

WHAT'S HAPPENING

Ziotung

The Tapestry of ~~Marsell~~ Lambeth Recc. 4-8 level

Many, many years ago, a great weaver named Lambeth was commissioned by a sorcerer to weave a tapestry. It took 3 years and was of superb make - highly detailed and valuable. The sorcerer - whose name was Ziotung - then took the tapestry and made it magical in some way unknown to the players. [In actual fact, the tapestry was of his ~~a poor~~ Ziotung's vision of hell - he created a ring so that he could travel to the hell through the tapestry, thus greatly increasing his power.] Nobody is quite sure what happened to either Lambeth or Ziotung but the tapestry can be traced.

Ziotung's tower was attacked and razed 150 years ago by the Green Legion - an organization of paladins - led by 3 great ~~war~~ warriors who cut the tapestry in 3 pieces - they took one each to make sure it could never be reunited for evil. The ring dropped from sight.

The various pieces of the tapestry have passed from hand to hand in various ways down thru the years until today.

The players are contacted in some way by a man in Karnak who wants to speak to them regarding a quest which he will pay well for.

He is Gornig, an extremely high (9-14) level fighter who is also extremely evil w/ a suitably evil appearance. He lives in, and controls, a prosperous inn (perhaps he has an office up above w/ some levels underground). He gives the ~~pt~~ PCs rooms if they want them and tells them the above story, except he tells them he wants the tapestry only for its great worth and for sentimental value (one of the 3 great paladins ~~was his~~ is a distant ancestor).

In actuality he has the ring and knowledge of the whole set up - thru an ancient journal he recovered in an adventure. He wants it for power now.

He knows where the 3 pieces are and he is willing

to pay handsomely for them once delivered - 10,000 G.P. ea.
Not a penny until then - PCs pay their own expenses.

The bits of tapestry are in 3 different places:

1.) One bit is held by a dwarf named Noik- ~~a~~ ²⁰ roaming fighter who gained the tapestry in an adventure ²⁰ 50 yrs. ago and has since retired to his home at Kirgorten - a Dwarven mine in the mountains to the West (these have no name). ~~He~~
Gurnig cannot find out much else but he is pretty sure that Noik is still alive and has the tapestry.

This ~~thing~~ is all the info Gurnig has.

2.) Another bit is held by the head of the thieves' guild in Dowlad. His name is Keef and he is pretty powerful as thieves go. Gurnig doesn't know the exact location of Keef but he does know 2 things - Keef can probably be found in, or thru the ~~bar~~ waterfront and there is a bar, near the harbor, called The lazy Dog, which Keef sometimes frequents.

3.) The 3rd bit of the tapestry belonged to a wizard named Wiri~~os~~ who lived in a village to the far W in the ^{great} forests which was overrun by orcs or something ~~He~~ ^{he} 50 yrs. ago. At last report the village is an overgrown ruin - Wiri~~os~~ lived in a tower. Gurnig thinks there's a pretty good chance that the tapestry is still in the village somewhere as Wiri~~os~~ was rumored to have a lots of secret tunnels and rooms in & under his tower. The village - Sarn - is pretty far into the woods though. Gurnig knows of one old survivor who lives in the nearest town - Carthos - who can ~~tell~~ probably tell the PCs more.

- The tapestry was originally 6' ^{long} by 4' high. The sections are ea. 4' by 2'. It should be fairly recognizable.

- Gurnig will pay for any piece brought back but he really wants all 3. He stresses that getting these 3 will probably involve other rewards - money & loot from the people they steal from.

- It is fairly obvious that Gurnig has a lot of spies & power.

MacGarigle and the Beast

Level 4

Pages 4-8

Many years ago, a great weaver named Shambh
was commissioned by a sorcerer to weave a tapestry. It
took 3 years and was of superb make - highly detailed
and valuable. The sorcerer whose name was Zing
took the tapestry and made it magical in some way
known to the physical. In actual fact, the tapestry was
of the sorcerer Zing's vision of hell - he wanted a ring
so that he could travel to the hell through the tapestry
and greatly increasing his power. He was a quite evil old
man and he killed Shambh and Zing but the sorcerer was
killed.

Zing's tower was attacked and razed 100 years ago by
a group called an organization of paladins - led by 3
great warriors who cut the tapestry in 3 pieces. They
each one each to make sure it could never be reunited
to evil. The ring disappeared from sight.

The various pieces of the tapestry were placed in three
different locations across the land until today.

The pieces are controlled in some way by a man in
London who wants to speak to them regarding a quest
where he will pay them for.

He is a man, an extremely high (7-8) level fighter
who is also extremely rich of a suitably evil appearance. He
has a dark exterior and a prosperous interior (perhaps he is
an old or a whole or some kind of underground). He goes
to the 3 pieces (they want them) and tells them the
whole story except he tells them he wants the tapestry only
for the great north and for sentimental value (one of
the 3 great paladins was his 1st distant ancestor).

In actuality he has the ring and knowledge of the whole
set up - this is an ancient journal he recovered in an
adventure. He wants it for power now.

He knows where the 3 pieces are and he is willing

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20) The offices. 4 ^{attendants} secretaries work here. 2 guards are also on duty. Stairs go up to the 2nd floor. File cabinets are here & a wall safe w/ 2 keys, lock & comb. lock to keep the money in.

The ^{is} Security co-ordinator usually in 20 but, occasionally checking up on 19.