

Powers & Perils®

AVALON HILL'S TRADEMARK NAME FOR ITS FANTASY ROLE PLAYING GAME



E.C.M.

BOOK FIVE

County Mordara

The pages that follow detail an important county in the nation of Donara, establishing an initial environment in which you may begin play. The scenario details a basic quest that Players may choose to undertake. It also details the important Characters, events and future developments in the county as a whole. This will allow the Referee to continue to use the Mordaran environment after the basic scenario has familiarized your group with the game.

Before beginning, it is stressed that this portion of the game is the **exclusive** province of the Referee. Players should not read the scenario while they are engaged in playing it. They will gain such information as the Referee deems appropriate from it in the course of play. Wherever possible, the Referee should take some pains to enforce this stricture. Failure to do so will greatly reduce the challenges that are presented by the scenario.

Without further ado, we introduce County Mordara. May your Powers exceed its Perils.

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THE NATION OF DONARA

Mordara is a county in the nation of Donara. Donara was founded by the leaders of a host of barbarians and mercenaries that conquered the kingdoms of E'lici and Salaq between the years 894 and 1000 of the common calendar.

Currently, Donara is a feudal monarchy that is oriented towards Law. Local nobles are independent in their fiefs, though their power is somewhat lessened by the presence of a strong king.

Politically, Donara is bounded on the north by Caldo and the Elder Mountains, on the east by Aratad, Ticasí and Shibén, on the west by the Wild Forest and on the south by the Sea of Tears.

The traditional enemies of Donara are Aratad, the Empire of Ced (*located to the east and south of Ticasí, Shibén and Aratad*) and Clima (*a Chaos oriented island located in the Sea of Tears*). Donara's major problems are banditry in the north, civil unrest in Pelara and continual revolutionary activity in Salagara. Beyond this, they are at peace and relatively stable.

THE DONARAN LEGAL SYSTEM

Donaran law is administered by a system of noble courts and para-military constables. Her traditions require that the guilt of the suspect be established beyond a shadow of a doubt. This entails either an exhaustive investigation by the authorities or the "voluntary" confession of the accused. Suspects are routinely tortured to ascertain their guilt or innocence. Confessions that are given as a result of torture are considered to be both binding and true. Only in the more enlightened areas of the nation does investigation, and sometimes magic, replace torture as the primary means of determining guilt.

THE COUNTY OF MORDARA

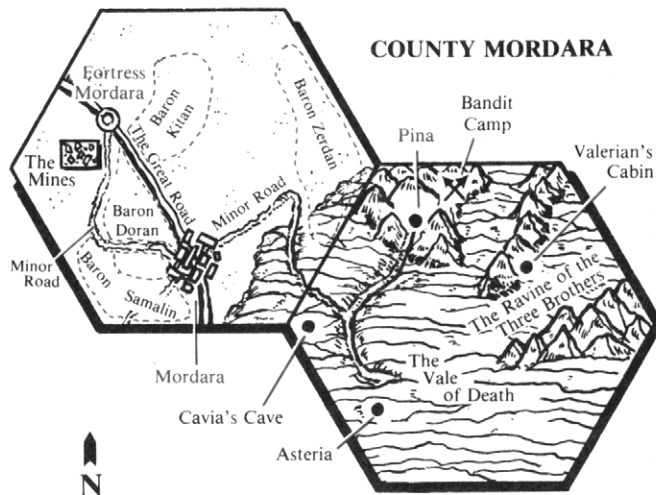
GEOGRAPHY

Mordara has an area of 800 square miles. Western Mordara contains rolling hills, scrub land, isolated forests, orchards and fields. It is devoted to ranching and agriculture. The majority of the usable land is owned by the nobility and the church. What remains is leased from the Count by freeholders and other citizens.

Eastern Mordara is an area of jagged hills, mountains, deep ravines and quiet valleys. Its residents are primarily foresters and herdsman. They are concentrated in the northern part of Eastern Mordara, within five to six miles of the village of Pina. The remainder of the eastern section is avoided by all but the brave. It is the subject of many wild tales of horror and death.

ECONOMY

90% of the population of Mordara is involved in ranching, agriculture or herding. This fact of Mordaran life has not changed since the founding of Mordara. The economic well-being of Mordara's wealthy elite is based on the iron mines outside of Fortress Mordara. They also profit from favored access to the Great Road and their ownership of the usable lands in the county. A small class of village-dwelling tradesmen exists. They are centered in Mordara. They are primarily iron-workers and the craftsmen of various luxury goods. Compared to the rural peasantry, their life is one of relative ease and comfort. They consider themselves to be elite and have a somewhat condescending attitude towards the simple farmers and peasants of Mordara.



NOTE—Each hex equals 20 miles.

NOTE—Under the reign of the current Mord the distribution of wealth is shifting more evenly to the populace as a whole. The major cause of this shift is his toleration of trade societies, guilds and other like organizations. It is also supported by his legal code and personal morality. The continuation of this trend, to the time when it has a permanent effect, depends on the continued support of the Count.

DEMOGRAPHICS

County Mordara has a recorded population of 6200 persons. The major population centers are Mordara (750), Fortress Mordara (300) and Pina (210). Its rural population (4940) exists on various estates, ranches and in other areas. Currently, Fortress Mordara contains 590 recorded prisoners that are not included in the total population. There are also some four to five hundred persons engaged in various activities, including banditry. They are primarily located in Eastern Mordara.

POPULATION CHARACTERISTICS MORDARA

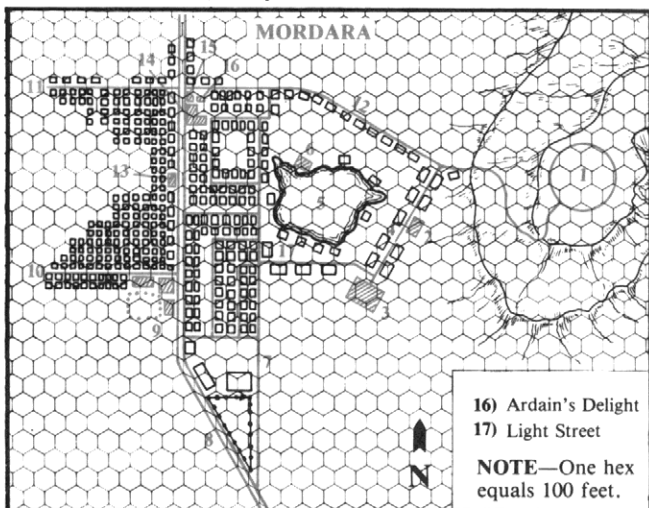
The population of Mordara, the county seat, can be divided into the following categories:

A) Noble or exceptionally wealthy	4%
B) Military and dependents	35%
C) Merchants and tradesmen	5%
D) Guildsmen, Craftsmen	27%
E) Laborers, Field Peasants	20%
F) Others	9%

NOTE—"Others" include domestic servants, tavern workers, religious personnel, various migrants, etc.

With few exceptions, every notable building in Mordara is located on the Great Road, which runs through the heart of the village heading north. The village itself is located in the middle of Western Mordara, in a central position in the county's fertile belt.

- | | | |
|-------------------|--------------------|-------------------------------|
| 1) Castle Mord | 6) House Ardain | 11) Far Street |
| 2) House a'Loreis | 7) Southern Road | 12) Castle Avenue |
| 3) villa Bersan | 8) The Great Road | 13) Hosen's Emporium Naturale |
| 4) Bersan Avenue | 9) Temple District | 14) The Silver Tusk Inn |
| 5) Lake Mord | 10) Cheap Street | 15) Barn |



For a town of its size, Mordara is a busy, hard-working metropolis with little thought given to non-traditional leisure. Except for the major festivals, the citizens work at their crafts to the exclusion of secondary activities. Except for the mercenaries, and certain members of the army, this rule holds true for all non-noble citizens. The sole inn in the village caters primarily to visitors from rural Mordara and travellers on the Great Road.

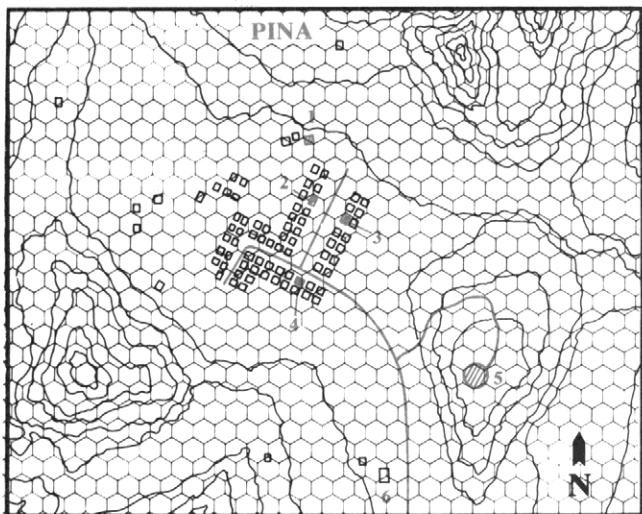
PINA

Pina is a small village located in the eastern hills of County Mordara, some eight miles from Mordara itself. It is a simple village inhabited by hard-working foresters, herdsman and others. Its population fits the following categories:

A) Constables	3%
B) Foresters	17%
C) Herdsmen	60%
D) Farmers, Laborers, Miners	10%
E) Others	10%

NOTE—"Others" include the merchant, tavern employees and independent mine owners. Citizens that are bandits, or otherwise engaged in illegal activity, are not included in the total population or the percentages above.

- | | |
|-----------------------------|-----------------------|
| 1) Zocoul's House | 4) The Constabulary |
| 2) Zocoul's Market | 5) The Baronial Tower |
| 3) The Festering Fox Tavern | 6) Bersan Mining |



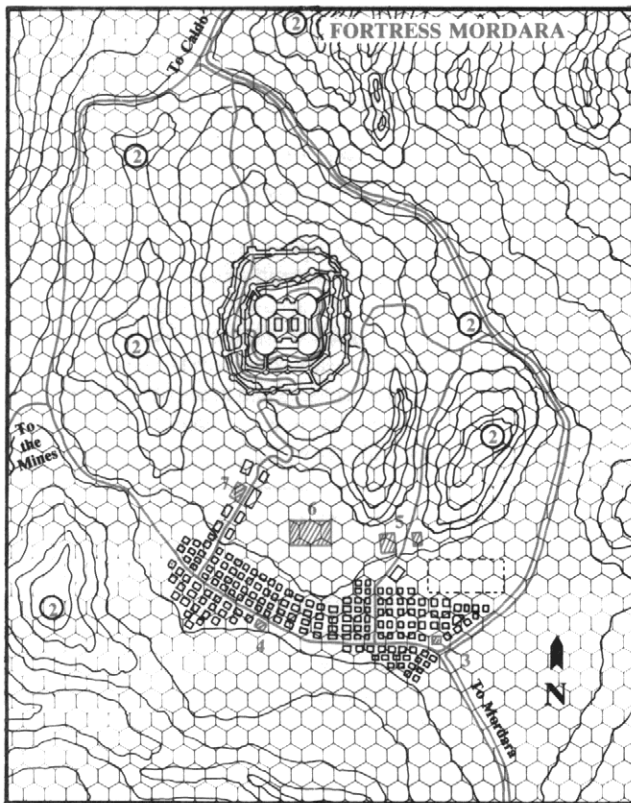
During the day, Pina is nearly deserted. Its citizens are in the hills harvesting trees, tending to their flocks, etc. Towards evening they begin to return and the town comes alive. The center of activity in the town is the Festering Fox Tavern and, secondarily, Zocoul's Market. (*Few natives go to the market except when it is absolutely unavoidable.*)

Pina is literally owned by Amur Staker's Mountain Bandit Gang. This force is brilliantly led and outnumbers the constables in the village by more than seven to one. They have more than enough authority to take what they want, and do whatever they please, without fear of the timidly led legal authority.

FORTRESS MORDARA

The fortress is located in the high pass, on the Great Road, leading to Caldo. It is about one mile south of the current border with Caldo and four to five miles north of the village of Mordara.

- | | |
|----------------------------|------------------------|
| 1) The Fortress | 4) Sandro's Tavern |
| 2) Fighting Towers | 5) The Temple District |
| 3) The Broken Sword Tavern | 6) House Doran |
| | 7) The Iron Club |



Fortress Mordara has two businesses, the mines and the prison. Nearly every person in the village is associated with one or the other in some way. Those that are not directly associated with them perform services that are of value to one or the other, i.e. teamsters, smiths, field peasants, etc. The population, excluding prisoners, can be divided into the following categories:

A) Noble or Wealthy	1%
B) Mine Supervisors	4%
C) Garrison, Prison Constables	65%
D) Merchants, Tradesmen	10%
E) Field Peasants, Laborers, Others	20%

NOTE—In addition to the 300 persons included in the breakdown above, there are 590 convicted felons and a semi-seasonal pool of migrant labor (50 to 100 persons) that is used extensively. The prisoners are used as mine slaves and field hands. The migrants are employed during the main harvest season and, occasionally, in the mines when the prison population is low.



Bha'lira

THE COUNTRY SIDE

The rural population is primarily located on large farms, ranches, noble estates and independent mines. Approximately 3700 of them are laborers in Western Mordara. The remainder work the herds and forests on the Eastern estates or are employed in mines.

The rural population as a whole can be divided into the following categories:

A) Nobles, Estate holders	2%
B) Other Freeholders	10%
C) Laborers, Herdsmen	70%
D) Miners	10%
E) Others	8%

NOTE—"Others" include travelling craftsmen, constables, entertainers, prospectors, migrants, etc.

Life in the country revolves around the fields and the herds. For the great majority of the people, it is a dawn to dusk chore tending one or the other. This is especially true in Western Mordara. Commonly, citizens that are encountered in the country will either be annoyed at being interrupted or avid for information from the big city of Mordara. In either case, they pose no physical threat to the party unless they are attacked.

Landowners in this area are more dangerous to the party. They are not likely to be friendly. At the slightest provocation, they will attack the party or summon the constables. Their truculence stems from their arrogant pride in their own status and greed for the standard reward for turning in a bandit, i.e. 1SC per bandit (*The bandit must be taken alive to be of any value*). Such activities by the landowners are one of the major ways that the prison is stocked. The flow of major criminals from the remainder of Donara is not sufficient to supply the prison with enough, expendable, man-power.

ARMED FORCES

The military strength of the county consists of 200 Foot Troops, 100 Constables and 80 Cavalry. The standard footmen (160 men) are outfitted with Scale Mail, Short Sword, Spear, Leather Helmet and Banded Shield. The Count's Household Guard (40 men) are outfitted in Chainmail, Metal Helmet, Metal Shield, Halberd, Sword and Dagger. They are the best men of Mordara, selected for their skill as individual fighters.

The nation has two types of cavalry: Kazi mercenaries (a 40 man company) and Feudal levies from the estates (40 men). The Kazi have Leather Armor, Two Fighting Daggers, Composite Bow and Scimitar. Each is mounted on a Riding Horse II that is trained for combat. Their Captain, Kiar Bara, rides a War Horse III and wears Chainmail instead of Leather.

The levies consist of 4 Armored Knights, 12 Heavy Horse and 24 Light militia. They are drawn from the four Baronial estates. The knights ride War Horse II and are outfitted in Platemail, Metal Shield, Metal Helmet, Heavy Lance, Dagger, Sword and Mace or Flail. Heavy Horse ride War Horse I and use Chainmail, Banded Shield, Metal Helmet, Heavy Lance, Dagger and Mace. The light auxiliaries have a mixed bag of equipment, depending on their personal wealth or the wealth of the baron that outfits them. This can range from an old war horse and a sword to the heavy horse level of equipment. The Referee will decide the precise equipment if these forces come into play.

NOTE—Each of the four barons controls ten riders, one of which is the Baron or his heir, i.e. the armored knight.

The constables, for their equipment, are of two types: Foot and Mounted. The foot, or junior, constables (90) are the under-officers and permanent garrison forces. They are outfitted in Leather Armor, Sword and Fighting Dagger. Those that are located in the country, including Pina, also have a Riding Horse I. Mounted constables are the officers and chief administrators of the Constabulary. They number ten. Each has War Horse II, Bow, Sword and Flail. They are not armored as part of their equipment. 40% of them, the wealthy, have purchased their own Leather, Scale Mail or Chainmail (**Roll 1D3***).

UNIT LOCATION

The village of Mordara houses the Household Guard, 40 Foot troops, 25 foot constables, 5 mounted constables and the Kazi mercenaries. Fortress Mordara has 120 foot troops, 50 foot constables and 4 mounted constables. Pina has one mounted constable and five foot constables. The feudal levies and 20 foot constables are located in the rural areas of the county.

A BASIC HISTORY OF MORDARA

Mordara was founded in the year 937 by Mord Left-hand, a sub-chief serving with the Don Host. In the year 938, his claim was recognized and granted by Don I, king of the newly formed kingdom. He was installed as Mord I, Count of Mordara, Warden of the North.

Throughout the reign of Mord I, and his son, Mordara was a sparsely populated, essentially agricultural, fiefdom situated on the main road linking Donara and Caldo. For the first forty years of its existence, it remained a sleepy village of farmers, herdsmen and foresters.

With the ascension of Mord III, life began to change in Mordara. Efforts were made to expand the county at the expense of neighboring nobles. Some degree of cottage industry and manufacturing was instituted in Mordara itself, though the reforms did not reach a developed level before the Third Salaq war.

In the Third Salaq war, Mordara was systematically pillaged by Kazi mercenaries operating out of Caldo. The reforms of Mord III were destroyed and, toward the war's end, he was killed in battle on the Salaq River. With his death, in 984, his brother became Mord IV and a dark change came to Mordara in his person.

Mord IV was a conniving schemer with an aptitude for courtly maneuver and power politics. As a close friend of Prince Donan, heir of Don III, he held a position of great power. When his surveyors discovered a mother lode of Iron in the county, in the year 988, he withheld knowledge of the find due to his lack of personnel to develop it himself. From that point on, he maneuvered to create a county controlled pool of labor that he could use to enrich himself through the mine. After the Fourth Salaq war, he convinced his friend, now Don IV, to build a great Fortress in Mordara to house the Salaqi convicts and forestall future invasions by Caldo. The King agreed and Fortress Mordara was constructed. Its tenants, primarily captive Salaqi, and criminals from the gutters of Donara's cities, were used by Mord to open his mine without the unnecessary expense of wages.

As Mord IV had always intended, Fortress Mordara became an institution solely dedicated to providing an expendable labor force to his mines. The treatment of the prisoners was harsh and, in the long run, generally fatal. A common saying in Mordara, and among those that have no love for the Donaran state, is:

"In Mordara, the dead are taught to die"

In the year 1008, Mord IV died and was succeeded by a line of venal, corrupt and miserly descendants who amorally continued to expand his institutions. Solely concerned with their own pleasure and wealth, they fostered the rise of the Thieves Guild of Northern Donara, becoming its protector and "landlord". For seventy years, a succession of Mords, behind the iron thews of their household legion, continued their corrupt and depraved rule. Mordara became a center of corruption, to the point that it was the preferred vacation spot for thieves and brigands from all over the nation.

Throughout this period, outbreaks of popular discontent and open rebellion were viciously quelled by the household guard. The common citizenry became a sullen lot cowed by the strength of their lords. In the year 1081, the iron fist of the household troops was shattered in battle against the Caldan Dagger Legion. Both the reigning Count and his eldest son died in this war. In the three years that followed, Mordara was occupied by Caldo. With stern discipline, the Caldan administrators exterminated the Northern Thieves Guild and brought order to the county. With the conclusion of the war, they withdrew—to the dismay of the citizenry. Again they expected to fall prey to the ills of the house of Mord.

The arrival of their new ruler, Mord X, brother of the former heir, was greeted with a sullen hesitancy and more than a little fear. When, as his first action, Mord formally ratified every reform instituted by the Caldans, including the death penalty for proven thieves, the county gave a collective sigh of relief and welcomed him as Mord the Good, saviour and protector of his people. Though the euphoria of this day has lessened with time, Mord is still admired by the majority of his subjects.

CURRENT EVENTS

In the year 1100 (*the year 207 on the Donaran calendar*) Mordara is a relatively happy, productive, county. However, it is not utopia. Prisoners still work the mines, though they are fed more regularly and receive some care for their illnesses.

In the past year, a blight of unknown origin destroyed 40% of the crops of Mordara. This year, as the first crops begin to appear, it is already obvious that the blight remains. Nearly 80% of the crops show signs of it and, failing the discovery of a cure, the people face starvation.

Finally, in the past three years bandit activity has grown in Eastern Mordara until, at this writing, it threatens Mordara itself. Rumor indicates that a great leader has arisen among the bandits. With tongue and sword, he has forged a band with over forty members. Under his leadership, they are the terror of the road. Even House Bersan, the largest merchant family in Mordara, is believed to be paying them protection. Unless forestalled, their meteoric growth and cunning leadership will sorely wound Mordara, perhaps permanently.

LOCAL CHARACTERS

The following section details important locals that can figure in the basic scenario. The Character section that follows this one gives basic details about other Characters that the Referee can fully detail if he chooses to use this scenario, in an expanded form, as the basis of his campaign.

MORD, tenth Count of Mordara, Warden of the North, Colonel of the Donaran Forester Regiment—retired.

HPV 28	OCV 12	DCV 8	CEL 8	
S 32(+2)	St 48(+2)	D 10	A 12	C 30(+1)
I 20	W 24	E 18	Em 36	Ap 20
MR 10	NAV 0	MDV 8	EnL 54	CDF 3
HC 43%	DTV -4	PR 6	Dodge Value 0	
Height 68"		Weight 151 lbs.	Age 42	

EXPERTISE

EL50 Read and Write Donaran	EL42 Husbandry (Horses)
EL80 Donaran	EL4 Heavy Lance
EL40 Donaran dialect (Salaqi)	EL3 Shield
EL2 Horsemanship	EL0 Fighting Dagger
EL0 Mace, Flail, Club	EL5 Forest Survival
EL6 Hammer	EL2 City Survival
EL2 Musician	EL3 Plains Survival
EL5 Hill Survival	

Mord became the Count of Mordara with the death of his father and elder brother in the Caldan War (1081 to 1084). From the age of fourteen, until that time, he served as an officer in the Donaran Forester Regiment, a traditional fate of non-heirs in his family. His sole break from this service was a three month interlude in 1075 when he was married to Aliza, eldest daughter of Baron Soman of County Garanara.

PERSONALITY

Mord is a quiet man with a kind, gentle nature. He desires the approval of others, to some extent due to the cruel upbringing he received from his father. He is completely truthful and considers the welfare of others before his own. He will not tolerate liars or gossips. He ignores rumors unless the proof of the charge is indisputable. Where the gossip is unproven, and he considers it libelous, he will punish the gossipier. Finally, Mord dislikes torture. He refuses to allow his constables to practice torture until all other avenues of learning the truth have been exhausted.

LOVES AND HATES

Mord loves fine music, horses and skillfully fought gladiatorial contests. He is a fine father who prizes his children above all else. He despises liars, any person that is motivated by self-interest and greed and all Elves. He demands fair treatment for all of his subjects, as befits the rights of their station. All must be given their due as demanded in the legal code.

CURRENT DESIRES

Mord seeks an end to the banditry that assails his county. He has offered a reward of **25GC** for the capture of the leader of the Mountain Bandit Gang alive. He will pay **5GC** for information about the location of the bandit's camp if the informant will lead his forces to it. Finally, the standard reward for any bandit or brigand captured alive in the county is **1SC**. Mord pays nothing for corpses.

Mord grew up with the legends of the Harp of Alirin. His life desire is to own this instrument. He will pay at least **20GC** if it is brought to him and could be influenced to go much higher, including a grant of lands and/or a small title.

BERSAN THE IRONMONGER, Leading merchant in Mordara, Wealthiest Commoner in Northern Donara.

HPV 14	OCV 1	DCV 1	CEL 1	
S 10	St 12	D 11	A 15	C 32(+2)
I 30	W 42	E 39	Em 27	Ap 36
MR 10	NAV 0	MDV 10	EnL 74	CDF 2
HC 22%	DTV -2	PR 4	Dodge Value 0	
Height 66"	Weight 146 lbs.	Age 48		

EXPERTISE

EL80 Donaran	EL2 Sword
EL60 Caldán	EL0 Hand to hand
EL80 Donaran dialect (Salaqi)	EL40 Artist
EL65 Armorer	EL4 Musician
EL50 Jeweler	EL20 Miner
EL55 Moneylender	EL55 Read and write*
EL3 City Survival	EL1 Plains Survival
EL2 Hill Survival	EL2 Horsemanship

*The EL listed applies for all languages that he can speak.

House Bersan has administered the county's iron trade since the mines were first opened. The current family elder, Harair Bersan, has administered the trade since 1083—when his father was hung for graft, fraud and attempted bribery, i.e. normal Mordaran business practices under the old Mords.

Since his ascension, the business has been run on a strictly moral, legal basis. He has gone to great lengths to support the current Mord and force other Mordaran businesses to operate honestly.

PERSONALITY

Harair Bersan is fair, open-minded and reasonable, though he has the killer instinct of a successful businessman. He strives for profit and enjoys haggling but he refuses to cheat anyone regardless of how poorly they bargain. He is a totally moral and exceptionally pious man.

LOVES AND HATES

Villa Bersan is renowned as a center of the arts. Under Harair, the family has amassed one of the most extensive collections of statuary, art and tapestries in Donara. Bersan is the patron of fine musicians and artists, with more than ten in residence in the villa at any time. The musical entertainments that he stages are renowned throughout Donara.

Bersan hates dishonest merchants, especially those that willingly deal with criminals. He has nothing to do with Zocoul the Trader. Through his economic power, he has created a climate of honesty in Mordara. The merchants are honest in fear of angering him.

CURRENT DESIRES

Harair wishes to attain the harp for Count Mord. He also desires an end to lawlessness in the county. His agents have repeatedly tried to destroy the bandit groups and Zocoul. They have always failed for lack of evidence. He is currently searching for agents that are new to the area to aid in this effort.

THE SORCERESS CAVIA, Old Woman of the Hills

HPV 21	OCV 5	DCV 4	CEL 3	
S 14	St 36(+2)	D 10	A 16(+1)	C 32(+2)
I 68	W 52	E 20	Em 28	Ap 6*
MEL 9	EL 4	Casting Ability 90		
MR 11	NAV 0	MDV 19	EnL 84	CDF 8
HC 34%	DTV -4	PR 8	Dodge Value 1	
Height 68"	Weight 136 lbs.	Age 59		

*Cavia's face is always masked by heavy veils. If it is seen, it is the face of an older woman that was horribly mutilated sometime in her youth.

EXPERTISE

Trained in Wizardry	EL0 Fighting Dagger
Sleep Powers	EL2 Sword
Light Powers	EL80 Donaran
Healing	EL60 Tongue of Light
Healing Light	EL80 Read and Write*
Sustenance	EL60 Elf Sidh
Cure Disease	EL80 Herbalist
Negate Curse	EL80 Healer
Time Powers	EL9 Hill Survival
Forgetfulness	EL0 City Survival
EL5 Underground I Survival	EL2 Underground II Survival

*In all languages that she can speak.

Cavia was born in the hills east of Mordara. At the age of six she became the apprentice of the Mage Moira. Until the age of twenty she studied with Moira. While serving Moira's interests in Mordara, in the winter of 1063, she was approached by the eighth Mord and spurned his advances. Within the hour, she was set upon by disguised guardsmen and found herself in the Count's secret dungeon. For the next four months she was tortured incessantly. Finally, she took an over-confident guard by surprise and was free. Furiously, she killed the guard, layed a terrible curse on House Mord and made her escape into the hills. Since that day, she has kept to her cave in the hills, serving those that come to her and watching the progress of her vengeance on House Mord.

PERSONALITY

Except when angered, Cavia is a kind and helpful old woman. To those that attack her, she can be a hateful and deadly enemy. She will destroy them unless their apologies cause her to take pity on them. Though she has a fiery temper, she is quick to forgive.

LOVES AND HATES

Cavia loves life and the living. Unless angered, she will refuse to take another creature's life. Even in anger, she tends to use gentler magics on her enemies, with the sole exception of House Mord.

Cavia despises people that inflict pain and cause injury to other creatures. Where their action is needless, she is moved to anger. In these cases, she will employ the full deadliness of her arts against the villains responsible.

CURRENT DESIRES

Through arcane observation, and the stories of those that come to her to be healed, Cavia has learned of the goodness of the current Mord. As he is good, and she does not wish to leave a curse as her memorial, she wishes to end her curse. Unfortunately, the rites that she layed on the house are such that she cannot break them without unleashing far greater evil. She seeks an ally that will serve her in placating her curse.

NOTE—Cavia is a font of information about the supernatural denizens, legends and rumors of the county. She knows the secrets of the Tomb of Alirin, the whereabouts of the Elven city of Asteria and other items of interest. She will willingly share her information with any person that convinces her that his need for it is genuine. She is the only person living that knows the secrets of the tomb.

CAVIA'S CURSE

By darksome rites, drawing strength from the blood of those who were tortured in the dungeon and the spirit of her slain guard, Cavia layed a foul bane on the Counts of Mordara. All Counts of the line, blood relations of her tormentor, will suffer a painful and violent death. When they die, they are doomed to haunt the dungeon for eternity reliving the horrid and depraved actions of their life.

The curse affects the luck and combat ability of the reigning Count. All hits that are scored on him are one level lower than that scored, i.e. a Deadly Hit is fatal, a Severe Hit is deadly (*though a Miss remains a Miss*). Further, he is required to add EIGHT to his combat rolls while his opponent subtracts EIGHT in his attacks.

If the curse is broken without placating it, the current ghosts haunting the dungeon will become Spiritual Edimmu with the freedom to haunt the entire castle. (*In all likelihood, this will mean the death of the residents of the castle*).

To placate the curse, the following steps are required:

- A) A supplicant must ask Cavia how the curse may be ended AND state his willingness to make the attempt.
- B) The supplicant must agree to take the full weight of the curse on himself should he fail to placate the curse within 30 days.
- C) To placate the curse, the supplicant must:
 - 1) Find Cavia's old cell in the secret dungeon.
 - 2) Wash her cell with water.
 - 3) Light a brazier in the center of the room and burn herbs that are beneficial for summoning and banishing spirits.
 - 4) Spend the remainder of the night in prayer for the success of the rite.

NOTE—If the party does not have a magic-user with it, Cavia will supply the needed water, herbs and prayers. (Basically, she will prepare a magical formula that the party can use). If the party has a magic-user, she will expect him to aid the task and provide these items. If he won't, she may be angered.

If the curse becomes important in play, the Referee must create Castle Mord and place a sealed dungeon on its lowest level.

VALERIAN, Goatherder, Hermit, ex-Captain in the Donaran Royal Guard, ex-Gladiator.

HPV 39	OCV 16	DCV 12	CEL 10	
S 72(+3)	St 60(+3)	D 20(+1)	A 28(+1)	C 24(+1)
I 27	W 10	E 3	Em 42	Ap 24
MR 9	NAV 0	MDV 8	EnL 34	CDF 4
HC 42%	DTV -5	PR 8	Dodge Value 2	
Height 85"	Weight 289 lbs.	Age 38		

EXPERTISE

EL80 Donaran	EL9 Great Sword
EL60 Read and Write Donaran	EL4 Longbow*
EL4 Hill Survival	EL4 Other Heavy Swords
EL14 Mountain Survival	EL0 Other Bow forms
EL4 Plains Survival	EL4 Hand to Hand
EL6 City Survival	EL7 Climbing
EL40 Goat Husbandry	EL70 Carrying
EL1 Horsemanship	EL30 Armorer
EL50 Dog Husbandry	EL2 Shield

*Valerian's longbow has a +3WSB and a base range of 32 hexes.

Valerian was born Samal Mercas, heir to the Duchy of Samal in Western Donara. After years of service in the guard, and many astounding victories in the arena, he tired of court life, intrigue and killing. He deserted from the army, abdicated all rights to his title and fled to the hills of Mordara. Since that day, six years ago, he has revelled in the simple life of the hills to the near total exclusion of other members of his race.

PERSONALITY

Valerian distrusts people. On first meeting anyone, he is a gruff, taciturn person. He will have as little as is honorably possible to do with them. If the "interlopers" earn his trust, he will quickly become generous and friendly towards them. As a peaceful man, he avoids battle whenever it is possible to do so. When it is forced on him, as one of Donara's most famous warriors, he is capable of killing with quiet efficiency.

LOVES AND HATES

Valerian has a great fondness for the dog that lives with him, a half-wolf named Samali. He will react violently to anyone that attacks or threatens this animal. He has been known to kill in defense of his dog and his privacy.

Valerian despises combat and killing, though they are his single greatest talent. He will only fight to protect his life or property. When he fights, he fights to kill.

Valerian dislikes people that are arrogant, overly well-mannered or flowery in their speech. He will ignore people that approach him in this way and, if pressed, can get violent. He greatly prefers people that get to the point, i.e. are straight forward and honest.

NOTE—The following characteristics should be used for Valerian's dog, Samali:

HPV 18	OCV 5	DCV 4	C 12
S 32(+2)	St 28(+1)	D 20(+1)	A 20(+1)
INT 4	MR 17	MDV 4	EnL 22
HC 20%	DTV -2	PR 2	Dodge Value 2

Samali is a natural hunter. He has been trained to hunt with Valerian and to help herd his goats, without hurting them. He is shy of all humans except Valerian. If cornered, or pressed, he will attack to kill. If he is injured in Valerian's presence, Valerian attacks.

CURRENT DESIRES

Valerian is consumed by his desire for privacy. He will not travel far with anyone and will not extend his hospitality towards travellers beyond two days without some compelling reason. He will share what he has while they are at his cabin. He will never give them anything to take with them.

NOTE—Valerian knows the trails that lead to the ascent to the Tomb of Alirin. If he becomes aware of the party's plan to take the harp, he will obstruct them in any way possible, short of fatal force. If they become aware of his sabotage, he will be ashamed. As recompense, he will guide them to the cliff. (He is a fallible man who is both honorable and honest). The music of Mt. Alerius, which issues from the harp at dusk, is one of the great joys of his life.

FINN STARSEEKER, Noble of Asteria, Son of a human mother, Nephew of Asteria, Bard of the Royal Court, Marshal of the Mordaran Elves.

HPV 25	OCV 8	DCV 12	CEL 6	
S 24(+1)	St 25(+1)	D 51(+3)	A 68(+3)	C 48(+2)
I 18	W 60	E 48	Em 68	Ap 54
MR 15	NAV 0	MDV 15	EnL 108	CDF 3
HC 37%	DTV -4	PR 6	Dodge Value 6	
Height 69"	Weight 152 lbs.	Age 24*		

*Actual age in human years.

EXPERTISE

EL60 Elf Sidh	EL40 Donaran
EL12 Musician	EL12 Singer
EL80 Forester	EL9 Hill Survival
EL65 Disguise Artist	EL9 Forest Survival
EL4 Elven Bow	EL2 City Survival
EL3 Rhetoric	EL12 Horsemanship
EL9 Elven Sword	EL6 Shield

NOTE—Finn is outfitted in **AV4 Magic Elven Scale Mail (EL6)**, **AV8 Banded Shield**, **Elven Bow**, **Elven Sword** and a **fighting dagger**. He carries a lute and, if mounted, rides a 1.2 size Fay Horse stallion. When he is in any human settlement, he is disguised.

Finn is the only son of Marlan Starwind, the dead brother of Asteria. His mother was a woman who was taken by the Elves and became Marlan's wife. Since her death, seventeen years ago, Finn has been raised by Asteria herself.

When Marlan was killed, Finn was disturbed. With his aunt's blessing and encouragement he set out to exact vengeance from the human race. While engaged in this war, he came to understand the unfairness of blaming a whole race for the actions of a few. He made peace with himself and began his search for a way to end the killing.

PERSONALITY

Finn is a complex, highly-talented and emotional man. He is dedicated to his aunt and the way of the Elf. Only recently has he been exposed to humans and begun to understand something of their ways.

In battle, Finn is noted for his cunning solutions to tactical problems. He has a devastating ability to turn defeat into victory and a stubborn inability to admit defeat until every possible avenue that could lead to victory has been explored.

Met as an enemy, Finn is deadly, cunning and uncompromising. At all other times he is open-minded, eloquent and understanding. He has a brilliant ability to express himself. In general, he is persuasive, friendly and kind to any friend.

LOVES AND HATES

Finn will never allow his aunt to be harmed. If she is, he will dedicate his life to avenging her. He always obeys any direct order that she gives him to the total exclusion of his personal wishes.

Finn loves the way of the Elf and is fond of all Elves. Unless he is attacked, he will never harm an Elf.

Finn hates unreasonable violence. He despises injustice. He will always attempt to aid victims of either. Any person that deals with him in a threatening manner, or acts unjustly, will earn his displeasure. He never relates to others through meaningless threats and refuses to tolerate people that do.

CURRENT DESIRES

The total destruction of the village of Mordara is planned by Asteria within forty days. Finn seeks a party to search out the harp so that he can use it to stop this atrocity. Because of his many duties in Asteria, he cannot seek it personally.

Any party that accepts Finn's quest will be told how to find Cavia (*If the Referee considers it to be appropriate, Finn may lead the party there personally*). Only Cavia knows information that the party may need in order to find and conquer the tomb.

OTHER CHARACTERS

The section that follows gives a general description of other Characters that are active in Mordara. None of them play a leading role in the Harpquest but all are deeply involved in the current political situation in Mordara. If you choose to expand the Mordaran adventure to involve the party in these affairs, the basic descriptions below should allow you to structure the interpersonal and political climate effectively.

COUNTESS ALIZA, Countess of Mordara

HPV 9	OCV 0	DCV 0	CEL 0	
S 10	St 12	D 13	A 13	C 14
I 11	W 12	E 11	Em 11	Ap 33
Height 64"	Weight 130 lbs.	Age 40		

EXPERTISE

EL80 Donaran, **EL1** Horsemanship, **EL2** Musician, **EL2** Rhetoric, **EL20** Read and Write, **EL2** City Survival, **EL1** Plains Survival.

Like most Donaran noblewomen, Aliza was raised to be wed. She was married to Mord, at the age of 15, as part of a commercial alliance. She despises him for his weakness, and because of her lust for power.

While Mord served throughout Donara, she refused to join him and remained at Castle Mord.

In general, Aliza is a boring woman with a highly developed sense of her own self-importance. She requires flattery to feed her ego. She is currently involved with Cas a'Loreis in a plot to kill or kidnap the Count so that she can assume the regency for her young son.

NOTE—The children of Aliza and Mord are:

Alira, Virgin Priestess of the Mordaran Temple. Born in 1076.

Shea, daughter, born in 1085.

Moir, daughter, born in 1089.

Marta, daughter born in 1092.

Mord and Marcan, twin sons, born in 1095.

ALIRA, Virgin Priestess of the Mordaran Temple, Eldest daughter of Count Mord.

HPV 17	OCV 2	DCV 2	CEL 0	
S 13	St 33(+2)	D 20(+1)	A 18(+1)	C 21(+1)
I 48	W 35	E 33	Em 22	Ap 64
MEL 7	EL 3	Casting Ability 65		
Height 67"	Weight 121 lbs.	Age 24		

EXPERTISE

Light Powers, Healing, Cure Disease, Sanity, Truth, Healing Light, Negate Curse, Regeneration, Trained in Wizardry, **EL80** Donaran, **EL60** Caldan, **EL60** Tongue of Light, **EL70** Healer, **EL7** Singer, **EL7** Dancer and **EL6** Musician.

Alira was raised by a peasant wet-nurse and a nun. In her early life, until 1081, she saw her mother, at most, four times. When the Caldans entered Donara, she was sent to the capital to study in the Donaran Temple. She returned in 1097, a full-fledged Priestess of Inanna. She is fanatically devoted to her faith, providing service to the peasantry and

to her father. Beyond these obsessions, she is a kind and generous person with a winning personality. She is revered by the people of Mordara. The smallest slight against her is considered to be cause for battle by most common citizens.

CAS a'LOREIS, Owner of the Silver Tusk Inn, Criminal Mastermind, Confidante of Countess Aliza.

HPV 28	OCV 8	DCV 11	CEL 6	
S 25(+1)	St 28(+1)	D 37(+2)	A 69(+3)	C 56(+3)
I 33	W 40	E 56	Em 12	Ap 76
Height 73"	Weight 190 lbs.	Age 27		

EXPERTISE

EL9 Rhetoric, **EL80** Deftness, **EL80** Thief, **EL75** Locksmith, **EL11** Throwing Dagger, **EL7** Fighting Dagger, **EL80** La'Ced, **EL60** Donaran.

Cas has a tongue slippery enough to trip a giant. He was orphaned at the age of seven. Alone in the gutters, he quickly learned that the tongue is as deadly a weapon as the sword. By the age of twelve, he was the leader of a large street gang. At fourteen, he met a Pelaran master thief and began his career as a thief, moving to Pelara with his patron. By the age of twenty-five, he was sector chief in charge of the Thieves Guild in Pelara's wharf district. This position was lost in a power struggle between his patron and Skel, Guildmaster of Pelara. To preserve his life, he fled with some of his allies and his portable wealth.

Cas came to Mordara on the invitation of Zocoul. Together, they have evolved a refined plan for the total domination of crime in Donara. He is currently working towards this goal. The growth of banditry, the death of Count Mord and his control of Aliza all figure heavily in the initial stages of this plan.

AMUR STAKER, Leader of the Mountain Bandit Gang, Peasant Criminal.

HPV 30	OCV 12	DCV 8	CEL 7	
S 62(+3)	St 34(+2)	D 20(+1)	A 10	C 24(+1)
I 30	W 5	E 20	Em 10	Ap 18
Height 80"	Weight 256 lbs.	Age 22		

EXPERTISE

EL80 Donaran, **EL40** Carrying, **EL3** Horsemanship, **EL4** Hill Survival, **EL4** City Survival, **EL4** Great Sword, **EL1** Bastard Sword, **EL7** Broadsword, **EL3** Bow and **EL2** Shield.

Amur's early life was exceptionally cruel. He and his mother were abused constantly by his father. At the age of sixteen, his patience ended, he crippled his father and left home for good. (*His father, once a stake maker, is now a beggar who is often found in front of the Festering Fox Tavern in Pina*).

Following his crime, Amur became a bandit. He built a small cadre of experienced thugs. With the arrival of Cas a'Loreis, he gained visions of the grandeur that could be his. In the next two years, he built the powerful Mountain Bandit Gang by supplanting other bandit leaders. It now numbers 44 men, including the initial cadre of himself and five lieutenants.

Amur is a hot-tempered, frenetically active man. Except when he is bored or angry, he operates with a cool and deadly intelligence. When he is angered, or overly bored, his fiery temper explodes uncontrollably. This has caused many deaths and, when the person killed was an innocent, Amur feels guilt for his action when his calm returns.

The only thing that Amur hates is his father. For all others, his temper comes and goes like the wind. His goal in life is to create the largest gang of bandits that the world has ever seen. If his efforts are crowned with success, it is more than likely that his "friend" Cas will have a use for them.

NOTE—Amur often visits Bha'lira. It is entirely possible that he loves her.

BARON DORAN, Baron of the Northern Plain, Warden of Fortress Mordara, Lord Marshal of the Mordaran Army.

HPV 40	OCV 7	DCV 6	CEL 5	
S 24(+1)	St 30(+1)	D 13	A 16(+1)	C 106(+5)*
I 32	W 40	E 20	Em 8	Ap 25
Height 64"	Weight 128 lbs.	Age 53		

*Doran wears an Amulet that grants +30 Constitution to the wearer.

EXPERTISE

EL80 Donaran, **EL25** Read and Write Donaran, **EL40** Caldan, **EL4** Horsemanship, **EL20** Jeweler, **EL0** Heavy Lance, **EL0** Sword, **EL0** Shield, **EL2** Bow and **EL30** Executioner.

Doran is the ruler of a noble family that has been the hereditary wardens of the fortress since the reign of Mord IV. He assumed the position in 1073. In 1085 he was made Lord Marshal of Mordara's army as a reward for his defense of the Fortress against the Caldan army. Before holding these positions he ran the family farms in Mordara. Other than being in the Fortress during the Caldan siege, Doran has no military experience whatsoever.

Baron Doran is a greedy, sadistic man. He loves wealth nearly as much as he enjoys inflicting pain on others. He is unconcerned with the needs of others. He is consumed by his own desires at all times.

The Baron dislikes Count Mord, for economic reasons, and despises anyone that is over six feet tall. If he can attack these enemies without any risk to his position or person, he will. When any personal risk is likely to be involved, he remains cunningly aloof waiting his chance. He will do nothing that jeopardizes his life or position unless success is assured.

KASHAN PAERMAN, Constable of Pina.

HPV 19	OCV 4	DCV 6	CEL 3	
S 10	St 21(+1)	D 22(+1)	A 44(+2)	C 44(+2)
I 6	W 10	E 18	Em 20	Ap 30
Height 66"	Weight 146 lbs.	Age 20		

EXPERTISE

EL80 Donaran, **EL0** Rhetoric, **EL2** Tracking, **EL20** Read and Write Donaran, **EL4** Horsemanship, **EL2** Sword, **EL1** Shield, **EL2** Bow, **EL1** Climbing and **EL20** Executioner.

Kashan is the only son of a wealthy clothier in Mordara. Through his father's influence, he was appointed to the Constabulary on his seventeenth birthday. In the summer of his nineteenth year, he came to the attention of Count Mord. The Count was favorably impressed by Kashan's kindness, respect and manners. Mord made him an officer and appointed him to the position of Lord Constable in Pina.

Kashan is an inexperienced man thrown into a situation that demands strong will, foresight and experience. He is totally overmatched by it. Because of this, he has become overly timid, nervous and morose. His only friend, Zocoul, consoles him via the Peska bottle. He is a Peska addict who is well on his way to becoming an alcoholic. Kashan is desperate to break the stranglehold of the Mountain Bandit Gang on Pina. He is restrained by fear (for the people of the town and his men) and his own timidity. Without powerful, intelligent aid from without, he will never attempt it.

BHA'LIRA, Dancer in the Festering Fox Tavern

HPV 22	OCV 3	DCV 8	CEL 2	
S 14	St 18(+1)	D 39(+2)	A 80(+4)	C 55(+3)
I 25	W 20	E 36	Em 27	Ap 95
Height 63"	Weight 108 lbs.	Age 25		

EXPERTISE

EL80 Roghsa, **EL60** Donaran, **EL3** Rhetoric, **EL4** Singing, **EL8** Dancing, **EL4** Musician, **EL5** Acting, **EL6** City Survival, **EL40** Deftness, **EL4** Fighting Dagger, **EL6** Throwing Dagger, **EL40** Disguise Artist.

A Roghsa peasant, Bha'lira was sold by her father (at the age of seven) to pay back debts. At the age of thirteen, her owner sold her to a Pelaran slaver for a large profit. She served as the slaver's house servant for three years. At the age of sixteen, he placed her on the block in Pelara. After spirited bidding, she was purchased by Duke Salin, brother of the Prince of Pelara. For a year she served him. At the end of this time, Salin's varied tastes required a novel amusement. He pretended to fall madly in love with Bha'lira and continually begged her to marry him. After six weeks, she came to believe him. When he was sure that he had her, he gave her to a local thug as payment for services rendered. Some six months later, the thug sold her to the House of Saffron, headquarters of the Pelaran Thieves Guild. She passed her time there as a dancer and entertainer. In time she came to know many members of the guild, including Cas a'Loreis. When Cas fled Pelara, she escaped with him. Since that time, she has served as his agent.

Bha'lira has a learned hatred of all men. She considers them to be despicable and perverse creatures. As they are of use to her, she uses them. If they are not useful, she treats them in a cold and humiliating fashion. At all times, she has a cool, aloof demeanor that shields the fiery passion and hatred that contort her soul. She has a burning desire for vengeance against a world that has conspired to destroy her.

In gaining her vengeance, Bha'lira operates with cunning in pursuit of personal profit. Beyond a maternal fondness for Sheba, the daughter of Rosa Taverner, she loves no one more than the dream of her future independence. Currently she supports Zocoul, Cas and Amur because they are the surest path to her future freedom.

KIAR BARA, Mercenary Captain, Bloodsman of the Shamira, Ensign of the Caldan Jewel Guard, retired.

HPV 29	OCV 12	DCV 10	CEL 8	
S 28(+1)	St 59(+3)	D 19(+1)	A 30(+1)	C 28(+1)
I 10	W 24	E 5	Em 20	Ap 8
Height 70"	Weight 210 lbs.	Age 31		

NOTE—Bara has an **EL4** Fighting Dagger enhanced for hit chance and damage plus, i.e. -4 to attack roll, +2 WSB.

EXPERTISE

EL80 Caldan, **EL80** Kazi, **EL30** Donaran, **EL3** Mountain Survival, **EL3** Badlands Survival, **EL1** City Survival, **EL1** Rhetoric, **EL2** Forest Survival, **EL7** Scimitar, **EL0** Tulwar, **EL5** Fighting Dagger, **EL0** Throwing Dagger, **EL6** Bastard Sword, **EL0** Great Sword, **EL0** Broadsword, **EL6** Horsemanship, **EL2** Shield, **EL4** Bow, **EL3** Light Lance.

Kiar is the son of a Sergeant Major in the Caldan Jewel Guard. He had an entirely martial upbringing. At the age of sixteen he earned a commission as an officer in the Jewel Guard. Within a year he tired of this service and resigned, much to his father's chagrin. Since that time he has served as a mercenary in many parts of the world. For the last three years he has commanded his own company of Kazi mercenaries in various parts of the world.

Before he dies, Kiar wishes to raise a company of 100 armored Kazi riders to serve as mercenaries. For the last year, he has saved his profits in order to attain his goal.

Kiar is a stoic, taciturn and unemotional warrior. He despises the soft life that is led in civilized areas and will have nothing to do with overly-civilized people. He believes that any man that cannot survive in the wild is dirt. A man does not speak to dirt.

Except in training and in combat, Kiar is lax with his men. He prefers to settle disputes in the Kazi manner, dagger to dagger. Unless the actions of his men reflect poorly on Kiar, or the company as a whole, they are free to do as they wish. If this causes his man to get into trouble, Kiar supports him against anyone. If any of his men are attacked, he will always rise to their defense, unless the antagonist is his employer.

ROSA TAVERNER, Owner of the Festering Fox Tavern in Pina.

HPV 14	OCV 3	DCV 2	CEL 2	
S 8	St 16(+1)	D 10	A 12	C 30(+1)
I 24	W 16	E 20	Em 12	Ap 48
Height 60"	Weight 108 lbs.	Age 38		

EXPERTISE

EL80 Donaran, **EL20** Read and Write Donaran, **EL25** Moneylender, **EL0** Singer, **EL5** Carrying, **EL4** City Survival, **EL2** Dancing, **EL1** Fighting Dagger, **EL0** Throwing Dagger, **EL2** Hill Survival.

Rosa is the daughter of an itinerant miner from Pina. At the age of fifteen (1077), tired of being a pack mule, she ran away to the "big" city Mordara. There she met a travelling merchant and became his wife. When her husband was killed by bandits (1089), she returned to Pina with her young daughter Sheba. She eked out a living as a food merchant and moneylender. When Zocoul came to town, she helped him establish himself out of charity. Within a year, he broke her business and drove her into the street. For her daughter's sake, she accepted his offer of a loan, at 40% monthly interest, to purchase the Festering Fox Tavern from its owner. (Since then, the original 20GC debt has grown to 30GC. She has no chance of ever repaying the debt while the bandits and Zocoul rule Pina). Because of this debt, the bandits have free reign in her establishment and she was forced to hire Bha'lira.

Rosa is an honorable woman whose old wanderlust has been refined into a hard core of pragmatism. She cares for her daughter's survival and future above all else. Normally she is witty and gregarious. The current situation in Pina has placed a strain on her normal personality. She often seems quite nervous and agitated.

Rosa was forced to hire Bha'lira, who she calls "the Ice Goddess". Her opinion of her has softened, with time, due to Bha'lira's obvious concern for Sheba's welfare. Currently, she almost likes Bha'lira.

Rosa is secretly employed by Bersan the Ironmonger as an informant about Zocoul and bandit activities in Pina. She makes her reports to his local mine manager when the opportunity arises. Her main goals in life are to see Zocoul dead, to end the bandits' reign in Pina, to see Kashan replaced and to secure a good match for her daughter Sheba.

NOTE—*Sheba has an Appearance of 60. She wishes to become a dancer like Bha'lira. Both Rosa and Bha'lira oppose this goal.*

ZOCOUL THE TRADER, Owner of Zocoul's Market, Cas a'Loreis's agent in Pina, Convicted Felon.

HPV 16	OCV 2	DCV 1	CEL 1	
S 10	St 28 (+1)	D 12	A 15	C 26 (+1)
I 60	W 36	E 48	Em 20	Ap 30
Height 63"	Weight 126 lbs.	Age 37		

EXPERTISE

EL80 Donaran, **EL60** Donaran dialect (Salaqi), **EL45** Jeweler, **EL50** Moneylender, **EL40** Herbalist, **EL7** Rhetoric, **EL25** Deftness, **EL0** Mace, **EL30** Trailing, **EL8** City Survival, **EL6** Underground I Survival, **EL4** Hill Survival, **EL80** Sign Language, **EL2** Actor, **EL3** Fighting Dagger, **EL0** Throwing Dagger.

NOTE—*Zocoul always carries a fighting dagger and a sap, i.e. a leather club filled with lead balls that is designed to incapacitate an enemy instead of killing him.*

Zocoul was born to an important family of jewelers in Pelara. Early in his career, he came to know the thieves of Pelara. He was intrigued by the profits that they made for him and the danger of their lives. Since the age of 24 he has dealt almost exclusively in illegal goods. At the age of 30 he was caught with a diamond that had been stolen from Duke Actin of Pelara. He was convicted and sent to Fortress Mordara in 1093. After three months at hard labour he bought his freedom with a substantial bribe. Since that time he has operated out of Pina, serving the needs of the bandits and Cas a'Loreis.

Zocoul's one concern in life is profit. On the outside he is an effervescent, devil may care trader with a marvellous sense of humor. Beneath this facade, he is a snake that will do anything in order to hoard wealth and destroy his enemies. His fatal flaw lies in his greed. As in Pelara, he can be maneuvered into throwing caution to the wind if he stands to make a large enough profit.

Zocoul despises people that threaten him or stand between him and the realization of his goals. When these obstacles arise, he launches a subtle, clever and vicious attack on his enemies. The attack continues until the obstacle is destroyed or until it ceases to be a problem. In his mind, pity and honor are both foolish, unprofitable concepts. He is currently dedicated to the realization of Cas a'Loreis's master plan for the Unified Thieves Guild of Donara. When it succeeds, he will be a national fence. His profits will be immense.

Finally, Zocoul loves to argue and haggle over prices. He believes that his victory in these mental skirmishes proves his superiority over lesser men.

NOTE—*If Zocoul figures in an adventure the Referee must take care to play him in an intelligent and cunning manner. He is resourceful and deadly. He is not likely to fall for any but the cleverest of stratagems. He has been in the business of laying, and avoiding, traps for over twenty years. He is no one's fool.*

KERAINN THE HANDYMAN, Gardener at House a'Loreis, Assassin

HPV 25	OCV 13*	DCV 11	CEL 6	
S 35 (+2)	St 49 (+2)	D 80 (+4)	A 29 (+1)	C 15
I 50	W 30	E 15	Em 45	Ap 33
Height 79"	Weight 198 lbs.	Age 30		

***EL10** Assassin. He also has Dark Sight as a Special Attribute. Determine the factors that apply as specified in Book One.

EXPERTISE

EL10 Assassin, **EL80** L'p'nth, **EL60** Donaran, **EL30** Marentian, **EL55** Trailing, **EL8** Climbing, **EL5** Swimming, **EL80** Deftness, **EL4** Hill Survival, **EL1** Forest Survival, **EL10** Desert Survival, **EL13** City Survival, **EL2** Badlands Survival, **EL5** Plains Survival, **EL3** Rhetoric, **EL50** Disguise Artist, **EL1** Actor, **EL25** Herbalist, **EL10** Horsemanship, **EL5** Fighting Dagger, **EL7** Throwing Dagger, **EL6** Hand to Hand, **EL6** Sword, **EL9** Bow, **EL2** Scimitar, **EL8** Tulwar.

Kerainn is the third son in a family that have been assassins for six generations. From the age of three to the age of eighteen he was trained to be an assassin. For seven years after this initial training, he was a successful and valuable assassin for the guild. In his twenty-fifth year he met, and fell in love with, a noblewoman. She convinced him to reveal secrets of the guild. She then used these secrets to attack the guild, which had killed her father. When she was taken by the Guild she was "persuaded" to reveal the identity of her informant. Since then, Kerainn has been a homeless, hunted man. After three years of travel, he met Cas a'Loreis (*Soon after landing in Pelara*). He has served Cas ever since because of a favor that Cas did him at that time.

Normally, Kerainn is a talkative, friendly and charming man. His weakness lies in the excessive romanticism that he views women with. He is a firm believer in perfect beauty. The prettier a woman is, he feels, the more beautiful must be her soul. This attitude has often been his downfall.

Conversely, when Kerainn is hunting a victim his training takes hold. He becomes a cold machine, totally devoid of emotion. In any situation where his physical skills come into play, he is merciless and deadly. Once given a task, he works at accomplishing it until it is done—no matter how long it takes. Only his death will ever prevent him from seeking the death of his target.

Continuing the paradox, Kerainn is extremely chivalrous. He has a pronounced aversion to people that enjoy inflicting *needless* pain. He will not, through his own inaction, allow any man to hurt a woman. His response to cads of this ilk is quick, violent and often fatal. (*If he is assigned a woman as a target, he is somewhat perturbed but he will kill her anyway. First and foremost, he is a dedicated professional.*)

Kerainn is completely loyal to Cas a'Loreis. He will obey any command the Cas gives him, short of taking his own life. He has a pronounced hatred for Ghoi Caldo and is in love with Bha'lira.

ARDAIN THE JEWELER, Jeweler to the Elite in Mordara, Unwilling ally of Cas a'Loreis.

HPV 20	OCV 7	DCV 10	CEL 5	
S 19 (+1)	St 24 (+1)	D 60 (+3)	A 48 (+2)	C 36 (+2)
I 28	W 10	E 33	Em 21	Ap 44
Height 69"	Weight 166 lbs.	Age 42		

EXPERTISE

EL80 Donaran, **EL60** Read and Write Donaran, **EL75** Thief, **EL50** Trailing, **EL60** Jeweler, **EL40** Artist, **EL4** Rhetoric, **EL8** Musician, **EL10** Carrying, **EL7** Climbing, **EL60** Deftness, **EL2** Fighting Dagger, **EL5** Sword, **EL7** City Survival, **EL2** Hill Survival, **EL35** Locksmith.

Ardain is the heir of the last Grand Master of the old Northern Guild. His early education was spent learning the family trades: jewelry and theft. When his family was executed by the Caldans, he managed to survive (1082) and start a legitimate business as a Jeweler. Until Cas arrived in Mordara (1098) he happily maintained this front, occasionally engaging in a challenging theft for his own amusement.

Ardain is a proud, personable and somewhat haughty man. He is stubborn and potentially violent when he believes that his rights have been threatened. At most other times he is quite charming.

Ardain is an intelligent man who is something of a physical coward. When he is threatened, and he feels inadequate to defend himself, his morale is shattered. He will do anything to avoid certain death, in hopes of later escape or revenge. He serves Cas because of a death threat delivered in his bed chamber one night by Kerainn. He has no idea who his night visitor was but he knows that, one on one, he would die if he fought him.

Ardain wishes to destroy Cas a'Loreis and rebuild the Northern Guild under his own leadership. He takes no action towards this goal out of fear for his life. If a situation arises where he can work against Cas without his personal safety being on the line, he will. His only other current goal is to break into the secret chamber of Baron Doran, in Fortress Mordara, and loot its treasures. He has been gathering maps, and other information, for such an adventure for more than two years.

GHOI CALDO, Thug, Manager of the Silver Tusk Inn, Devoted Sadist.

HPV 40	OCV 11	DCV 6	CEL 7	
S 88(+4)	St 13	D 14	A 2(-)	C 56(+3)
I 5	W 20	E 14	Em 7	Ap 10
Height 83"	Weight 266 lbs.	Age 26		

EXPERTISE

EL80 Caldán, **EL30** Donaran, **EL3** Sword, **EL4** Shield, **EL4** Mace, **EL2** Hand to Hand, **EL1** Tracking, **EL2** Flail, **EL0** Hammer, **EL6** Club, **EL4** Short Sword, **EL1** Mountain Survival, **EL1** City Survival, **EL40** Carrying.

Ghoi is a cruel, sadistic and stupid bully. At a young age he was accepted for training in the Caldán Dagger Legion. Before he could be commissioned, he was cashiered for a brutal incident at a local tavern. After this disgrace, he left Caldo.

Since his disgrace, Ghoi has been a bandit, hired thug and a killer. Since meeting Cas a' Loreis in Pelara, he has served as his hired muscle. He enjoys inflicting pain, more so when the victim is weak and helpless. He happily pummels and maims people that Cas wishes to feel his displeasure.

Ghoi fears Kerainn greatly. He wishes him dead, due to an incident where Kerainn caught him beating a woman and almost killed him. (*He also wants to be Cas's number one enforcer and knows that, whatever Cas says, he never will be while Kerainn lives*).

ASTERIA FINVARIAN, Great Grand-daughter of Finvarra, Lady of the High Court, High Magician of the Sidh, Queen of the Elves of Mordara.

HPV 17	OCV 4	DCV 11	CEL 4	
S 6	St 14	D 80(+4)	A 68(+3)	C 48(+2)
I 32	W 45	E 40	Em 92	Ap 85
MEL 13	EL 6	Casting Ability 148		
Height 66"	Weight 106 lbs.	Age 31*		

*Her equivalent maturity in Human years. In gross time, she has lived for about 600 human years.

EXPERTISE

Sidh Magician, All Sidh Magic spells, All General Skills, **EL80** Elf Sidh, **EL80** Faerry Sidh, **EL80** Tongue of the Sidh, **EL60** Elder Tongue, **EL60** Donaran, **EL18** Musician, **EL12** Singer, **EL80** Sign Language, **EL4** Elven Sword, **EL15** Horsemanship, **EL13** Hill Survival, **EL13** Forest Survival, **EL76** Forester, **EL80** Herbalist, **EL12** Healer, **EL17** Dancer, **EL80** Jeweler, **EL10** Elven Bow, **EL2** Fighting Spear, **EL8** Throwing Spear.

As a great grand-daughter of Finvarra, King of the Elves, Asteria has an impeccable bloodline and ranks high among her people (Station 10). She is a gentle person with a fondness for most races and a great pride in her own. Since she was chosen to be Queen, in the human year 1032, she has devoted herself to the protection of the Mordaran community from any enemies that could assail it.

Granting the total superiority of the Elf, Asteria is fond of other Elder Races and some human cultures. She has travelled extensively and has come to know much of the Middle World. She is usually kind and helpful to those that seek her aid, unless they approach her in an arrogant or ignorant fashion. She despises people that operate on the basis of arrogance, ignorance or prejudice and will have nothing to do with them. If persons that she has refused are overly insistent, her anger can be quite violent.

Though essentially a kind, intelligent and gentle person, Asteria will impose severe penalties on those that violate the sanctity of her realm without cause. If convinced of the justness of the cause, and impressed by the general attitude of the trespassers, she will set aside these penalties and may help them in some way.

Finally, the actions and prejudices of the current Mord have led to repeated violations of the Vale of Death. They have also led to the death of many Elves, including Asteria's younger brother. This has led her to place a stern judgment on the village of Mordara. For a full year her blight has diminished their harvest. Unless she changes her mind, she will soon order a full scale attack on the village by the Mordaran Elves. Finn Starseeker, her nephew and court favorite, will lead this assault.

THE BASIC ADVENTURE

The adventure that is fully detailed in this book is the Search for the Harp of Alirin. Through tavern gossip, a search through old journals, etc. (*depending on the composition of the party*) the party has learned of the harp and the legend of the Mage Alirin. They were intrigued. Intent on finding the harp, they travelled to Mordara.

THE LEGEND OF ALIRIN

The Mage Alirin lived from 867 to 934. He was born in E'lici, a realm that was conquered by the Don Host between 890 and 900. With its total destruction, he fled to the north. After a year of wandering, he settled in the Vale of Death with the permission of Queen Moriana of the Elves.

As time passed, Alirin's power and reputation grew. He became known as a kindly man with great knowledge and power. The power and beauty of his songs were exceptionally noted. Moved by his talent, Queen Moriana gave him the Harp of the Wind, a divine artifact reputedly crafted by Dagda (*God of Bards, Lord of Eloquence*) himself. With the aid of this tool, music soared through the vale bringing pleasure to all that was good and driving the creatures of evil into the dark ravine of the Three Brothers.

In 934 Alirin, now an old man, tired of mortal existence. With the Don Host approaching the north, after their defeat of Salaq, he determined that it was time for him to die. With Moira, his young apprentice, he entered the Ravine of the Three Brothers, harp in hand. Three months later Moira returned without Alirin or the Harp.

NOTE—*As an aftermath of Alirin's death, a grieving Moriana closed the vale in his memory. All settlers are banned from its hallowed ground on pain of death. Repeated efforts to subvert this ban, by the humans of Mordara, have led to naught. Since Moriana's departure, Asteria has continued the ban in her honor, and in honor of the legendary Alirin.*

THE THREE BROTHERS

These are three mountains located four miles northeast of the Vale of Death. They form a closed triangle around a small, reasonably fertile, plateau. This plateau, and the ascent to the Tomb of Alirin, can only be reached through the Ravine of the Three Brothers. (*The ravine is believed to be infested by the evil Kotothi creatures that Alirin drove out of the Elven lands. At least one strong band of these creatures haunts this dark, winding and rocky passage.*)

The Three Brothers are Mt. Martus, Mt. Stanus and Mt. Alerius. Martus is the tallest of the three. It is a wide-based mountain with relatively gentle, easily climbable slopes. Its crest is 9200 feet above sea level. It is believed to contain many caverns.

Mt. Stanus is the shortest of the brothers. It is a craggy, steep tor honeycombed with caves and caverns. Its elevation is 7400 feet above sea level.

Mt. Alerius is the most imposing of the brothers. It is tall and steep, with sheer and deadly slopes. Its elevation is about 8700 feet above sea level and it is not believed to contain any major caves and caverns. By far, it is the most mysterious and dreaded of the brothers—because little is known of it and its appearance is the most imposing.

CONCERNED CHARACTERS

The Characters that are fully detailed in the Local Characters section can all play a part in the Harpquest. The Count wants to own the harp. Bersan wants to obtain it to give it to the Count, and is using the quest to test the skills of potential agents. Finn wants to obtain it to soothe Asteria's anger and prevent the Rape of Mordara. Cavia does not want the harp but she is the only person that knows the best way to approach the tomb and the secrets that guard its vault. Valerian is interested only because he does not want it to go anywhere. Its evening song is one of the great pleasures of his life. Depending on how he is handled, he can be a great help or a major hinderance to any party that tries to obtain the harp.

THE MYSTERIES OF THE HARP

The Harp of Alirin is a Special Item. It is **MEL20/EL10** in all of its abilities. It has the power to use Peace, Create Music and Banish Kotothi creatures. For any of these spells to be used, the user of the harp must be a magic-user and a trained musician.

As a liability, the harp plays its evening song, without any outside aid, every night at dusk. This song cannot be prevented without dispelling the magical attributes of the harp. Its effect will lead to an automatic encounter for any party that carries it, every night. Returning through the Ravine of the Three Brothers, this may create a major obstacle for the party as they must spend at least one night in the ravine before they can reach the Vale of Death.

BEGINNING THE ADVENTURE SPECIAL ENCOUNTER AREAS

Certain parts of the county are noted as the residences of particular forces. The rules and tables that follow can be used instead of the basic encounter charts for these areas.

THE VALE OF DEATH

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-09	10	11-100

NIGHT

CREATURE	HUMAN	NONE
01-34	35	36-100

DAY

ROLL	CREATURE
01-15	Animals, Deer
16-26	Animals, Boar
27-40	Animals, Horse
41-60	Animals, Antelope
61-66	Animals, Bear
67-75	Animals, Eagle
76-85	Animals, Hawk
86-100	Animals, Falcon

NIGHT

ROLL	CREATURE
01-15	Fay Horse
16-25	Cu Sith
26-40	Cait Sith
41-45	Searbhani
46-70	Elf
71-90	Tonah
91-99	Animal Den*
100	Peist

*An animal den encounter indicates that the party finds the resting place of one or more animals. Roll on the day chart to determine the type of animal. Roll as specified in the animal's description to determine the number found.

NOTE—If *Elves* are encountered there are **2D6** of them mounted on *Fay Horses*. All of them have **2D6** *Elven Arrows*, an *Elven Bow*, *Elven Sword* and *Elven Ringmail*. They are guarding the vale. They will warn humans that are encountered to leave immediately. If they don't the *Elves* will attack to kill. Any *Searbhani* or *Peist* that is encountered will operate under the same conditions. *Cait Sith* will try to trick, mislead and annoy the party. *Fay Horses* will flee them. *Cu Sith* will attack after baying to call **2D6** *Elves* to the attack. If this occurs, the *Elves* will arrive in **1D6 + 2** turns.

Other creatures that are encountered are not automatically hostile to Humans. The party's actions will decide their reaction. If conflict arises, there is a **50%** chance that it will draw *Elves* to the spot in **2D10** turns.

THE RAVINE OF THE THREE BROTHERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-10	11-15	16-100

NIGHT

CREATURE	HUMAN	NONE
01-25	26-30	31-100

DAY

ROLL	CREATURE
01-15	Animal, Bear
16-30	Animal, Wolf
31-50	Animal, Boar
51-65	Great Ape
66-73	Animals, Hawk
74-77	Animals, Falcon
78-85	Animals, Eagle
86-90	Great Spider
91-93	Great Serpent
94-100	Animal, Goat

NIGHT

ROLL	CREATURE
01-10	Animal Den
11-25	Trolls, Rock Troll
26-45	Goblins
46-60	Cu Sidhe
61-70	Great Ape
71-75	Great Serpent
76-83	Dirailla'ta
84-90	Great Spider
91-94	Daoine Sidhe
95	Baobhan Sith
96-100	Tonah

NOTE—*Animal Den* has the same meaning as in the *Vale of Death*. All non-tonah, non-animal encounters are automatically hostile to the party, unless it contains a *Kotothi Shaman*. They will make every effort to kill or capture the party if they can.

If goats are encountered, a roll of **1-3** on **1D10** indicates that they are domestic. If so, they belong to Valerian. There is a **40%** chance that Valerian is in sight of them when the encounter occurs. If goats are encountered in a den at night, there is no chance that they are domestic. Valerian is never encountered in the ravine at night, unless some special circumstance causes him to follow a party after they have gained the harp.

If the Referee wishes to precisely detail the residents of the ravine, the major forces are:

- A) A family of eight Rock Trolls.
- B) A tribe of 120 Goblins.
- C) A large cave in the ravine is the den for 12 male, and 24 female, Great apes. The cave is also the home of two Great Serpents. One is a large female, the other is a male.
- D) Somewhere in the ravine there is a *Daoine Sidhe* Castle that contains *Daoine Sidhe*, *Baobhan Sith* and *Cu Sidhe*. The master of this castle considers himself to be the lord of the ravine in all ways.

EASTERN MORDARA

Human encounters in the eastern half of the county are restricted to a limited number of motivation types. No * encounters, for numbers, should occur. If one is rolled, re-roll. For the basic motivations, the Referee should apply the following table depending on the number of humans that are found.

NUMBER FOUND

ROLL	1	1D6	2D6	2D10
1	Herder	Explorers	Bandits	Patrolmen
2 + 3	Explorer	Bandits	Hunters	Bandits
4-7	Patrolmen	Hunters	Miners	Animal Drive
8 + 9	Miner	Patrolmen	Settlement*	Peasants
10	Adventurer	Adventurers	Caravan	Miners

*A Settlement consists of **2D6** family dwellings. The total number of people that are present equals the number of buildings times **1D3 + 3**. As a general rule, 25% of the residents are men, 25% are women and the remainder are young and elderly. The Referee can assign other residents, i.e. travellers, animals, etc, as he sees fit.

WESTERN MORDARA

Western Mordara has the normal range of encounters, with the following exception:

Any human encounter that occurs on the road, at night, has a **30%** chance of being **BANDITS** before the normal motivations and numbers are rolled. If bandits are encountered on this roll, **2D6** bandits are found. There is a **10%** chance that the group is led by Amur Staker. If so, they are all armed with bows in addition to normal melee weapons. All are mounted and have a **CEL** of 4, except for Amur Staker whose **CEL** is higher. At least four of the bandits, including Amur, will be wearing black silk face masks when the encounter occurs.

NOTE—The chance listed above applies to *ALL* roadways at night. The influence of the bandits in County Mordara is, to say the least, pervasive.

VALERIAN'S PLATEAU

In the play of this scenario, it would be beneficial for the Referee to treat the plateau as something of a safe haven, due to the influence of Valerian and the dangers that the party must face in reaching the harp. This should be a place where they can rest, plan and prepare in relative safety. The only human encounter on this plateau is Valerian. The only creatures that are commonly encountered are:

ROLL	CREATURE	ROLL	CREATURE
1	Animals, Eagle	7	Animals, Hawk
2	Animals, Goat	8	Animals, Falcon
3 + 4	Animals, Goat*	9	Valerian's Dog
5 + 6	Animals, Wolf**	10	Tonah

*Domestic goats, the property of Valerian. There is a 40% chance that he is in sight of them when they are encountered.

**Until Valerian's arrival the plateau was called the Valley of the Wolves. If the Referee wishes to expand the challenge of the scenario, he may take this into account and create extensive wolf clans in various sections of the plateau.

NOTE—If, as Referee, you do not wish this to be a safe haven, the human encounters are as stated for Eastern Mordara. Any herder encountered is Valerian. The creature encounters are as specified for the Ravine of the Three Brothers, adding five to your roll, before any other modifier is applied.

IMPORTANT—Physically, Valerian's Plateau is about 1/2 mile wide by two miles long. The ravine enters from the southwest. To the south and east of the plateau is Mt. Martus. To the west is Mt. Stanus. To the north, merging with Mt. Stanus in the west and almost reaching Mt. Martus in the east, is Mt. Alerius. The eastern face of Mt. Alerius, which must be climbed to reach the tomb, is reached through a small, maze-like, ravine that goes between Mt. Alerius and Mt. Martus. Valerian's cabin is located a mile and a half away from the ravine of the Three Brothers on the slopes of Mt. Alerius, i.e. the plateau floor directly beneath this mountain.

CAVES AND CAVERNS

The underground areas of Mt. Martus and Mt. Stanus are populated by the normal range of underground creatures. At the highest point of Mt. Martus there is a Roc aerie and the home of a family of Norggen. Farther down the slope, on the east face, is the entrance to a Dwarf city of unknown size.

The caverns of Mt. Stanus are avoided by the wise. They contain large tribes of Kotothi creatures. Nothing that is good dwells there.

Mt. Alerius does not have any caves or caverns in it, except for minor, shallow caves that may be used by animals. Its only large, underground feature is the tomb itself.

NOTE—If the Referee wishes to use these underground areas, he must diagram them himself. The information above will allow you to create encounters should the Players choose the wrong mountain. They do not form a major part of the scenario in any other case.

The only human that knows everything about the Three Brothers, and the residents of their caverns, is Valerian. It is possible that, should the party allow him to know their goal, he will try to trick them into going into the caverns of Mt. Stanus instead of climbing Mt. Alerius. If they discover his duplicity, he will be ashamed and will aid them if he is not attacked. If they don't, he will lead them into the caverns and lose them before he gets in too close to the lairs of the residents.

THE ADVENTURE

The following section details the basic flow of the Harpquest adventure. It also includes the basic structures that are important to this adventure, where they are first important. The Referee should use the adventure flow portion of this section as a guide only. He must feel free to change any portion of it that does not fit the actual scenario that evolves through the Players' actions.

BEGINNING

The adventure starts in the Silver Tusk Inn at **7PM** on **March 3, 1100**. The party is seated around a table in the center of the barroom. The tusk's normal staff is present. There are nine other customers in the barroom. Three are armed with daggers. The other customers are unarmed. The basic events of the night are:

A) At 7:30PM a Kazi mercenary enters the barroom. He goes to the bar. When he is refused service, he begins a loud argument. Ghoi Caldo and his two bouncers move from the corner table by the bar and attack him. If the party intervenes, Ghoi will back down. The Kazi will thank the party and ask how he may repay his debt. If the party mentions the harp, the Kazi will take them to his Captain. Through the Captain, they will gain a private audience with Count Mord. Mord will employ them to seek the harp in his name.

If Mord is the party's patron, they will have access to any weapons and cheap armor that they desire, up to a value of five gold coins each. It is theirs to keep if they succeed.

If the party does not aid the Kazi, they may not have Mord as their patron in this endeavor. (*Unless the Referee determines that their subsequent actions lead them to such patronage*).

B) At 9:40PM a cloaked figure with a harp enters the barroom. He will move to a corner table and begin to play a ballad about the legend of Alirin. Within a minute, a bouncer will begin yelling at him to get out. After obviously fighting to control himself, the harpist will leave.

If the party follows the harpist, he will lead them out of Mordara, over a rise, to a small field. By the time that they get there, he will be removing his cloak and packing it on the back of a Fay Horse stallion. He is in Elven Scalemail. On the horse is an Elven Sword, Elven Bow and 20 Elven Arrows. If the party hails him, he will mount and wait for them. If they approach silently, or with weapons drawn, he will ride off.

The harpist is Finn Starseeker. If contact is made, he will try to talk the party into seeking the harp for him—to save the village of Mordara from certain destruction. If they agree, he will tell them where to find Cavia's cave. If not, he will leave.

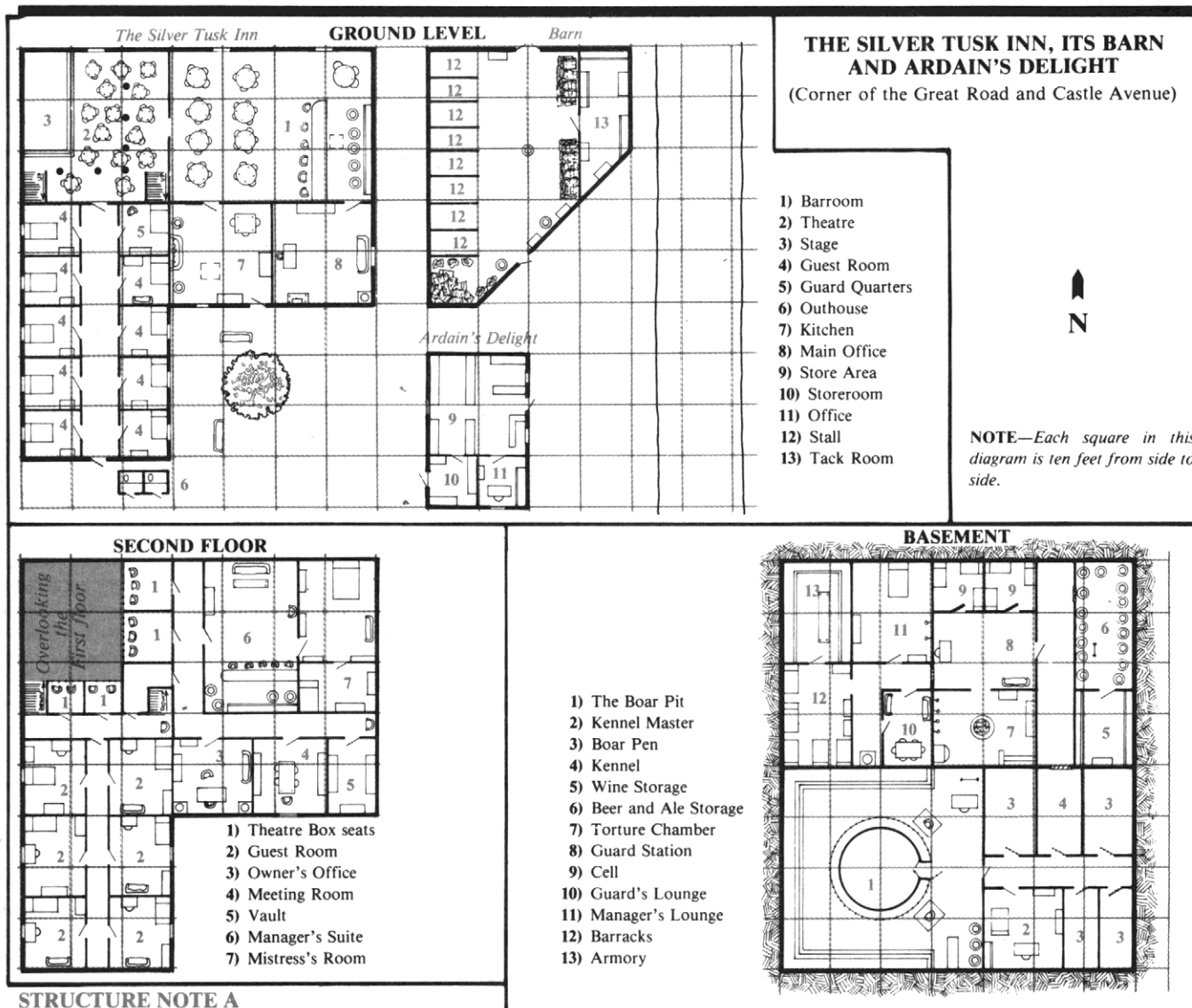
If the party does not follow Finn, he cannot become their patron for the adventure.

C) At 12:35AM a drunken ironmonger will approach the party, trying to strike up a conversation. If the Players buy him a drink, he will sit down and talk. If they ask him about the harp, he will recite the legend and tell them that his boss (Bersan) could help. If the party seizes on this, the ironmonger will tell them how to get to the villa and will promise to tell Bersan that they are coming. If they go, Bersan will meet them. If they agree to seek the harp for him, he will give them an old map that shows the route to Valerian's plateau and a scroll that indicates that the tomb must be in one of the

three mountains. He will also give them a 10GC down payment for their services.

If the party does not make friends with the Ironmonger, they will not gain Bersan as a patron (*Except as specified for this case for Mord in A above*).

D) Nothing further happens. If the party has not gained a patron in one of the cases above, they will have no patron unless their actions allow them to gain one. They must seek the harp on their own.



THE SILVER TUSK INN

The only inn in Mordara. Every other inn has either been driven out of business or has "accidentally" burned down in the recent past. The Silver Tusk is managed by Ghoi Caldo and owned by Cas a' Loreis. Its normal staff includes a bartender, cook, two serving wenches, 1D3 Scale-mail armored bouncers in the barroom, one Bouncer in the theater and one bouncer on the second floor landing. There are also 1D6 musicians and 1D3+1 female entertainers in the evening. Whether any Characters are present at a given time is left to the discretion of the Referee. In the basement, the staff includes a Kennel Master, two game officials (when the arena is in use) and, in the secret area, 2D6 thugs.

The major rooms in the inn are:

BARROOM

The barroom is 40' by 30'. The western half is crowded with tables and chairs. The middle of the western wall has a doorless opening that leads into the theater area. In the southern wall are doors that lead to

the Kitchen and, behind the bar, the Main Office. In the northeast corner of the room is an oak table with three chairs. This is the manager's private table. On the eastern wall is an eighteen foot long shelf that contains bottles, bar-related equipment and other goods. In front of the shelf are five barrels that contain various grades of beer and ale. Ten feet from the eastern wall is a long, oak bar with six stools to the west of it. Between the bar and the east wall is a trapdoor that leads to the storage area in the basement.

KITCHEN

On the northern wall is the door to the barroom. In the eastern corner of the southern wall is a door that leads outside. On the eastern and southern walls are cabinets that contain various dried goods, spices, etc. In the northeast corner of the room is a working table with three chairs. Various joints of meat, other foods, carving knives and utensils may be on this table when it comes into play. On the western wall is the hearth. To north and south of it are barrels of water (*used in cooking*). Slightly east of the hearth is a 4' by 8' rug. The rug covers the trapdoor that leads to the Boar Pit in the Basement.

MAIN OFFICE

The door leading to the barroom is in the eastern corner of the north wall. A Record File sits on the north wall. It contains the bar's records and is locked with an **EL40** lock. On the south wall is a wooden chest, bound in metal, on a small table. This contains the bank for the night's operations. If pilfered, it will have **3D10SC** in various types of coins. In the southeast corner of the room is a vulgar statue of no importance. Describe it as you will. On the eastern wall is a couch, well-padded and somewhat luxurious. On the western wall is the manager's desk. Various trinkets may be in or on it. It will not have any papers, writing materials or other like items near it.

THEATER

A square room that is crowded with tables. It has staircases in either corner of the southern wall and a **10'** by **20'** stage on its western wall. Beyond these details, the door to the first floor rooms is in the center of the southern wall. Every seven feet along the south and east sections of the room are handsomely carved pillars that support the boxes that overhang the theater floor. The entertainments of the Silver Tusk theater are well-attended by the common citizens of Mordara.

GUARD QUARTERS

A **10'** by **10'** guest room used to house the night guard. It has a chair, clothes cabinet and a bed. The items are in good condition and well-maintained. The room is usually occupied by at least one guard.

GUEST ROOMS

Simple **10'** by **12'** rooms with a bed and clothes cabinet. Both items are old, poorly maintained, pieces of furniture. The bed is more than likely to be bug-ridden. The rooms may have rats.

OUTHOUSE

A two-stall commode that is used as a sanitary facility. It is a poorly-constructed wooden building that stands over an eight foot deep slit trench. The contents of the trench should be obvious.

THE BARN

A separate building used to house animals belonging to patrons of the Silver Tusk. The stable charge is **1BB** per night to watch the animal or **1CC** per night to watch it AND take care of it. The contents of the barn are stalls, haypiles, a couple of water barrels, etc. In the tack room are various tools for riding, caring for the animals and fixing various items. (*Hammers, nails, reins, leather awls, etc.*)

SECOND FLOOR

Both staircases lead to a corridor. On the north wall of the corridor are three doors. The eastern one leads to another corridor. The others lead into theater boxes that overlook the first floor. In the middle of the south wall is a door that leads to the fancier Guest Rooms. These rooms average **12'** by **15'**. In addition to the features of the first floor rooms, they contain an extra cabinet and a desk OR a desk and a couch.

THEATER BOXES

The small boxes have two seats each. The large boxes have five seats in two rows, two in the front and three behind.

MEETING ROOM

This room is used for meetings between Cas, Ghoi and persons not privy to any part of Cas's organization. It is primarily used for conducting inn business. On the west and east walls are liquor cabinets. In the center of the room is a large table that is surrounded by chairs. The large chair to the south, opposite the door in the north wall, is the chair of Cas a'Loreis. Other chairs are taken by whoever gets to them first.

MANAGER'S SUITE

The private rooms of Ghoi Caldo. The western section is a living room area. On the north wall is a large couch and table. On the east wall is a chair and a corridor opening into the bedroom area. On the west wall is a five foot high, metal bound, wooden cabinet that Ghoi uses for his money, spare weapons, etc. To the south is an oak bar, plush bar stools, a long shelf containing various potables and four barrels of Caldian Ale.

The bedroom area contains Ghoi's overlarge bed, a couch, two clothes cabinets on the western wall and a thick Cerulean rug that covers the entire floor. On the southern wall is a heavy wooden door that leads to the room of Ghoi's current mistress. It is locked and he has the only key. The cabinets on the southern wall contain various types of torture devices, weapons, fetters and other like implements.

OWNER'S OFFICE

The private office of Cas a'Loreis. The door is on the northern wall. To the west of it is a glass-doored cabinet. On the western wall is a shelf that holds various potables and miscellaneous items. In the corners of the southern wall are two statues. Between the statues is an ornately carved, oak desk with a throne-like chair behind it. In front of the desk is a low, poorly-padded but large, chair that is commonly used by Ghoi Caldo. On the eastern wall is a plush couch, heavily-padded and luxurious. No secret records are kept here.

THE VAULT

The vault contains detailed records of the inn's business, cabinets that contain surplus capital and other records related to the legitimate enterprises of Cas a'Loreis. The average wealth that is in this room is **D100SC**.

THE BASEMENT

THE BOAR PIT

A sport's arena specializes in boar-baiting (A sport where two or three dogs are set on a wild boar and the spectators bet on whether the dogs or the boar will survive). The pit is in the center of the room. The animals enter it from the east, using a descending ramp, that goes through a set of double doors, that cannot be opened from the pit floor itself. The pit is eight feet in depth. It is surrounded by a two foot high wooden railing. On the eastern side of the pit, to either side of the entrance ramp, are high-backed, elegant chairs on two foot high pedestals.

In the northeast corner of the room is a ladder that leads up to the Kitchen. Next to this ladder is a small desk and chair where spectators are required to pay an admission fee of **1SC**. In the middle of the east wall is the door to the Kennel. On the other walls are rows of benches that are used by the spectators. In the southeast corner of the room is a small stand where beer and ale are sold.

KENNEL MASTER

The private office of the Kennel Master. The door is in the north wall. The cabinet on the north wall contains bandages, herbs, and other materials. The cabinet on the east wall contains scrolls about Dog Husbandry. The shelf in the southwest corner contains implements used in controlling canines, i.e. whips, leashes, etc. The bed towards the west wall is a surgical table that is used to perform minor operations on wounded hounds. The desk is a common one with a simple chair. It contains personal property, the kennel records and the ancestry records of the various hounds that the Kennel Master cares for, i.e Wolf-fang out of Sheba by Wolfbane, etc.

BOAR PEN

Each boar pen has a **75%** chance of having a large boar in it. The boar will attack anyone that enters the pen. It is totally wild.

KENNEL

The Kennel contains **2D6** Dog II who are trained to kill. They attack anyone that enters the Kennel who is not with the Kennel Master. In the middle of the north wall there is a secret passage. It can be found with a roll of **Em x 3** if the observer has a full turn to look for it. It leads to the secret area of the basement.

BEER & ALE STORAGE

The room contains kegs of beer and ale. The west wall has a secret passage. The party members will roll **Em** to find it if they are searching in the right place. It is found by moving the barrel in front of it. It is **2'** high and **3'** wide.

WINES

Wines are stored here in ceiling high racks that contain various vintages, from the priceless Samal Valley White to Mordaran Red.

GUARD STATION

The door is on the eastern wall. Near the western wall is a desk. There is a **60%** chance that an armed guard is at that desk. In the southeast corner of the room is a bench. In the middle of the south wall is an opening to the torture chamber. In the north wall are solid metal doors that open into the cells. In the southwest corner is a secret passage. Roll **Em x 2** to find it. If it is found, roll **Em + D** to open it properly. (Unless you are a locksmith).

GUARD LOUNGE

A rest area for the thugs that reside in this area. It contains two couches and a table with six chairs.

TORTURE CHAMBER

In the center is a round hearth with a 4' diameter. On the west wall are two pairs of shackles. In the southwest corner is an Iron Maiden, a torture device. In the southeast corner is a rack. Along the eastern wall is a shelf containing pokers, whips, flails and other torture devices. On the eastern section of the northern wall is a locked metal cabinet that contains various small weapons, i.e. weapons less than 24" long.

The Guard Station Passage opens up into a short corridor. The passage is 6' tall and 2' wide. The corridor is larger. At the end of the corridor, after its 90 degree turn, to the south, is a statue.

CELL

Each cell contains three cots. There are no other furnishings.

MANAGER'S PRIVATE LOUNGE

Some of the prisoners that are confined in the cells may be of personal interest to Ghoi. When this is the case, he uses this room. It contains a bed, shackles on the east wall, a clothes cabinet on the west wall and a metal weapons cabinet on the south wall by the door. The weapons cabinet contains whips, flails, etc. Only seldomly does Ghoi have recourse to this room.

BARRACKS

The sleeping quarters of the thugs that work for Ghoi. Five beds line the western and southern walls. On the eastern and northern wall are wooden lockers that contain the personal clothing of the thugs. All other personal possessions are kept in, or under, each thug's bed. In the eastern wall is a door that exits into the corridor. In the northern wall is the door to the Armory.

ARMORY

This armory contains the massed weaponry of the a'Loreis faction. Its contents are used to supply his thugs, the Mountain Bandit Gang and Zocoul's Market. The majority of the weapons present are items that have been stolen from various travellers. If a party member loses a weapon, piece of armor or shield to bandits, there is a 50% chance, per item, that it will find its way to this room. Currently the room contains **3D10 + 10** items of equipment.

ASSOCIATED BUILDING

ARDAIN'S DELIGHT

A jewelry store run by Ardain the Jeweler. He is the only employee. At night, the building is guarded by **EL70** locks and two armed watchmen. Its hours are 10 AM to 4 PM. It is closed at all other times. On festival days, Friday, Saturday and Sunday it is always closed for the entire day.

STORE

The majority of the building is the store itself. It contains, in locked glass cabinets, various items of jewelry, finely crafted utensils and other luxury goods. In the southeast corner of the room is the main display case and Ardain's clerking station. In the eastern wall is the door to the outside. In the southern wall are doors to Ardain's office and workshop.

OFFICE

The door is in the middle of the north wall. On the western wall is a 6' tall, 3' wide wooden cabinet with an **EL70** lock. It contains Ardain's business records, special goods and operating capital for the store. In a secret panel that can be found in the upper half of the cabinet (**Roll Em**), are his lockpicking tools, thieves garments, a great deal of money (**1D6 + 15GC**) and, wrapped in oilskin, the painting *Don's Victory* (Stolen from Villa Bersan three years ago). On the eastern wall is a long shelf that contains books, bric-a-brac, antiques and other miscellaneous items. Along the southern wall is Ardain's desk. Fixed to the bottom of the middle drawer is a throwing dagger sheath. It contains a throwing dagger poisoned with **BL4** Immediate Death poison. The drawers have **EL50** locks. They contain current business records, family records and Ardain's file on the activities of Cas a'Loreis. (This file is not proof sufficient to convict Cas. It is however a valuable source of information for determining a course of action against him. It hints at his connection with Zocoul and Aliza. It states as fact that he has something to do with the bandits and that all of his important records are kept in his home. The file also has some details about Cas's associates, excluding Amur Staker and Kerainn the Handyman. This can give the party some insight into the best way to deal with Ghoi, Zocoul, Bha'lira and Aliza—if expanded scenarios are played.)

INVESTIGATION

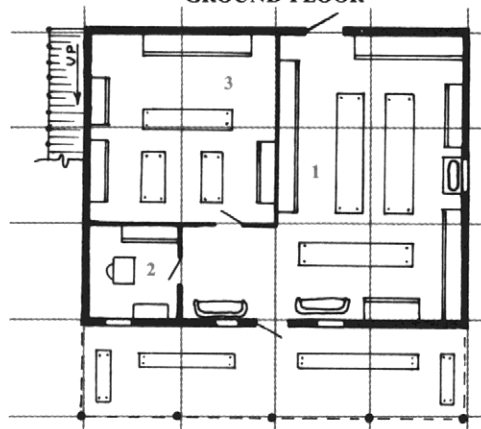
If the party has Finn Starseeker as a patron, investigation is unnecessary. If they serve Bersan, they may choose to bypass it and move on to Valerian's plateau—following the old map and hoping to find the right mountain once they get there. If Mord is their patron, or they are on their own, they have to ask the locals questions that will yield the information that they need.

The type of questions that must be asked, and the difficulty that the Referee assigns to this effort, are left to the Referee. The goal of the questioning is to garner valuable information, specifically the route to Valerian's Plateau OR the location of Cavia's cave. In general, the best information source on the first subject is the shopkeeper Hosen. To find the location of Cavia, peasant citizens must be questioned persuasively. Only the peasants that she heals, and the Elves that are her friends, know where her cave is located.

NOTE—The Referee should vary the time that this phase takes on the intelligence, cunning and wit of the questions that the Players ask. If they are inventive in this process, they should learn the answers quickly. If not, it should take days. (Do not take too long, regardless of the Player's questioning ability, or the adventure will drag. This part of the adventure should move quickly).

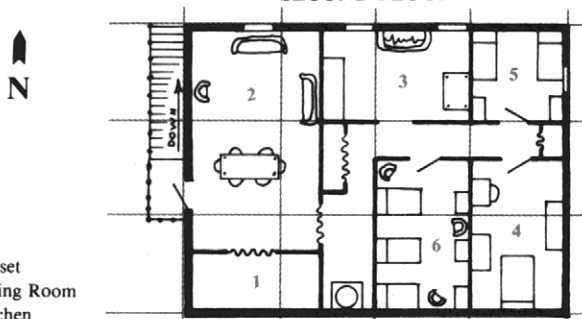
HOKEN'S EMPORIUM NATURALE

GROUND FLOOR



- 1) Store
- 2) Office
- 3) Storeroom

SECOND FLOOR



- 1) Closet
- 2) Living Room
- 3) Kitchen
- 4) Master Bedroom
- 5) Bedroom of Hosen's sons Hosen and Dorein
- 6) Bedroom of Hosen's daughters Tia, Sian and Viarli

NOTE—Each square in the diagram above represents ten feet. The total volume of each square is one hundred square feet.

Hosen is from the nation of Chunrey, more than 1000 miles to the east. He deals in food and herbs. Due to the blight, his food prices are three times those listed in the equipment list. They are the cheapest prices in Mordara. He has any common type of food. He does not deal in liquors or alcoholic beverages of any kind.

Hosen's herbs include the full range of healing and natural magic herbs. He will have twice the usual availability chance of having anything, with no chance that what he has is enhanced. If he has a herb, he will have **1D10** doses of it for sale. His price is:

20 – (The number of doses + 9) Silver Coins per dose

He considers these prices to be quite reasonable. He dislikes negotiating and will not change his set price for any reason.

NOTE—*Hosen is a talkative man that hears most gossip in Mordara. He enjoys spreading gossip and can wax ecstatic for hours. If led in the right direction, during the conversation, (when he is not irritated by the party) he can provide a great deal of useful information. (People who bargain with him irritate him).*

The staff of the emporium are Hosen, his two wives, a son and a daughter. The son takes after his father, but knows little of value. The wives are matter-of-fact business women that can be somewhat shrewish towards customers. The daughter is a quiet, reserved girl who will say and do little. She will respond to direct statements, fill direct requests if possible, etc. If embarrassed, or unable to handle a situation, she will leave and get one of the other members of the family.

OUTSIDE AREA

The area in front of the store's main door is covered by a canvas awning supported by poles. Under the awning are tables that hold various types of fine foods, including meats, spices, fruit, cheese, etc. The son and daughter generally work here.

STORE

On either side of the door on the south wall are long pots that contain growing herbs. East of the herbs is a glass enclosed cabinet that contains various herbs. Next to the window on the east wall is another herb pot. The remaining features in the store are shelves that contain various types of dry goods, fruit, cheese, etc. On the north wall is the back door, leading outside. In the small section west of the front door is a door leading to Hosen's office and a door leading to the Storeroom. Hosen's wives usually work in this part of the store.

STOREROOM

The room is filled with shelves that contain dry goods, fruits, cheeses and herbs.

OFFICE

On the north wall is a planter containing growing herbs. On the south wall is a chest that contains the store's operating capital, (**4SC**, **23CC**, **42BB**). To the west is Hosen's desk and chair. The desk contains business records, herbal scrolls from far Chunrey, treatises on herbal medicine and Dawanese philosophic journals. The desk top is always cluttered with papers, scrolls, journals, herb samples, testing equipment, etc. At most times, Hosen is in his office.

CAVIA

Players that are serving Finn will visit Cavia. Other players may choose to do so if they hear of her. If they learn of the path to the plateau, whether they hear of her or not, they are not required to visit Cavia.

To find Cavia's cave, the party must search when they reach the area that she is in. If Finn gave them directions, they will have a base chance of 75% for finding her. In any other case, the base chance is 40%.

Cavia was the apprentice of the Mage Moria, who was the apprentice of the Mage Alirin. She possesses detailed knowledge of the location of the harp and the defenses of Alirin's tomb. She is the only living person that has this knowledge.

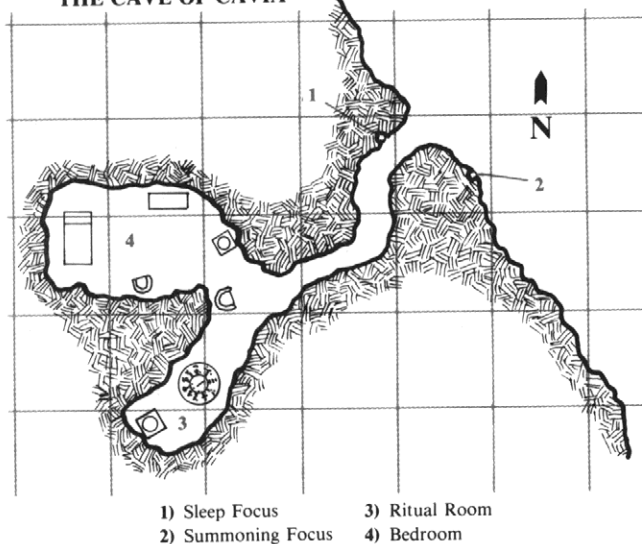
STRUCTURE NOTE C

THE CAVE OF CAVIA

The cave is located in Eastern Mordara. Cavia is the only occupant. It can be found by having Finn lead the party to it or by questioning local residents; especially peasants that live within six miles of it. The peasants consider her to be a fine, old woman because she heals them. Others that have encountered her, with other needs in mind, call her a witch.

The cave is protected by two permanent runes, at Cavia's **MEL** and **EL**. The first, a Summoning spell, will summon two Vereghina if any person approaches within 10 hexes of the rune with hostile intent or a drawn weapon. The Vereghina materialize in two phases at the mouth of the cave. They will attack any enemy that moves towards them. The Sleep Rune is inside the cave mouth, about five feet in. Any person other than Cavia that passes it will activate Sleep Mist at Cavia's **MEL** and **EL**. This effect occurs immediately. It covers the entire cave, from the entrance to a position five feet in front of Cavia's chair.

THE CAVE OF CAVIA



NOTE—Each square in the diagram above represents ten feet. The total volume of each square is one hundred square feet.

Inside the cave, there are two branches. The southwest branch contains a statue of Inanna (*Goddess of Resplendent Light*), an altar and a magical circle for casting rites of ritual magic. The western branch contains Cavia's bed, a hard chair, a statue of Enki (*God of Magic*), an altar and an iron-bound, wooden chest. In the chest are Cavia's clothing, magical scrolls, various potions, her personal journal, the journal of the Mage Moira, the scroll that details the Tomb of Alirin and the history of Alirin, as written by Moira. The lock of the chest can only be opened magically. To open the chest in any other way, the lid must be totally detached from the lock and opened while the lock remains closed.

NOTE—At his option, the Referee can place magical protections on the chest, any of the statues, Cavia's bed or any chair.

At the branch of the cave, a large, hard chair is located. Cavia is most often found in this chair while she is awake. From it, she can hear people hailing her from outside and can be sure to learn of any trouble while she still has time to do something about it.

NOTE—The wards on this cave are automatic. They do not require her presence or active participation to be implemented.

THE TREK EAST

Moving from Mordara to Valerian's Plateau, or from the cave of Cavia to the plateau, the party must pass through BOTH the Vale of Death and the Ravine of the Three Brothers. It will take them at least one day and one night to move through **each** area. The encounter tables listed in the Special Encounter Areas section should be used in determining whether they have any encounters at this time. If the areas are successfully negotiated, the party will exit the ravine at Valerian's Plateau.

VALERIAN'S PLATEAU

At this point of the adventure, the party must find the means of ascending to the base of the cliff that they must climb. This can be done by searching or by trying to convince Valerian to show it to them. (*If they mention their intent, he will not be willing. If it becomes unavoidable, he will try to trick the party into the caverns of Mt. Stanus instead.*) Their chance of finding the route to the base of the cliff by themselves, with only the Character with the best Climbing EL taking a roll, equals:

$$\text{Em}/2 + (\text{Climbing} \times 3)$$

If they succeed, they reach the base of the cliff. If they fail, Valerian will chance on them sometime before dusk.

NOTE—While searching for the right path, there is a 20% chance that the party has an encounter with, roll **1D3***, Dwarfs, a Roc or a Norggen; in that order. If not, roll the normal Mountain encounter chance for a Searching party.

VALERIAN'S HOMESTEAD

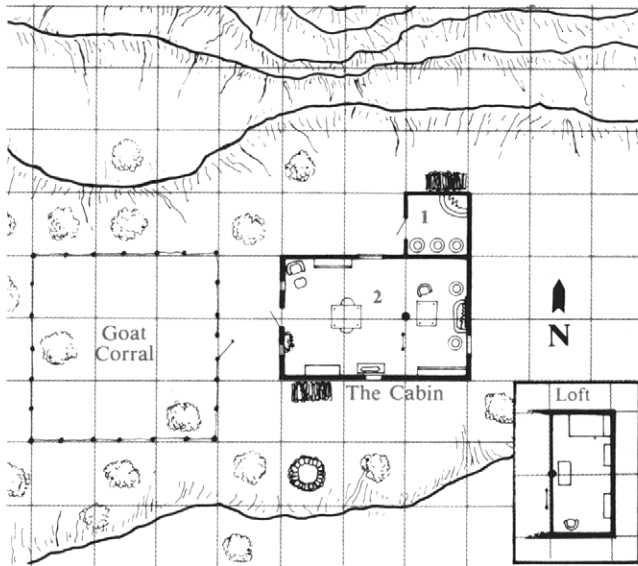
Valerian's homestead is approached from the west, some forty minutes after the party exits the Ravine of the Three Brothers. The approach contains a scattering of trees, some low brush and a great deal of grass and similar plants. To the north of the homestead is the southern face of Mt. Alerius. To the south and east is the northern face of Mt. Martus. Behind the party, and stretching to contact with Mt. Alerius, is Mt. Stanus.

The party is first attracted towards the homestead by the sound of goats, encounters with tame goats, etc. When they are within **100** feet, they will see the corral, the cabin and smoke rising from the cabin and smokehouse chimneys. On closer examination they will discover the well and the field out back. The field contains various grain and vegetable crops in a mixed crop planting scheme. The majority of the trees within **200** feet of the cabin are discovered to be fruit trees if the party looks.

During the day, there is a **40%** chance that Valerian and his dog are home. At night, they are always in. If they are present during the day, the dog will find the party when they are **100** to **200** feet away from the goat corral. He will bark menacingly and run to Valerian, barking constantly. Valerian is in his field behind the house. When he hears the barking, he will run to the cabin, enter, get his Longbow, quiver with **2D6** arrows and his Great Sword and return to stand on his porch awaiting the trespassers. His dog will run up and stand to his left, growling menacingly.

When the party moves to within **50** feet of Valerian and his dog, he will challenge them, asking them to state their business. If their appearance and manner convince him that they are okay, he will gruffly offer what hospitality the Referee deems appropriate. If not, he will order them off his land. (*See Valerian in the Local Characters section.*)

NOTE—When the party gets within hailing distance, they will see that Valerian is about **7** feet tall, his bow is stronger than usual and that his dog has some wolf in him. If Valerian is not home, the corral will have **2D6** ewes in it. If he is, it has a total of **37** goats of mixed sexes.



- 1) Smokehouse
- 2) Main Floor

NOTE—Each square in the diagram above is ten feet from side to side. Each contour line represents a ten foot increase in elevation over the preceding contour line.

STRUCTURE NOTE D

VALERIAN'S CABIN

THE MAIN FLOOR

Valerian's cabin is constructed of logs fixed together with crude mortar. The door is in the west wall. Just south of the door is a suit of battered Plate Mail. (*Any Character that would have knowledge of the Donaran military will recognize it as the armor of a junior officer in the Donaran Royal Guard*). In the northwest corner of the cabin is a large chair and a hassock. On the north wall next to the chair is a shelf that holds coils of rope, climbing tools and other implements. On the south wall, opposite the chair and shelf, is a cabinet. The cabinet contains seven books of mixed type, tools and foul weather clothing. In the middle of the cabin is a table with two chairs. Opposite the window, on the south wall, is a planter in which flowers are growing. Twenty feet into the building is the ladder to the loft and the pillars that support the loft. Going under these, you reach the kitchen. On its south wall is a shelf that holds various types of food. On the east wall is a fireplace made of stone. To either side of the fireplace are barrels that contain water. Hanging above the mantle of the fireplace is a Great Sword, if Valerian does not have it with him. Also in this area is a worktable with one chair. It is heavily nicked and may have various scraps of leather, food, etc on it.

THE LOFT

Valerian's sleeping quarters. On the south wall is a high stool. Opposite the middle pillar of the loft is a locked chest. If any party member can read, engraved on it is the legend:

Samal Mercas, Captain Baron of his Majesty's Foot Guard

On the north wall is a large bed. On the east wall are two cabinets. One contains clothes. The other contains various pieces of pottery, metal utensils, some metal plates and like items. If the party decides to break into the locked chest, they will find a fine suit of clothing, soft boots, a broad sword with a jeweled sheath and five oddly shaped metal items, each attached to a swatch of brightly colored cloth (medals). Beneath these items, the party will find three "fascies", i.e. ornately engraved wands **18** to **24"** in length. One is hardwood (A), one is gaily painted wood (B) and the other is solid gold (C). If a party member can read, the inscriptions are, in order:

- A) Commander, Company XVIII, Royal Houseguard
- B) All hail the Victor, Donaran Spring Games, 1091
- C) Nobly won, The Royal Fete, 1093

NOTE—The Donaran Spring games are a yearly gladiatorial contest that is held in the city of Donara. The Royal Fete is a yearly event held from December 26th to December 31st. The Gold Wand goes to a warrior if he wins every day of the competition. It is a singular honor that was last won in 1093. (To win

it, you must defeat all comers for six straight days and, on the last fight of the sixth day, defeat the Royal Champion. Only exceptional fighters have the slightest chance of winning this honor).

CLIMBING THE CLIFF

The east face is a **6000** foot climb with an 80 to 90 degree slope throughout. Given no delays, it can be climbed in ten hours. It is suicide to attempt the climb at night, unless a party member has Dark Sight. If the party has the proper equipment, climbing skill and is climbing during the day, they should be allowed to succeed in the climb with a minimal number of delays, i.e. no more than one check to fall per **2000** feet.

If the party does not have climbing skill, the Referee should allow them to succeed with additional, minimal problems, and a **1D2*** hour increase in the time required to climb the cliff. If the party attempts the climb without climbing skill, and without the proper equipment, the Referee should require a fall roll at least once every **1000'**. The base chance of falling is high in this case. Parties with the temerity to try to climb this type of slope in this way are nearly doomed to failure.

If the fall occurs, the Referee should determine the length of the fall depending on how the ropes are aligned, who has skill, etc. If the party has no equipment, the faller plummets to the base of the cliff landing on a surface with a hardness value of FIVE. In all likelihood, to fall is to die.

IMPORTANT—Once the party reaches the ledge outside the cave that leads to the tomb, the Referee should allow them to rest in safety. No encounters should occur at this time. Allow the Players a chance to catch their breath and plan in relative safety.

STRUCTURE NOTE E THE TOMB OF ALIRIN

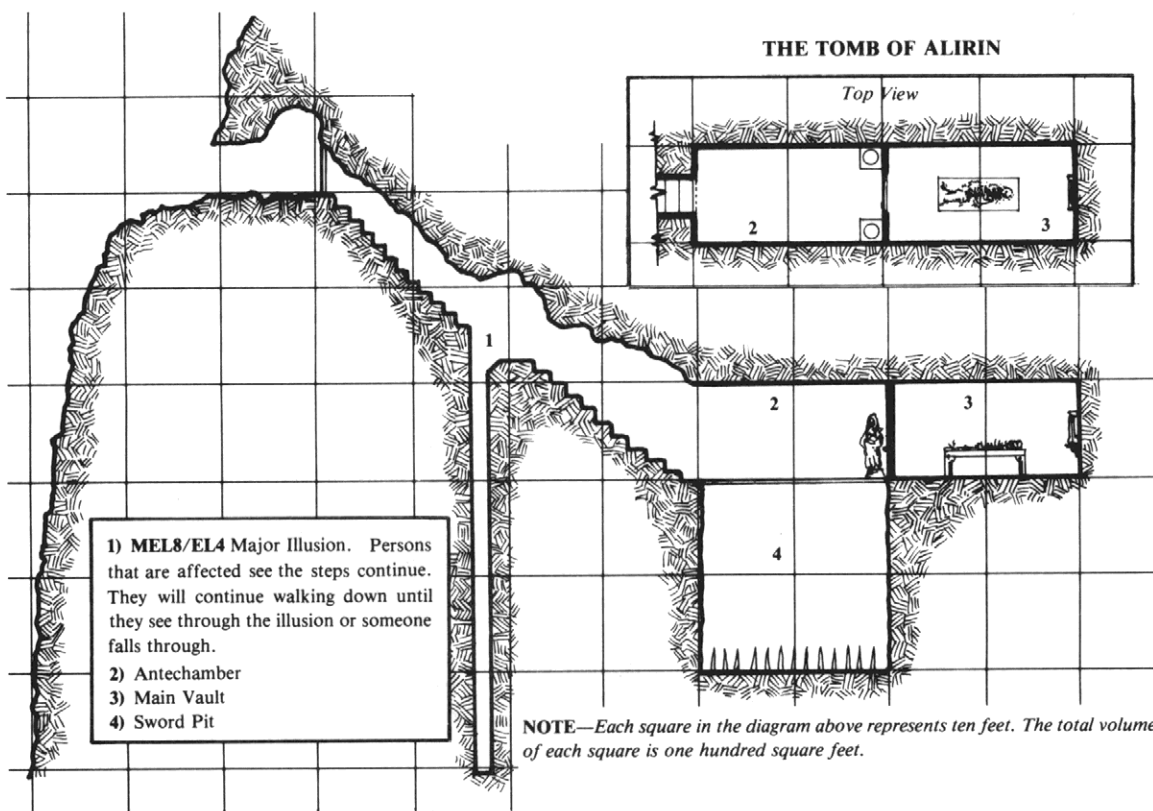
The entrance to the tomb is located inside a cave at the top of a **6000** foot cliff. Outside of the cave is a 10-15 degree, 30 foot ledge that leads up to the cave mouth. The cave itself goes in ten feet before the party hits the carved opening that leads down to the tomb.

The staircase was obviously hand-carved by exceptional craftsmen. On either side of the opening, Players that talked to Cavia, or that roll **Em x 3**, will see the engraved sigils of Dagda (God of Bards) and Dvalinn (God of the Dwarfs, Lord of Craftsmen). These are funerary symbols with no magical significance. Knowledgeable characters, normal Characters roll their **I**, magic-users roll **I x 2**, may be given clues about the likely defenses of the tomb based on their knowledge of these gods and those that serve them.

Half-way down the staircase is a pit. Unless the head of the party knows it is there (*Cavia would tell*), he will fall in if he does not roll **Em + D** or less. (*He may try to catch himself on the opposite lip by rolling D + A if he thinks to do it*). The fall is forty feet straight down to a flat rock floor. (*Use a hardness value of FOUR for damage*). After the leader has passed the pit, or fallen, other members of the party can pass it automatically. (*It will "mysteriously" become an obvious danger*).

At the bottom of the steps, the party will come to the anteroom of the tomb. The walls of this area are phosphorescent. At the far end of the anteroom is an eight foot high golden door. On either side of the door is a statue, Dagda and Dvalinn. Dagda holds a stone harp, Dvalinn bears a metal axe. To open the door safely, the axe must be used to strike the "strings" of the harp. If the door is opened in any other way, the entire floor within twenty feet of the door, excluding the pedestals of the statues, will fall away. Anyone in this area will automatically fall twenty feet into a pit. The floor of this pit is lined with long (approximately 24 inches in length) metal stakes. (*Use a hardness value of FOUR for damage. In addition, roll on line 10 of the Combat Table 1D3 times per faller to see if any serious wounds are inflicted by the stakes*). After the fall, this trap closes itself. Any survivors will remain trapped beneath the floor until they die or figure a way out.

NOTE—The door of the tomb has an obvious handle. The door pulls out. The Referee should stress the fact of the handle's existence in describing the door and the statues.



Behind the Golden Door is the tomb of Alirin. In the center of the room is a stone slab. On the slab lies the skeleton of Alirin. Around his neck is an amulet. On the bones of his left hand are two magic rings. On the far wall beyond the slab hangs the harp. If the party talked to Cavia, they will have been warned to leave the room exactly as they found it, except for the harp. If they didn't, the Referee may stress any obvious dangers that he feels the party would know about robbing the corpse of a dead mage.

If the party takes the harp, touching NOTHING else, nothing will happen to them. If they attempt to take the amulet or either ring, the thief must immediately roll against a **MEL15/EL9** curse. If the thief is affected, he will be forced to don the item. The effect of the item on him will be:

A) THE AMULET—Lose **2D10** energy points per phase. Flee directly out of the tomb. If you reach the exit before dying, try to run on the air and fall **6000** feet to your death.

B) MEL12/EL4 Flaming Death ring. The wearer is compelled to use its power on his fellow party members. If he kills them all, or there is no one to kill in sight, the ring will turn on the wearer. He is automatically hit with Flaming Death every phase until he is consumed.

C) MEL10/EL5 Ring of Peace. The wearer is the only person that is affected. He will sit in the tomb, revelling in the joys of total contentment, until he dies. Regardless of anything that is done for him, he may take no action on his own volition. This ring may only be removed with a Negate Curse spell of **EL5** or higher. *(It may also be removed if you sever the wearer's finger, treat as a Severe Hit for damage.)*

Once the party has the harp, they must close the door in the same way that they opened it. If they do not do so, they will be attacked (*within 1D6 phases*) by a Spiritual Edimmu—the soul of the Mage Alirin. He will appear ahead of them on the stairs. He will fight until he is destroyed, until the party is destroyed or until the harp is returned to its proper place in the tomb. If he possesses one of the party members, he may use any Elder spell

following
of the basic

attributes of a Spiritual Edimmu.

THE VICTORIOUS RETURN

At this point, having succeeded in the tomb, the party has the harp. To return, they must climb down the cliff, pass through the Ravine of the Three Brothers and negotiate the Vale of

because they betrayed Finn gain him as a personal enemy. Others do not.

If the party serves Mord or Bersan, they must take the harp to Mordara and give it to their patron. If they do so, they gain the patron as a contact. If they refuse, one of the following things will happen, depending on the patron:

A) MORD—The party will be attacked by **2D6** Kazi mercenaries led by Kiar Bara. The mercenaries will try to capture (*arrest*) them. The entire party gains Mord as an enemy and they are branded as criminals.

B) BERSAN—Bersan will offer **20GC** for the harp. If he is bargained with, he will pay as much as **35GC**. If the party demands more, he will toss them out of his villa and become their personal enemy. He will file a legal demand for the payment of a **10GC** debt that they owe him. The penalty for being an unrepentant debtor in Mordara is confiscation of property and three years in Fortress Mordara, at a minimum.

If the party gained the harp without the patronage of a non-Player Character, they are free to give it to whomever they choose, sell it or keep it themselves. In this case, dealing with private agents, Mord will pay up to **50GC** for the harp. If more is demanded, he will refuse and send the party away. Thereafter, he will be their enemy. Bersan is willing to pay the price that is listed above. He will never pay more than the maximum listed there.

NOTE—*The Referee may have the a'Loreis combine become interested in the harp if the Players are actively hawking it to the highest bidder. There is a 30% chance that they will try to steal it. If not, they will pay up to 80GC for it. If they are interested, it will be used as bait to draw the Count into the open so that he can be captured or killed. This is the only reason that it would be worth anything to them.*

Players that sell the harp as private agents do not gain a personal contact by doing so. Optionally, the party can choose to give the harp to the person of their choice. If they do so, they will

gain a personal contact with that person and the benefits if the Referee chooses to expand the scope of scenario:

A) FINN—As specified previously.

B) MORD—Each party member will receive a **20GC** of money for their action. They will be offered po

GC award
positions as

A FUTURE TIMELINE

The first adventure detailed herein begins at **7PM on March 3** in the year **1100** (*the year 207 on the Donaran calendar*). Play begins in the Silver Tusk Inn. From this starting point, the following events **WILL** occur unless the party takes actions that prevent them.

APRIL 7, 1100—The Festival of Light. An annual religious festival celebrating the beginning of the planting season. The event features prayer, field ceremonies and gladiatorial contests in the Field of Mord.

NOTE—*Non-preventable. The atmosphere will be somewhat subdued because of the blight that all but destroyed the winter crop.*

APRIL 12, 1100—At one AM, the massed might of Asteria attacks the village of Mordara. After a stiff fight, in which 34 elves and 190 humans are killed, the Elves retire. 30% of the village is partially, or totally, destroyed by fire and magic.

NOTE—*If the Harpquest succeeds, and Finn gets the harp, this attack will be prevented. If not, the attacking force consists of 240 Elf riders led by Finn, Asteria and four Sidh Magicians, 30 Cu Sidh and 2 Searbhani. 160 of the human casualties are civilians. The remaining 30 are: 5 Constables, 15 Footmen and 10 Kazi mercenaries.*

MAY 6, 1100 (*If Asteria attacks*)

OR

MAY 13, 1100 (*If Asteria does not attack*)

A party escorting the Count and his family to Fortress Mordara, for a party commemorating the Baron's birthday, is attacked by 30 bandits. Five of the Houseguards are killed. Count Mord is kidnapped. The attacking bandits are "driven off" by the remaining guardsmen led by the Countess. Four bandits are killed. None are captured.

MAY 17, 1100—A horribly maimed, disfigured and burned body, in the tattered garments of the Count, is found two miles south of Pina. The Countess offers a **50GC** reward for the arrest of the evil felons responsible for this atrocity.

MAY 19, 1100—After "exhaustive" searches, the Countess has no option but to declare the Count dead. She proclaims a week of mourning and assumes the regency.

MAY 19 to 25, 1100—Mourning ceremonies. On the 23rd, the corpse of "Count Mord" is buried with full military honors. Crown Prince Donan himself is in attendance.

JUNE 3, 1100—Captain Bara, his contract over, resigns from Mordaran service. He and his mercenaries head north to Caldo.

JUNE 10, 1100—On the evidence of local citizens, including Zocoul the Trader, Constable Kashan and three herdsman are arrested for the assassination of Count Mord. After ten days of questioning, they confess. On June 24, 1100, they are boiled in oil.

JUNE 15 to JULY 18, 1100—A purge of the Constabulary throughout the county. Sixty officers are arrested. Twenty are convicted of various crimes. The remainder are fired.

JUNE 23 to JULY 20, 1100—New constables are hired. The majority are men from the Pina area. (*All are members of the Mountain Bandit Gang*). A local peasant, Amur Staker, is hired as Lord High Constable of County Mordara on the recommendation of Cas a'Loreis.

JULY 29, 1100—A frenetic campaign led by the Lord High Constable succeeds in destroying all bandit activity in the County. For his brilliant campaign, he is knighted by the Countess. Over the next month, the remaining constables of Mord's regime are fired. They are replaced by men selected by Sir Amur. (*All are bandits, thugs and thieves that owe him their personal loyalty*).

SEPTEMBER 1, 1100—With the harvest imminent, taxes are doubled. The reforms of Count Mord are rescinded in toto. The Mordaran Constabulary rides Cheap Street quelling local protests. The Priestess Alira's personal protest is unheeded.

SEPTEMBER 20, 1100—At the personal request of the Countess, Alira is removed as Virgin Priestess of the Mordaran Temple. She is recalled to Donara. Riots by the peasantry are quelled by the Constables and the Houseguard. Thirteen citizens are arrested and hung.

SEPTEMBER 30, 1100—The Countess declines to renew House Bersan's yearly commission as County Ironmonger. Two cousins of Bersan are arrested for graft and sent to the Fortress.

OCTOBER 15, 1100—The Bersan family is expelled from the County for graft, immoral business practices and other crimes. All property in Mordara is confiscated. The head of the household is executed.

OCTOBER 17, 1100—House a'Loreis is given the County commission as Ironmonger. Zocoul the Trader agrees to serve as administrator for a nominal salary.

OCTOBER 24—NOVEMBER 13, 1100—The children of Count Mord catch a strange disease. All of them die from it.

NOVEMBER 20, 1100—With terrible grief, Aliza is compelled to declare herself Countess of Mordara. Her action is approved by the King and she is confirmed in the title.

DECEMBER 3, 1100—Agents of the constabulary break a revolutionary cell among the peasantry. Twenty-three citizens are executed.

DECEMBER 25, 1100—*Prisoner 613* in Fortress Mordara is executed for insubordination. Count Mord is now dead.

JANUARY 1, 1101—At the annual New Year celebration in Donara, Aliza is given permission to marry an ennobled commoner, Sir Amur. He is promoted to the rank of Baron.

JANUARY 9, 1101—Cas a'Loreis throws a village wide celebration of the upcoming nuptials. Many unknown southerners are present at the party.

JANUARY 17, 1101—The handyman of House a'Loreis is killed by unknown assailants. The Lord High Constable agrees to give the search for the culprits the highest priority.

JANUARY 26, 1101—Robbers kill Ardain the Jeweler while robbing his establishment. The Lord High Constable gives his assurance that the felons will be captured.

FEBRUARY 4, 1101—Bha'lira the Dancer is arrested as an escaped slave. She is returned to her owner in Pelara. The Lord High Constable seeks a Royal Pardon for her and is refused.

FEBRUARY 13, 1101—Baron Amur of Pina marries Countess Aliza of Mordara. He is confirmed as the eleventh Count Mord.

FEBRUARY 24, 1101—Ghoi Caldo, manager of the Silver Tusk Inn, is killed in a brawl. The Countess of Mordara, due to health reasons, is confined to her rooms in Castle Mord.

MARCH 14, 1101—Information uncovered by the new Count Mord proves the complicity of his wife in the death of his predecessor. He has no choice but to find her guilty. She is boiled in oil. The reign of the Mords is at an end. Amur is ennobled as a Count in his own right by royal decree.

At this point, Cas's plan is well on the way to success. He controls the county through Amur. His agents are infiltrating the Pelaran Guild. The Northern Thieves Guild has been reborn under his leadership and all of his liabilities have been "removed". Unless something drastic happens to stop him, he will be Grand Master of the Unified Thieves Guild of Donara within two years.

FURTHER USES OF COUNTY MORDARA

The quest for the harp of Alirin is the least of the objectives that can be attempted with this scenario. Many other, more deadly and important, events are also brewing at the moment. The section that follows gives some detail on these additional quests.

A) The Assassination of Count Mord

A plot is under way to kill or kidnap the Count. Players may become involved in preventing this plot through the Priestess Alira, who has knowledge of it and is actively seeking a champion to save her father. The enemies that the party will face in this quest are Countess Aliza and Cas a'Loreis. Count Mord, Kerainn, Ghoi Caldo and Ardain the Jeweler may also play a role.

NOTE—*If the first stage of the plan is carried out, Mord will be kidnapped. In this case, Baron Doran will enter the picture as Mord's jailer. Ardain will also become a more important figure, if the party decides to attempt to rescue the Count from Fortress Mordara.*

B) The Bandits

If the party gains the harp, and turn it over to Bersan or Mord, they will be offered employment that will lead to their confronting the Mountain Bandit Gang in Pina. Should they become constables they will be charged with aiding their superior, Constable Kashan, in destroying the Mountain Bandit Gang. They should be given a free hand in this endeavor, as long as they do not violate the laws of Donara or openly oppose the direct orders of Kashan, their leader. In either case, a good deal of political maneuver and combat is likely to be involved in completing this task. The principal Characters that are involved are Zocoul the Trader, Constable Kashan, Amur Staker, Bha'lira and Rosa Taverner. Bersan the Ironmonger and Cas a'Loreis may also play a minor role.

NOTE—*The essential problem facing the party in this case is to break the gang without violating Donaran law or upsetting Kashan. In the early stages, this will take a good deal of intellectual maneuver. At the end, it is likely to be resolved sword to sword.*

Should the party succeed, they will gain 1SC for every bandit taken alive. They will gain 25GC if Amur Staker is taken alive and delivered to the Count. Should they prove Zocoul's complicity, Bersan the Ironmonger will gladly give them an additional 10GC reward.

C) Break the Curse

Since the middle of the 11th Century, House Mord has suffered under the curse of the Sorceress Cavia. The rulers of the house, since that time, have all died in battle and been forced to haunt the dungeons of Castle Mord. The party may attempt to end this curse.

It can be ended in two ways, by placating it or by killing the Sorceress Cavia. If they placate it, it will end without any problem. If they destroy Cavia, the ghosts bound by her curse will become Spiritual Edimmu haunting the entire castle. In all likelihood, this will doom the residents of House Mord to possession or worse.

NOTE—*Cavia is a relatively powerful sorceress who is oriented towards Law. She will not initiate violence. With the permanent wards in her cave, and her own power, she is well able to defend herself. In this case, the option of violent attack is DEFINITELY NOT the best solution. As the humans involved in the curse do not believe that the curse exists, they will not aid in ending it. Actions taken towards this end will be done in opposition to the people that are be-*

ing helped. The only gain that the party is likely to receive is the thanks of Cavia, if they don't kill her. If they kill her, they gain nothing. If it is known that they are responsible, they will earn the enmity of the Mordaran Elves and the peasants of Mordara. She is loved and respected by both groups.

D) Beard the Lion

This is by far the most complex and dangerous scenario that the party can be involved in. The basic endeavor is to ferret out the plans of Cas a'Loreis, prove his guilt and bring him to Justice. Every Character, except Valerian, Cavia, Asteria and Finn Starseeker, is involved in this—unless some have been eliminated previously.

It is essential to stress that, although great physical danger is involved in this quest, the quest is primarily a mental challenge. Brute force may reduce the opposition but it will be useless in legally breaking Cas's hold on Mordara. Cunning is required. He should be met, and bested, in his own arena. If the party chooses a physical solution they will run head-on into Ghoi Caldo and his thugs. Should they best them, Cas will set Kerainn the Handyman on them. He will not use Kerainn to kill unless the party presents him with a ir-reconcilable, physical enemy. *(Kerainn's ability is NOT known in Mordara. The party will have no way of knowing that they are dealing with a trained assassin unless they discover his talent during the adventure or party members start to die. This knowledge restriction must be enforced by the Referee).*

NOTE—*In this scenario, Bersan and Alira can aid the party. Cas, Ghoi Caldo, Kerainn, Zocoul, Amur Staker, the Countess, Bha'lira and their thugs will be enemies. Ardain, Count Mord, Kashan and Rosa Taverner can either aid or hinder the party, depending on how the party approaches them and what they are asked to do. Baron Doran will not take an active roll unless he becomes involved in his position as Warden. In this case, he is for sale to the highest bidder.*

A FINAL NOTE

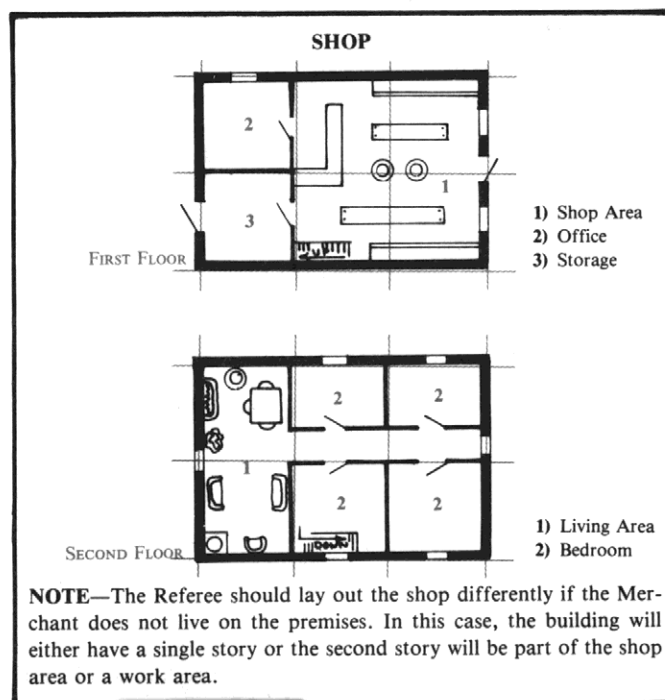
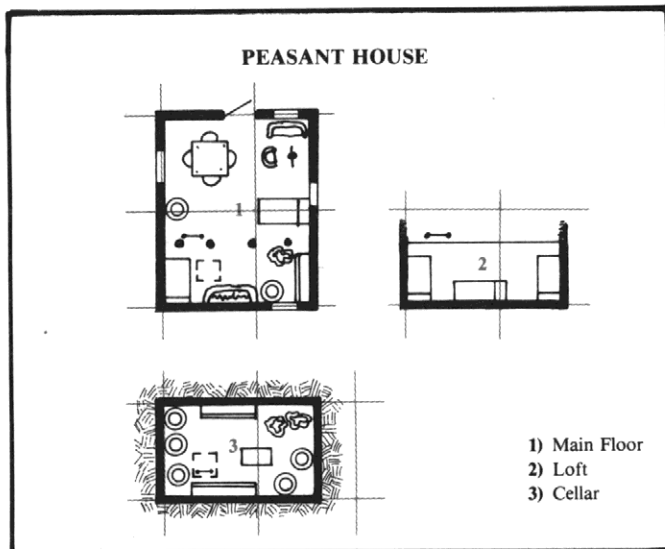
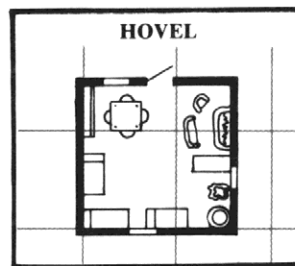
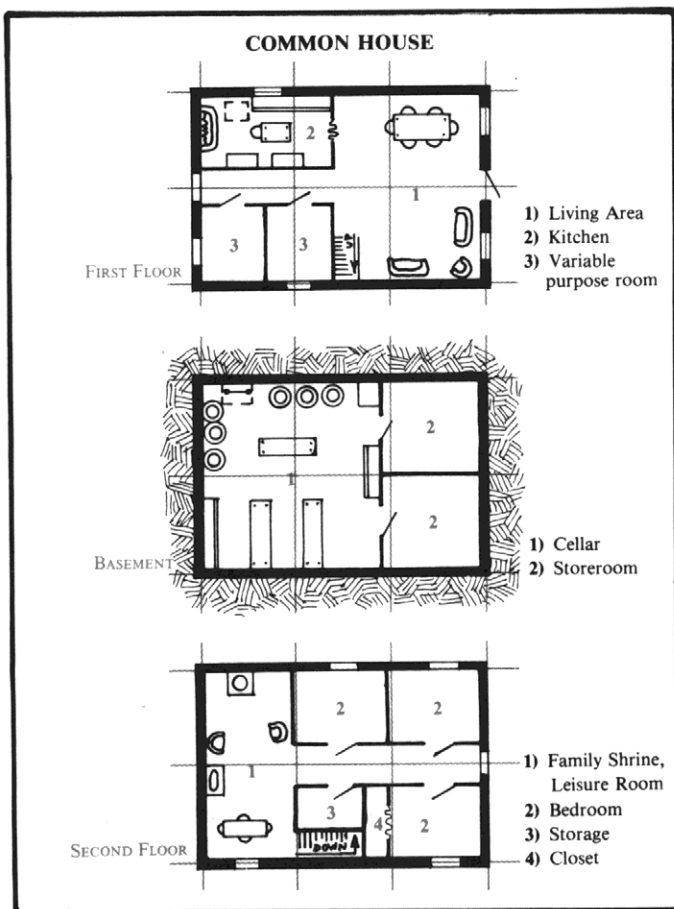
County Mordara, though extensively detailed, is not intended as a step-by-step adventure guide. Its proper use *requires* the Referee to creatively use the information that is provided. It can be played without this input, but the enjoyment to be had from it will be greatly lessened if it is lacking.

In using this scenario, the information that is provided for each Character is crucial. Taken as whole, it delineates the active political environment of the county. Likely actions, responses and attitudes of the various Characters can only be clearly determined from an understanding of their personalities, goals and desires. The other general information in this scenario will be useful in setting the stage for the Players.

The basic scenario, i.e. the Harpquest, is only provided to familiarize the Players with the game, and to give the Referee some experience in running it. The suggested further adventures that the party can become involved in are, in my mind, much more exciting and challenging. None of the scenarios, basic or suggested, are designed for a straight "hack and slash" solution. To be victorious, Players should fit their actions to the situation. In many situations, clever action and careful thought are of far greater importance than the immediate gratification to be gained from a bloody sword. In running the scenario, the Referee should stress the non-violent features where they are most appropriate. In some situations, only violence will work. In others, it is a quick way to die. Be cognizant of this fact as you lead your adventures through County Mordara.

COMMON BUILDING FORMS

The building diagrams below are representative of the average structure of the type in County Mordara. The Referee should use these diagrams in situations where it is appropriate for him to do so.



A KEY TO THE STRUCTURE NOTES

The following legend gives the basic meanings for the various artistic symbols that are used in the structure diagrams. In all cases, the symbol will have the general meaning given below:

Barred Door	Wooden Door	Window	Secret Passage	Curtained doorway
Metal Door	Railing	Staircase	Shackles	Shelf
Table	Table with Chairs	Chair, Stool	Couch, Bench	Desk with Chair
Planter	Pillar	Hay Bales	Sack	Spinning Wheel
Ladder	Trapdoor	Statue	Barrel	Bed
Cabinet	Hearths			

NOTE—The definitions above indicate the purpose of the feature. The precise definition of the item is left to the Referee's discretion.



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Baltimore, MD 21214 • Printed in USA