has no other titles, being known only by her name. She is the patron of all those who go beyond the normal strictures of society to serve others; the people who might become heroes given time and luck. Her clerics are happy to help those who seek glory, and are a popular source of healing for adventurers, as they always regard wounds sustained on an adventure as worthy of healing (although they do expect donations). Many of her clerics are adventurers themselves, and retired adventurers staff most of her temples. Shaskal Torin is served by the Shaskallar, winged celestials who gather up the souls, and occasionally the bodies, of fallen heroes. If the body of a hero is taken by the Shaskallar, a cleric of Shaskal Torin can easily restore the deceased to life with a simple *raise dead* spell at any temple of the goddess, as the Shaskallar bring the body back with the soul.

Her high priest is Hamal, a 12th-level fighter. He is often absent from the city, as he has problems with the idea of retiring.

RUNNING THE CRISIS

The crisis in Marchion is not a conventional adventure, for a number of reasons. First, defeating one arch-villain cannot solve the problems. Kagrak (page 71), the leader of the orcs, is the nearest there is to such a thing, and killing him would, by itself, make matters worse.

Second, there is no set plot. The course of events is highly dependent on what the players choose to do. There is a definite direction to the adventure; it is a tale of the growth of racism in a city under threat. But whether it is a tale of the collapse of the city under internal and external assaults, or of a city rising above its internal tensions to save itself, or of a city scapegoating a vulnerable minority to distract attention from a wider crisis, depends on what the PCs do.

Third, there is little in the way of fighting or treasure. The orcs have to be fought, and Kagrak and his pet dragon Gulnoth have treasure, but the problems within the city cannot be solved by combat. In almost all cases, killing only makes things worse, and in many cases combat of any sort is inappropriate.

Finally, the heroes are expected to build rather than destroy – a harder route.

The following points are important to consider when running the adventure.

chant Jurd Shipman may become much more open to binding the city together, if he knows more about the PCs' actions than the general public does.

However, even as a simplification, the attitude rules are complex. Many factors affect both xenophobia and orcophobia, and they must all be tracked. Running from top to bottom along the Attitude Summary Table (see page 62) every week of game time helps with this.

The interactions between events and actions should be handled through the attitude values. For actions covered in this book, the effect that they have on the phobias is given. When deciding whether other things, such as riots or treachery, happen, the GM only needs to look at the value of the phobia; it doesn't matter how the value got to where it is – all that matters is its current value.

This means that it is relatively easy for a GM to incorporate his own events, and unexpected actions by the player characters. In the first case, he only needs to decide what level of phobia triggers the event, if any, and what consequences the various possible outcomes have for the phobia levels. In the second case, he only has to decide what effect the characters' actions have on the phobia levels. These actions then have an impact on the progress of the scenario, just like the ones described herein.

ATTITUDES

Chapter Seven: Attitude Rules is central to the crisis. The two numbers, one for xenophobia and one for orcophobia, are the unifying point for the supplement. All the characters' actions should have an impact on the state of the city, as should the actions of all the other citizens. Keeping track of 10,000 different attitudes would be impossible, so the attitude rules simplify ruthlessly.

Because they are a massive simplification, a GM should not feel bound by them when considering an individual's response to recent events. Thus, even if xenophobia has risen substantially, the half-orc mer-

SUCCESS AND FAILURE

The PCs succeed if both phobias fall to zero and the city is still standing. If that is achieved, the phobias won't rise again under the current circumstances. They fail if the city is destroyed.

There is really only one other stable outcome. The characters could focus the hatred of the city against the half-orcs, drive them out, and then defeat the orcish horde. This is not a good solution, and characters who endorse it are acting in an evil manner.

Note that the PCs themselves are likely to survive a complete failure. If the city is ransacked by an orcish horde, escape only sets them against ordinary orcs, which they can easily defeat. Thus, the GM should not be afraid to let the players fail. They can learn from defeat, and may even find themselves honored as leaders by the refugees from Marchion. Indeed, leading these refugees to a new life would make a fine campaign in the same mold as this one.



TROUBLESHOOTING

As the adventure is somewhat unconventional, it may be harder than usual to get the characters involved. The assumption written into the book is that the characters have some investment, whether emotional or financial, in Marchion, and therefore do not want to see the city destroyed. This adventure won't work for a wandering group of adventurers who just happen to turn up in Marchion at the appropriate time, unless the adventurers are all altruists who immediately decide to save the city.

As long as the characters want to save Marchion, the various events have been written to give them the opportunity. The characters become aware of things before they cause too much damage, and thus have the opportunity to stop them. On the other side, NPCs might suggest that the characters do certain things that escalate or temper the crisis.

One risk is that the players could completely miss some aspect of the scenario. They might, for example, decide that some major villain is driving the orcs south, and thus causing all the problems. As there is no such villain, the GM should allow the characters to somehow learn that quickly. Questions asked of divine oracles should be unusually clear and direct in telling the characters that this is not the problem, for example.

A related risk is that the adventurers may focus on the orcs to the exclusion of events in the city. This

is a reasonable way to start, but the GM should ensure that they become aware of the troubles in the city. If they seem too inclined to treat them as background color, have a mob ransack their homes and steal their property; that should tell them that these events are a real part of the plot.

If the characters do respond appropriately to events in the city, they might spend all their time reacting to events, and not try to improve matters on their own. In this case, NPCs should point out to them that things are only getting worse, and that someone needs to do something positive. If they ask what could be done, the suggestions in Chapter Ten: Acting should be offered.

Note that NPCs should only advise the player characters if the players have no idea what to do. As far as possible, the players should be allowed to develop their own plans.

PREACHING

One potentially insidious problem is that the players might feel they are being preached at, or being required to preach to NPCs. To a certain extent, that is inevitable; good and evil run a bit deeper than hat color in this adventure. However, there are certain things that can be done to lessen this possibility.

First, the characters should not be forced to "do the right thing." If they decide to ignore events in the city, in full knowledge of how serious they are, or decide to pick on the half-orcs, or even decide to ally with the orcs and help them to sack the city, that should be allowed. Just play out the consequences.

Second, events should be described without making explicit moral judgments. For example, instead of baldly stating that Xillyanne Lëassir is an evil racist, simply report what she is saying, and let the players draw their own conclusions.

Third, ensure that the player characters have to take different approaches with different NPCs. Don't let them get away with a generic speech on the virtues of racial harmony; make them respond to NPCs, even minor ones, as individuals.

Finally, make sure that the players are interested in this sort of adventure before starting. If they just want to fulfil power fantasies, they won't enjoy it. *Splintered Peace* is just as much wish fulfillment as any dungeon bash — in the real world, a group of four people cannot generally save a city from racism in under three months — but it appeals to a different kind of fantasy.

STRUCTURE

The chapters in this section describe many isolated events, but do not describe the ways they are linked together. This is because the linkages depend on the actions of the players. The attitude rules create most of the links, and the remaining ones form when the players decide to do something. Thus, the relationship between the orcish siege and an attempt to build a hospital is not discussed, as the two may not happen at all, or at least nowhere near each other in time. The structure of the campaign is created in play.

The individual elements are all relatively simple. This is because the complexity due to everything happening at once should be quite enough for the GM to handle. If the players desperately want greater complexity, Belavin's and Cadric's plots (pages 90 and 86) are probably the best places to complicate matters.

In many cases, judgment calls must be made. The guidelines and rules provided for various actions are intended to make these judgments easier, and to minimize the negative consequences of mistakes. Thus, the GM judges whether the heroes have convinced one family to accept half-orc neighbors, rather than whether they have convinced an entire street. The guidelines then say how many families they must convince before the street follows.

This is particularly important if the characters try to do something positive to draw the city together (see Chapter Ten). There are too many possibilities for this book to predict them all, so instead they're broken down into common stages, reducing the scope of the inevitable judgment calls.

Game statistics are not provided for most of the characters. This is because they are usually unnecessary; PCs will only talk to most NPCs, not engage them in combat.

WHAT HAPPENS WHEN

Although it is impossible to predict when various events will happen, most events have triggers listed here for reference.

- Kagrak starts gathering his horde before the adventure begins, and continues throughout.
- If the adventurers get a reputation for genocide among the orcs, then Kagrak may attack the city if their reputation reaches 20. If it reaches 30, an orcish army attacks with or without him (see page 67).
- Kagrak starts attacking Marchion (page 76) when he has recruited five tribes. This probably takes six or seven weeks. He lays siege to it once he has recruited eight tribes, or when he receives an offer of betrayal from the half-orcs. Recruiting eight tribes probably takes around ten weeks.
- Cadric organizes the Halfling Rights March (page 86) when xenophobia reaches 5, probably in the first week. It takes a week to organize.
- Belavin sets her plan (page 90) into motion when racial tension is obvious. This is probably in the second or third week, near when the Halfling Rights March takes place. The plan takes three weeks to come to fruition, so the Night of Blood and Fire should happen after about six weeks.
- Cadric's spree of robberies (page 88) starts immediately after the Halfling Rights March. Unless the GM wants to make things *really* tough for the players, his assassinations do not start until they have dealt with Belavin.

The activities in Chapter Ten: Acting take place whenever the player characters decide to start them.

SIGNS OF THE STORM

As the player characters travel back along the river to Marchion after completing their latest adventure, the weather is cold, gray, and drizzling. The river is also rather high; not flooding, but definitely on the high side of average.

Early in the week-long trip, characters are ambushed by a group of orcs (or, possibly, they ambush the orcs), and they may visit a village that has been pillaged by orcish raiders. They also encounter a mounted patrol from Marchion.

The exact timing of the beginning of these events is not particularly important. If it can be arranged so that the heroes return in late winter or early spring, that makes it easier to incorporate the Marchion Festival (traditionally held in the spring) into the timetable, but that one element is not essential to the success of the campaign.

If the orcs get to attack where they want, four block the track ahead of the party, four block the track behind, and four attack the middle of the group. They try to flank the characters as quickly as possible. When things go appallingly badly for them (this is supposed to be a very easy encounter), they run away, but may not be able to escape.

The orcs aren't carrying much treasure, as they haven't made any successful ambushes yet. Apart from their equipment, each orc has an average of 20 gp worth of copper and silver coins.

As long as at least two dead orcs remain on the ground at the end of the battle, the PCs notice that the raiders were from two different tribes, the Skull Chewers and the Nose Hackers, which used to operate some distance to the north.

THE AMBUSH

The road passes through a wood, close to the river's edge. A dozen orcs have set up an ambush here, hoping to catch travelers.

They are fairly well hidden, and somewhat quiet, but a successful Spot or Listen check with a DC of 20 means that the adventurers notice the orcs before the orcs notice them. If the check beats a DC of 15, the characters notice the orcs as the orcs notice them, but before they are in range of the ambush. If they beat a DC of 10, they are not surprised by the ambush, but cannot avoid it.

THE RUINED VILLAGE

The day after the ambush, the characters notice a column of smoke to the south. A Knowledge (Geography or Local) check against DC 15 tells the heroes that the smoke seems to be coming from the village of Trinstor. They may go to the village or not, as they wish.

If they do go, they find that it has been sacked. A hastily built palisade has been breached, and the houses have been put to fire. There are orcish corpses, as well as corpses belonging to the defenders.

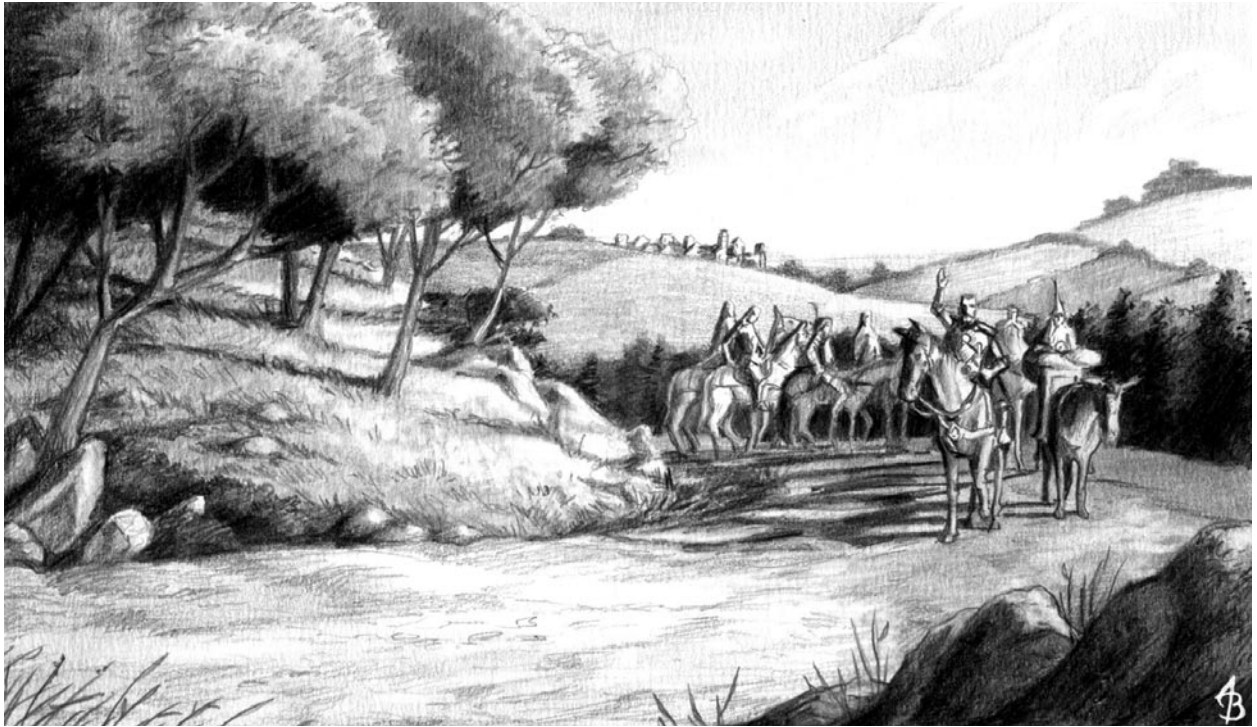
ORDINARY ORC

1st-Level Warrior

CR 1/2; SZ M (humanoid); HD 1d8; hp 4, Init +0; Spd 20 ft.; AC 14 (+4 scale mail); Atk melee +3 (1d12+2, greataxe, crit x3), ranged +1 (1d6+2, javelin, crit x2); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft., Light Sensitivity (–1 to attack rolls in sunlight); AL CE; SV Fort +2, Ref +0, Will –1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness



A Wilderness Lore check (DC 20) reveals that some of the villagers escaped, fleeing toward Marchion. The orcs did not pursue them.

The need for a palisade is new, and the fact that the orcs attacked anyway should be disturbing to thoughtful characters.

These patrols are a new development, and Philip tells the characters that there have been increased orcish raids since they left. He also tells them that the mayor, Dernavel Crakdfang, has died, and that Richard Whitburn is now mayor of Marchion. The remainder of the trip home is uneventful.

THE PATROL

The adventurers are a couple of days' journey from Marchion when they see a group of mounted warriors approaching. They aren't trying to hide, and a Spot check against a DC of 15 confirms that the patrol is predominantly human.

There are eight riders in the patrol: six warriors (four humans, an elf, and a half-elf) led by a fighter (human) and accompanied by a sorcerer (gnome). They are wearing the badge of the Marchion Council (a coin, scroll, and wand arranged around a stylized table), and the characters recognize Philip Francher, the leader.

Philip is delighted to see them, and offers to escort them back to the city. He sends two of his men (the elf and half-elf) and the sorcerer ahead to carry the news that the heroes have succeeded and are returning.

AT MARCHION

The news that the adventurers are returning to Marchion has been greeted with more enthusiasm than the players, or characters, should have expected. When times are difficult, particularly when they are difficult in a boring way, any distraction seems like a godsend. Thus, the heroes see the welcoming crowds when they are still some distance from the city. The streets are lined with cheering people, and the adventurers have no choice but to go to Temple Plaza, where Richard Whitburn is waiting to congratulate them on behalf of the city.

This should surprise the characters; if any of the players ask whether this is normal, tell them that it isn't. The enthusiasm is, however, genuine — no one has orchestrated it.

As the characters pass through the city, they should make three Spot checks. The first has a DC of 22. Any character who succeeds sees that the people

watching are almost all standing in groups of their own race. There are patches of humans, of elves, of halflings, and so on, but very few groups where members of several races are standing together.

The second check should be made at the same time and has a DC of 25. Any character who succeeds notices that there are no full orcs in the city any more.

The third has a DC of 20, and should be made as the characters pass through the market. Successful characters realize that the market is less busy than they would expect; there are unoccupied pitches, which is very unusual for the time of year.

At Temple Plaza, the characters are ushered onto a temporary stage, where the new mayor waits. Richard Whitburn (see page 40) greets the characters, and praises their accomplishments. It is obvious from his speech that he has been quickly briefed on who they are and what they have done, and that he has been swept up by events. At the end of his speech he expresses the hope that the adventurers will be able to deal with the orcs who threaten the city's livelihood.

A MINOR DISTURBANCE

When the mayor blames the orcs, a large group of half-orcs in the plaza starts heckling, shouting that the real problem is profiteering merchants like him. Whitburn maintains a fixed smile, and is obviously unsure as to what he should do. Moments later, Olaf Bragnok (see page 17) bellows out the accusation that the hecklers are in league with the orcs attacking the city.

Characters who know the dwarf can identify him on a Spot or Listen check against a DC of 20.

The half-orcs resent this accusation, and a few start trying to push through the crowd to reach the dwarf. Some brawls break out, and Whitburn quickly leaves the stage, heading for the security of the Council Hall.

The characters may intervene. Lethal force is excessive; the brawlers are all unarmed, and no one is

likely to get killed. If they do not, the Council sends the March in, and it restores order by stunning the brawlers with clubs and arresting those who don't run away quickly enough. In this case, all of those arrested are half-orcs.

There are three main options open to the adventurers. They can appeal for calm; they can separate the brawlers using main force, or they can use magic.

Appealing for calm only works if backed up by magic, or the special abilities of a bard. The crowd is too large to be convinced by a simple appeal, and anyway the brawls have already started.

If the adventurers try to pull the brawlers apart, they probably find it easy. The crowd members have AC 10, and a typical melee bonus of +1.

If the characters are clearly trying to restore order, rather than joining in on one side, other people follow their example and the brawls are soon over. If the adventurers use lethal force, people run away, but the PCs will have seriously damaged their reputations.

Magic could be used in many ways. Scaring the crowd by threatening them with showy spells causes it to quickly disperse. Using lethal force has the same effect whether it is magical or physical. The GM can adjudicate more inventive approaches on a case-by-case basis, but he should be generous and let any sensible plan work.

No matter what, the characters cannot stir up a full-blown riot at this point. If events move in that direction, so many people run for safety that there aren't enough left for a real riot.

AFTERMATH

The events of their return to Marchion should have convinced the adventurers that there are problems at home, but the true nature of those problems may not be immediately clear. At this point, the further progress of the adventure depends entirely on what the characters do, and the rest of the information in this book is designed to deal with their choices.



ATTITUDE RULES

As events develop in Marchion, it is very important to keep track of the attitudes of the population. The best outcome is if everyone comes to believe that they can live in peace and co-operation with the members of all other races. This chapter provides rules to help the GM determine the mood of the people, and what sort of events might occur.

These rules should be treated as an aid, not a strait-jacket. If there is a particular reason for an event to happen or not happen, rolls can be ignored. The die rolls are for the times when the GM wants the city to evolve in the background.

The level of randomness is deliberately high. However, this creates a risk that the phobias will rise too quickly, with a few unlucky rolls leading to multiple racist incidents early in the adventure. And if the player characters start by leaving the city to deal with the orcs, the situation would be made worse, as the PCs wouldn't be given an opportunity to respond to the incidents. A run of high rolls for racist incidents should be moderated by re-rolls that produce a lower, more reasonable, result, especially when the heroes aren't on the scene.

These concerns only apply in the early stages of the scenario. Once the PCs have had a good chance to reduce tensions, things should play out as they come.

PHOBIAS

There are two measures of racial tension in the city. The first is *orcophobia*, a measure of the tension between the half-orcs and everyone else. The second is *xenophobia*, a measure of the tension between each race and all the others. If *orcophobia* is high and *xenophobia* is low, the other races might gang up on the half-orcs. If both are high, the various races are too busy fighting amongst themselves to band together.

If the GM needs to know whether a generic NPC is racist, roll a d20, using the current *orcophobia* or *xenophobia* value as a DC. If the check is *failed*, the NPC is racist.

In general, the phobias can also be used as penalties to social rolls when characters are trying to be friendly across racial boundaries. The player characters are subject to penalties due to the attitude of the NPCs that they interact with, but may decide how they feel for themselves.

The two phobias also determine when racist incidents occur in the city. In this case, roll a d20 and add the appropriate phobia as a bonus. If the DC for a particular class of event is exceeded, then an event of that kind occurs.

If the roll was on *orcophobia*, then either the victims or perpetrators are half-orcs, with an equal chance of either. If the roll was on *xenophobia*, the races of the victims and perpetrators are decided randomly.

When the characters first arrive in Marchion, *xenophobia* has a value of 3 and *orcophobia* a value of 6.

RACIST INCIDENTS

There are several kinds of racist incident, of varying severity (summarized on the Racist Incidents Table). Most of these incidents happen away from the player characters, but not all. The more serious (race riots, for example) come to the attention of anyone within the city at the time. Each racist incident increases racial tension in Marchion.

RACIAL HARASSMENT

This covers racist insults, one-off exclusion from shops, and non-violent harassment in the street. This happens all the time, and the GM should only roll to see if the player characters are directly affected.

At least once per day per character, roll *xenophobia*. If the roll exceeds a DC of 20, the character is hassled by members of another race. If the character is a half-orc, also roll *orcophobia* against a DC of 20 for a possible second incident.

RACIAL ASSAULT

A member of one race is beaten up, but not killed, by members of another, because of his or her race.

Roll once per day for each phobia. An assault takes place for every five points, or part thereof, by which the roll exceeds a DC of 20. Thus, if the roll is 32, three racial assaults are carried out that day.

After three racial assaults by or on half-orcs, add 1 point to orcophobia. After three assaults involving members of other races, add 1 to xenophobia. This applies even if the attack involving half-orcs was the result of a xenophobia roll.

SEGREGATION

Many neighborhoods in Marchion are dominated by a single race, but none are inhabited purely by one race. As tensions rise, the dominant groups in some neighborhoods start pressuring members of other races to leave.

Roll on both orcophobia and xenophobia, once per week, against a DC of 25. On a success, one neighborhood starts trying to “cleanse” itself.

If the roll was on orcophobia, it may be a half-orc neighborhood forcing everyone else out, or a mixed neighborhood forcing out all half-orcs. If the roll was on xenophobia, the neighborhood is trying to force out all members of minority races in that area.

This is a slow process, and the characters can try to stop it (see Chapter Nine: Reacting). If it is not stopped, however, add 5 points to xenophobia or orcophobia (as appropriate).

RACIAL MURDER

Someone is killed because of his or her race. Roll every day for each phobia, as for assaults, against a DC of 30. On a “success,” add 2 points to xenophobia or orcophobia, depending on which roll engendered the murder result.

Racial murders also have the potential of provoking race riots.

RACE RIOT

Race riots are always triggered by other events; something that happens in play, or a racial murder.

After a racial murder occurs, roll orcophobia if the attack involved half-orcs, or xenophobia if it didn’t, against a DC of 40. If the roll succeeds, a mob of the same race as the murder victim decides to exact vengeance on the members of other races.

This happens fairly quickly, and the vengeance is indiscriminate. If the riot is the result of a xenophobia roll, the rioters attack members of any other race. If it is the result of an orcophobia roll, the rioters concentrate on half-orcs, unless they *are* half-orcs, in which case they attack everyone else. If xenophobia is below 20, or more than 10 points lower than orcophobia, members of other races join in an attack on the half-orcs.

The riot itself should be played out if the player characters are in town; see Chapter Nine. If the player characters are not in town, one person dies and one building is destroyed for every point by which the initial roll exceeds 40, and ten times that number of people are injured or buildings are damaged.

RACIST INCIDENTS TABLE

Incident	Frequency	DC	Phobias	Result	Impact
Harassment	1/day/PC	20	As applicable to PC	Character harassed	—
Assault	1/day	20	Both, one roll each	One assault per five points by which roll exceeds DC	1 pt per 3 assaults
Segregation	1/week	25	Both, one roll each	One neighborhood starts segregating	5 pts if not stopped
Murder	1/day	30	Both, one roll each	One person is murdered because of her race	2 pts
Riot	Murder or story event	40	As appropriate	Riot	—

ATTITUDE CHANGES

In addition to increasing as a result of racist incidents, the beginning values of 3 for xenophobia and 6 for orcophobia also increase due to the activities of the influential racists in the city. Changes in trade may increase or decrease the racial tension.

- In every week in which the current trade (see Effects on Trade, page 70) drops, add 1 to both phobias. In every week in which the current trade increases, subtract 1 from both phobias.
- For every week that Olaf (page 17) is active and not discredited, add 1 to orcophobia.
- For every week that Belavin (page 90) is active and not discredited, add 1 to xenophobia.
- Xillyanne (page 29) does nothing until a serious incident with an elven victim occurs. A racial assault is enough. After that, add 1 to xenophobia for every week she is active. Serious incidents with elven perpetrators do not affect her.
- Lily (page 31) is a positive influence at first, but once orcophobia or xenophobia reaches 10, or after the first half-orcs are forced from a neighborhood, add 1 to orcophobia for every week she's active. This is not her intention, but is the effect of her efforts to lead the half-orcs in self-defense.
- Martin (page 21) is the most complex of the racists. At first, add 1 point to orcophobia for every week he's active. After the first segregation or racial murder that doesn't involve half-orcs, add 1 to xenophobia as well. Any race riot, even one involving half-orcs, starts increasing xenophobia.

All modifications to the phobias are cumulative.

ATTITUDES TO THE PCS

The different races also have attitudes toward the PCs. This attitude is helpful, friendly, indifferent, unfriendly, or hostile. All races start with a friendly attitude toward them, as they are heroes; this is the



attitude of the majority of all members of that race toward the PCs. However, any action on their part that indicates that the characters are opposed to a particular race results in worsening their attitude one step. An action that shows that the characters support a particular race improves that attitude one step.

All chance-met NPCs have the starting attitude indicated by their race, which can be modified by a Charisma check on the part of the PCs. This affects that NPC, not all of that race in the city. After the PCs leave, the NPC's attitude gradually reverts to that for his race in general unless continually reinforced; trying to raise the attitude of an entire race by interacting with individuals is too arduous a task to contemplate.

As racial tensions increase, any action raising the attitude of one group probably lowers that of another. Actions that can raise attitudes without any corresponding worsening are described later.

ATTITUDE SUMMARY TABLE

The table provided at the end of this chapter should help you keep track of the state of the city. Every week of game time, run down the table, noting any modifiers arising from the week's events. Then calculate the current Tension, Attitude, and Trade values for the following week by adding the current week's modifiers to the current week's values.

Xenophobia: The current level of general racism; when this and orcophobia reach 0, the PCs have diverted the disaster.

Orcophobia: The current level of prejudice against half-orcs.

Racial Assaults: The number of racial assaults that week. Three assaults raise the appropriate phobia by 1 point. Assaults, segregation, racial murder, and race riots can be caused either by xenophobia, or by orcophobia; keep track of each separately.

Segregation: Note if a neighborhood starts segregating, and note the addition of 5 to either xenophobia or orcophobia if the segregation is completed. The pressure to leave starts at a value of 2, and increases by 2 points per day.

Racial Murder: Note the number of racial murders. One murder raises the appropriate phobia 2 points.

Race Riot: Note whether a race riot has occurred.

Olaf Bragnok: Add 1 to orcophobia until neutralized.

Belavin Threonath Hashrishi: Add 1 to xenophobia until neutralized.

Xillyanne Lëassir: No effect until a serious event with an elven victim occurs. Afterwards, add 1 to xenophobia until neutralized.

Lily March: No effect until xenophobia or orcophobia reaches 10, or half-orcs are forced out of a neighborhood. Afterwards, add 1 to orcophobia until neutralized.

Martin Deepvill: Add 1 to orcophobia until neutralized. After a segregation or murder involving no half-orcs, or after any riot, add 1 to xenophobia as well, until neutralized.

Mayor: If the mayor speaks for tolerance, subtract 2 from each phobia. If he blames the orcs, subtract 3 from xenophobia and add 1 to orcophobia. If he supports his own race, add 1 to each phobia.

Council: If the council supports a tolerant mayor, subtract 1 from each phobia.

Morfán Brighthair, Sir Kenelm Digby, Phillennemar Destrain, Dernybaksas Hallarantara, Clemaellia Proudfoot, Jurd Shipman: If they speak against tolerance, add 1 to each phobia. If they speak in favor of it, subtract 1 from each phobia.

PCs' Actions: Note any effect that the actions of the PCs have on the phobias. Speaking for tolerance reduces both phobias by 1 to 3 points.

Martyrdom: If a Olaf, Belavin, Xillyanne, Lily, or Martin are killed, add 5 to both phobias and check for a riot. Add 1 per martyr to any phobia that increases due to other causes that week.

Public Works: Successful completion of a special project halves the phobias.

Other Events: Note any other event that increases or decreases phobias, with its effects.

Reputation with Orcs: The party's reputation with the orcs, which starts at 5. Make a note if it changes from Warriors to Genocidal.

Dwarves, Elves, Gnomes, Halflings, Half-Orcs, Humans: Record the attitude of each race in Marchion to the PCs.

Current Trade: Moves closer to Sustainable Trade by 3 points per week. Starts at 65, can't go above 75.

Sustainable Trade: Starts at 0; changes if the road to Marchion is guarded.

Effective Area Patrols: Each effective patrol stationed along the trade route adds 1 to Sustainable Trade, to a maximum total patrols of 30.

Effective City Patrols: Every 4 effective patrols stationed within Marchion subtract 1 from racist incident rolls, to a maximum total patrols of 30.

Way Stations: Each way station adds 2 to Sustainable Trade, to a maximum bonus of 30.

Warring Tribes: Each orcish tribe attacking other orcs adds 2 to Sustainable Trade.

Orcish Allies: While an orcish tribe is allied with the city, Sustainable Trade is set at 75.

Other Trade Events: Anything else that has an effect on levels of trade.

Trade Effect on Phobias: If Current Trade has dropped since last week, phobias increase by 1. If it has increased, they decrease by 1.

ATTITUDE SUMMARY TABLE

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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Tension

Xenophobia	3															
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Orcophobia	6															
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Racial Assaults																
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Segregation																
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Racial Murders																
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Race Riots																
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Olaf																
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Belavin																
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Killyanne																
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Lily																
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Martin																
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Mayor																
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Council																
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Morfan																
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Sir Kenelm																
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Phillennemar																
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Dernybaksas																
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Clemaellia																
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Jurd Shipman																
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PCs' Actions																
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Martyrdom																
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Public Works																
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Other Events																
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Attitude Toward PCs

Reputation with Orcs	5															
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Dwarves	Fr															
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Elves	Fr															
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Gnomes	Fr															
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Halflings	Fr															
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Half-Orcs	Fr															
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Humans	Fr															
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Trade

Sustainable Trade	0															
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Current Trade	65															
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Effective Area Patrols																
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Effective City Patrols																
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Way Stations																
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Warring Tribes																
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Orcish Allies																
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Other Trade Events																
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Trade Effect on Phobias																
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FIGHTING THE ORCS

The orcs raiding the lands around Marchion are an obvious threat to the city, and so the heroes are likely to try to deal with them. This chapter describes useful actions they can perform, and also explains what the orcs do if left to themselves.

IMMEDIATE ACTIONS

The orcish tribes have moved down from the north, and the player characters may investigate the reasons. As the tribes were driven out by a shift in climate, the characters cannot do anything about it.

A more tractable threat is the alliance between the Skull Chewers and the Nose Hackers. This union is held together by the charisma and personal strength of Kagrak Mage-eater, a powerful chieftain. If he dies, the alliance falls apart. If he survives, he gathers more tribes under his banner, and ultimately leads an attack on the city.

The raiders are harassing traders traveling to and from Marchion. Caravans and river-going boats are particularly vulnerable when they have stopped for the night. Adventurers can organize, and assist with, the construction of fortified way stations, and establish patrols along the main routes.

Finally, the characters can simply ride around killing orcs. If they restrict themselves to driving off bands of raiders, this does little good but no harm. If they slaughter orcish non-combatants, they inspire such hatred for Marchion that Kagrak's presence is no longer necessary to weld the tribes together.

THE TRIBES

There is an effectively unlimited supply of orcs. The numbers killed by the PCs and their allies do not significantly reduce the number available for future action. Thus it is not possible to deal with orcish threat by wiping them out, even if the player characters approve of genocide.

Each orcish tribe consists of around 2,500 orcs. At any one time, about half of any given tribe is gathered in one place, while the rest are spread out in groups of a hundred or so.

A typical central encampment contains more women and children than warriors, because many of the warriors are out raiding, but still hosts about 300 ordinary orcs, thirty 3rd-level barbarians, ten 5th-level barbarians, two or three 7th-level barbarians, five 2nd-level adepts, and two 4th-level adepts.

Wandering parties spot tribal encampments long before the orcs spot them, and would be wise to avoid those areas. Although the orcs are nomads, they do not maintain riding animals; that would be too much work.

There are twenty tribes in the wilderness west of Marchion. At first, most are independent, although the Nose Hackers and Skull Chewers are united under Kagrak Mage-eater. When the player characters encounter some orcs, roll on the Tribe Table to see which tribe they are from. If they are from a tribe allied with Kagrak, a few members from another allied tribe can be conspicuously added to

ORC TRIBE TABLE

Roll	Tribe	Roll	Tribe	Roll	Tribe
1	Axe Biters	8	Earth's Vomit	15	Heart Splitters
2	Black Hearts	9	Elf Rippers	16	Nose Hackers*
3	Bleeding Swords	10	Eye Slitters	17	Skull Chewers*
4	Bloody Hands	11	Face Eaters	18	Storm Lords**
5	Bone Breakers	12	Gnome Renders	19	Halfling Shredders
6	Death's Servants	13	Golden Tusks**	20	Thousand Fathers
7	Dwarf Crushers	14	Gurmul's Children		

* Kagrak's original tribes. He gains 1 tribe each week on a successful roll; see page 73.

** See notes in text

the mix. This is a good way to hint to the players that Kagrak is building a larger army. The Golden Tusks and Storm Lords are a little different from the other tribes — see Alliance, page 77.

If the Golden Tusks attack a group, they call upon their victims to surrender in return for their lives. The orcs take all valuables from those who surrender to them, but leave them alive, and equipped for crossing the plains. They even leave people with their nonmagical weapons. This fact becomes common knowledge in Marchion within a few weeks, as impoverished traders first complain, and then realize that they are lucky to be alive.

The Storm Lords, on the other hand, take as many prisoners as possible, and send messages to the city offering to ransom the prisoners for ten gold pieces per person. They keep their word, delivering the prisoners, bound and naked but alive and not too badly injured, at the agreed place. About a hundred orcish warriors attend the exchange, but they do not attack unless attacked first. This fact also becomes common knowledge very quickly.

In both cases, the common orcish hatred of elves and dwarves sometimes gets out of hand. Thus, the Storm Lords often beat up prisoners of those races, while the Golden Tusks offer less chance to surrender, and take more items from them. Only very occasionally do the orcs actually kill unresisting members of these races, however.

WANDERING MONSTERS

The orcs spend much of their time wandering the lands west of Marchion. If the characters spend time in that area, they are likely to meet some orcs by pure chance. There are a number of possible encounters.

Roll for one encounter every day and night, twice in each twenty-four-hour period. Roll on the Encounter Frequency table, using the number in the intersecting column and row appropriate to the party's location. If the party is camped, halve the number (round up). If the roll is equal to or less than that number on a d20, the party encounters some orcs. (If they are on a road and the road is patrolled, the encounter might not happen; see page 69.)

Next, roll on the Encounter Type table. If the party is not moving, treat a small encampment as a small raiding group, and a large encampment as a large raiding group. The road and river run almost due west of Marchion, and have attracted most of the orcish activity, as reflected in the Encounter Frequency table. If the characters are on the road or river, treat encounters with encampments as encounters with the equivalent size raiding band. Orcs aren't so dim that they camp across a road.

ENCOUNTER TYPE TABLE

Roll	Encounter
1-10	Small Raiding Group
11-14	Large Raiding Group
15-18	Small Encampment
19-20	Large Encampment

ENCOUNTER FREQUENCY TABLE

		North or South of Marchion				
		Up to 1 Day	1-3 Days	4-6 Days	7-10 Days	11+ Days
West of Marchion	Up to 1 Day	5	12	8	4	1
	1-3 Days	14	12	8	4	1
	4-7 Days	10	9	7	4	1
	8-12 Days	7	7	5	3	1
	13-16 Days	6	6	4	2	1
	17+ Days	4	4	4	2	1

ORC STATISTICS

1st-Level Orc Warrior

CR 1/2; SZ M (humanoid); HD 1d8; hp 4, Init +0; Spd 20 ft. (scale mail); AC 14 (+4 scale mail); Atk melee +3 (1d12+2, greataxe, crit x3), ranged +1 (1d6+2, javelin, crit x2); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft., Light Sensitivity (–1 to attack rolls in sunlight); AL CE; SV Fort +2, Ref +0, Will –1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

1st-Level Orc Warrior (Archer)

CR 1/2; SZ M (humanoid); HD 1d8; hp 4, Init +0; Spd 20 ft. (scale mail); AC 14 (+4 scale mail); Atk melee +3 (1d12+2, greataxe, crit x3), ranged +1 (1d6, shortbow, crit x3); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft., Light Sensitivity (–1 to attack rolls in sunlight); AL CE; SV Fort +2, Ref +0, Will –1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

2nd-Level Orc Adept

CR 1; SZ M (humanoid); HD 2d6; hp 7, Init +0; Spd 30 ft.; AC 11 (+1 Dex); Atk melee +1 (1d8, morningstar, crit x2), ranged +2 (1d6, javelin, crit x2); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft., Light Sensitivity (–1 to attack rolls in sunlight); AL CE; SV Fort +2, Ref +1, Will +4; Str 11, Dex 12, Con 10, Int 9, Wis 13, Cha 8

Skills: Concentration +1, Heal +2, Spellcraft +1, Wilderness Lore +2

Feats: Alertness (Listen +2, Spot +2 when familiar is within arm's reach), Combat Casting

Spells Per Day: 3/1+1

Spells Prepared:

0 Level – *cure minor wounds, detect magic, purify food and drink*

1st Level – *burning hands, cause fear*

Familiar (Rat)

SZ T (animal); HD 2d6; hp 3, Init +2 (Dex); Spd 15 ft., climb 15 ft.; AC 15 (+2 size, +2 Dex, +1 natural); Atk melee +4 (1d3–4, bite); Face 2 1/2 ft. X 2 1/2 ft.; Reach 0 ft.; SQ Scent; SA Alertness, Improved Evasion, Share Spells, Empathic Link; AL N; SV Fort +2, Ref +4, Will +4; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10

Feats: Weapon Finesse (bite)

4th-Level Orc Adept

CR 3; SZ M (humanoid); HD 4d6; hp 14, Init +0; Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt); Atk melee +2 (1d8, morningstar, crit x2), ranged +3 (1d6, javelin, crit x2); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft., Light Sensitivity (–1 to attack rolls in sunlight); AL CE; SV Fort +1, Ref +2, Will +6; Str 11, Dex 12, Con 10, Int 9, Wis 14, Cha 8

Skills: Concentration +2, Heal +3, Spellcraft +2, Wilderness Lore +3

Feats: Alertness (when familiar is within arm's reach), Armor Proficiency (light), Combat Casting

Spells Per Day: 3/2+1/0+1

Spells Prepared:

0 Level – *cure minor wounds, detect magic, purify food and drink*

1st Level – *burning hands, cause fear, protection from good*

2nd Level – *darkness*

Familiar (Snake)

SZ T (animal); HD 4d6; hp 7, Init +3 (Dex); Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19 (+2 size, +3 Dex, +4 natural); Atk melee +5 (bite, poison); Face 2 1/2 ft. X 2 1/2 ft. (coiled); Reach 0 ft.; SQ Scent; SA Poison (Fort save DC 11, initial and secondary damage 1d6 temp. Con), Alertness, Improved Evasion, Share Spells, Empathic Link, Touch; AL N; SV Fort +2, Ref +5, Will +6; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8

Feats: Weapon Finesse (bite)

Half of the ordinary orcs in any raiding group are archers, and harry defenders from a distance.

Small raiding group (EL 7): 1d6+6 orcs. Roll a d20; if the result is equal or less than the number of orcs, the group includes a 3rd-level orc barbarian as its leader. If the result is exactly equal to the number of orcs, the group includes a 2nd-level orc adept.

Large raiding group (EL 9): 3d6+40 orcs, plus 1d6+6 ogres, 1d4 2nd-level orc adepts, one 4th-level adept, and a 5th-level orc barbarian leader. Add four 3rd-level barbarians if there are fewer than fifty orcs, or five if there are fifty or more.

Small encampment: The temporary home of a small group of orcs. The warriors might not (50% chance) be present. Even if they are, the orcs are unlikely to be able to defend themselves effectively.

Treat the warriors as a small raiding group. The rest of the camp consists of as many female orcs as there are warriors, and half as many children.

Large encampment: The home of a large raiding group. If the warriors are present (50% chance), the characters are unlikely to be able to mount a successful attack. If they are absent, an attack almost certainly succeeds.

ORC STATISTICS, CONTINUED

3rd-Level Orc Barbarian

CR 3; SZ M (humanoid); HD 3d12; hp 19 (25 in rage), Init +0; Spd 30 ft. (scale mail); AC 14 (+4 scale mail), 12 in rage; Atk melee +7 (+9 in rage)(1d12+2 (1d12 +4 in rage), masterwork greataxe, crit x3), ranged +3 (1d6+2, javelin, crit x2); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Barbarian Rage 1/day, Darkvision 60 ft., Light Sensitivity (–1 to attack rolls in sunlight), Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +1, Will +0 (+2 in rage); Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Intimidate +5, Intuit Direction +3, Listen +4, Wilderness Lore +3

Feats: Power Attack (base attack bonus +3), Weapon Focus (Greataxe)

Equipment: Masterwork greataxe

5th-Level Orc Barbarian

CR 5; SZ M (humanoid); HD 5d12; hp 32 (42 in rage), Init +0; Spd 30 ft. (scale mail); AC 14 (+4 scale mail), 12 in rage; Atk melee +10 (+12 in rage)(1d12+3 (1d12+5 in rage), masterwork greataxe, crit x3), ranged +5 (1d6+3, javelin, crit x2); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Barbarian Rage 2/day, Darkvision 60 ft., Light Sensitivity (–1 to attack rolls in sunlight), Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +4, Ref +1, Will +0 (+2 in rage); Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Intimidate +7, Intuit Direction +3, Listen +6, Spot +1, Wilderness Lore +3

Feats: Power Attack (base attack bonus +5), Weapon Focus (Greataxe)

Equipment: See page 67.

7th-Level Orc Barbarian

CR 7; SZ M (humanoid); HD 7d12; hp 43 (57 in rage), Init +0; Spd 30 ft. (chainmail); AC 17 (+7 from +2 *chainmail*), 15 in rage; Atk melee +12/+7 (+14/+9 in rage)(1d12+4 (1d12+6 in rage), +1 *greataxe*, crit x3), ranged +7/+2 (1d6+3, javelin, crit x2); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Barbarian Rage 2/day, Darkvision 60 ft., Light Sensitivity (–1 to attack rolls in sunlight), Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +5, Ref +2, Will +1 (+3 in rage); Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Intimidate +9, Intuit Direction +4, Listen +2, Spot +2, Wilderness Lore +4

Feats: Cleave, Power Attack (base attack bonus +7), Weapon Focus (Greataxe)

Equipment: +1 *greataxe*, +2 *chainmail*

Ogre

CR 2; SZ L (giant); HD 4d8+8; hp 26, Init –1 (Dex); Spd 30 ft. (hide armor); AC 16 (–1 size, –1 Dex, +5 natural, +3 hide); Atk melee +8 (2d6+7, huge greatclub, crit x2), ranged +1 (1d8+5, large javelin, crit x3); Face 5 ft. X 5 ft.; Reach 10 ft. (15–20 ft. with javelin); AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +4, Listen +2, Spot +2

Feats: Weapon Focus (greatclub)

Treat the warriors as a large raiding group. The rest of the camp consists of as many female orcs as there are warriors, and half as many children. There is a 50% chance of a large encampment including 1d4 levels of clerics or adepts.

Encampments are Encounter Level 0 if there are no warriors present, and the same level as the appropriate raiding band if the warriors are there. The characters gain no experience for massacring children and unarmed females.

These smaller groups of orcs have slightly less treasure than normal, as some of the finest loot is kept at the tribal camp. Ordinary orcs carry equipment worth about 35 gp when sold, and have coins worth a further 30 gp, mostly in copper and silver. Ogres have only their equipment.

3rd-level orcs carry masterwork weapons and armor, and have 100 gp worth of coins, mainly gold.

5th-level orcs have more treasure, including enchanted items. Choose one set of special items from the following list, and add normal equipment and 150 gp in coins. Modify statistics as noted.

- *+1 greataxe*, masterwork scale mail (+1 to greataxe damage)
- masterwork greataxe, *+1 scale mail* (+1 to AC)
- masterwork greataxe, *+1 chainmail* (+2 to AC)
- masterwork greataxe, masterwork breastplate, *amulet of natural armor +1* (+2 to AC)
- masterwork greataxe, masterwork breastplate, *potion of heroism* (+1 to AC)

REPUTATION

As the characters interact with the orcs, they gain a reputation. Their initial reputation is as dangerous adventurers, and starts at 5. You can keep track of this on the Attitude Summary Table on page 61.

When a group of orcs spots the characters, roll a reputation check (1d20) against a DC of 20 with a bonus of the PCs' reputation level. If the roll succeeds, the orcs recognize the characters. If it fails, they do not.

If the group of orcs is small, or a large encampment without warriors, the orcs flee if they recognize the PCs. A small raiding group attacks if it fails to rec-

ognize them. A large raiding group ignores them if it doesn't recognize them (they are too few to be worth wasting time over), and attacks them if it does (they are dangerous, and should be dealt with).

Every time the characters defeat a small raiding group and some orcs escape, the party's reputation goes up by 1 point. (This includes the group that ambushes them on their way back to Marchion in Chapter Six: Signs of the Storm.) If they defeat a large raiding group, their reputation goes up by 5 points.

HUNTED

If the characters slaughter noncombatants in an encampment while the warriors are absent, there is a chance that their reputation as fearsome warriors changes to one of genocidal war criminals. For a small encampment, the chance is 50% that the reputation switches to one of genocides and increases by 1 point. For a large encampment, it changes automatically and increases by 5 points. If the characters have a reputation as genocides, any orcs who see them run away, and return with all the reinforcements they can find.

Small raiding groups split into three equal groups. The leader remains with one group, and tries to keep an eye on the characters without being killed. The other two groups search for help.

The leader of a large raiding group sends three of his underleaders with three warriors each to search for reinforcements. The rest of the group tracks the adventurers, but avoids fighting if at all possible. However, if the PCs try to return to Marchion, the orcs try to stop them.

To find the number of orcs that the messengers recruit, roll a d20, and add the current value of the party's reputation. Multiply this number by 5 to get the total number of reinforcements. Divide it by 4 to find the number of days for the orcs to gather. Treat the recruited orcs as made up of large raiding groups.

If the adventurers have successfully returned to Marchion, the orcs give up and leave. If they have not, the orcs attack in a large group, attempting to surround and slaughter the PCs. The adventurers should spot such a large group of orcs, and may try to flee or hide. The orcs do not have anything like a plan, other than to kill the interlopers, which should give the party an advantage. Again, if they can retreat to Marchion they are safe.



If Kagrak is still alive, the messengers may find the main orcish army and persuade Kagrak to use it to destroy the characters. This only happens if the characters have a genocidal reputation of 20 or higher and the die roll to recruit reinforcements was a natural 20. If the PCs reach the city, the army attacks Marchion, and Kagrak asks for the characters' heads on spikes. See *Storming the City*, page 76, for further details.

If the characters have a genocidal reputation of 30 or higher, the orcs band together even without Kagrak, and march on the city.

Note that these events only happen if the characters slaughter defenseless orc women and children. As long as they restrict themselves to fighting raiding bands they are not hunted.

frequent. Travel is harder as the ground becomes first mud, then swamp. Large rivers are common.

If the players come up with the idea that the weather has driven the orcs south, and have a character mention it, any PC with Wilderness Lore knows this is the right answer. If the players don't come up with this idea, a successful Wilderness Lore check (DC 15) reveals it.

The heroes should be aware that there is nothing they can do about a natural climate shift, and no way that they can hope to defeat anyone capable of causing it by magic. But as there is no sign of a further threat on this front, they should concentrate on dealing with the problems nearer to Marchion.

IT'S GRIM UP NORTH

The adventurers may decide to travel north of Marchion, to learn why the orcs have moved south. As they do so, they encounter wandering groups of orcs. These encounters become less frequent the further they travel. Conversely, rain becomes more

PROTECTING TRADE

The decline in trade through Marchion is one of the major causes of the problems in the city. Thus, it would be good for the characters to take some action to boost it. As one of the major problems is orcs raiding boats and caravans crossing the wilderness, reducing the raids would be a big help. This section suggests ways the characters can do this.

However, before they can take action they need to realize what the problem is. The characters notice that there is less trade within a few days of arriving. As noted in Chapter Six: Signs of the Storm, they may realize as soon as they arrive. If the players don't make the connection with the growing tension, have a bystander after some incident remark that there is less work for casual laborers, and that this is what happens when people are idle. If the players (or characters) are singularly obtuse, an NPC could tell them that this is a problem. The half-orc merchant Jurd Shipman is the ideal candidate, as he is directly affected.

Finding out why trade across the wilderness has declined is a simple matter of asking the merchants. They are all scared of the orcish raiders, and know that a number of their colleagues decided not to make the trip. They all agree that, if the journey was safer, more people would make it, and trade would improve. They also agree that the most dangerous times are when the caravans camp for the night; the orcs can see in the dark, unlike the mostly human merchants and guards.

As long as Kagrak is in charge, there is little that can be done about the raids. He attacks any measures the characters take, as described below, and he has enough orcs to destroy anything the characters try to build.

If Kagrak is killed, the situation changes dramatically. The characters still cannot drive the orcs from the plains, or eliminate the threat. However, as the orcs work in small groups, the characters can set up defenses for merchant caravans. Raiding groups still try to attack the caravans, but patrols and fortified way stations can drive them off. As long as the orcish tribes are not united, they cannot muster a large and disciplined enough force to destroy either the patrols or the way stations.

PATROLS

The March has already started sending patrols out into the area immediately around the city, and the mayor can easily be persuaded to send them out along the road and river. If the characters have encountered the small raiding groups, they know that the patrols should be at least a dozen strong, so that they have a good chance of defeating the small groups. The city does not have the resources to send out patrols capable of defeating the large groups.

If the March maintains a minimum guard on the city, and devotes the rest of its strength to patrols, it can send out a maximum of thirty patrols at a time. As tensions rise in the city, fewer patrols can be sent out. Part of this is the need to keep the March in Marchion to discourage rioting, and part is the unwillingness of the soldiers to leave their families undefended in a dangerous environment. The overall effect is that half the current xenophobia score in the city is subtracted from 30 to determine the number of patrols that the March can maintain in the wilderness surrounding Marchion.

The important number is the number of effective patrols, however. The effectiveness of the patrols depends to a great extent on the level of racial tension within the city. There are half-orcs in the March, and they are sent out in mixed patrol groups. Roll for a racial murder (see page 59) for each patrol that goes out. If the half-orc is murdered, orcophobia only increases by 1 point, because the murderers in the patrol blame the death on orcs, and some people will believe them. However, that patrol is rendered ineffective.

For all mixed patrols that are sent out, roll 1d20 against the current xenophobia (see page 62). If the roll is below the xenophobia score, the patrol spends most of its time watching itself, and is ineffective as a guard for the road.

If the March decides to segregate its patrols, it can only manage twenty-six, as the available members do not fall into neat groups of twelve by race. If the March decides not to send its half-orc members out, for fear that they will betray the city, the number of available patrols drops to twenty-two.

Purely half-orc patrols may, in fact, betray the city. For each such patrol that is sent out, roll orcophobia against a DC of 35. If the roll succeeds, the half-orcs defect to the orcs. It takes a couple of weeks for the word to get around, but when it does, orcophobia increases by 5, and the March stops sending half-orcs on patrol.

While there are active patrols, any encounter roll indicating a small raiding group on the road may not, in fact, lead to an encounter. If the result of a d20 roll is less than or equal to the current number of active patrols, there is no encounter.

If the player characters decide to patrol the road, they count as a single active patrol. This is not a good use of their time. They may also hire merce-



naries to patrol the road. These patrols cost 3 gp per day, and should be treated in the same way as March patrols.

Kagrak's Response

If Kagrak is still leading a large group of orcs, he becomes aware of the patrols, and takes action to stop them. He does not take the entire army to the road, because he does not want to scare the merchants away entirely. Instead, he sends out large raiding groups, with instructions to find and kill the patrols.

It takes Kagrak a week to become aware of the patrols, and make sure that they are a threat to him. After that, his harassment makes the patrols less effective; under these circumstances, if an encounter roll indicates a small raiding group, if the result of a d20 roll is less than or equal to *half* the current number of active patrols, there is no encounter. His orcs also kill one patrol per week, reducing the number of patrols that the March can send out. Keep track of this on the Attitude Summary Table on page 61.

This activity continues as long as Kagrak is in charge. Without him, the orcs pay no particular attention to the patrols, even if the characters' atrocities have united them against the city.

WAY STATIONS

Building way stations is a good plan, but it doesn't happen unless the PCs take the initiative. The nearest way station must be built a day's travel from the city, so laborers and materials have to be moved that far, and then protected while they build the fortifications. Even simple earth and wood walls take some time to create, and the orcs do not sit idly by.

The half-orc Jurd Shipman is an essential ally if the PCs are to achieve this. He is the only person in the city with the necessary knowledge, contacts, and resources to complete the project. Given time, others could, but the city doesn't have much time. However, the characters need to find some way to compensate him for the work.

It costs 5,000 gp to build a single way station. This is a very simple structure; little more than a wood and earth wall with a gate. It requires about a dozen guards. A manned way station can drive away a small raiding group, and hold a large one off long enough for help to arrive. However, running one for

a year costs about 1,000 gp, most of which is pay for the guards. The normal volume of trade passing between Marchion and the wilderness is such that a charge of 1 sp per person to stay in the station would make the proposal a viable investment. For every 5 cp added to that, the station can support an additional twelve guards, who could serve as a patrol.

At present, of course, trade is reduced. This means that, in order to build and staff a way station, the heroes must provide enough money to operate it for a year. Thus one way station costs 6,000 gp plus 1,000 gp for every additional patrol over one based at the station. If trade improves and the station collects tolls, this money can be used to recoup the investment.

The player characters may have the funds to build a way station themselves, and if they do so it helps them to convince others that they are serious about the threat. Jurd Shipman has the capital necessary to build a single way station with one patrol, and he does so if approached. Richard Whitburn can afford to build two, and, as the mayor, really ought to. Nevertheless, he needs persuading. Marchion has some civic funds, and can build a station. The temples can also afford to sponsor a station each. The various sponsors need to be convinced, though, and the player characters are the people to do it.

Once a station has funds, the building process can start. This takes two weeks. Shipman has enough staff to run two projects simultaneously, if the funding for both exists. The normal orc encounter rules apply to the building sites. The actions of raiding groups depend on how well-guarded the workers are, but unless the characters have used magic to convince Shipman to do something stupid, there are enough guards to scare small groups off. Large groups try to destroy stations under construction. If a work site is destroyed, the capital invested in it is lost, and a new sponsor has to be found.

Racial tensions at the building site are even higher than in the city. Add 3 to both local phobias for every day's journey the site is from the city. Since Shipman himself is a half-orc, the tensions only disappear if all the NPC workers and guards are half-orcs. In that case, they might desert the city.

The workers defect if an orcophobia check exceeds a DC of 35. If Shipman is present, apply a -5 penalty to the roll.

Shipman does not defect, and returns to Marchion with the news if his workers do.

The way stations cannot recruit guards at first, and so have to borrow them from the March. Every guarded way station reduces by one the number of effective active patrols.

Kagrak's Response

Kagrak hates the idea of guarded stations for trade caravans. As soon as he finds out that they are being built, he sends an army, roughly equivalent to four large raiding groups led by a 7th-level orc barbarian, to destroy them.

If the information he receives suggests that that would not be enough, he sends more troops. If the first army fails, he sends a second, bigger one.

Unless the PCs are present at the building site, the first army sent succeeds. This means that the way stations cannot be built and maintained until Kagrak is removed. Without his leadership, the orcs don't put as much effort into destroying the stations, as the immediate return in booty is not good.

EFFECTS ON TRADE

The amount of trade between Marchion and the wilderness is measured by abstract numbers. There are two important values: the current trade and the sustainable trade. If the current trade differs from the sustainable trade, it automatically moves toward it at a rate of 3 points per week; this is the only way that current trade can be changed. Before the climatic shift, the sustainable trade was 75. With the orcish raids, it dropped to 0. When the characters arrive back in Marchion, the current trade is 65, and it has a long way to fall.

Patrols and way stations help trade. For every effective patrol, add 1 to sustainable trade, to a maximum of 30. For every manned way station, add 2 to sustainable trade, to a maximum of 30. Thus, if there are 15 way stations and 30 patrols, sustainable trade is improved by 60. Sustainable trade cannot get back to 75 by posting patrols and building way stations, since there are more orcish raids than there used to be; see page 71 for ways to reduce raids directly. If the PCs come up with other good ideas to protect the trade route, the level of sustainable trade increases further. The GM should compare the PCs' actions to the usefulness of patrols and way stations to decide the bonus.

KAGRAK MAGE-EATER

Kagrak Mage-eater is an exceptional orc who has taken advantage of the disruption caused by a climatic shift to start building an empire. He has also formed a personal alliance with Gulnoth, a young black dragon, which helps him to maintain his authority over the squabbling tribes. His immediate aim is the conquest of Marchion, and then he will look at the rest of the world.

Kagrak is a tall orc, with dark gray skin and prominent tusks. He wears his magical armor at all times, unless he is sleeping, and keeps his hair chopped short under his helmet. He wears three gold rings in each ear, one for each mage he has eaten. Kagrak has scars on his arms but, unusually, none on his face. He has said that he will scar his face once for every city that he takes, and not before.

As long as he remains active, the orcs continue to gather around him. The PCs can disrupt this process, but ultimately they have to kill Kagrak.



THE GROWING HORDE

When the characters arrive in Marchion at the beginning of *Splintered Peace*, Kagrak has control of the Skull Chewers and Nose Hackers. He is still trying to recruit further tribes to his banner.

Roll 1d20 against a DC of 13 once per week. If the roll succeeds, another tribe (determined randomly) joins the horde. You might want to keep track of these by noting them on the Orc Tribe table, page 63.

Kagrak gets a number of bonuses to the roll. First, he gets his Charisma bonus (+1). Second, he gets a bonus of +1 for every tribe that is already under his control (so this starts at +2). Third, he gets a bonus of +1 for every full five points of the characters' reputation with the orcs, whether the reputation is as formidable opponents or ruthless baby-killers.

Kagrak combines the main tribal camps (see The Tribes, page 63) of those tribes under his command. Thus, when the characters return to Marchion there are about 600 orcish warriors at the main camp. Kagrak is the only warrior present at the camp during the day. Every night, he rides Gulnoth into the distance, returning in the morning. He claims that he goes to lie with Masshogu, the mother goddess of the orcs, but few of his followers believe him. They think that he just wants to be sure he will wake up, and they are right.

The PCs could try to attack Kagrak in the camp, but that is likely to be suicide. There are two 7th-level and

three 5th-level orc barbarians from each tribe with him at all times, and the watching orcs will be happy to attack the weakened characters if they do manage to defeat Kagrak, Gulnoth, and the bodyguards. Sneaking around the camp looking for information is far more sensible, and much more likely to succeed.

Kagrak has a huge tent at the center of the camp, where he holds court from a large wooden throne. The throne is undecorated, but Gulnoth coils around its base and glares at anyone who fails to show proper respect. Gulnoth eats those who remain disrespectful.

A ring of tents for the leaders of the tribes surrounds Kagrak's tent. The size of this ring depends on the number of tribes under Kagrak's control. The tribes are camped beyond that, in a rough circle. A hundred orc warriors are on guard duty at the outer edge at any time, but they may miss subtle intrusions. The camp has a diameter of about a thousand feet, so there is a guard every thirty feet around the edge, and hundreds of orcs within shouting distance.

KILLING KAGRAK

The only realistic way to kill Kagrak is to learn where he sleeps, and attack him there. In this case, the characters only have to face Kagrak and Gulnoth.

If the PCs are a standard group of four 8th-level characters, this is very nearly a fair fight; the player characters have a slight advantage, but they could lose. This is supposed to be a tough encounter, and as it stands it is EL 11. If the PCs are more powerful than 8th level, the GM should consider increasing Kagrak's level, and possibly Gulnoth's age, to compensate. See

NEW DEITY: MASSHOGU, MOTHER OF ALL ORCS

Symbol: A splash of blood

Alignment: Chaotic Evil

Domains: Destruction, Evil, Protection, Strength

Typical Worshippers: Male and female orcs of breeding age

Favored Weapon: Greataxe

Along with the title Mother of All Orcs, Masshogu is also known as the Blood Nurse (because her breasts are said to give blood rather than milk), and the Most Beautiful. She encourages orcs to reproduce and constantly overrun the territory needed

for their growing population. Masshogu is portrayed as a large, pregnant, female orc, wielding a greataxe, with a baby nursing at each breast, and children gathered around her.



Troubleshooting, page 75, for suggestions on what to do if the encounter goes particularly badly.

The first stage of a plan to kill Kagrak is finding out where he sleeps. There is only one non-magical way to do this: follow Gulnoth one evening. Fortunately for the characters, this is not particularly difficult. Kagrak knows that none of the orcs would dare to follow the dragon, and hasn't considered the possibility that others might. He doesn't keep a careful lookout for followers, nor does he try to disguise his route.

The main difficulty is keeping up with the dragon, which is flying at about forty miles per hour. A horse

is far too slow, so unless the characters use magic they will have to follow the dragon in stages, getting as far as they can before losing it every evening. In this way, it takes about three days to find Kagrak's hideout.

Kagrak's Lair

Kagrak lives in a natural cave under one of the hills that dot the wilderness. The entrance is concealed behind some brush, so that a casual observer must succeed on a Spot check (DC 22) to notice it. However, a deliberate search finds it automatically, as it is large and used twice a day by a dragon.

KAGRAK MAGE-EATER

10th-Level Orc Barbarian

CR 10; SZ M (humanoid); HD 10d12+20; hp 111 (131 in rage), Init +2 (Dex); Spd 60 ft. (breastplate), base 80 ft.; AC 19 (+7 from +2 *breastplate*, +2 Dex), 17 in rage; Atk melee +18/+13 (+20/+15 in rage) (1d12+7 (1d12+9 in rage), +2 *greataxe*), ranged +12/+7 (1d6+5, javelin); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Barbarian Rage 3/day, Darkvision 60 ft., Light Sensitivity (–1 to attack rolls in sunlight), Uncanny Dodge (Dex bonus to AC, can't be flanked, +1 against traps); AL CE; SV Fort +9, Ref +5, Will +4 (+6 in rage); Str 20, Dex 14, Con 14, Int 11, Wis 12, Cha 13

Skills: Balance +5 (+15 with *ring of balance*), Intimidate +14, Intuit Direction +7, Jump +14 (+24 with *boots of striding and springing*), Listen +8, Ride +11, Wilderness Lore +7

Feats: Cleave, Improved Critical (*Greataxe*), Power Attack (base attack bonus +10), Weapon Focus (*Greataxe*)

Equipment: *Boots of striding and springing*, +2 breastplate, +2 *greataxe*, *potion of cure light wounds* (10), *ring of balance*, six gold ear-rings (20 gp each)

NEW MAGIC ITEM: RING OF BALANCE

A ring of balance is a perfectly symmetrical plain metal band. It continually grants the wearer a +10 competence bonus to Balance checks.

Caster level: 5th; *Prerequisites:* Forge Ring, *cat's grace*;
Market Price: 2,000 gp

GULNOTH

Young Black Dragon

CR 8; SZ L (dragon (water)); HD 16d12+48; hp 158, Init +4 (Improved Initiative); Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 24 (–1 size, +15 natural); Atk melee +19 (2d6+4, bite), +19/+19 (1d8+4, claws), +19/+19 (1d6+4, wings), +19 (1d8+6, tail slap); Face 5 ft. X 10 ft.; Reach 10 ft.; SA Breath Weapon: 80-ft.-long line of acid, damage 10d4, DC 22, Spell Use (see below) SQ Acid Immunity, Blindsight (150 ft.), Darkvision (500 ft.), Damage Reduction 5/+1, Darkness (50-ft. radius), Frightful Presence (DC 19), Keen Senses, Paralysis Immunity, Sleep Immunity, Spell Resistance 17, Water Breathing; AL CE; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12

Skills: Bluff +17, Concentration +19, Diplomacy +17, Escape Artist +16, Listen +17, Search +17, Spellcraft +17, Spot +17

Feats: Flyby Attack, Hover (cloud radius 150 ft., Concentration DC 18), Improved Initiative, Multiattack, Power Attack

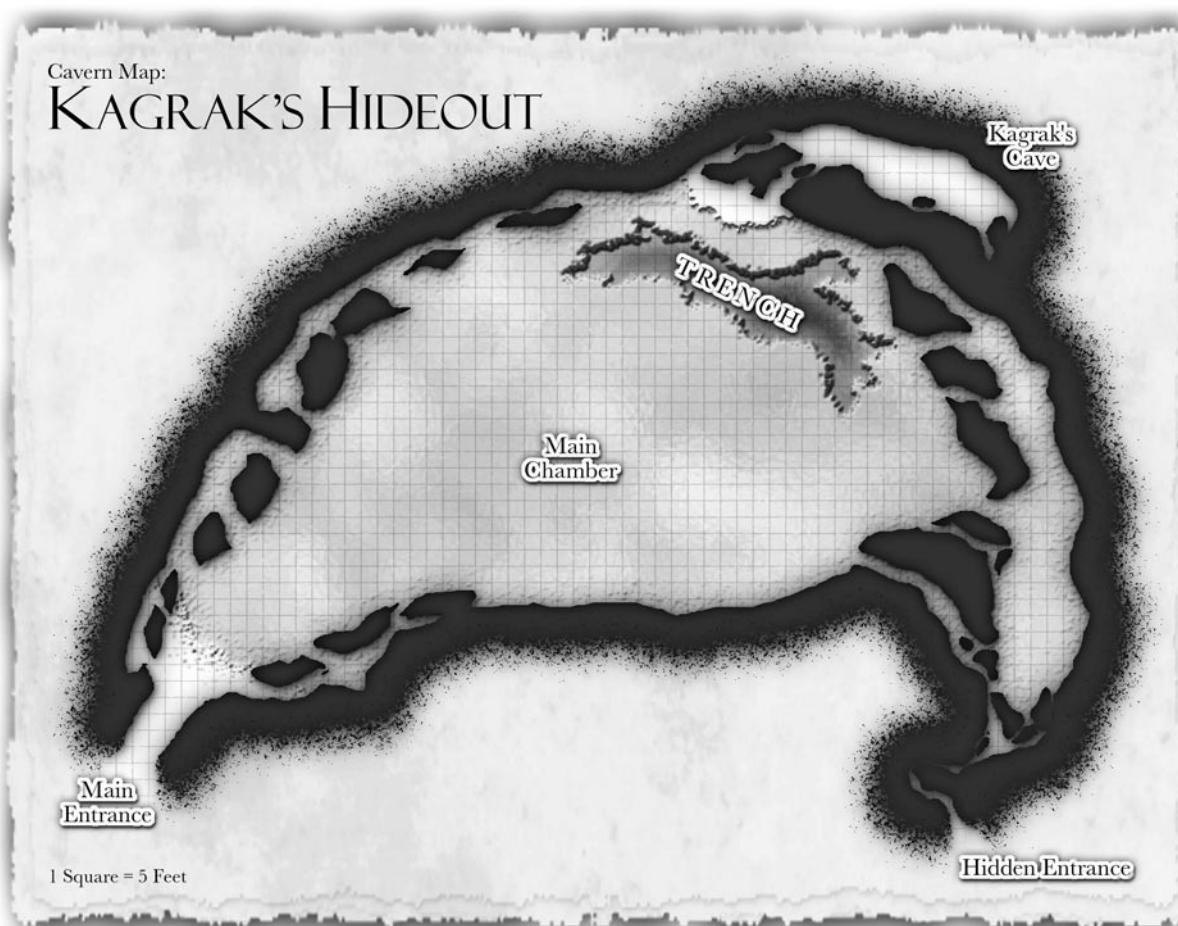
Treasure: 9,000 gp in coins: 100,000 cp, 20,000 sp, 3,000 gp, 300 pp

Spells Per Day: (5/4); Cast as 1st-level sorcerer.

Spells Known:

0 Level – *dancing lights*, *detect magic*, *ghost sound*,
resistance

1st Level – *mage armor*, *obscuring mist*



The entrance leads into a tunnel about twelve feet across and fourteen high. The tunnel slopes down, dropping about twenty feet over its 200-foot length, and curls around the edge of the hill.

The tunnel opens into a large, oval chamber, about 200 feet long and 100 wide. The chamber is flooded with stagnant, foul water, loaded with so much slime that it is opaque. Over most of the chamber, the water is only a couple of inches deep, with occasional dry areas and small pools, but a trough twenty feet wide and thirty feet deep runs across the chamber near the wall opposite the entrance. There is another shallow area about six feet wide between the trough and the wall.

The water gives Move Silently checks a circumstance penalty of -3 to the roll, and moving across the slippery, uneven surface requires Balance checks (DC 15). If a character falls, he makes a great deal of noise. The concealed trough is found automatically if a character is making Search checks in the area, but cannot be spotted otherwise. A character who stumbles across it must make a Reflex save (DC 20) or fall in.

The far wall has a slight overhang, and about twelve feet up there is a ledge, from which a smaller cave opens. The rock wall up to the cave is slippery, and its Climb DC is 32. To reach it, Kagrak jumps up, using his magical boots.

This cave reaches back and up, along a twisted tunnel. At the end of the cave is Kagrak's sleeping chamber. Gulnoth is too big to get up the tunnel, and the twists mean that his breath weapon wouldn't reach either. Kagrak doesn't entirely trust the dragon.

At the end of the cave opposite the entrance there is another cave. The entrance to this smaller cave is too small for Gulnoth to get through, so Kagrak investigated it. He believed it to be a dead end, but there is a concealed tunnel at the back, leading to the surface. A Search check against a DC of 18 reveals the entrance.

Kagrak carries all of his treasure, as most of it is in magical items. Gulnoth's hoard of coins is at the bottom of the trough, where he sleeps. The more valuable coins are toward the center, with the coppers forming an outer boundary.

The characters can scout the lair while Kagrak and Gulnoth are away. The small cave opposite the entrance can provide cover and concealment, as it is out of range of Gulnoth's Blindsight when he enters the main cave. Thus, magic users can cast spells at the dragon before he realizes that they are there. The cave entrance can also be defended, providing opportunities for healing during a battle. Characters in the side cave get a +10 circumstance bonus to saves against Gulnoth's breath weapon, and take no damage if they succeed.

Battle Tactics

Neither Kagrak nor Gulnoth is a tactical genius, but neither are they stupid. They have prepared plans to take advantage of the natural features of the lair, but things may come apart if they have to change those plans on the fly. If the orc and dragon are able to engage with the characters according to the plans, the characters almost certainly lose. The heroes' best chance is to ambush the pair.

Both the orc and the dragon may be asleep when the characters arrive. Gulnoth sleeps in the hidden trough, under the water, and Kagrak in his cave. Thus, neither is visible when the party enters.

Gulnoth's Blindsight covers the whole cavern, so he is aware as soon as the characters arrive. He uses his *ghost sound* spell to make a loud splashing sound at the wall at the back of the cavern. This wakes Kagrak up, and the orc starts putting his armor on. Donning a breastplate takes four minutes without help, but Kagrak rushes things if combat starts. If he does rush it, his armor check penalty is worsened by -1. Kagrak tries to be quiet; the Listen DC for someone in the cave to hear him is 15. Even then, they can only hear movement. Immediately after casting *ghost sound*, Gulnoth casts *mage armor*, increasing his AC by +4.

Gulnoth tries to avoid the PCs until Kagrak is ready and waiting at the entrance to the smaller cave. However, if they appear to be about to attack the smaller cave, Gulnoth launches the attack.

Gulnoth starts the attack by springing from the water with a tremendous bellow. This invokes his Frightful Presence, so the characters must all make Will saves against a DC of 19. He then hovers ten or twenty feet above the surface of the water, stirring up clouds of spray, and uses his breath weapon to attack the party. All Reflex saves have a -2 penal-

ty from the poor footing. The spray blinds the player characters, and spellcasters must make a Concentration check (DC 18) to cast spells.

From this point, Gulnoth's actions depend on the characters. If they appear unable to hurt him, he remains hovering, and keeps them away from the entrance to the cave by attacking them if they go too close. Meanwhile, he tries to eliminate them with his breath weapon. If they seem to be immune to the acid, he lands and attacks in melee. Once Gulnoth engages in melee, Kagrak jumps down from the cave and joins in.

In melee combat, Kagrak uses the superior mobility granted by his ring and boots to good effect. He can make a standing backward jump of more than five feet quite easily, which allows him to disengage from most melee combat. The ring also allows him to move at full speed around the slippery floor, and he can jump the width of the trough.

Gulnoth and Kagrak are both arrogant, and don't initially believe that the characters are a serious threat. If this proves to be a mistake, they both have escape plans. Gulnoth creates *darkness*, making sure to cover the entrance, and then uses *ghost sound* to make the sound of a loud splash, as if he had dived into the trough. He then flies as fast as he can up the exit corridor, hoping to be far away before anyone realizes that he has gone. If Gulnoth flees, he does not return within the scope of this adventure, so that counts as defeating him. Kagrak's plan is simple: if he is out-matched, he runs away, very fast. He returns to his army to plan his next move, so this does not count as defeating him.

Troubleshooting

If the characters are being beaten, they should run away. If they are inflicting a significant amount of damage on Kagrak and Gulnoth, the pair let them escape. This counts as a victory for the orc and dragon, so Kagrak gets 6,000 experience points.

If the characters are simply being destroyed, then they have been very foolish, and deserve to die.

More worrisome is the death of an individual character or two. The other characters are unlikely to be able to get a corpse out in the retreat. In this case, Kagrak decides to flaunt his victory by flying the corpses back to Marchion on Gulnoth, and dropping them into the city.



If Kagrak manages to escape, he begins sleeping in the orcish camp, and plans to kill him become much harder.

However, the loss of Gulnoth imposes a -3 penalty to Kagrak's attempts to recruit more tribes to his banner.

STORMING THE CITY

Once Kagrak has recruited five tribes, he starts attacking Marchion itself. At first, he sends bands of about 500 orcs, with supporting ogres, to make a show of force, burn anything outside the walls, and intimidate those within. They are also given crude notes addressed to the half-orcs of the city, offering them an alliance if they betray the place to his armies. Kagrak actually means this, as he would like the extra soldiers. The ogres throw these notes over the walls. Kagrak sends about one band per week, and each visit adds 2 to the level of orcophobia.

If a half-orc does offer to betray the city, Kagrak immediately assembles an army and attacks. Otherwise, he waits until he has recruited eight tribes, before moving in to besiege the town. The siege immediately reduces the current trade to 0. If the city has a positive xenophobia or orcophobia score, add 1 point to xenophobia and 2 to orcophobia every *day*. Kagrak waits until a half-orc betrays the city or until a riot breaks out within the walls before attacking.

If the gates are opened, the orcs pour in, with Gulnoth flying overhead (if he hasn't fled). There are at least 5,000 warriors in Kagrak's army, and the city is sacked. The characters can perform minor acts of bravery, and maybe get a group of refugees out, but they cannot save the city at this point. If Kagrak attacks during a riot, he flies Gulnoth over the walls, making any remaining guards flee in panic, and then has the orcs climb over. Again, the city is lost. If Kagrak has lost Gulnoth's support, and the player characters are near the walls when he attacks, they may be able to turn the orcs back.

If the orcs are attacking the city without a single leader, things are much less coordinated. There are no notes to the half-orcs, and the whole horde just turns up one day. No siege is laid, as the orcs try to come over the walls at the first opportunity. If they are allowed in, they sack the city. If they have to cross the walls, it may be possible to beat them back.

Do not try to run a combat with 5,000 participants on each side. Instead, just run the bits near the PCs. Have groups of orcs turn up, or threaten innocents near the characters. Although none of the individual encounters are likely to be terribly dangerous, the characters get no rest between them, so they could ultimately be worn down and killed. If the characters can defend their part of the walls, assume that their example inspires those around them, and that the orcs are driven back. Similarly, if the characters rescue a significant number of refugees, other heroes do the same, and they can gather in a single group east of the city.

Extradition

If Kagrak is convinced to come to the city to capture genocidal characters, he sets up the siege as above. As well as inviting the half-orcs to betray the city, he offers to march away again if given the characters' heads in a sack. The reception this offer receives depends on what the citizens think of the characters at the time. Kagrak indeed marches away if his conditions are met, not that the characters care by then. Of course, he comes back later with more orcs to complete the conquest.

DIPLOMACY

As long as Kagrak is alive, the characters get nowhere trying to negotiate with the orcs. The tribal leaders who are hostile to Kagrak are scared that being seen as allies of the city makes them targets for Kagrak's army, while many of them are keen on the idea of allying with him. After Kagrak's demise, things are rather different.

There are two main options. The characters can try to sow dissension among the orcs, or they can try to ally with some of the tribes against the others. The first is by far the easier option.

SOWING DISSENSION

It is easy to get the orcish tribes to fight each other, because they do that anyway; they don't need much encouragement to do it in a more consistent manner. There are two obvious ways to set the orcs at each other's throats: bribe them to attack each other, and fake attacks from one group on another.

In order to fake attacks, the characters have to disguise themselves as orcs, and attack other orcs. They could take some of the orcish-looking half-orcs from the city with them to boost numbers, but the characters themselves are likely to need magical disguises.

The main problem with bribery is getting to talk to the tribal leaders without getting into a fight. If that is accomplished, most leaders happily lead a number of attacks on other orcish tribes for 500 gp or so. The characters should make sure, however, that the deal includes some way of checking that the raids have happened. Offering a bounty on orcish ears might be one way to do this.

For every orcish tribe engaged in attacking its fellows, add 2 to the sustainable trade level; while they are fighting other orcs, they are not raiding caravans (much). This allows sustainable trade to go above the 60 maximum given by patrols and way stations; however, no matter how many tribes are fighting each other, sustainable trade cannot be raised above 75, as that was all Marchion could support before the problems started.

ALLIANCE

Allying with one of the orcish tribes solves all of the problems with raiding. With 2,500 orcish nomads guarding the caravan trail, trade can pass normally. Thus, the sustainable trade level rises to 75.

There are two major problems with cementing an alliance. The first is convincing Marchion. The second is convincing the orcs.

As long as orcophobia is positive, the general population of Marchion doesn't accept any alliance with an orcish tribe. A secret alliance is possible, but if the secret is revealed a riot (see page 59) automatically occurs.

The characters may be able to convince the Council that this alliance is in its best interests. This is purely a matter of roleplaying. The main difficulty is that the Council is not inclined to trust the orcs. If the characters can present clear reasons for why the tribe they propose to ally with is different, the Council's reluctance can be overcome. Of course, the demands of the orcs may present further difficulties.

Once Kagrak is out of the way, the characters can make political overtures to the tribes. The Golden Tusks and Storm Lords are the obvious choices, as they have not shown the same level of mindless violence as the others.

Golden Tusks

Tengroth Firecaster leads the Golden Tusks. He is wary of Kagrak, fearing that he might be on the other orc's menu, and less prone to random violence than most orcs. His goals are personal survival and personal power, in that order, and he takes a long-term view of what would aid him.

Tengroth is an 8th-level wizard. He favors fire spells, and usually prepares *burning hands*, *flaming sphere*, *fireball*, *flame arrow*, *fire shield*, and *wall of fire*.

Tengroth is small for an orc, with small tusks, which he has plated with gold. He wears his hair long and braided, and dresses in flame-red robes.

He has told his followers to respect surrender, and not take essential items, so that if Kagrak is defeated, the city will see his tribe as the good guys among the orcs. On the other hand, if Kagrak is victorious, his tribe was still among the raiders, and never actually opposed the warlord.

He does not approach the city about an alliance, because that would cause loss of face before his followers. However, if the characters approach him, he tells the orcs that the city has so much respect for his power that it wants an alliance. This impresses them, and he can get away with it. As he is hoping that this will happen, his orcs have instructions to bring any declared emissaries to him.

Tengroth tries to get as much as he can out of an alliance. He wants to increase his power as a wizard (by getting access to more spells), cement his power over the tribe, and make the tribe more powerful. Tengroth requires that Marchion guarantee his position as part of any alliance. The precise form of the guarantee is open to negotiation; Tengroth would like skilled bodyguards and a promise of vengeance if he is killed, but might settle for less.

The last requirement is the most flexible. Tengroth demands 30,000 gp per year to distribute among his tribe, and the right for them to enter Marchion at any time. He also wants the city to send troops in support of his tribe's activities. He is, ultimately, self-





He is willing to ally with the city, but the idea has not previously occurred to him.

Emissaries therefore have to get to the tribal camp and demand entry. This involves holding off orcish guards while the message gets to Malzak.

Malzak is happy to negotiate once people have arrived.

The orcish leader sees potential in the alliance for him to ultimately take over Marchion. Thus, he is willing to accept fairly easy

ish, and powerful enough that the orcs do as he says, so he can be bargained down on these requirements in return for enhancements to his personal power.

Storm Lords

Malzak Twoblade leads the Storm Lords. Malzak believes that orcs need more discipline than they usually show if they are to rule the world, and that short-term benefits should often be sacrificed for larger, long-term gains.

Malzak is a 9th-level fighter, and uses an orcish double axe. He has the feats Exotic Weapon Proficiency (Orc Double Axe), Ambidexterity, Cleave, Great Cleave, Improved Two Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (Orc Double Axe), and Weapon Specialization (Orc Double Axe)

Malzak is a tall, wiry orc. He wears full plate armor most of the time. His armor is embellished with spikes, and enameled in bright yellow-green. His face is heavily scarred, with a large scar slitting his left nostril. His left tusk is damaged as a result of the same blow.

Malzak only has his orcs take prisoners because he can't ransom corpses for as much. He respects the truces at which the prisoners are exchanged because otherwise he wouldn't be able to collect the ransoms. His goal is to become as great a leader as Kagrak, but he is reluctant to serve under him, as he does not believe that the barbarian is superior to him.

terms at the moment. He asks for troops from Marchion to aid his warriors, and for a place on the Council, but he accepts a promise of either. He does require, at the very least, an undertaking not to interfere with his activities. Once the alliance is concluded, Malzak begins working to bring the other tribes under his control, and as his power increase he demands more concessions from the city.

Allying with Malzak is a good way to deal with the immediate problem, but it stores up immense trouble for later, and thus opens the possibility of a future campaign.

Other Tribes

The leaders of the other tribes are even less willing than Malzak to ally with the city – the characters would have to fight their way to the leader, and then intimidate the orcs into forming the alliance. These alliances would not hold, and at the first opportunity the orcs would go back to slaughtering the caravans they were supposed to be protecting.



REACTING

The player characters must react to the growing racial tension in Marchion. Ideally, they realize that there is a problem, and take steps to counteract its worst tendencies. Even if this fails, the violence eventually comes to them, forcing them to do something, if only leave the city.

The actions outlined in this chapter can slow the rate at which the situation gets worse. They cannot, however, make it better. Slowing the decline is far from pointless; if the tensions become too severe too early, the half-orcs may betray the city to Kagrak. Further, if the characters do not work to slow the decline, their positive efforts (discussed in Chapter Ten: Acting) are cancelled out.

There are two main types of event to which the characters may react. The first consists of events arising from the general racial tension, as described in Chapter Seven: Attitude Rules. These are discussed first in this chapter. The second kind consists of events arising from the planned actions of important NPCs. These are discussed later in this chapter.

RACIAL ASSAULTS AND MURDERS

Racial assaults and murders are relatively small events, and in the normal course of things the player characters would be unlikely to come across them. However, as it is important to involve the players in the course of the story, the PCs stumble across such events more often than they would expect. If they are in the city, and moving around it so that they could encounter the events, roll a d6 for each racial assault that takes place that day. On a roll of 1 or 2, the play-

er characters are there when the assault takes place. Stop rolling once they witness one assault. If there is a racial murder on that day, the adventurers automatically come across it. If the characters are not all together, then the largest group witnesses the event.

Each assault involves 1d4+4 thugs attacking a single victim. The thugs are all members of the same race. The player characters arrive on the scene before anything serious has happened. The ruffians' immediate reaction, if they recognize the characters, is to run away. If the party is all present, the thugs flee even if they don't realize who the characters are. If the attack is an attempted murder, each attacker attempts to finish off the victim before fleeing. Once the victim has fallen to 0 hit points or below, the attack stops. If the attack is simply an assault, the thugs just punch and kick the victim.

If the characters let the thugs get away, the event counts as at least an assault for purposes of increasing xenophobia and/or orcophobia. They can save the life of a stabbed victim, thus ensuring that there is no murder. If the city is very tense, this may be vital, as a mere assault will not start a riot.

Apprehending the attackers gives the heroes more options. They can let the intended victim get a few kicks in, which might be satisfying but does little good. The event still counts as an assault. The attitude of the thugs' race to the PCs worsens by 1 point, while the attitude of the victim's race improves by 1.

The characters can also take the thugs before the magistrate. The characters' testimony is enough to secure conviction unless they have completely ruined their reputations in the city. This course of action negates the increase in racial tension normally caused by an assault, but the attitude of the thugs' race to the player characters worsens by 1.

THUG

CR 1/2; AC 10; 4 hp; Attack: unarmed strike (melee) +1, 1d3 or 1d2 (small character), crit x2/knife (melee) +1, 1d4, crit 19-20/x2/club (melee) +1, 1d6, crit x2; Fort +2, Ref +0, Will +0

VICTIM

AC 10; 2 hp; Attack: unarmed strike (melee) +0, 1d3 or 1d2 (small character), crit x2; Fort +0, Ref +0, Will +0

The characters might also intimidate the thugs into apologizing to the victim, and making some sort of amends. This also negates the increase in racial tension; the attitudes of both races to the player characters remain the same.

Finally, the characters might convince the thugs that mindless violence is no solution, persuade them to apologize to the victim, and patch things up peacefully. This has to be purely a matter for roleplaying, although extraordinary successes on social skill rolls would help. If the players come up with a brilliant speech or line of argument, let it work once without a roll. If this occurs, then there is no increase in racial tension, and the attitude of both races to the player characters improves by 1. However, the repentance has to be free, not coerced by magic or intimidation.

If the characters kill any of the ruffians, the incident adds 2 points to the relevant racial tension. The attitude of the thugs' race to the player characters worsens by 2, and the attitude of the victim's race improves by 1.

If the characters cast long-term enchantments on the toughs, their friends realize. The spells are broken by other spellcasters, and the attitude of the thugs' race to the player characters worsens by 1. The event also counts as a racial assault. Short-term enchantments, such as using *hold person* or *sleep* to stop a thug running away, do not have this effect.

If the party manages to stop the event counting as an assault, they get 600 experience points between them. If they manage to convince the thugs of the virtues of racial tolerance, at least temporarily, they get another 600 experience points. Saving the life of a stabbing victim is worth a further 200 experience points. If the characters achieve none of these aims, they gain no experience points.

SEGREGATION

The neighborhoods that try to force out members of other races are not as large as the regions of the city. Rather, they are areas with a population of two or three hundred, dominated by a single race, within one of the larger areas. The effect of widespread segregation would be to divide the city into hostile camps, which is why each segregation raises tension by 5 points. The neighborhoods that try to force out all the half-orcs need not be dominated by one race,

but the effect on tension with the half-orcs is the same, in this case because members of the race have been forced from their homes.

If a neighborhood is trying to drive out all half-orcs, they constitute about 10% of its population. A dominant race trying to drive the others out constitutes 60 to 90% of the area's population; $(1d4+5) \times 10$. The population of the area is $200 + (1d10 \times 10)$ people, and the average household has four members. Calculate the number of households that must be driven out for the segregation to be complete.

The pressure to leave starts at a value of 2. Roll once per day, using the number of unwelcome households still in the neighborhood as a bonus, and the pressure to leave as a DC. If the roll fails, one household leaves.

The pressure to leave increases by 2 points per day, unless the player characters intervene. Segregation is complete when the last unwelcome household has moved out.

Any racial assaults that occur while a neighborhood is trying to segregate have a 50% chance of occurring in that neighborhood, and being perpetrated by the people trying to force their neighbors out.

While the pressure has a value of 10 or less, it takes the form of occasional insults and constant attempts to make the victims feel unwelcome. This includes refusing to serve them in shops and inns, refusing to patronize their businesses, telling them that they might feel more comfortable with their own kind, and crossing the street to avoid meeting them.

When the pressure is over 10, the insults become common, and are accompanied by minor vandalism, such as painting "[Whatever] Go Home!" on people's walls. Jeering groups of youths follow individuals, and the perpetrators refuse to engage politely with the victims.

When the pressure passes 20 the vandalism becomes serious, involving broken windows, or possibly ransacked dwellings. In the high 20s, there may be cases of arson, although that depends on the neighborhood and the risk that would be posed to other buildings.

The player characters hear about attempted segregations within the first two days. They can then go to the area in question and try to smooth things over. There are several things the characters can do.

Offer moral support to the victims: This involves visiting the victims and encouraging them to stay in their homes. It gives them a +1 bonus to the roll to avoid leaving, and worsens the attitude of the perpetrators' race to the PCs by 1. (If the prejudice is directed at half-orcs, this step improves the attitude of half-orcs to the PCs by 1 instead.) The players must roleplay at least a few of these visits, and the bonus should be disallowed if their approach seems counter-productive.

Convince the March to prevent harassment: Again, this involves roleplaying. It also requires the March to assign a dozen men to the area, and thus reduces the number of patrols it can send out along the trade route (see Protecting Trade, page 68). This slows the growth in pressure to 1 point per day.

Make the neighbors more welcoming: This is the key activity, as it can actually reduce the pressure to leave. It also requires spending some time with people, so the characters cannot simply go door to door. Also, it only works if the persecuting race is at least neutral to the PCs.

The first stage is finding out which households are most important to the persecution. A Gather Information check DC 10 reveals this. If the check beats DC 15, subtract 1 from all rolls on the Attitude Table below. If it beats DC 20, subtract 2; the characters know enough to avoid the intransigent.

When the characters visit a household or business, roll once each on the Attitude and Motivation Tables. An intransigent household does not change its attitude unless enchanted, which might be noticed. Using that technique turns that race against the PCs, and leaves them unable to do any good.

A confident household takes a significant amount of convincing; use a DC of 23 for associated rolls. An uncertain household is vulnerable to persuasion; use a DC of 20 for associated rolls.

The Motivation Table determines the reason why the household or business wants the other race to leave.

"Personal slight" means that members of the victim race insulted or injured a member of the household. Having a victim of a racial assault in which the characters intervened turn up here is appropriate. "Discomfort" means that the household doesn't particularly dislike other races, they just don't feel comfortable around them. "Hatred" and "fear" are self-explanatory, although fearful people try to portray their feelings as either hatred or discomfort.

As famous heroes, the PCs find it easy to talk to the people they want to meet. Roleplay representative bits of the conversation, and then make a roll on the most relevant skill, probably Diplomacy. If the players employ a good line of argument, they receive a +2 bonus; more for a truly wonderful bit of negotiation. This roll represents one hour of conversation. If it succeeds, the characters are making progress, and should roleplay a bit more. If it fails, the characters have had a setback. After some further roleplaying, roll again to cover the second hour, and repeat as necessary. Two consecutive failures indicate that the characters have alienated these people and can make no progress. Two successes means that the household no longer actively participates in the persecution; reduce the pressure by 1. Three successes means that the household actively opposes the segregation; reduce the pressure by 2.

The characters get 200 experience points if they convince a household to not participate in the persecution, and 300 if they convince it to actively oppose segregation. Once the characters have alienated five households, they can make no more progress in that neighborhood.

There are two ways in which a process of segregation can come to an end. The most effective is if the characters reduce the pressure to leave to nothing. However, the process also stops if the level of the general phobia that inspired it drops below 5. This is true no matter what the level of the pressure is. When the phobia drops below that level, the persecutors lose all support from the other citizens, and give up. If a neighborhood does not segregate, for any reason, the overall tension is not increased.

ATTITUDE TABLE

Roll	Attitude	DC
1 or less	Uncertain	20
2 to 4	Confident	23
5 or 6	Intransigent	—

MOTIVATION TABLE

Roll	Motivation
1	Personal slight
2 or 3	Discomfort
4 or 5	Hatred
6	Fear

RIOTS

If a riot breaks out in the city, whether as a result of high racial tensions or from some specific cause, the player characters cannot stop it. The best they can hope for is to contain it, and ensure it dies down.

Once a riot has started, roll at every sunset and sunrise to see if the rioters continue into the night or day. If a d20 roll exceeds a DC of 10, the riot is over.

For every full day or night the riot has lasted, the roll gets a +1 bonus, as people run out of energy. The player characters can apply further modifiers to this roll, as detailed in the rest of this section.

During a riot, violence and magic are expected. Lethal force is not, however; if the player characters kill anyone, the continuation roll gets a penalty of -1 for every death.

Some riots have ringleaders. This only applies if they were deliberately started; spontaneous riots have no ringleaders. Ringleaders keep up the enthusiasm of the rioters, and start new violence if things have quieted down. On the other hand, people stirred up by ringleaders are less likely to maintain the riot by themselves. Thus, if the characters can remove the ringleaders, the roll to stop the riot gets a bonus of +5. On the other hand, if the ringleaders are still active, it gets a penalty of -5.

During a normal riot, the rioters split up into small bands of up to a couple of dozen; larger groups need some sort of leadership. These bands roam the city attacking members of other races, or possibly just half-orcs if it was caused by orcophobia, and any representatives of authority they meet. The player characters spend most of their time dealing with the depredations of these groups. Use the statistics given for thugs, on page 79.

A group of rioters is only discouraged by failure. If they want to fight the characters, then they are not discouraged as long as they get the chance to engage them, even if they have to run away. On the other hand, if they want to set fire to a building, they are discouraged if it doesn't burn. For every group of rioters that the adventurers discourage, the next roll to stop the riot gets a +1 bonus. Discouraging the rioters counts as defeating them for the purposes of gaining experience. Incapacitating and imprisoning every member of the group also counts as discouraging them. Killing them all does not.

Groups of rioters might want to beat up groups of members of other races, damage or destroy particular buildings, or simply fight with the March or the player characters. They tend to yell insults, and otherwise make it very clear what they plan to do.

As riots are noisy, the heroes can find knots of rioters fairly easily. Thus, they encounter as many groups as they want. The PCs have reputations as adventurers, which means that the mobs do not seek them out under normal circumstances, and they may be able to intimidate rioters into going away if they try such tactics. Thus, if the player characters want to take a rest to heal or regroup, they can easily avoid the riot for half an hour or so. Longer breaks require them to leave the area of the riot altogether, and people notice them running away.

If the party saves people or property from the mob, its reputation with the race whose members or possessions it has saved goes up by 1 level for each incident. These actions do not turn other races against the PCs; the majority can see that stopping a riot is a good idea, and that such actions are not directed against a specific race. This does not apply if the characters kill rioters; this does not provoke the racial murders rules on page 59.

LAW ENFORCEMENT

Racist incidents can be made less likely by improving the level of law enforcement in Marchion. For every four effective patrols within the city, subtract 1 from the roll to see whether a racist incident occurs. Patrols do not reduce racial tension, but they do stop it escalating into violence.

An effective patrol consists of twelve combat-capable people who are committed to racially neutral policing. The March cannot supply any such patrols at the beginning of the crisis, because its officers are not committed to reducing the troubles. Also, the March can only provide thirty patrols in total; any policing the city are not guarding the trade route.

The player characters may want to hire people to police Marchion. Patrols cost 3 gp per day, but doing this brings them into conflict with the Council. The Council is not keen on private individuals operating their own armies within the city. The characters



might be able to convince them, but it is likely to be easier for the PCs to pay for patrols on the trade route, thus freeing the March for police activities.

If the March members are carrying out police work, they must be convinced of the importance of treating all races equally. Essentially, the player characters have to convince Liv Greataxe (page 25), and she convinces the ordinary troopers. The characters might also be able to enlist Liv's support for a proposal that they fund an increase in the strength of the March. All of this should be roleplayed out.

REMOVING THE RACISTS

As much of the increase in racial tension is due to the actions of various racists, the characters would be wise to try to put them out of action. In only one case, that of Cadric Dewash, is killing the racist effective, and that case is dealt with separately (see page 88). In all the other cases, killing or imprisoning the racist only makes matters worse. By speaking out, they have become leaders for their segments of the community, and if they are killed or imprisoned for their words they become martyrs to the cause, and increase tensions at least as quickly once they are removed. The trouble with martyrs is that they cannot make mistakes, or be co-opted, or convinced to change sides. Thus, once a single martyr has been created, it's very hard to restore harmony to the town.

The players might not realize this, and their characters may take direct action. Warning, with divine revelations if necessary, that this is a bad course of action is warranted. If they talk about their plans with an NPC whom they trust, he can predict the disastrous effects. If they keep the plans quiet, NPCs might spontaneously bemoan the fact that simply arresting or killing the racists won't be effective.

If one of the racists is killed, orcophobia and xenophobia both rise by 5 points immediately, and the death may spark a riot; the racial murder rules on page 59 do not apply. The after-effects are slightly more complex. The memory of the martyr increases tension, but only as long as there is reason to believe that there is something to fear from the other races. The memory of a martyr adds 1 to a phobia in every week in which something else (and not the memory of a different martyr) adds to that phobia. This applies even if racial tension would have fallen overall without the influence of the martyrs, and even if it does fall overall with the influence of the martyrs. If the characters can suppress every other source of increased tension, then the martyrs cease to have an immediate effect, and are eventually forgotten.

These rules apply however the racists die, even if the player characters do not kill them. It's assumed that they won't die in pointless accidents, or as collateral damage in a riot. Cadric Dewash may try to kill one or more of them, however (see page 89). If one of the racists is killed and then raised from the dead, the 5-point increase in tension still happens, but the effects of the martyr's memory do not occur, as a living

martyr is still talking to people. This means that the characters might find themselves moved to raise their enemies after Cadric kills them.

Imprisoning the racists has exactly the same effect, with the difference that the characters have the chance to debate the racist. The same applies if the characters kidnap one or more of the agitators. Optionally, the racist's followers may attempt a rescue, or the he may communicate with his followers from prison, but this may complicate the situation more than the GM might want.

There are, in general, two effective ways to neutralize racists. The first is to co-opt them, so that their actions no longer work against the city. The second is to discredit them, so that people no longer believe their rhetoric, and don't treat them as martyrs if they are removed. The sections below discuss the ways in which these strategies can be applied to the various racists active in Marchion.

The relevant racists are Olaf Bragnok, Martin Deepvill, Belavin Threonath Hashrishi, Xillyanne Lëassir, and Lily March. For each of the above racists who is neutralized, the characters gain 5,000 experience points. Cadric Dewash is dealt with separately (see page 88).

OLAF BRAGNOK

Within the bounds of this scenario, the PCs cannot convince Olaf that half-orcs are good neighbors. Their only chance of co-opting him is to convince him that the half-orcs are better neighbors than the orcs from the steppes, and that it is more dangerous to act against the half-orcs than to tolerate them, under the circumstances.

Portraying the half-orcs as parasites and potential traitors might do this best — Olaf is reluctant to believe anything good about half-orcs, but he eagerly believes ill of them. If the characters argue that the half-orcs have got a lot out of the city, and that they want to continue leeching off it, Olaf concedes the point. The argument continues, saying that if the half-orcs are attacked by those within the city, though, they might decide that they are better off with the orcs, and betray the place. Thus, it is better to treat them well, at least until the crisis has passed.

The threat of betrayal is real (see Treachery, page 98), so the heroes do not even have to lie much. However, the whole conversation should be role-

played out, and Olaf should not concede the final point easily. He is much more inclined to see the possibility of treachery as a good reason to round up and imprison or execute all the half-orcs right now.

The best way to discredit Olaf is to target his business. His reputation as an upright, skilled craftsman is important to his standing in the community, and were he to lose it, people would not take him seriously.

The problem is that he *is* an upright and skilled craftsman, so the characters would have to set him up. There are many ways to do this, and it is up to the players to think of them. However, there are a few strategies that don't work. No one believes evidence indicating that Olaf is working with the orcs; his hatred for the race is too well known for that to convince. If the characters have taken a stand against racism, then evidence that they uncover and present to the city is also unconvincing; people assume (correctly) that they are simply trying to undermine an opponent.

MARTIN DEEPIVILL

The PCs cannot stop Martin supporting segregation within the scope of the scenario, but they might be able to convince him that there is a greater threat.

It is important to realize that Martin does not think that he is stirring up racial tension. He genuinely has a great deal of respect for other races, and treats non-human player characters politely, listening seriously to what they have to say. He believes that all members of all races really want to live in homogeneous communities, but that circumstances force them together. Thus, he thinks that segregation will lower the tension. The characters are not likely to be able to convince him otherwise.

He is, however, willing to believe that implementing segregation would cause significant social upset. He does understand that, when neighborhoods are reassigned, no one wants to be the ones to move. If the trouble involved in implementing segregation is emphasized, it is possible to convince Martin that he shouldn't raise the issue until the orcs have been dealt with. Again, the players should roleplay this conversation, and Martin won't agree too easily.

Martin is relatively easy to discredit. He has no established history of vociferous opposition to the orcs, so fabricated evidence of co-operation with them might be believed.

In addition, his business practices, particularly with regard to his art collection, have not been entirely beyond reproach. For instance, he purchased a fine elven glass statuette from Martha Fennel, the widow of an adventurer. Martha was living on Mage Hill, and selling her husband's finds to make ends meet. She did not know the true value of the statuette, and sold it cheaply. While Martin did nothing illegal, he did take advantage of her poverty and ignorance. If the characters choose to investigate Martin's business, they discover a number of incidents like this; these could be turned into a discrediting scandal.

If the characters have taken a public stand against racism, their evidence is not believed. If they announce Martin's sharp practices, and can produce those who have suffered from them, that is sufficient corroboration for the story to take effect.

BELAVIN THREONATH HASHRISHI

Belavin actively wants to see the other races suffer. Thus, the characters cannot co-opt her, unless they come up with a fiendishly clever scheme in which Belavin acts in the best interests of the other races while convinced that she is acting against them.

Fortunately, discrediting her is easier. The important thing is to discredit her with the other gnomes; members of other races already know that she hates them, after all. Thus, revealing her dubious business practices does not work immediately. If the characters can prove that she has employed thieves to steal back jewelry that she has sold to non-gnomes, that undermines her. Similarly, unmasking her schemes (page 95) removes the gnomish community's confidence in her. In these cases, the characters need to work through others, preferably other gnomes, because their public opposition to her lessens their credibility in this case.

The PCs can also set her up. Belavin happily betrays the city if the price is right, so a carefully constructed scheme, ensuring she gets caught at the right moment, could completely unravel her influence.

If the characters can discredit and arrest Belavin, they also prevent her from putting her further plans into operation. If they merely discredit her, she goes into hiding and continues to plot against the city. However, once she has been discredited she can be arrested or killed without creating a martyr.

XILLYANNE LËASSIR

The PCs have little chance of discrediting Xillyanne. Most of her standing comes from being a powerful wizard, and the characters cannot affect that. They might try to frame her for something, such as consorting with the orcs, or plotting to take over the city, but framing a powerful wizard is extremely risky. Her magic would let her find out who was responsible, and deal with them accordingly. If the players decide to try going this route, an NPC confidant should point out the likely consequences.

Co-opting the wizard is a much better plan. The best way to do this is to appeal to her prejudices. She sees the elves as wise guardians of the lesser races, rather than as tyrannical rulers. The most promising strategy, then, is to suggest that her current actions are not the best way to guide the city. There are two main ways to do this.

An elven character can simply try to convince her that alternative actions would be more effective. As the player characters are experienced adventurers, Xillyanne takes their advice seriously, and a persuasive argument brings her around to that position.

Alternatively, the characters can manufacture a leadership role for Xillyanne, and ask her to take it up. The request would be best offered by non-elves, with plenty of emphasis on the need for wise elven guidance in that role. If she is in a formal leadership position, Xillyanne devotes herself to discharging its duties rather than pushing for elven control. Wise leaders do their jobs, after all.

Suitable roles for this strategy include a place on the Council, or an official, Council-sanctioned role as coordinator of magical defense for the city. Similar tasks also satisfy her. The characters might even be able to convince her that she could best exercise leadership by leaving the city on a quest. This would be difficult, but would fully remove her influence.

LILY MARCH

In some ways, Lily is the easiest racist to deal with. She is the most reasonable, and is genuinely only responding to attacks on her people. In other ways, these same facts make her the hardest to handle. She is being fairly reasonable, and has the facts on her side; she only starts to cause problems when people really are picking on the half-orcs.



The best strategy is to convince her that one of the characters' schemes is the best way to defend the half-orcs. She doesn't really want to work against the other races, so if she can be convinced that working with them will also defend the half-orcs, she is happy to go along with the new plan.

Lily is not stupid, so the scheme that the PCs put before her must not merely promise to lower racial tensions in general. It must have the potential to reduce the rate of attacks on half-orcs in the immediate future. Of the schemes discussed in detail in Chapter Ten: Acting, only a plan to get Jurd Shipman elected to the Council seems, to Lily, to fulfil this condition. The characters could come up with a civic project which would have this as a side effect, but that would be a matter for the GM's judgment.

The characters would find it very hard to discredit Lily. She has been campaigning consistently for half-orc rights for many years, and the half-orc community knows it. People have tried smear campaigns before, and so the half-orcs are inclined to trust Lily rather than accusations against her. False accusations are therefore unlikely to work.

Corrupting Lily is all but impossible. She only acts in the best interests of the half-orcs, and faces down death threats rather than betray them. The characters might come up with a plan that would drag Lily's name through the mud, but it is unlikely.

THE HALFLING RIGHTS MARCH

When general xenophobia reaches a value of 5, Cadric Dewash starts to organize a halfling rights march. He hopes to turn it into a small riot, and even if that failed it would increase the tension in the city. The player characters should therefore aim to prevent it taking place.

To do that, they must find out about it before it happens. If they are out of town when xenophobia hits 5, the plan doesn't start until they return.

If the party includes a halfling, that character soon hears about the plan by being invited to participate. If there is no halfling, make Gather Information checks for each character once per day. Once a PC beats a DC of 15, the party knows about the plan.



It is obvious to anyone with a basic understanding of politics that the march would cause trouble at this point; it is a very bad way of responding to rising racial tension. However, it is entirely possible that none of the players make this realization. It is also possible that the players understand perfectly, but that their characters do not.

If the characters do realize that the march is a danger, and decide to try to stop it, go to Stopping the March on page 87.

If the characters do not realize that the march will cause problems, it must be made clear to them. They may decide to do nothing, but it would be unfair to withhold important information. If a halfling PC gets involved in the march, other halflings talk about their plans to get revenge for personal insults, and the chance to put other races in their place. These conversations should make it clear that a riot is likely. If there are no halflings, members of other races talk about going to interfere with the march and beat up some uppity halflings. If the characters still do nothing, the march goes past their homes: see *Stopping the Riot* on page 88.

The characters may decide to get involved in the march. This may not be a disaster, depending on what they do. They are unlikely to prevent a riot if they are participants or onlookers, however, as Cadric is trying to start one. If they have an influential position within the march organization, though, they might be in a good position to maintain calm.

ORGANIZING THE PROTEST

Cadric wants to organize the protest at one remove, so that there is nothing to link him closely to it. That protects him if it all goes right, and ensures that no one is put off participating by his involvement. It takes about a week of preparations for things to come together.

He starts by briefing his cronies, giving them the plan for the protest. Next, he gives a rousing speech about injustice to halflings at a tavern. One of his cronies takes up the theme, and suggests the

protest. The plan is very simple: the halflings will gather in the Shambles, and then march through the city chanting their slogans.

His cronies then spread the idea among the halflings, involving as many as possible. Further, they gather small groups of violently inclined individuals. These will spread themselves through the crowd, and choose an appropriate moment to start fighting and throwing stones. The ideal moment would be when confronted by a large group of members of other races, but not too many armed warriors. At that point, Cadric exhorts the halflings around him to defend themselves from the attack, before slipping out of danger.

STOPPING THE MARCH

The march cannot be stopped by physical or legislative force. Any attempt to ban it merely strengthens the case that Cadric and his cronies make for the protest. Indeed, such measures are likely to increase the level of violence.

Cadric's cronies keep enthusiasm up, and orchestrate the violence. Convincing them to stand aside would take a lot of momentum out of the protest. Threats might work, as most of them are cowards, but that runs the risk of increasing the resistance of other halflings. Similar consideration applies to enchanting them; if done before the last minute, news gets around, and the protesting crowd is angrier.

Bribery is the best route. The cronies are all criminal, and thus likely to defer to personal greed. If other halflings discover that they took bribes to stand aside, they are discredited.

CONSEQUENCES OF THE HALFLING RIGHTS MARCH

If the halfling rights march does not happen at all, the only consequence is that Cadric becomes annoyed with the characters. In this case, the PCs get 5,000 experience points between them.

If the march goes ahead but ends peacefully, xenophobia is increased by 1 point. "Peacefully" means no violence at all, whether instigated by the player characters or by the mob. In this case, the characters get 2,500 experience points between them.

If the march occurs and is accompanied by some violence, xenophobia is raised by 2 points. This applies if

the player characters use violence to prevent a riot, or if Cadric's cronies start fights elsewhere. The characters get no additional experience if this happens, but may gain experience from being in fights with the citizens.

If the march develops into a full-blown riot, xenophobia is raised by 5 points. In this case, the PCs receive no experience specifically for dealing with the march, but they may get experience from encounters during the riot.

If the player characters use violence to preserve the peace, or to prevent the march, the attitude of halflings toward them worsens by 2 steps.



Prominent halflings, either player characters or Clemaellia Proudfoot (page 35), can speak out against the protest. This only works if no one is speaking in favor of it. Cadric does not risk directly supporting the protest himself, so if his cronies are dealt with, the speakers are unopposed. The speakers need good arguments, and may have to make skill rolls, depending on the circumstances.

STOPPING THE RIOT

If the march goes ahead, it may still be possible for the characters to prevent it degenerating into a riot. If they take Cadric's cronies out of the picture for the march itself, by almost any means short of killing them, that makes rioting rather less likely.

However, the hostility of the other races means that a riot might still occur. The player characters have to travel with the march if they are to ensure that it remains peaceful. There are many options open to them that must be adjudicated on a case-by-case basis. The mob is unlikely to turn on the characters, abject fear being a great motivator, but their actions may have long-term consequences. If Cadric's cronies are still active, they lead small groups away from the adventurers and start violent protests elsewhere. These are too small to develop into full-blown riots, but still have an effect.

CADRIC'S ACTIVITIES

Cadric Dewash (see page 23) aims to acquire a lot of money during the troubles, and live to enjoy it. He is also enjoying the spectacle of the city ripping itself apart, and appreciates the cover that the chaos gives to his own crimes. Thus, his activities fall into two parts: his thefts, and his assassinations. The first are his main purpose, while the latter prolong the beneficial chaos. He does have a preference for his own race, so he doesn't target halflings if there are other suitable victims available.

If the characters neutralize Cadric, either by killing or imprisoning him, they get the full CR 11 experience award. If they force Cadric to flee the city before it falls, they get half that amount, and an enemy who may come back to haunt them.

THEFTS

As Cadric plans to flee the city just ahead of the orkish horde, he only steals portable, valuable items; mostly gems and jewelry. This means that he is targeting only the richest citizens of the city. He is an extremely good thief, so he gets away with the thefts unless the heroes intervene.

CADRIC DEWASH

6th-Level Halfling Rogue/ 5th-Level Assassin

CR 11; SZ S (humanoid); HD 11d6+15; hp 58, Init +5 (Dex); Spd 20 ft; AC 19 (+5 Dex, +1 size, +3 from *leather armor +1*); Atk melee +10/+5 (1d6+1, short sword, crit 19-20/x2), ranged +14/+9 (1d4+1, hand crossbow, crit 19-20/x2); Face 5 ft. X 5 ft.; Reach 5 ft.; SA Death Attack, Sneak Attack +6d6; SQ Evasion, Poison Use, +2 save vs. poison, +2 save vs. fear, Uncanny Dodge (Dex bonus to AC, can't be flanked); SV Fort +6, Ref +14, Will +4; Str 10, Dex 18 (20), Con 14, Int 14, Wis 10, Cha 8

Skills: Appraise +3, Balance +13 (+14 with gloves), Bluff +5, Climb +11, Disable Device +11, Disguise +13, Hide +20 (+21 with gloves, +31 with gloves and armor), Jump +11, Listen +16, Move Silently +22 (+23 with gloves, +33 with gloves and armor), Open Lock +18 (+19 with gloves), Tumble +12 (+13 with gloves)

Feats: Alertness, Skill Focus (Hide), Skill Focus (Move Silently), Weapon Focus (short sword)

Possessions: +1 *leather armor of shadow and silent moves*, *gloves of dexterity +2*, +1 *short sword*, +1 *hand crossbow*, *potion of invisibility (x3)*, *potion of cure moderate wounds (x3)*

Spells: (2/2)

Spells Prepared:

1st Level – *change self*, *spider climb*

2nd Level – *alter self*, *pass without trace*

The thefts start shortly after the characters return to the city, at the same time as Cadric sets the Halfling Rights March in motion (see page 86). Within two weeks, enough victims have talked to one another for them to be sure that there is a single criminal behind all the burglaries, and for them to want action.

The victims are all influential members of the Merchant Guild, and under normal circumstances they would be able to have the March search out the perpetrator. This is why Cadric has not gone on such a spree in the past. With the crisis, however, Cadric is assuming that the victims cannot command the March so easily. He is almost certainly right. If there are still increased orcish raids and incidents of racial violence, Liv Greataxe tells the merchants that the March has more important things to do than look after their property.

If Cadric believes that the player characters have suitable property, they are robbed. It is possible that they have sufficient security to keep the halfling out, but it is not likely. If he does choose to rob them, he steals only the most valuable-looking items. Cadric's appraisal skills are not very well developed, so he may make mistakes.

The victims of the thefts continue to demand that something be done. Other than providing a distraction from more important concerns, and possibly somewhat impoverishing the characters, the thefts have no larger impact.

ASSASSINATIONS

Cadric is a highly skilled assassin, and makes use of his skills to ensure that chaos continues in the city. He believes that an assassin is more likely to be pursued than a thief, so he does not kill wantonly. Rather, he chooses his victims carefully, for maximum impact. Cadric's skills ensure that he kills any nonplayer character he targets, and unless the player characters are being particularly paranoid he may kill them as well.

Marchion has a few clerics capable of casting *raise dead*, but none capable of casting *resurrection*. Accordingly, Cadric generally steals the heads of those he kills, ensuring that they cannot be returned to life without the use of the more powerful spell.

He may fail in this if he is interrupted during an assassination. The first time he kills a player character, the GM should ensure that he is interrupted

during the decapitation, so that the victim can be raised. Also, the victim should wake up just before the fatal blow is struck; knowing that the assassin was a male halfling will make a big difference after the victim is restored to life. If the PCs do not react to this threat by becoming suitably cautious, Cadric should succeed in stealing the head on his second assault.

Cadric is quite intelligent, and picks his targets so as to have maximum impact. However, he does not have any special sources of information, so if removing a particular character would only have a large impact for reasons that are not generally known, Cadric does not target that character.

There are three main classes of targets: the player characters, the racists, and community leaders. The player characters take their own precautions, and may or may not bring themselves to Cadric's attention. He only targets them if he thinks that doing so will increase the level of chaos.

If Cadric kills one of the racists, that person becomes a martyr (see page 83). He does what he can to enhance this possibility, doing such things as daubing attacks on the victim's position on the wall in blood. Cadric picks someone from a race which has had a lot of recent trouble, and plants rumors after the fact that make a riot more likely. If Cadric kills one of the racists, add 5 to the roll to determine whether it sparks a riot.

Cadric may also target community leaders who seem to be making progress toward unifying the city. If the characters arrange for the election of a strong, unifying mayor, the mayor becomes an obvious target. Cadric doesn't target powerful wizards or similar characters, but most community leaders are well within his capabilities.

After the attacks, the characters may want to track down the assassin. They have to ask around in the seedier areas of the city to discover who there is in the city who might be capable of the assassination and where he might be found. Magical divination is also useful, and has the additional advantage of not letting Cadric know that the heroes are on his tail.

If Cadric is aware that he is hunted, he moves around a lot, and carries most of his treasure with him at all times. If the characters get too close, and Cadric knows it, he flees the city. To capture him, the characters need a plan that traps him before he realizes that anyone is after him.



A NIGHT OF BLOOD AND FIRE

Belavin Threonath Hashrishi (page 27) views the increasing chaos with something approaching delight. Once it is clear that racial tensions are rising, she sets in motion a plan to provoke the city still further. She aims to leave the gnomes out of the trouble, but if the plan succeeds her race is caught up in the consequences. As incidents are randomly determined, the precise time when this happens is a matter for GM judgment, but it is likely to be within a couple of weeks of the characters' return.

Belavin's plan is to have each of the non-gnomish races attack one of the other races, in a spectacular and destructive way, and to have all of the attacks happen on the same night. She believes, rightly, that the authorities won't be able to deal with all the trouble spots, and that rioting will break out. She also believes, wrongly, that since the gnomes won't be involved in the initial incidents, they will be spared by the rioting.

The characters may learn about some of the individual plans, and careful investigation might lead them back to Belavin, so that they find out about all the plans. This subplot is designed so that the more the characters learn in advance, the more impact they have on the result, but so that even if they learn nothing at all in advance, they can still do something.

In summary, Belavin hopes to have the half-orcs attack the humans, the humans attack the dwarves, the dwarves attack the elves, the elves attack the halflings, and the halflings attack the half-orcs. The half-orcs are to be motivated by a simple plan to rob a house in the Spires, and the humans by rumors of secret hoards of goods concealed by the dwarves. The dwarves are to act to drive the elves from the city by destroying much of Tree Town, while the elves respond to a number of murders of elves by a halfling. Finally, the halflings will respond to persistent attacks from the half-orcs that single them out.

All of these schemes are to be fomented by Belavin's proxies. Belavin only trusts gnomes to carry out the schemes correctly, so her agents must be disguised.

One of Belavin's employees, Tanarin, is an 8th-level illusionist, and has *polymorph other* in his spell book. Thus, most of her agents are polymorphed gnomes. This is an important weakness, as a well-

timed *dispel magic* cast against a DC of 19 would unravel many of the schemes.

As the characters unmask Belavin's plots, there is a risk that animosity against the gnomes results, increasing xenophobia by 1 or 2 points when a scheme is revealed, unless the characters are careful to divert the resulting hostility. If they handle things particularly clumsily, the revelation could provoke a riot. Such incidents merely harden Belavin's resolve, so if the characters unmask one scheme, the others continue.

The schemes all take about three weeks to come to fruition. The plans are all made for the same night, and Belavin starts organizing them all as soon as the racial tensions become obvious. The detailed descriptions of each scheme, below, state how advanced preparations are at particular times.

Each scheme is divided into three sections. The first covers the plan, and what happens if the PCs do not intervene. The second covers ways that the characters can find out about the scheme. The third deals with things that they can do to disrupt it.

Following the descriptions of the individual schemes is a discussion of Belavin's organization, and the ways in which the characters might learn about it and undermine it. Finally, there is a discussion of what might happen on the night, and of the things that the characters can do to mitigate the effects.

HALF-ORCS

The scheme involving half-orcs is the simplest, because Belavin does not have a high opinion of the race's intellectual attainments or discipline. The plan is simply for a group of half-orcs to attack Ellis Halford's (page 26) house, and make off with as much of his property as they can.

Progress

The half-orc plot, such as it is, is coordinated by Garriman Hellotal, a gnomish fighter disguised as the half-orc Jack Scar. He looks for competent half-orcs, mainly fighters or rogues, of a criminal inclination, so he has few troubles finding candidates.

His initial approach is short on details. He suggests that he has a scheme that will let the half-orcs teach the humans a lesson, while also getting them a lot

of loot. If his contact is interested, Garriman arranges to meet him again. The arrangement is that the recruited half orc goes to a certain tavern at a particular time every other night. When Garriman has further information, he comes and passes it on. The contacts are told to keep everything secret, but Garriman does not expect them to succeed.

If not interrupted, Garriman recruits twenty half-orcs, and over the course of three days he gives them all instructions to meet at an inn in New Mages on the appropriate evening. The last of these instructions is given the day before, so that the half-orcs don't have much time to tell people the planned date.

Once the half-orcs have gathered, Garriman leads them across the bridge into the Spires, and starts the attack on Halford's house. Once it is underway, he slips away in the chaos, and meets with another of Belavin's agents, who casts *dispel magic* from a scroll to turn him back into a gnome. He then leaves the area, to wait for the resulting riot to finish.

Garriman is a 4th-level fighter. Along with average stats for such an NPC, he also has skill bonuses of +2 in Bluff and Disguise. As long as his contacts have no particular reason to suspect that he is not really a half-orc, he is safe due to the +10 bonus from being *polymorphed*. If their suspicions are aroused, they may make Spot checks.

Discovery

Many petty criminals are bad at keeping secrets, so the characters are likely to hear about this plan. If the characters have half-orc friends, they are told that there is some scheme to teach the humans a lesson. They get this information within a week of the plans starting.

A Gather Information check against a DC of 17 leads the characters to Garak Hooknose, a 4th-level half-orc warrior Garriman has recruited.

Garak has no particular loyalty to Garriman, and can fairly easily be convinced to betray him, and the whole plan. Bear in mind that, until quite late in the proceedings, he doesn't know much, and that he will not see Garriman again until a few days before the attack.

Response

If the characters simply arrest Garak, Garriman easily finds a replacement, and things proceed as before.

If the characters seize Garriman when he goes to meet Garak, the attack is aborted. Many of the recruits have not been told where to meet, and those who do go to the rendezvous give up when Garriman does not arrive. The PCs can then interrogate Garriman, which may lead them to Belavin and the wider plans. However, Garriman is fairly loyal, as Belavin treats her employees well unless they betray her. Thus, the interrogation may not yield information quickly. But if the characters have applicable spells available the interrogation may be very short.

Garriman knows that Belavin told him to do this. He also knows that she was planning other things, because she wanted to speak to another of her agents as well. Tanarin transformed him, and because he had to wait a day he thinks that Tanarin was transforming other people as well. He does not know anything more, such as whether Belavin is working for anyone else, or what the other plans are.

If the characters do not realize that there are multiple schemes in progress, they may plan to arrest all the half-orcs when they gather in New Mages. This works, but Belavin's other schemes go ahead according to plan.

HUMANS

The plan involving humans is only slightly subtler than that for the half-orcs. Belavin's agents start rumors that the dwarves have secret hoards of various goods — whichever are in shortest supply due to the disruption of trade. Once the rumors are established, another agent starts gathering a group of humans to redistribute the goods, and leads them in an attack on the selected night. Belavin does not believe that there really are secret hoards, and there actually are not. This is good for her, as it means that the humans destroy more dwarven property while they search.

Progress

Belavin's agents start spreading the rumors in the first week. Tanarin transforms the rumormongers every day, so that the rumors appear to have inde-



pendent corroboration. This also makes it very difficult to trace the rumors back to their origins, as the people who started them cannot be found.

In the second week Fellitalinel Dembarimasta, disguised as the human Faith Bonvanture, and Derry Mantaka Julisper, disguised as the human Derek Faranoth, start recruiting humans for an expedition to find the secret hoards, and redistribute the goods among needy humans. They claim to know where the hoards are concealed, although if questioned closely by a recruit, they admit that they are not entirely sure. They may even volunteer this information, to make sure that the mob is not discouraged when the first target fails to yield a hoard.

Fellitalinel and Derry both use the same basic techniques as Garriman, and recruit twenty people each. As with the half-orcs, they only give out the information about meeting places over the three days before the planned attack.

The groups both gather at taverns in the Shambles. Fellitalinel's group heads for the Market Ward, to attack the dwarven warehouses, while Derry leads his group into Stonewall, to look for hoards concealed within houses. Again, the gnomes slip away once the attacks are underway and meet another agent, who restores them to their gnomish forms.

Fellitalinel and Derry are both 4th-level rogues, with overall skill bonuses of +6 in Disguise and Bluff.

Discovery

The characters actually hear the rumors about the secret dwarven hoards. The potential that these rumors have to cause trouble should be obvious, and the characters may investigate their source. If they do, they find lots of dead ends. So many, in fact, that it looks quite suspicious.

If the characters make further inquiries after the disguised gnomes have started recruiting, a Gather Information check against a DC of 20 leads them to Sarah Linkland, a rogue who plays much the same role as Garak does for the half-orcs. Fellitalinel recruited Sarah. A second check against a DC of 21 leads them to Marcus Saccroth, who was recruited by Derry. Both are 2nd-level rogues.

Response

Arresting either Sarah or Marcus has little effect, as the gnomes recruit replacements. If the characters find both Sarah and Marcus, the existence of two highly similar schemes should make them suspect a higher level of organization.

Fellitalinel and Derry know as much as Garriman. The extent to which this is useful to the PCs depends on the methods they use for interrogation. If either of the gnomes fails to appear, then the leaderless group disperses quietly, suspecting a setup. However, the characters must take both out of action to prevent the human attack on the dwarves.

The characters may plan to arrest all of the conspirators when they gather in the Shambles. This works, provided that they can recruit enough back-up from the March, but it leaves Belavin's other schemes free to proceed.

DWARVES

In the course of her earlier activities, Belavin became aware of a group of dwarves who hate the elves, and she decided to use them in her plans this time. Their plan is to attack Tree Town, destroying it if possible, and to kill as many elves as they can.

Progress

Belavin sends her agent, Sassanola Findagis, disguised as the dwarf Koldur Shakrok, to contact the dwarves soon after she decides to launch the plan. Sassanola explains that he is acting for someone coordinating an attack against the elves, and that he can supply up to 3,000 gp worth of materiel for a well-planned attack, as long as it takes place on a certain night.

The dwarves, led by Lorac Gnarlson, devise their own plan, and ask for 150 flasks of alchemist's fire. Belavin is happy to supply these, as the plan sounds promising. The flasks are delivered to Lorac ten days after Belavin starts her schemes, and he distributes them to the other dwarves on the following day. As the dwarves are already formed into a group, little else happens until the night.

At evening, the fifty dwarves in the group head for Tree Town, and go to pre-determined points. This spreads them out over the neighborhood, so that they cover the whole area. Soon after they reach those points, Lorac sounds a horn, and on that signal all the dwarves smash flasks of alchemist's fire against the nearest tree. They then throw their second and third flasks against other trees, before running.

The dwarves gather again at the edge of Tree Town, and patrol the limits, killing any elves who try to run. There are fifty centers of flame within Tree Town, making it difficult even for wizards and sorcerers to bring the fire under control. The dwarves believe that Stonewall is safe, because it is mostly constructed of non-flammable material.

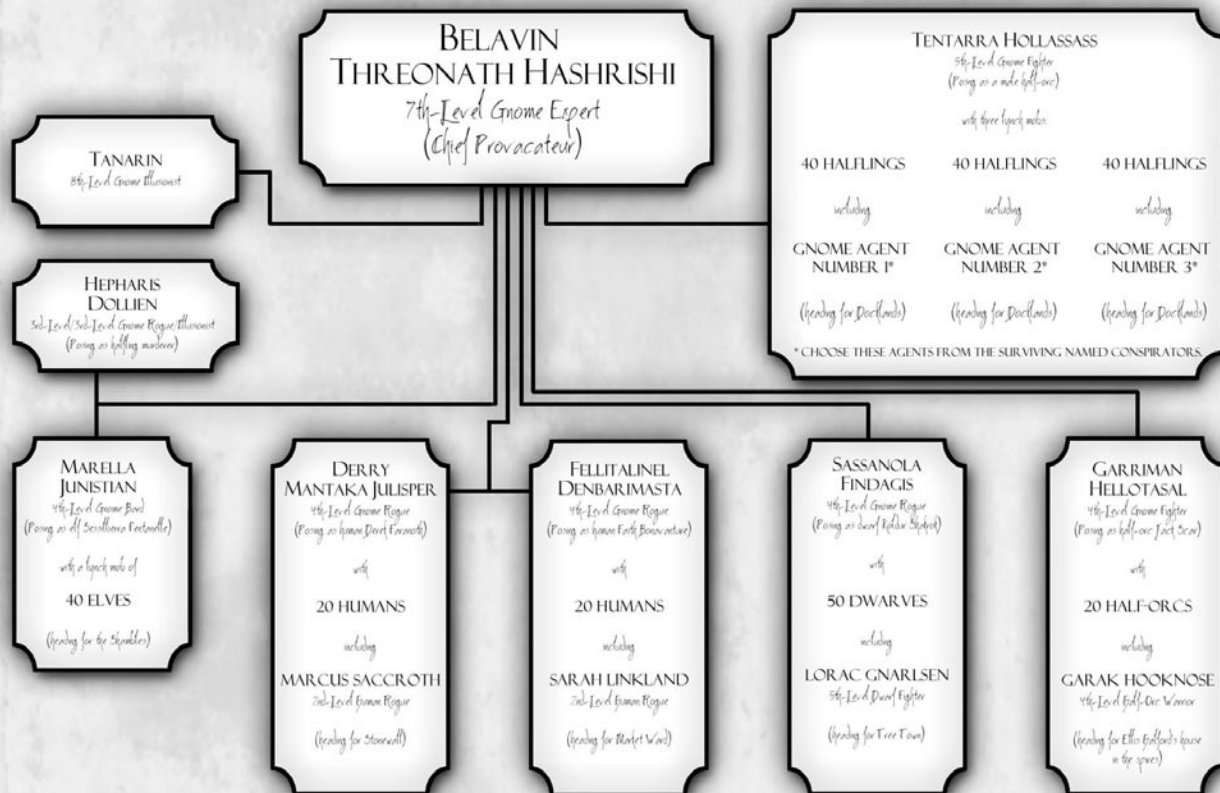
Discovery

The dwarves have long practice at being secretive, so they do not let their plans slip easily. The characters may become aware that someone has just bought a lot of alchemist's fire, but only if they have set up some system to monitor such suspicious purchases.

Otherwise, the only way to find out about the dwarves is to trace one of the other evolving schemes back to Belavin, and find out that she has also set the dwarves in motion. Belavin and Sassanola both know Lorac, and can direct the characters to him.

Organization Diagram:

A NIGHT OF BLOOD & FIRE



Response

The only way to prevent the attack is to arrest the dwarves in advance. This requires that the characters find Lorac, and pry the names of the other conspirators from him. If the characters get to Lorac before the alchemist's fire is distributed, they can seize the entire store or stop it being delivered, and thus prevent the attack. If they are too late for this, they need to arrest as many of the dwarves as possible, as the ones who are still at large carry out their parts of the plan.

Sassanola is a 4th-level rogue, and Lorac is a 5th-level fighter.

ELVES

Belavin's plan for the elves is the most elaborate. She sets them up to believe that a halfling is going around killing elves, and then incites a mob to go to the Shambles and enforce vigilante justice. Since the killer is not a halfling, the elves are bound to target the wrong person, thus starting a riot.

Progress

Belavin starts the killings almost immediately. They are carried out by Hepharis Dollien. Hepharis is disguised as a halfling by an *alter self* spell, so that he can drop the disguise quickly if necessary.

Hepharis attacks elves walking alone, striking from concealment and killing with one blow. He then runs away, and drops the spell as soon as he is out of sight. Each of Hepharis's killings counts as a racial murder, and raises xenophobia by 2 points, just like any other such crime.

The first couple of killings are without witnesses, to build up some fear. After that, Hepharis ensures that someone, preferably another elf, can see the killing, but is too far away to intervene or catch him. That is necessary to ensure that a description of the "halfling" spreads through the elven community.

After a couple of weeks, and about half a dozen killings, another of Belavin's agents takes a hand in affairs. Marrella Junistian, disguised as the traveling elven merchant Sessillierra Fentanelle, arrives

in the elven community, and pays to raise the most recent victim from the dead. This provides a good description of the killer, and establishes Sessillierra's credit with the elves.

Over the week, Marrella complains about the lack of action by the authorities, and Hepharis commits another two murders. On the critical night, a little before the dwarves set their plan in motion, she "spontaneously" declares that she has had enough in a Tree Town tavern, gathers a lynch mob of about 40 elves around her, and leads them into the Shambles, where they attack a halfling who looks rather like the description. During that attack Marrella slips away and has her disguise dispelled.

Hepharis is a 3rd-level rogue/ 3rd-level illusionist. He has invisibility prepared whenever he is carrying out a murder.

Marrella is a 4th-level bard, with 18 Charisma and Diplomacy +11 and Bluff +11.

Discovery

The characters become aware of Hepharis's depredations, as long as they are in the city. They may well want to capture him, but that is difficult. The "halfling" does not exist except when the attacks are taking place, and Hepharis doesn't attack if he knows that the characters are around; they are recognizable and known to be powerful. If the characters come up with a good plan and capture the murderer, the whole scheme unravels, and Hepharis knows the normal amount for Belavin's agents.

If the characters do not capture Hepharis, they may become suspicious of Marrella, and discover that she is not really an elf. Again, this would unravel the whole plan, and could lead them to the chief provocateur, Belavin.

Response

In this case, uncovering what is going on is a sufficient response. If a character happens to be present when Marrella tried to raise the lynch mob, it is possible to oppose her at that point.

HALFLINGS

Belavin aims to set the halflings against the half-orcs. This scheme has two elements. First, the half-orcs are encouraged to attack the halflings rather more often than other races. Then, on the chosen night, the halflings are incited to avenge their injuries on the half-orcs.

Progress

Belavin's agent, Tentarra Hollassass, a female gnome, is *polymorphed* into a very human-looking male half-orc (or, alternatively, a rather half-orc-looking male human), and sent to the Docklands.

He wears a hooded cloak, even indoors, as if he is trying to hide his identity. He lets it be known to the rougher elements of society that he is willing to pay 5 gold pieces for every halfling ear that is brought to him. The bounty has been set to be high enough to encourage some half-orcs to seek it, but low enough so that there will not be many. Belavin does not want all the half-orcs to immediately go halfling hunting.

Over the following weeks, there are many attacks on halflings, in which half-orcs cut off their ears. Each of these incidents counts as a racial assault; assume that there is one every day unless the characters do something. It doesn't take the halflings long to discover that they are the only targets, and half-orcs the only perpetrators. In the current climate of Marchion, that translates into suspicion and hostility toward all half-orcs.

On the chosen night, Belavin sends three of her agents, disguised as halflings, into the Shambles. These agents stir up lynch mobs of about 40 halflings each, arguing that it is time for the them to do something about the half-orcs. They lead the mobs into the Docklands, and start them burning and breaking half-orc property before slipping away.

Tentarra is a 5th-level fighter. She was selected because she could defend herself if things got rough, and she is normally armored in studded leather. She is not glib, however, and keeps her speech to a minimum (Bluff total -1).

Discovery

The attacks carried out by half-orcs on halflings are not secret, and the characters quickly become aware of them. It is not too hard to capture a couple of half-orcs; almost any sensible plan works. Captured half-orcs know that someone is offering a bounty, and can tell the characters where they meet this person.

Capturing Tentarra is harder, as she is on the lookout for people who are out of place in the Docklands. She flees as soon as she becomes aware of the characters, and returns to Belavin once she is sure that she isn't being followed.

After any near-capture, Tanarin dispels the *polymorph*, and casts another one, making her look different, before sending her back to continue inciting the half-orcs.

If the characters do capture Tentarra, she can provide the usual information about Belavin.

Response

Stopping Tentarra from handing out the bounty, and publicizing the fact, stops the attacks. This makes halfling lynch mobs less likely. If it happens a week or more before the chosen night, Belavin's agents cannot raise the mob, because the offences appear to be over. If Tentarra was captured or removed more recently, the mobs may still be raised, depending on any other actions that the characters may have taken to placate the halflings.

TACKLING BELAVIN

If the characters capture and interrogate one of Belavin's agents, then the trail leads straight back to her. This may seem to make things very easy, but the characters cannot simply arrest Belavin. In the first place, she is a prominent citizen, and the evidence against her comes from highly dubious characters. As the agents were magically disguised, people would readily believe Belavin's claims that she was impersonated. In the second place, as noted under Removing the Racists, page 83, arresting Belavin has serious effects on the city.

This leaves the characters with two options: a subtle scheme to entrap and remove Belavin, or a more direct move against Tanarin, her illusion-weaving lieutenant.



Subtle Schemes

The characters may try to discredit Belavin, as described under “Removing the Racists.” However, this is likely to be too slow under the circumstances.

The characters may also try to sneak into Belavin’s home and use magic to get the information they require. The ideal, under these circumstances, would be for no one to be aware that they have been there. This would be very difficult, as

Belavin’s security is notoriously good. She has many valuables in her house and shop, and there are some skilled thieves in Marchion; the security keeps them out.

If the characters try this route, assume that Belavin’s guards (six fighters, four illusionists, and two rogues) are all 6th level, with the skills and spells necessary to defend the premises. The house is designed to make life difficult for intruders, and easy for those trying to kill or capture them.

BELAVIN THREONATH HASHRISHI

7th-Level Gnome Expert

CR 6; SZ S (humanoid); HD 7d6; hp 23, Init +1 (Dex); Spd 20 ft; AC 13 (+1 Dex, +1 size, +1 *bracers of armor*); Atk melee +6 (1d4-1, dagger, crit 19-20/x2), ranged +9 (1d10+2, heavy crossbow, crit 19-20/x2); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Low-Light Vision, +2 save vs. illusions, +2 dodge bonus vs. giants, +1 to attacks vs. kobolds and goblinoids; AL NE; SV Fort +2, Ref +3, Will +7; Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 14

Skills: Appraise +13, Bluff +12, Craft (gemcutting) +15 (+17 with tools), Craft (jewelry) +15 (+17 with tools), Diplomacy +18, Gather Information +12, Hide +5, Intimidate +14, Knowledge (Jewelry and Gems) +13, Listen +4, Sense Motive +12

Feats: Skill Focus (Craft (gemcutting)), Skill Focus (Craft (jewelry)), Skill Focus (Diplomacy)

Possessions: +2 heavy crossbow, *bracers of armor*+1, *potion of cure light wounds* (x20; two carried),

potion of neutralize poison (x2; one carried), *potion of remove disease* (not carried), masterwork gemcutting tools, masterwork jeweler’s tools, fine clothes and jewelry, house in Marchion, lots of money.

Spells: *dancing lights*, *ghost sound*, *prestidigitation* once per day as 1st-level caster

TANARIN

8th-Level Gnome Illusionist

CR 8; SZ S (humanoid); HD 8d4 + 16; hp 35, Init +2 (Dex); Spd 20 ft; AC 13 (+2 Dex, +1 size); Atk melee +4 (1d4-1, dagger), ranged +7 (1d8, light crossbow); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Low-Light Vision, Spell Use, +2 save vs. illusions, +2 dodge bonus vs. giants, +1 to attacks vs. kobolds and goblinoids; AL NE; SV Fort +4, Ref +4, Will +8; Str 8, Dex 14, Con 14, Int 16, Wis 14, Cha 8

Skills: Alchemy +14, Bluff +2, Concentration +13, Hide +6, Knowledge (arcana) +13, Listen +4, Sense Motive +4, Spellcraft +14

Feats: Brew Potion, Combat Casting, Craft Wondrous Item, Craft Wand, Scribe Scroll

Possessions: *ring of protection* +1, *wand of hold person* (40 charges), *wand of magic missile* (7th-level caster, 22 charges)

Spells Per Day: (4+1, 5+1, 4+1, 4+1, 2+1) Divination and Necromancy are prohibited schools

Spells Prepared::

0 Level – *dancing lights*, *flare*, *ghost sound*, *mage hand*, *ray of frost* (plus *dancing lights*, *ghost sound*, *prestidigitation* once per day as 1st-level caster)

1st Level – *change self*, *color spray*, *charm person*, *reduce*, *silent image*, *sleep*

2nd Level – *alter self*, *hypnotic pattern*, *invisibility*, *minor image*, *mirror image*

3rd Level – *dispel magic*, *fireball*, *major image* (x2)

4th Level – *illusory wall*, *phantasmal killer*, *summon monster IV*

A more promising alternative is for the characters to bribe or intimidate Belavin into abandoning her plans. She would enjoy seeing the city dissolve in chaos, but she is not deeply committed to the schemes. Thus, if the characters come up with a good bribe or threat, she abandons her plan.

The characters need a way to contact Belavin, and to convince her to talk to them. A bribe should not be purely financial, as Belavin is extremely wealthy, but she does have a weakness for gems and jewelry, particularly enchanted specimens. Conversely, purely physical threats have little impact, other than convincing Belavin to increase her security. Threats against the gnomes, or against her long-term position in the city, are more effective.

Belavin is not trustworthy. She won't break an agreement for the sake of it, but she happily does so if she sees some benefit to herself. Thus, the characters must concoct some way to enforce Belavin's compliance with any agreement. A threat that can be enforced if her schemes do come to fruition, or a bribe that can be taken back, are the best options.

The players may well come up with alternative ideas, which should succeed if they are good.

Tanarin

Tanarin is Belavin's lieutenant for these plans, and a much easier target. A Gather Information check against a DC of 15 reveals that he has not previously been associated with Belavin, and that he has a rather suspect reputation. This means that the characters can take direct action against him, and Belavin cannot openly interfere.

The task is, in some ways, easier than the characters might think, because Tanarin already has doubts about the plot. He is less willing to see dozens of people killed needlessly than his boss. He also has doubts about the ability of the gnomes to survive unscathed.

Tanarin is quite tall for a gnome, and has full blonde hair. He keeps it cut quite short, but it has a lot of volume. He is clean shaven, and his eyes are unusually dark and deep-set. He normally wears inconspicuous clothes, dressing like a moderately prosperous shopkeeper, but he owns two sets of wizardly robes, for special occasions. He only has one name, which is very unusual for a gnome. This is a deliberate affection; it makes him a bit more memorable.



Tanarin started his career as an adventurer, using his illusions to help with some daring robberies and assassinations. For a long time he enjoyed the thrill of keeping ahead of the authorities, and of his companions. Eventually he tired of constant danger, and went looking for a steadier source of employment. He found it working for Belavin. She pays him a retainer of 100 gp per month, and in return he makes himself available to help with her schemes. Belavin pays him for any spellcasting he does, on top of the

retainer, and when she does not require his assistance he makes magical items for sale to the city's rogues.

The PCs' first task is to track Tanarin down. This is not too difficult; the city's rogues have established channels for contacting him. Tanarin meets potential clients in taverns, since they are public places. He is cautious, but not expecting trouble because he has had none in the past. If he finds himself surrounded by the characters, he surrenders immediately.

Appealing to Tanarin's better nature works. If the characters emphasize the damage that Belavin's plans could do to the city, Tanarin eventually breaks down and tell them all that he knows, which is nearly all the details described above. He then leaves the city to avoid Belavin's wrath, and is more cautious about the next job he takes.

ALL WRONG ON THE NIGHT

If Belavin's plans go ahead, the consequences for the city are severe. First, each event raises the relevant phobia by 2 points. Thus, if the dwarves carry out their attack on Tree Town, xenophobia rises by 2, while if the halflings carry out their attack on the half-orcs, orcophobia rises by 2.

Second, the events cause a riot. Each of the named conspirators controlled by Belavin counts as a ringleader for this riot. As long as any one of them is still active, rolls to end the riot suffer a -5 penalty for the presence of active ringleaders. If all the ringleaders are brought under control, the rolls to end the riot receive a +5 bonus for the absence of ringleaders.

Apart from general property damage, injury, and death, some of the plans have their own effects.

Half-orcs: Ellis Halford's house in the Spires is badly damaged, and quite a bit of his property stolen, before his guards drive off the mob. Ellis becomes a vigorous proponent of violent action against the half-orcs.

Dwarves: Tree Town is almost completely destroyed. A few trees that were warded against fire survive among the ashes. The fire spreads to the Spires and the Shambles, causing a great deal of damage before it's brought under control. This turns all eleven NPCs against any pleas for racial harmony, and the elven community makes plans to leave the city.

The characters may be able to moderate the effects of any event that still occurs, but all such attempts should be judged on their own merits.

TREACHERY

Anti-half-orc propaganda makes much of the likelihood that the half-orcs may betray the city to the orcish hordes outside. If this is sustained for long enough and intensely enough, it becomes a self-fulfilling prophecy, as some half-orcs decide that the orcs can't treat them any worse than the other citizens of Marchion.

Once orcophobia reaches 25, a group of half-orcs decides to betray the city, and puts its plan into action. The characters have to stop the treachery, or the city falls to the orcs. They must also keep its existence secret, or the other citizens murder or drive out all the innocent half-orc residents.

THE TRAITORS

The six traitors who have the potential to make a difference are the brothers Gurluk and Repta Wirehair, husband and wife Skarra and Drenga Parrak, Gostar Jan, and Kwan Pakta. They are all poor, and are involved in petty crime. They also take pride in their orcish heritage. Gurluk and Repta have always wanted to join an orcish tribe, but wanted to be important there. All of them believe that betraying Marchion will gain them great status among the orcs.

Kwan is a 1st-level rogue. All the other traitors are 1st-level commoners. They live in the same run-down tenement in Docklands, near the city wall. The details of their plan depend on the situation. If Kagrak, or an orcish horde, is besieging the city, Kwan climbs over the wall and she tells the besiegers that the city gates will be opened the following night, shortly after sunset. The others then overpower the guards at the gate and open the way to the army.

If there is no siege when the pressure drives them to treachery, Gurluk and Repta go looking for Kagrak, or some orcish leader. When they find one, they tell him that he should besiege the city, and that the gates will be opened on the third night. They return to let their friends know that the plan

has been agreed on, and open the gate as described above.

The gates of Marchion are, of course, guarded. The half-orcs plan to distract the guards by starting a small riot near to the gate, and then dashing in to open the gate while most of the guards are busy elsewhere. The plan is simple, and it works unless the player characters intervene.

DISCOVERY

The traitors keep their plan secret, and there is little advance planning needed. Thus, it might seem that the characters won't hear about it, and that the city is doomed. If the heroes have done little to reduce prejudice against the half-orcs, the GM might want to let events run their course.

If, on the other hand, the heroes have simply been unlucky, there are three options. The first is pure luck: the characters happen to be present and see the traitors putting some part of their plan into operation. The second is divine guidance: some god uses omens, dreams, or other hints to nudge one or more of the PCs toward evidence of the upcoming events. The third is an informant. This option is only viable if the half-orcs are friendly to the characters, and if they really do seem to have been trying to help. If the characters have convinced Lily March to support them, then as long as the half-orcs are currently friendly, one of them might tell the characters about the planned treachery.

CONSEQUENCES

For the consequences if the traitors succeed, see the end of Chapter Eight: Fighting the Orcs. If the characters know about the planned treachery, they can stop it, as the traitors are individually weak. The problem is keeping it secret.

If any non-half-orcs other than the player characters find out about the attempted treachery, the news spreads quickly. Within a day, mobs converge on the Docklands, killing as many half-orcs as they can find, and burning their homes. This is a riot, and it is directed specifically at the half-orcs, who have now proved themselves to be a threat to the rest of

the city. The half-orc community is completely destroyed, and orcophobia becomes irrelevant.

If the city is under siege when the riot begins, the besiegers launch an attack to coincide with the riot. This doesn't stop the riot, because the rioters don't realize that the attack is happening. Unless the characters do something truly brilliant, the orcs get over the walls because the March is distracted by the riot. Thus, the consequence of failed treachery is much the same as that of successful treason, in this case.

If the player characters do not try to keep the treachery secret, the city automatically finds out. Arresting the perpetrators and holding them for trial means that other people find out, and the riot follows. Letting the traitors off with a warning means that the city finds out, as the half-orcs brag about what they got away with.

Simply killing the traitors is an evil act, but it does work. Imprisoning them in a building owned by the player characters, and not letting any hirelings know about them, also works. The half-orcs try to escape, and if they succeed, everyone finds out.

This is really a no-win situation. The characters should have brought the tensions under control before things got to this point; once the city is this tense, it is all but impossible to save it.

As long as orcophobia is above 25, particularly if it rises further, other, similar groups of half-orcs try to betray the city to the orcish horde. These attempts should be about a week apart to start with, but become more frequent as the tension rises.

Revolution

If orcophobia reaches 35 and there is still a substantial half-orc community, most of the half-orcs rise in rebellion. This is not simply a riot. If there are besieging orcs, the half-orcs attack the gates from the inside and let the besiegers in. If there are none, they take one of the gates and hold it while messengers go to bring the orcs.

The city is doomed.



ACTING

The city of Marchion is in the process of destroying itself, and while the player characters can slow the decline by reacting to events around them, they have to take positive steps in order to stop it. This chapter describes such activities. It also provides reasons why the player characters might decide to take action, so that the GM can prompt players who have no idea what to do.

The characters might decide to do something not described in this chapter. In that case, the GM should improvise both the difficulties and the results using the information provided here as a guide. However, if the players ask what sort of plans their characters think are sensible, the GM can give them the following suggestions.

PROMOTING TOLERANCE

The characters can simply speak out in favor of racial tolerance. They must match their actions to their words, or the members of some races will suspect a plot. As long as any race is hostile to the player characters, they cannot reduce tensions by their words.

If the characters wish to attempt this, the GM should play out representative conversations, and have the players say what their characters do in standard daily situations. Attention should be paid to what the characters say in public during other parts of the adventure.

The characters must avoid either condemning any races, or condoning violence. The easiest way to do this is to blame all violence on unrepresentative elements, although that is hard if there is a riot. More sophisticated rhetoric is more effective. Note that it is possible to reduce xenophobia by blaming the half-orcs for everything. This is a poor solution, but it makes the rhetoric much easier. It also increases the risk of the half-orcs betraying the city to the orcish horde.

If the characters do support tolerance, their influence subtracts between 1 and 3 points from each phobia every week. (If they blame the half-orcs, as much is added to orcophobia as is subtracted from xenophobia.) The precise number of points depends on how effective and consistent their rhetoric is. Reasonable rhetoric should only get them 1 point of reduction, while excellent ideas might gain 2. The first week of using a stunning line of argument is worth 3 points, but after that it drops to 2 unless they come up with something new and equally brilliant.

THE MAYOR AND COUNCIL

Richard Whitburn is not the inspiring, unifying leader that the city needs in its moment of crisis. Dernavel Crakdfang was, and his death is part of the reason why the crisis is so serious. On the other hand, Whitburn is neither evil nor corrupt. In untroubled times, he would be a perfectly adequate mayor. He was elected to the position in the proper way, and has no intention of giving it up.

If the PCs discredit Whitburn, the Council deprives him of his office and elects someone else. At that point, the characters need to have a preferred candidate, a strong proponent of tolerance, on the Council, supported by a majority of the members.

At the time of crisis, the Council consists of Thurstan Brightstone, Francis Cammerer, Elizabeth Dawngold, Ellis Halford, Ardan Highknot, Sephrandis Lellbereth, Kalliantis Mekrarvint, Simon Phrantzes, Cecilia Redfern, Deberiel Semaeth, İollarëas Semprenielle, and Eirik Stonehammer.

Elizabeth Dawngold is the easiest councilor to remove, as she does not take her job seriously, and has little in the way of political skill. That would open one of the popularly elected posts, and an adventurer may be in a strong position to run for



the vacancy. Thurstan Brightstone could be persuaded to stand down for the greater good, but would have to be replaced by another cleric, almost certainly a high priest. If the PCs can remove one of the merchants, then Jurd Shipman would be a possible replacement.

The politics should be roleplayed, although probably not every detail of the election campaign. If a

majority of the population is friendly toward the player characters, then they can get their candidate elected as long as they do nothing stupid during the campaign. If a majority of the population is hostile to the player characters, their best hope would be to publicly support the candidate they *don't* want to see elected.

The actual elections are by public vote in a gathering of the relevant group: the mages, clerics, merchants, or whole population. Thus, the player characters might try to rig the vote. Getting caught doing this immediately makes all groups hostile toward them.

If the mayor (whoever he is) speaks out consistently and effectively for tolerance, and ensures that the March and magistrates act appropriately, both phobias drop by 2 points every week. If a united Council backs him, then both phobias drop by 3 every week. By blaming the half-orcs, he can reduce xenophobia by an extra point, at the cost of adding 1 to orcophobia every week.

If the mayor speaks out for his own race, he increases xenophobia and orcophobia by 1 point per week. The Council is unlikely to continue to support him, and the March may split along racial lines.

COMMUNITY LEADERS

There are a number of independent figures in Marchion who serve as community leaders. If the player characters convince these people to speak out in favor of tolerance, the levels of tension are greatly reduced. For each community leader publicly and vocally in favor of tolerance, reduce both xenophobia and orcophobia by 1 point per week. If, on the other hand, circumstances lead one of them to speak out against toleration, that leader's actions increase both xenophobia and orcophobia by 1 point per week.

The player characters must roleplay their attempts to convince each of the community leaders. This requires careful handling on the part of the GM. On the one hand, it should not be easy to convince them, because they have a great influence on people's attitudes. On the other, it should not be impossible.

For guidance, the backgrounds and interests of these NPCs are described in Chapter Three: Important People. The impact that recent events in the city would have had on each character should also be considered. If the player characters use arguments and evidence that appeal to the leader's particular interests, they have a higher chance to succeed. Similarly, if the player characters take actions of which the leader approves, their chances are better.

As a rule of thumb, one successful conversation inclines a leader toward tolerance. If the characters then do something in support of tolerance that that leader would naturally approve of, a second successful conversation brings the leader over to their side. On the other hand, if events push a leader toward supporting racism, a single successful conversation brings him back to a neutral position. If the player characters do something that appears to support racism, they must convince each leader of their good intentions before starting the process again. Thus, it requires carefully planned effort and a bit of luck for the characters to win over each leader. It should also not take less than a week, and the heroes should not be allowed to work on more than one leader at a time, unless they are willing to neglect other important issues in the city.

The player characters may wish to bring a leader who is committed to racism back to the side of tolerance. This is rather harder. They must first make sure that they have an excellent reputation with that leader, and they must do so without appearing racist to others. They must then, as a guideline, have two successful conversations separated by an impressive action promoting tolerance. At that point, the leader becomes less vocal, and stops adding to xenophobia and orcophobia. However, the leader cannot be brought over to the side of tolerance unless some major, public event occurs that can be treated as a trigger; it is important that the leaders save face, so that they retain their influence.

Once a given community leader has committed to tolerance, that commitment is solid. The only exception is Jurd Shipman. If orcophobia becomes high enough, he may find himself unable to sustain his position, and be driven to support attacks by the half-orcs on other citizens. This only occurs if there are major, public events directed against the half-orcs, so if the PCs can prevent any such, even his support is safe.

PUBLIC WORKS

The most effective way to inspire the city to unify is to have the citizens work together for an important goal. This section discusses how the player characters might go about this, and provides some suggestions for suitable projects. If the players come up with another comparable project, they may pursue it. Much of the information here applies to any project, and most plausible ideas will be close enough to one of these obvious projects for easy adaptation.

If the characters bring one of these projects to successful completion, and all races are involved, the levels of xenophobia and orcophobia are both halved (round down). If all races but the half-orcs are involved, only xenophobia is halved.

The player characters receive 5,000 experience points between them, in addition to any points they gained while managing the project.

These projects can be broken down into two main stages: gathering resources, and completing the project. Gathering resources, in turn, has two important aspects: acquiring funds and materials, and recruiting workers. In order for the project to work, it is essential that the workers be supplied by the city as a whole, and extremely helpful if the funding comes from the city as a whole rather than one or two individuals.

Completing the project involves difficulties unique to the particular project, and also interference from people who do not want the racial tensions to be reduced. The latter problems are dealt with in general terms below.

Each project has a starting value, and as work progresses each stage adds to that value. When the project is over (either complete or abandoned) a check of that value is made against a DC of 20. If the check is a success, then the project has succeeded in the minds of the citizens, even if it has failed in what it set out to do, and the benefits listed above accrue. If the check is failed, the project has failed, and there are no additional benefits. If the project value is 19 or higher, the project succeeds automatically.

ACQUIRING FUNDS AND MATERIALS

The easiest way to gather resources is to ask for money. However, this is not the *best* way to go about things. If people contribute the things that they produce, they feel more connected to the project, whatever it is. It is essential that all contributions are truly voluntary; any pressure renders the contributions worthless as a way of drawing people together.

The necessary resources depend on the project being attempted. The players should make a list, which the GM should correct unless the PCs are foolishly not taking anyone's advice. Assign a gp value to the goods that must be gathered.

At the end of the gathering period, the PC with the highest Diplomacy total should make a roll. Multiply the result of the roll by 100 to determine how many gold pieces were actually gathered; this may result in an excess, in which case the characters may be able to do more.

The roll should be modified by what the characters do. If they gather goods rather than money, subtract 3. It is slightly harder to do things that way.

The player characters should have a plan, covering whom they will ask and how they will go about it. Add or subtract up to 5 from the final roll depending on how good the plan seems.

For every day over three spent on gathering resources, add 1 to the roll. The characters must spend three days to have any chance of success.

Finally, the characters should roleplay representative interactions with the people supplying the materials. This should involve half a dozen or so brief conversations, and up to 2 points should be added or subtracted from the roll depending on how well each conversation went. If the players need a large bonus to the roll to gather the necessary resources, they may wish to (and should be allowed to) play out more conversations.

The success of a conversation does not simply depend on whether or not the player characters got the support for which they asked. The citizens should also be made to feel part of the project, that their contribution matters, and that they are appre-

ciated. Indeed, a conversation might succeed even if the people spoken to are too poor to help, if it convinces them to speak to their neighbors and encourage involvement with the project.

If the characters gather all the resources needed from the people as money, add 3 to the project value. If they gather all the necessary resources from the people as goods, add 5 to the project value.

If the appeal to the people does not raise enough resources, the characters gain no experience. If it does raise the full amount, the characters get 5,000 experience points between them.

If the appeal raises at least 80% of the cost, add 2 to the project value, whether the resources are raised in cash or kind; the people still feel that they have made an important contribution.

Roleplaying Hints

The people to whom the player characters speak should have a range of attitudes to their requests. The following list of suggestions is not exclusive.

- Unwilling to contribute because they think that the project is a bad idea.
- Unable to contribute because they are actually too poor.
- Unwilling to contribute because they think that, under the perilous circumstances, they should keep as many resources for themselves as possible.
- Reluctant to contribute because they don't believe that the project will succeed.
- Reluctant to contribute because they don't think that the characters are really going to carry out the project.
- Keen to contribute money, but reluctant to contribute labor, because they don't want to get too involved.
- Perfectly willing to contribute as long as a certain race does not benefit from the project.
- Ready to contribute, but only in exchange for control over the project. (Only really suitable for NPCs with extensive resources.)



- Do not believe that they have anything worth contributing, but delighted if shown that they do.
- Keen to contribute, in whatever form the characters think best. This is possibly the hardest attitude to handle well, because the temptation is to take it for granted and move on to the next NPC. Instead, the characters should ensure that these people feel truly appreciated.

RECRUITING WORKERS

If the project is to have any chance of reducing racial tension, it must have workers of all races, and they must all be working voluntarily. Any use of coercion or deceit in the recruitment process completely undermines the good effects of the project. It is possible to recruit all races apart from half-orcs. In that case, the project only has a beneficial impact on xenophobia; orcophobia is unaffected.

Members of each race must be recruited separately. While they will work together on the project, the tensions in Marchion mean that they aren't together beforehand.

For each race, the characters generate a recruitment value based on their actions. This is then tested against a DC equal to the current level of xenophobia or orcophobia, whichever is higher. If no half-orcs are being recruited, the DC is equal to the current level of xenophobia, even if orcophobia is higher.

The basic recruitment value is equal to the Diplomacy modifier of the character leading the recruitment. This enjoys a +3 bonus if the recruiter is of the same race as the recruits. If the recruits' race is friendly to the player characters, the recruitment value gets a further +3 bonus. If their race is hostile to the player characters, the recruitment value suffers a penalty of -5. If the player characters are trying to recruit people to do work that is not typical of their race, the recruitment value receives a further -5 penalty.

The PCs must spend at least two days on each race, but each character may recruit a different race, so that a party with four members could try to recruit four races at once. (Note that this is different from gathering resources, where the whole party must

work together.) Each recruiter should roleplay at least two conversations. Modify the recruitment value by ± 2 for each conversation, to reflect how well it was handled. If the characters spend longer than two days trying to recruit from a particular race, the recruitment value is increased by 1 point per additional day.

For every race that is recruited to work on the project, increase the project value by 1. For every race that is recruited to do work that is not typical of their race, increase the project value by a further 1; if the workers see that their colleagues are breaking the stereotypes of the race, their tendency to see members of other races as individuals rather than racial representatives is increased.

For every race recruited, split 1,250 experience points between the characters involved in recruiting that race. If the race is recruited to do atypical work, the characters involved split 2,500 experience points.

Roleplaying Hints

As with the hints under Acquiring Funds and Materials, page 103, this is not an exclusive list. Many of the motivations listed in the earlier section will work here as well.

- Willing to work with anyone except members of a certain race.
- Willing to work if they can do a specific sort of job. They may either be experts at this job, or completely unqualified, but keen.
- Want extra hazard pay to compensate for the danger of working with members of other races.
- Want to participate, but have their own, rather impractical, ideas as to how things should be done.

OPPOSITION

The characters should expect opposition to their project. The level of opposition depends on the level of racial tension in the city at the time. If half-orcs are involved, divide the higher of xenophobia and orcophobia by 5 to find the number of incidents (round down).

Opposition incidents vary depending on the project that the characters have undertaken, but they fall into four broad classes. “Attacks” covers direct assaults on the project by people not working on it. “Political Opposition” covers schemes that seek to get powerful individuals to oppose the project in their official capacities. “Rumors” covers informal attempts to undermine the project by spreading false information about it, its purpose, the characters, or those working on it. Finally, “Sabotage” covers attacks by people who join the project under false pretences and then try to undermine it.

All incidents require judgment on the part of the Game Master, since their form and progress depends heavily on what the characters have done earlier, and what they are doing at a particular time. The descriptions below suggest factors to bear in mind, and ways in which variations in those factors might affect the incident.

Attacks

Attacks are the easiest kind of incident to handle. The opponents of the project gather a mob of thugs (use the stats on page 79), and attack the workers. The characters must drive the mob off, and repair any damage that has been done.

The main variable in assessing the effect of attacks is how quickly they are dealt with. If the characters have posted guards around the project, the mob cannot do any real damage until the guards are out of action. Otherwise, they start vandalizing the work and beating up the workers right away, and continue until the characters arrive to drive them off.

If the mob is allowed to do a significant amount of damage, the expected time of completion of the project is set back. If it is able to hurt a significant number of workers, the characters may need to recruit replacements, according to the guidelines given above, but with a –3 penalty to reflect the fact that those people most willing to join already have.

The experience award for driving off the mob depends on its size and composition. Characters do not get experience for repairing the damage that the mob does.

If the characters accidentally kill any members of the mob, their popularity with the race of the victim drops by 1 level. If they slaughter the mob, their

popularity with all races drops by 2, xenophobia and orcophobia are increased by 2 points each, and the project value is reduced by 2. Accidental deaths are those which occur when the characters seem to be taking precautions against killing. Slaughter happens if they are obviously not doing so; using showy, lethal magic against the mob counts as slaughter.

Political Opposition

Political opposition is harder to deal with than simple attacks, but at least the characters know who is opposing them. The first task for the GM is to decide who that is. Each of the projects suggested below includes a discussion of those who are likely to oppose it publicly. Other candidates include anyone whom the heroes have particularly annoyed.

The political opposition is ultimately resolved by making a Debate Resolution Value check against a DC equal to the higher of the two racial tensions. For every 5 points by which the check fails, the project value is reduced by 1, as people in the city lose confidence in it. The base Debate Resolution Value is equal to the highest Diplomacy modifier among the PCs.

The characters should enter the debate against whoever opposes the project. There are two main approaches: responding on the issues, and discrediting the opposition. The characters are presented with some issues by their opponent, and can respond directly to them. They can also raise further issues, and put their opponent onto the defensive. For every issue raised, assign a modifier of between +3 and –3 to the Debate Resolution Value.

The characters may also try to discredit the opposition. This is a risky tactic, as it can backfire. Different opponents must be discredited in different ways; see Removing the Racists on page 83 for some suggestions. For characters not listed there, the GM has to decide whether the characters’ plan can work. If the characters succeed in discrediting their opponent, they get a +10 modifier to the Debate Resolution Value. If they try, but fail, they get a –5 modifier. Proving that you use dirty political tactics is bad, but it is not as bad as being thoroughly discredited.

The ultimate goal of political opposition is to have the Council forbid the project. If this is achieved, the project suffers a –10 penalty to its value, even if the



characters defy the Council and continue with it, and even if the public is strongly behind the project; the legitimacy of the project is an important factor in its effect on racial tension. Whether this is achieved is up to the GM, and is independent of who win the debate; that determines what the general public thinks of the project; the Council's opinion depends on those thirteen individuals. As the characters have more specific relations with the Council, the GM must have to make a judgment call.

If the characters manage to disarm the political opposition, so that the project value is not adversely affected, they share 5,000 experience points.

Rumors

Rumors are difficult to deal with because there is no source to oppose, and often no obvious response to make. For the same reason, rumors are a popular way of attacking schemes of which people disapprove, but against which they have no evidence.

Rumors can take several forms. They may allege that the actual aim of a project is not what is claimed, or that someone involved will benefit unfairly, or that the scheme will have side effects that will negatively affect a particular group. Other kinds of rumors are possible, such as suggesting that the project is an orcish plot, but most other rumors are backed up by one of the types of rumor described earlier.

A rumor does not damage the project until it has spread sufficiently for the characters to hear it. On the day on which the characters hear the rumor, the project value drops by 1. The project value drops by 1 more every day, to a maximum penalty of -5, if the characters do nothing to stop the rumor.

Publicly denying the rumor has no effect. Those who are inclined to believe the rumor think that the characters would deny it, after all.

It is possible to take action to make some rumors obviously false. If the rumor says that a particular person will benefit, then that person can leave the project, and make a large, public donation to it. While a few people may continue to believe that these actions are merely subtle misdirection, most decide that the rumor was simply wrong, and the rumor loses all its effect. The project value then recovers any value it lost due to the rumor.

If the characters do try such a technique, the GM must judge whether it is sufficient. As a rule, their actions must address the rumor directly and unambiguously. Actions that make the rumor less likely, but not completely implausible, should reduce the penalty, but not remove it completely.

The final course of action is to start counter-rumors about the motivation behind the rumors. In this case, the GM must judge the counter-rumor on several criteria.

First, how thoroughly would it discredit the original rumor, if it were believed?

Second, how plausible is it? (Note that plausibility doesn't have to be related to truth. An absolutely true counter-rumor may be highly implausible, if the truth behind the rumor is unlikely.)

Third, how likely are people to pass it on; that is, how interesting is the rumor? A rumor that someone enjoys making up rumors is unlikely to be passed around, unlike a rumor that someone is having an affair with the high priest of Plianna.

A counter-rumor that is plausible and interesting and that thoroughly discredits the original rumor should restore the project value to its original rating. Counter-rumors that don't quite measure up on some or all of the criteria should have a lesser effect.

Characters may want to search out the source of the rumors. This is futile for two reasons. The first is that it is almost impossible to find the source of a rumor without employing excessively heavy-handed techniques. The second is that even unmasking the source does not stop the progress of a rumor. It is roughly equivalent to publicly denying the truth of the rumor; those who are disposed to believe the rumor regard the purported source as a cover story put out by the characters. The players may, nevertheless, decide to try this tactic, this could be played through, or the GM could let one of the characters realize that it won't succeed, so that they try other schemes instead.

If the characters really do have an ulterior motive in the project, that should spread as a rumor. It is a little harder to deal with such a rumor, because there is evidence for its truth, and some people are aware of that evidence. It should also discomfit the characters.

Sabotage

Sabotage forces the characters to suspect the people who are helping them to complete the project. Thus, even as they remove the saboteurs, they may find themselves undermining their own plan.

As long as there are saboteurs active on the project, it cannot progress toward completion; time is wasted playing catch-up instead of furthering the plan. The saboteurs do not reduce the project value, though, because the volunteers always expected to face some opposition. However, since the project has no effect on racial tensions until it is complete, the indefinite delay is quite sufficient.

The form of the sabotage depends on the project. If something is being built, the construction is damaged overnight, or foundations are laid poorly so that later work collapses by itself. If the project is trying to produce an association of some kind, the sabotage concentrates on raising minor problems into insuperable obstacles.

Similarly, the source of the sabotage depends on the project, and on the characters' past actions. As for political opposition, above, each kind of project has different natural opponents, one of which should be selected as the origin of the sabotage.

The saboteurs are ordinary citizens, not trained operatives, and so, in some ways, they are easy to find and stop. However, the risk is in the way that the characters handle this. If the search for the saboteurs gives the impression that the characters do not trust their workers, the effect of the project is reduced; assign a penalty to the project value.

Almost any sensible scheme finds the saboteurs, and discovers who is behind them. The characters have magical and skilled resources far beyond those of most of their opponents. However, if they apply those resources in a way that makes them look like secret police, the workers lose some of their enthusiasm.

The best way for the GM to judge this is to imagine having volunteered to help with some project himself, and being investigated in a way equivalent to what the characters are doing. If he would resent it, the volunteers do so in the game.

If the characters discover who is behind the sabotage, they will probably want to take action. Simply killing the party responsible is likely to be unwise, but bringing the sabotage to the attention of the rest of the city may work. This depends on how much evidence the characters have, how respected they are, and how respected the saboteur is. At this point, the guidelines under Removing the Racists (page 83) apply.

PROJECTS

In order to reduce racial tensions, a project must have two features: it must be something clearly beneficial to the city, and it must be something that many different citizens can feel that they have contributed to. These requirements leave a lot of possibilities open. This section discusses some of the more obvious options, and if the players come up with something else the GM should be able to adapt the information given here.

Way Station

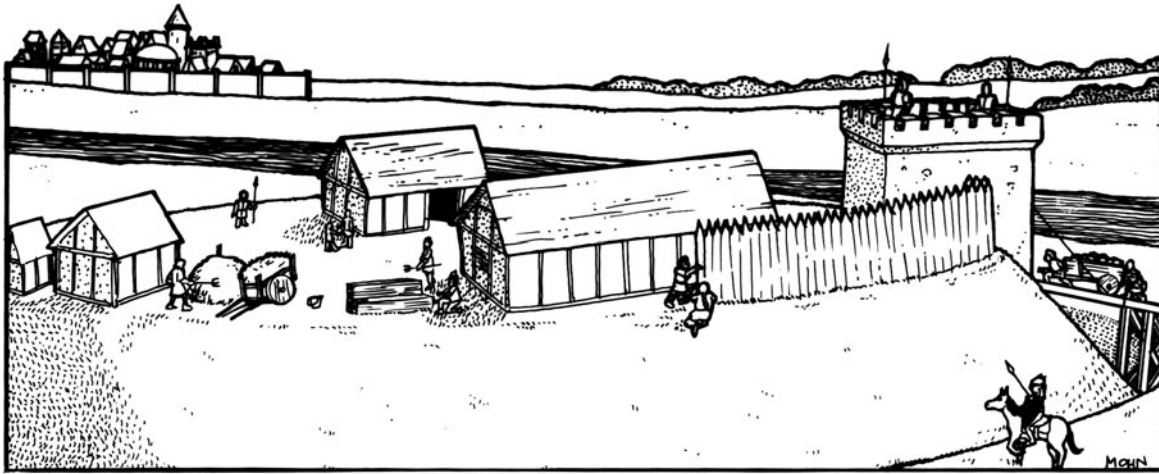
Possibly the most obvious choice is to have the people build one of the way stations protecting trade (see page 70). If such a project is completed, it has the same effect on trade as any other way station. The base project value is 0, and if the station is completed the bonus to the final project value is +5. The characters need to gather 3,500 gp worth of resources. This is less than the normal cost, because the people recruited to work on it provide their labor at a lower price than people doing the work for the money would. A way station being built as a civic project does not suffer from the problems stemming from racial tension noted on page 70.

THE TEMPLE OF AKRASIA

The followers of Akrasia, the Lady of Lost Dreams, believe in sabotaging major creative projects. If the GM has access to *Akrasia: Thief of Time* he might want to make use of her followers in this respect.

They won't sabotage the project because they are opposed to racial harmony, but because they believe that big projects should be sabotaged.





A way station faces no attacks from citizens of Marchion who oppose it, as it is too far from the town. It does, however, face attacks from the orcs, and the characters may kill orcs without causing problems with the citizens. See page 71 for details of the orcish attacks.

Way stations are vulnerable to the other kinds of opposition, and if the characters spend their time at the station rather than in the city they aren't well-placed to deal with rumors or political opposition.

Ellis Halford, Belavin Threonath Hashrishi, and Cadric Dewash are the NPCs most likely to oppose this project.

Marchion Festival

The Marchion Festival (see page 12) does not take place under the difficult conditions, unless the player characters organize it. Doing so encourages the citizens, reminds them of what Marchion was and can be, and brings to mind friendships across racial boundaries. It is also relatively cheap; the PCs only need to gather 1,000 gp in resources. The base project value is 3, and if the festival happens, and is a success, the final project value receives a bonus of up to +7; the precise bonus depends on just how successful the festival is.

If the adventure takes place at the wrong time of year, this is not really an appropriate activity. The GM may want to ensure that the adventure happens in spring, around the normal time for the festival. If the PCs organize an alternative festival in another season, it meets with less acclaim (the base project value is only 1, and success brings a bonus up to only +4) for almost the same investment (750 gp).

The characters should plan the festival in some detail, deciding on the sorts of events and performances that they want to see, and then recruiting people to fill the various roles. The events at the festival vary a great deal from year to year, so anything festive (and potentially instructive) is suitable. The players need not work out all the details, unless they enjoy that sort of roleplaying. Rather, the players can sketch the broad details, and assume that the characters fill in the gaps.

A plan for the festival faces all the kinds of opposition detailed above. Martin Deepvill is most likely to oppose it, although Belavin Threonath Hashrishi and Cadric Dewash may also do so. Saboteurs have few physical constructions to attack, and concentrate, instead, on the relations between the various performers and organizers. At worst, the festival could degenerate into a riot.

The success of the festival is for the GM to judge. He should consider how interesting the characters' plans appear, and how well they have gone about putting them into practice. Detractions, such as riots happening around the same time or major attacks by the orcs, should also be taken into account.

Civic Institutions

Civic institutions include such establishments as schools, hospitals, and alms-houses (accommodation for the poor). In order for such a project to work as a reduction of racial tension, it must be open to members of all races, and staffed similarly. Although the details of the project differ depending on its precise nature, all such projects are broadly similar.

The characters need to gather 3,000 gp in resources in order to build the necessary infrastructure. They also need to find a site. The choice of site is important, as it gives the project an initial bias. A site in Tree Town requires extra work to recruit dwarfs and half-orcs, while a site in the Docklands makes recruiting elves and half-elves more difficult. The characters could take over an existing structure. This does not reduce the resources needed, as the building must be bought and adapted to its new use.

Under normal circumstances, it takes at least six months to build a school or hospital. The characters don't have that long, and the recruitment period of the project gathers the work force necessary to complete the plan within four weeks. The characters may speed things up with magic, but every week that they cut from the time involves a -3 penalty to the project value, as people feel less involved.

Building the structure is not enough to complete the project; it must also be operational. This could happen within a week, if the characters have recruited the necessary staff in advance. Otherwise, it takes at least three weeks to find qualified people and convince them to work at the institution.

The project faces the normal types of opposition, but political opposition is muted; it is hard to oppose a hospital without looking like a cad. Martin Deepvill may still oppose the institution publicly, but even he suggests that it should be split into racially segregated units, not that it should be abandoned entirely.

The base value for all such projects is 4. Completed hospitals are worth +4 to the project value, schools +3, and almshouses +2. Other types of project should be assessed on this sort of scale. Multi-racial schools have the long-term effect of reducing the chances of this sort of trouble occurring in Marchion again.

Civic Societies

Civic societies are a parallel to civic institutions. They include such organizations as fire brigades, militias, and mutual-aid societies. Such groups, if established to link all the races, have a significant calming effect on racial tension.

There is one unique problem for these sorts of project: the Council does not have any reason to approve them. If such groups are self-governing, they are threat to the Council's authority, particularly so in the case of a militia. If they aren't self-governing, they have no effect on racial tension, as the people of the city see them as merely another tool of their rulers. The characters' first problem in this case, then, is to get the support of the Council. This is a matter of politics, and depends on the details of the characters' plans and their past relations with members of the Council.

Civic societies must gather 3,000 gp of resources. Much of this need not actually be gathered at the time, but consists of promised support for the society when it is established. Recruitment, similarly, largely consists of finding people willing to join up. Most of the work involved in establishing the society concerns its rules and regulations, making sure that the rules are sufficiently well-defined to give the group longevity, without being so tight that they stifle any initiative or feeling that the group is run by its members.

As such, the players must at least sketch the rules by which they expect the society to be governed. They need not work out the details, as those can be left to the characters, but they must supply sufficient information for the GM to determine whether the rules are likely to work. He should also roleplay the process of convincing those people he thinks are likely to be hardest to convince.

The opposition to a society emphasizes political opposition and rumors. Absolutely anyone could oppose a society, if he sees it impinging on his interests. Liv Greataxe, for example, would certainly oppose a militia that was not under her control. Attacks are uncommon, as there is little for a mob to break. Sabotage takes subtle forms, such as people acting unreasonably stubborn over particular suggestions for rules.

The base value for these projects is 0, and a society has only been created successfully when it has carried out its function at least once. This may substantially delay the roll to see whether tension is reduced, depending on the sort of society. Further, there is no further bonus to the project value. This sort of project, while extremely well suited to binding together a city that already has a fair degree of harmony, is not very well suited to the urgent situation in which Marchion finds itself.



AFTERMATH

No matter how this campaign ends, there will be plot threads for the player characters to pursue in the future. Thus, the end point is a little arbitrary in some ways; there won't be a convenient in-game break between this campaign and the next. In other ways, the end point is natural. The sequels to this campaign will be very different from each other, depending on how this one ended.

FAILURE

If the characters fail, Marchion is sacked. This means that several thousand refugees flee the orcish horde. If the player characters didn't lose all their respect during this adventure, they are still famous adventurers, and are still looked to for guidance.

If Kagrak is still alive, he continues recruiting orcs and plans further wars of conquest. The heroes may desire revenge, in addition to any other motivations.

SUCCESS

If the PCs succeed, Marchion still exists and is still a trade center. However, they are likely thoroughly enmeshed in its politics. The city's commitment to racial harmony and tolerance is probably more explicit.

It is also probable that the characters had to deal with at least one unpleasant character: they may have allied themselves with the Storm Lords, or have convinced some of the racists to temporarily put aside their positions. These decisions have consequences, with which the characters will have to deal later.

It is also extremely likely that the characters made enemies within the city, and that some of those enemies survived. It would be tragically ironic were the city to collapse into civil strife over another issue immediately after avoiding it, so the PCs should handle these matters carefully.

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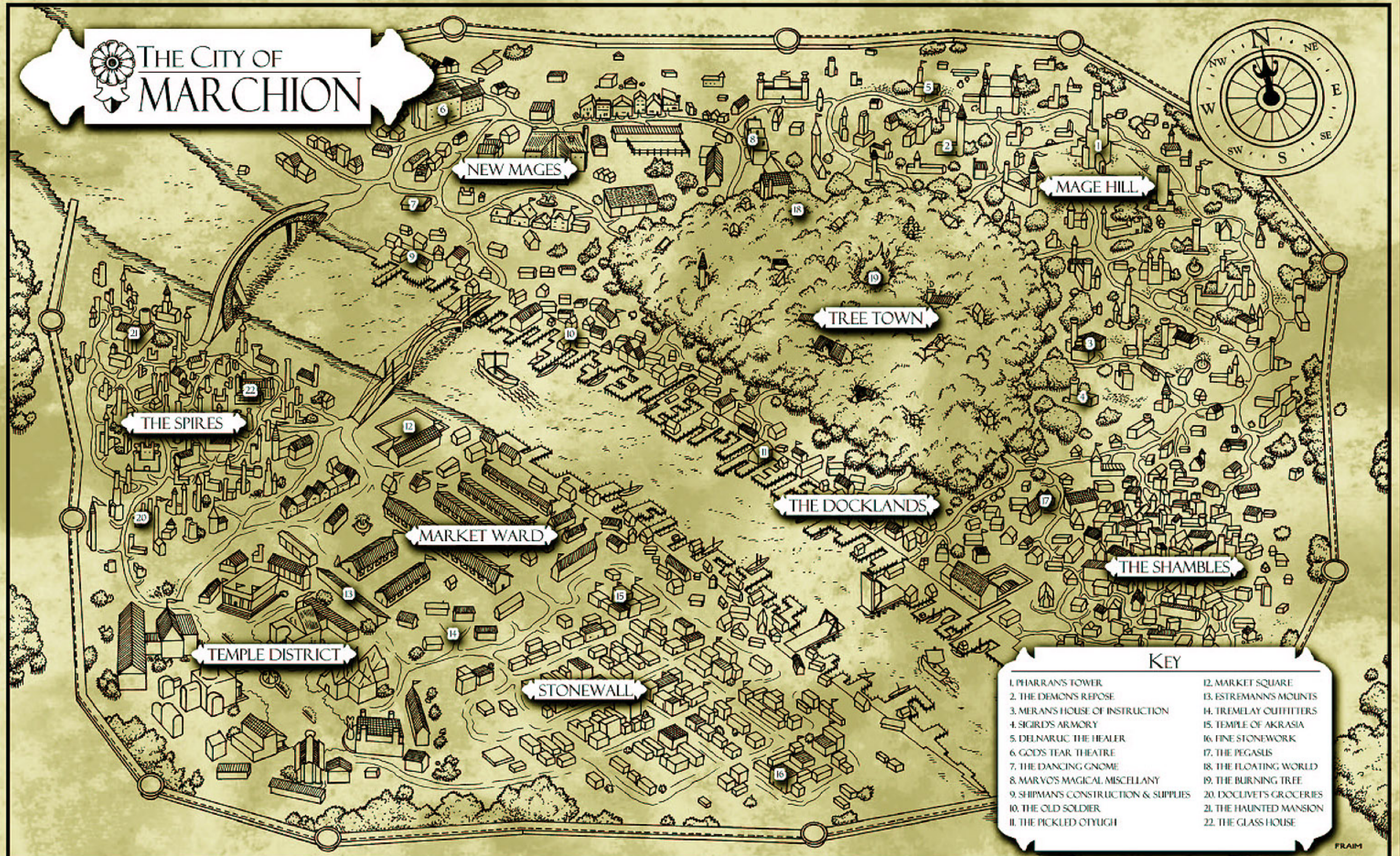
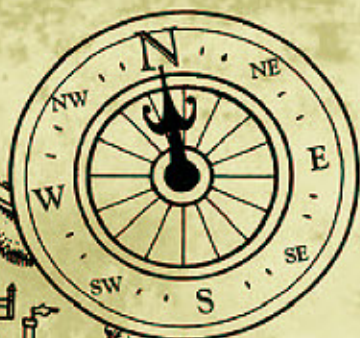
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THE CITY OF MARCHION



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