

LOTHÉM

Population: 1,090,000 (approx.) although the pop. is slowly decreasing due to people moving to outlying towns such as MIAR because of the relative freedom there compared to Lothen under Nasim, the supposed emperor of the area.

Rules: Usual set of laws + Nasim has said that there will be no drinking, no showing of weapons in public except for his troops, no selling of drinks or weapons, no women in the streets, no people in the streets after 9:00 P.M. + the people should worship "false gods" such as Graal & Krâg + Balfin. Everybody should worship him.

Armed forces: Nasim has 200 personal bodyguards that are beyond corruption. All of these are 6th level fighters w/ 30 hit pts. There is also the city guard, numbering 3,000. They are drafted from the men ^{mugged at} in the city + their pay is meager. There are 300 officers times - 3rd level fighters w/ 15 ^{hit} points. The men are 2nd level + have 10 ^{studded} hit points. The officers wear leather armor + shield + have long swords while the men wear leather armor + have short swords + daggers. He also has a large body of mercenaries, 7,000 in all, (2,000 mounted) who go from 2nd level to 7th level w/ appropriate hit points + are armed + armored w/ all manner of things. They are paid ^{handsomely} and are given the right to do anything in the city. This is another grievance of the citizens.

Communications: Lothen has a somewhat smallish harbor and ships crowd it regularly piling their trade up and down the coast. There is also the great road which leads in one direction into the wastelands, in another direction it leads ^{the} along the coast thru the mts. and divides out into paths. Otherwise there are many smaller roads + paths such as lead to MIAR, FOTON, ETC.

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AREA CONTROL: Since Narim has under his control the only large armed body of men in the area, other than the Master (who is far away) he naturally has some control over the local area. In the nearby towns, the peasants etc. pay some taxes to Narim to fill his coffers, but the farther away from Lotten, the more free the towns get, for instance Micar & Felam have wineshops & armories open. This is because the farther away from Lotten one gets, the less mercenaries there are.

DEFENCES: Lotten has one large gate, 30 ft. wide & 30 ft. high, guarded night & day. It is a walled city & the walls in some places rise 80 ft. high. There are 5 huge towers set in the walls, one near the gates. These have 4 catapults ea. on the top.^(root) The only other way into Lotten is thru a little-known door into the slums. There are towers on either side of the harbour entrance w/ catapults.

RELIGION: Graal, Krâg, & Balfin are widely accepted publicly before Narim & still are in secret few actually worship Narim. The official worship, of course is Narim. There are a few other minor deities which again are unknown.

RACES: About 80% are human, 30% dwarves, 10% elves, 30% gnomes - every 10% gnome & 10% orc & orcan. The large amount of dwarves is becos of the richness of the mts. & especially the mts. of the white dwarves. The large numbers of orcan & 1/2 orcan are becos Narim accepts the master as a friend and allows his troops access to Lotten. Consequently there are about 3,000 orcs & 1/2 orcs here, 99.9% soldiers.

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common tongue besides.

RELATIONS: ~~most~~ speak common tongue ^{of even}

LANGUAGES: Some dialects of elven (elven) & several dialects of orcish (orc & ~~orc~~ ^{orc}) The dwarven dialect spoken by the white dwarves, (dwarves), gnomish (gnomes, dwarves) ~~all~~ humans, except The mercenaries speak the lotken dialect which is almost unintelligible to other humans due to special slang & resulting pot effects & city conditions. Only a few words can be spoken. Also the common tongue is spoken by a few. (but not many)

RELATIONS: Good relations ~~supposedly~~ exist between Kotken & the Master, but the people know the orcs in the streets & trust people suspect the orcs are only there for so the Master will have some show of strength there. There are a few orcs in fortions and known but in Felen & Niar there are none, as caught there being killed. Narim does not approve of the Castle of the Colder ones & the monasteries in the hills of Sron.

WATER SUPPLY: Several fair-sized rivers & streams flow down to the shore in & near lotken. Getting water is no trouble.

LEADER: The aforementioned Narim, self-styled emperor of the world is no special person, except for the fact he is very rich. It is rumored the Master seduced him w/ dark secrets which overcame his soul. He is in power only thru the large bodies of armed men at his disposal. He makes rules at any whim of his.

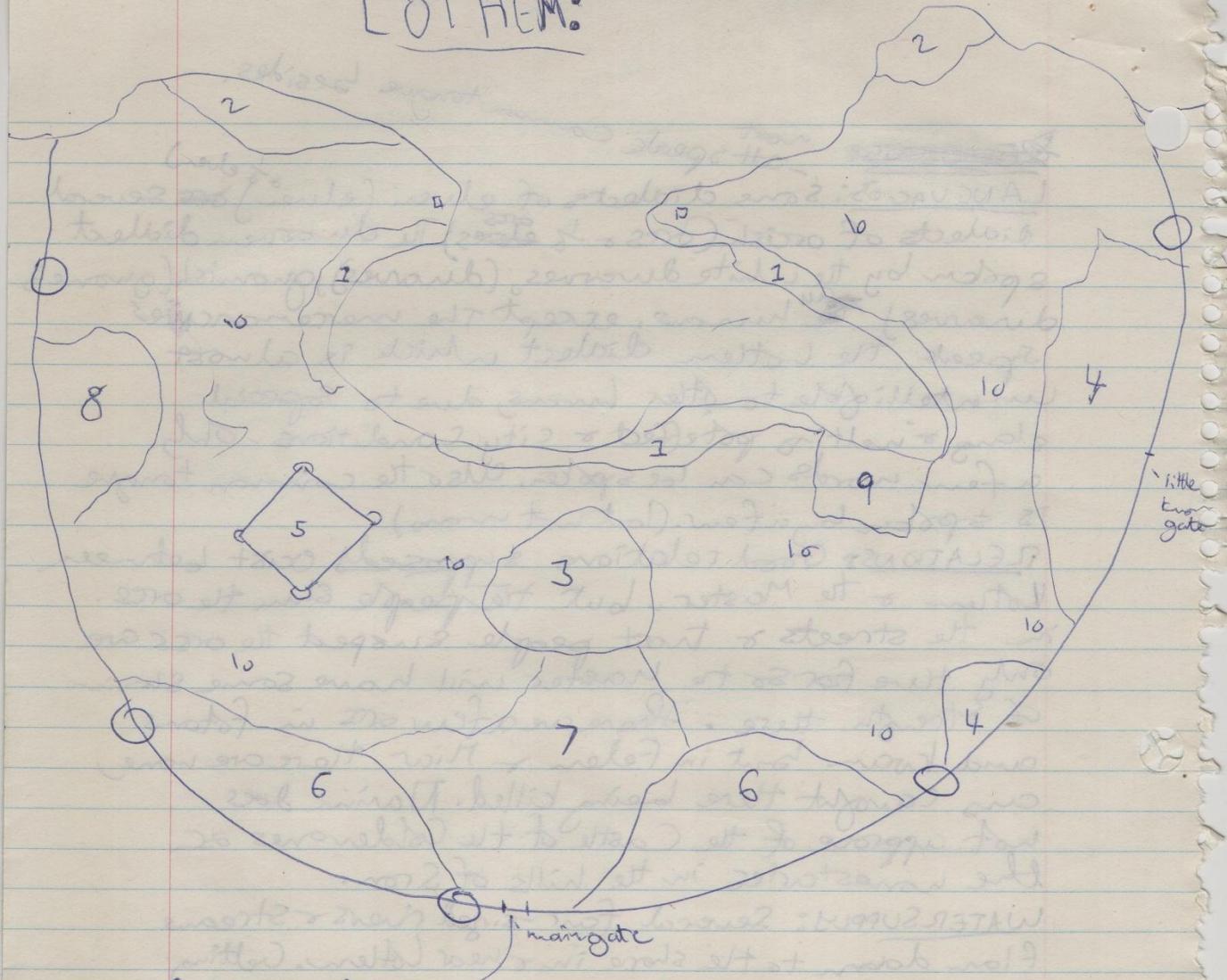
language - 5

tributary, river, fort, state, army - 8

settlers, tribal, animal, food, states, army - 9

settlers, tribal, animal, food, states, army - 9

LOT HEM:



- 1 - harbour facilities - docks, warehouses etc.
- 2 - Fishermen communities
- 3 - very affluent society area, private parklands, mansions etc.
- 4 - "The nail" - Slums abounding w/ Thieves etc.
- 5 - Citadel/castle of Narim
- 6 - barracks area of mercenaries, barracks of city guard, general armed camp
- 7 - market area.
- 8 - orcs encampment
- 9 - private estate of Narim, beachfront
- 10 - general lower class - middle class residences area

GUILDS

Assassins: - Extremely underground, as Natin is paranoid about being assassinated. It is housed in the catacombs and is extremely hard to find. Gerasimade is 4th level assassin, 7th level, & 20th level.

7th level HP: 23,

6th level HP: 22

4th level HP: 16

Alignments: 7th level - 2 chaotic evil / 2 neutral evil,
6th level - 3 chaotic evil

Assassins:

7th level: Artak: Myar: Corac: Philips

HP:	23	23	23	23
Char:	9	3	18	12

Alignment:	C.E.	C.E.	N.E.	N.E.
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Race:	orc	orc	elf	human
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Special:	knowledge of lottem instantly usually work together. Not very trustworthy. Artak is very impulsive & is likely to attack at anything	intimate knowledge of monasteries in hills of Sron. He was raised there. You can trust him to carry out mission very calmly & coldly	high chance of success.	very good knowledge of Black Swamp. Work there for several days. May also suspect him for vampire High chance of success.	→ 100% success rate, low rate of payment. People attribute this to his vampiric impulses. strangely, none of his employers lasted a week after the victim was killed.
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Weapons: Dagger, Crossbow, shortsword, scimitar (only known weapon he uses)
dkt, dagger, shortsword,

Poison:	yes	yes	no	no? (nobody knows)
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6th level: Phesus Kran Flen Aranax Goluk Bologog

HP:	22	22	22	29	22	22
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Char:	17	15	12	9	5	7
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Alignment:	LE	NE	LE	NE	CE	CE
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Race:	elf	dwarf	dwarf	gnome	orc	orc
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Special:	knows from mts. of woods well	white deer	trode catacombs well w/ master's orcs, suspected in master's well.	To be spies from master		
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Weapons:	long sword, dkt	axe, hammer	dagger, shortsword	dagger, scimitar	dkt, shuriken, staff (?)	
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Poison	no	no	no	yes	yes	yes
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Grandfather of assassins: 14th level

HP: 44

alignment: LE, race: human, poison: no

58 yrs. old, getting past his prime, he's proficient w/
shuriken, dart, shortsword, dagger, crossbow. Getting kind
& soft & kindly in his old age. He has a charisma
of 17, so he's very likable, & all the humans there like him.
he is fond of luxuries, but bribes will not help him, he's already
very rich. He has 2 6th level fighters to guard him
always. These are totally faithful.

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HP: 35, PD they will have longswords, daggers & jewels.
They will be wearing leather studded & shield armor.

Sages:

Sages are regarded highly by Narim & about 2/3
are present in his pay, collecting a library, researching
things for him etc. He pays them highly & generally there
is no inclination to leave his pay.
There are 30 sages available.

~~Very little things, 10% Supernatural, 10% Physical~~

1- Botany

- Biology, 1 - below average, 20% to know question

2- Medicine

- Biologist,

3- History

2- exceptional, 90% to know question

4- Biology

- Biology, Botany, Zoology.

5- Sociology

3- low average, 35% to know question

6-

- Sociology

7- exceptionally knowledgeable, 40% to know question

- History

8- exceptional library & info. ready. 95% to know questions

Geography, Geology, Mineralogy

- 1 - above average, 95% to know question
- Botany, Zoology
- 2 - below average, 20% to know question
- Medicine
- 3 - below average, 20% to know question
- Medicine
- 4 - average w/ 2 categories 60% to know question
Botany, Biology
- 5 - average w/ 2 categories 60% to know question
Theology, Metaphysics
- 6 - below average, 20% to know question
- Ethics, Legends, Folklore.
- 7 - below average, 20% to know question
Chemistry, Physics, Astronomy.
- 8 - exceptional w/ 3 categories & library of info. 95%
chance to know question.
- Geology, Mineralogy
- 9 - exceptional w/ 3 categories & library of info. 95%
chance to know question.
- Theology, Metaphysics, Philosophy
- 10 - below average, 20% chance to know question.
- Ethics
- 11 - exceptional w/ 3 categories & library of info. 95%
chance to know question.
- Chemistry, Physics
- 12 - exceptional w/ 2 categories - 80% chance of knowing question
- Geology, Mineralogy
- 13 - exceptional w/ 3 categories & library of info. readily
available 95% chance to know question
- Theology, Metaphysics, Philosophy
- 14 - below average, 20% chance to know question.
- Ethics
- 15 - exceptional w/ 2 categories, 80% chance of
knowing question. - Chemistry, Physics
- 16 - below average, 20% chance to know question.
- Folklore
- 17 - low average, 35% chance to know question.
- Philosophy
- 18 - exceptional w/ 3 categories & library of info.
95% chance to know question
- Sociology, History, Botany
- 19 - below average, 20% chance to know question.
- Geography
- 20 - low average, 35% to know question,
- Metaphysics
- 21 - avg. w/ 3 cat., 65% to know ques.
- Botany, Zoology, Medicine

The other 9 sages are trainees at low average level
w/ 1 category & 33% chance to know questions.

3 - Medicine, 3 - Polklore, 3 - Metabolism.

The opid is guarded by 6 Orcs w/ daggers who
are hired bodyguards.

The grandmaster will decide how much the fees
will be.

Orcs: 1HP: 31, Str: 18, 23.

Theives: The theives guild is very disorganized. A
type of brotherhood exists in the Maul.

Institutions: There are 13 churches of Balfin.
, 14 churches of Krâg.

2 churches of Crael (shunned)
also: The cult of Mismer.

(Chaotic Evil) worship the Demons. (Statocrat types)

Vitarn: Chaotic Good Cult / Religion.

There are 13 gods of Vitarn. These ~~are~~ symbolise
The 13 sins.

There are numerous other apocryphal & insignificant cults in
Lotken

Museums: Those forsaken since I, dealt w/ later as
part of campaigns

Libraries: 3 great ones, however they are mostly
unreadable fofoles. Sages can research here.

Areas:

The Maul: Wine is sold openly here but not arms
or armor, these however are sold underground. Most
people here are drunk. Theives ~~as~~ & mercenaries looking
for work, whores, gangs etc. abound here and some
armor & weapons are worn openly. The streets
are mostly thick w/ boards across.

The Rich area: Many houses here full of loot, but
generally well guarded, usually set in parks/large
mansions make up this area

Market place: You can fulfill your every need at this
place except arms & armor & wine.

The catacombs: under the city; This is where the guild of assassins is housed. but only a small part of the catacombs is used. The rest is boarded up & no one knows what lies down there. ~~No~~ The entrance to the Assassins area is very secret. It is under a huge mansion in the rich area, owned by the grandfather of Assassins, who is also a merchant.

The harbour: a maximum of 30 ships can tie up here. In the area are many wharves/houses/heavily guarded & filled w/ riches etc. The area at night is empty except for a few cut-throats etc. lurking about.
~~No~~ Hotels etc:

There are 3 really posh hotels, costing 3 gp per nite per person w/ no breakfast.

There are 27 medium-type hotels, all aera da place. They cost 2 gp per night.

There are 33 dirtbaggy places which cost 10 sp per nite.

The 3 posh hotels & 2 medium hotels are on one street, the street going directly from the street gate to the harbour.

The others are scattered everywhere.

The dirtbaggy places are all in the main ta-daa! - There are 5 resting ^{hostels} places w/ common rooms where everybody sleeps, - these are designed for fighters etc. it costs 20 c.p. per nite to stay at one of these. You get 1 bed in a room w/ 20 other people. 2 of these are on the street w/ the posh hotels, 1 is in the main, 2 are elsewhere.

Wineshops in the main : - There are 5, ea. have 5 huge bouncers; unnamed, in 18/75 str. place

Secret armories: There is one below ea. hostel type area underground, very secret. In ea. there are 5 guards wearing Chainmail & shield w/ spears & long swords. These are guards.

In ear are 3 armours working. They specialize in very light, finely "woven" linked mail shirts w/ ACS which can be worn under a normal shirt & hidden from quad-type eyes. They also have normal chainmail & scale mail etc. armor but no plate mail at any price. They also sell weapons of all sorts.

Whorehouses: You can also stay in a whorehouse (of which there are 127), 27 really posh, 80 mediocre, 80 seedy (ugh). There is a 2% chance of catching a disease at a really rich place & 0% chance of being robbed. At the mediocre places there is a 15% chance of catching a disease & a 15% chance of being robbed. At the fith places, there's a 55% chance of catching a disease & a 60% chance of being robbed. The rich price is 15 gp per night, the mediocre 10 gp, the poor dirtbaggy, 5 gp.

* Animals: - The rich might park the streets w/ pet lions & leopards, but the majority of people don't own animals of any sort. There are many people w/ horses & some w/ chariots & the like. There are horses & carts & oxen & carts etc. in marketplace. There are farm animals in the marketplace & a few exotic animals. No dragons or the like are on sale, nothing at all weird.

Surrounding immediate surroundings: The main road skirts the walls & continues along the coast, along the which are small fishing communities - outside the walls of Lother are slums & cast-outs. Farther out are farms & occasionally villages. The farms grow grains & dairy products are produced. Just outside the walls

* at one point is a huge building which seemingly has no windows or doors (secret ones exist, to be detected by elves) which once was built by a mad wizard and is believed to be haunted.

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→ MAB MIAR, FOTONS, FELEM, KRAM - These towns till have about 10,000 people each & are not walled. They have a police of about 200. They are rowdier than Lother, & the farther away from Lother you get, the less respected are the cities of Nardm. No Orcs here, but all other races. Nothing happens here to characters.

Adventure: As soon as the bats are out of sight of the Great Woods (The master's domain), all stuff given by the Master disappears, and the bats start flying again, and they fall slowly to earth. After walking for several hours you come upon a road thru the plains (prairie like) & after walking a day (it goes in the direction of Miar) getting hungrier & hungrier, you see ^{flying} men on horseback in the distance. They're wearing leather armor, have helmets & cloaks on (grey cloaks). They're carrying composite bows, & longswords & have some food in their saddle bags & have about 10 arrows left ea. There are 8 of em. One is a leader & as a vicious bastard. ^(or something) he has Str: 18 / 75 & 48 HP. The others have 30 HP. They're all on medium horses who look in excellent condition although very strong, they look like veterans. They're part of the border guard, of which many of the men of the characters belong to. They all recognize each other & flip out in ecstasy. The men convince Tridett & decide to join the border guard of their old comrades. They regard the comrades very suspiciously, especially the druid & the magicians. They take all of them to Miar, where they think you're spies of the master. They kick you out of the city of 4 big horses & a week's food ea. from Miar. The castle of the Golden ones is a 5 days journey, Fotons is 5 days, Felem is 6 days, Kram is a week's journey. The sas-masters take a week. To get to the river takes 4 days. 7 days to mts. of dwarves, & 2 weeks to Lother.

→ if they go to the castle of the golden ones they aren't allowed in until they destroy the steading of the hill giant chief in the mts behind the castle. If you do you get there & kill the giants etc. Only the clerics (Ron & Chris) are allowed in and nothing is given out.

(Suffice it to say the castle is practically impervious, the way they are attacked by various bandits etc., etc.)
so there are some villages w/ a small amount of food. &

Day 1: When Lotten is reached, you have to get into the main gate unless you pursue the whole wall, which will take 1 day. This will eventually bring you to the door into the wall. This is locked & if you try to break it down, you can't but it brings a really grossly huge hill-type who is in a vicious mood. 95% chance he'll pick a fight. If you go to the main gate, 3 20 HP guards accost you & ask in a different language something. You detect the words "money" & "jail". They will only let you pass after they have 5 gold. You are then in a huge crowd of every different sort of person imaginable. Everybody is pickpocketed twice by 4th level thieves. Beggars ask you for money, hookers accost you, the most beautiful (expenses) to Fred (Ronald's charism). Nothing

Day 2: happens the 1st day & night. On the 2nd day, Susan gets shot at from being by a lt. crossbow, she turns around & sees a figure in a black cloak & hood on a rooftop turn & run away. If it misses her, it hits somebody else in a crowd & they crowd in to see what happened, stopping any pursuit.

Later in the day, Ronald finds himself cut off by a bunch of men who threaten him w/ daggers. If he yells out, they search him & take all valuables, inquiring if they can. They have 4 HP. There are 5 of em; all humans. again, everybody is pickpocketed by 1 if the level thief eas. If Fred, Trickett & Chris are together, they find themselves trailed by a man

in a loose flowing cloak w/ a hood over his head, mostly obscuring his ^{face} body, so you can't see what he's carrying. If everybody is separate, Chris is followed. If anybody goes in the wall, when they're walking along a duckboard, a huge

barbarian-type pushes everybody aside & tries to push the character or characters involved into the mud. If they / he fights back he roars "a fight eh" ^{in common tongue} and proceeds to kill anybody who fights him (18/96 str), 45 HP. He is commander of a privateer & his name is Valad. He is wearing a long broad sword.

& nobody dares order him to take it off.

Later, whenever he pushes see him on a stand surrounded by a very rough bunch of privateers trying to convince people to join his ships company for adventure & loot. If you're beat him in the fight, he muscles his way over, and yells ^{in common tongue} to everybody how, here's a person who wouldn't be afraid of the open sea & offers 200 gp down to sail with him.

Adventure #1: If you accept he roars his approval & takes you to a secret place for a drink. He then tells you about his plans. He will sail between Lother & Zyam & kill & mein all ships in their path. He is going to look for the treasure of Porcivus, an ancient & se pirate & one of the greatest.

It is rumoured to be one of the 5 great treasures of the world & the resting place of one of the few swords w/ any intelligence or great powers etc. More on all this later (In adv, #1). He will pay for you to be fed & completely outfitted for the journey.

#1: Valad: Str: 18/96 [See Valad episode]

Int: 12/9 Hitpts: 45 Alignment: Neutral

Age: 42 Wis: 13 Magic Resistance: High Align: Neutral

(in his own way) Char: 13 Hit dice: 8, proficient in: Broadsword

Const: 17 longbow, longsword, 2-handed sword

Dext: 14 morning star, & sling, usually wears chain mail & the broadsword.

This is all that happens on Day 2.

But I got the start

Day 3: Chris, Tridett & Fred find themselves trailed by a man in flowing cloak etc. (same guy as before) If they're separated, Tridett is followed. Again, Everybody is pickpocketed by the level 4th level thief once. If anybody goes in the main tower, the ^{new} Salad episode happens, Jennifer is attacked by Somebody w/ a dagger w/ the poison of visions on it. It takes a medicinal sage to cure her. She lies as if in sleep, constantly dreaming of a man in a black cloak & hood jumping into a huge pit of fire. Also, in a store (pick one) a really belligerent & belligerent guard picks a fight w/ Somebody (again, pick Somebody). He has 10 HP. You get all wanted by the law if you kill him. If you beat him in a fight, he bears a grudge and will try to get back later. Ronald gets an offer to buy his ring for 1200 gp by a fat merchant on a litter. If he refuses, he sees the merchant talking to some -ish-looking men & pointing at him. Tim gets attacked by a gang of Chbs (4 HP ea., 8 of 'em).

Adventure #2 Tim also gets approached by a small, fat woman who is very nervous. He asks Tim to stand guard over his ~~dead~~ father tonite for 200 gp. He says, the day suddenly, his father cried out & fell into a coma (3 weeks ago) he has not woken up yet. 2 nites ago he heard a noise in his father's room & went in & saw a "creature" w/ blaying red eyes standing over his father. He looked up, hissed & threw himself out the window. He is afraid he will come back later tonite. The creature is a ^{black wraith} ~~wraith~~. This adventure is recounted under Adventure #2.

That's all for Day 3.

Day 4: Chris Trickett & Fred are trailed by man in black cloak & hood (same guy as before) if separated, Fred is followed. While he's following he (they) see another man being attacked by a bunch of bullies. If you save him, he says; "Thank You My Son. He then searches among his robes & brings out a vial of what looks like water. He offers it to whoever. It is actually water but the vial is crystal & is worth 10 gp - Again everybody is pickpocketed by 1 1/4th level thief. Ronald is approached by what looks like a young noble - very charismatic⁽¹⁵⁾ & dapper who says: "Go to the museum of Pubilius. If he goes there an adventure takes place. If anybody goes to the usual the Valad episode happens. Tim is threatened to be attacked by a man by a quicker staff w/ +2 on attacks (expert) he has 16 HP & padded armor under his clothes. End of Day 4.

Day 5: Today, if Chris, Trickett & Fred are together they are approached by the man they saw before, if separate, if Trickett is approached. He says; "Meet me tomorrow at 3:00 PM at the dancing bear inn on the same street as the place you're staying." He then disappears but under his cloak you see something glinting. Again everybody is pickpocketed & accosted by whores & beggars. Somebody (roll) sees Valad on the street, asking for crew for his ship (as before) when he sees you he jumps down & rushes over to you & grabs you, saying yelling, here's a person who's not afraid of anything. He then hustles you to a secret bar & tells you about his proposition. (if you allow yourself to be taken there)

If anybody goes into the mall, The Valad episode happens.

Also, Ronald notices 3 evil-looking men trailing him. They are the men he saw w/ the merchant earlier.

Somebody rides down Fred today. Also, everybody is followed by sinister looking men in black cloaks which everybody shuns (stay away from) You also hear rumors that some "demon-siders" have entered town. Tonight in a room (pick one unless everybody is in the same room) a ^{jar} bout is delivered w/ seemingly nothing in it except some blue fog which floats into the room when you unscrew the lid. For the moment, nothing happens but in actual fact this is Mas-atal who once was a great magician but is now forced to stay in this existence. The Ronald's ring will make him whole. He can summon grossities to get the ring for him but for the time being hell wait.

Grossities: strength: 18 hit pts, dice 2 (6 sided)

size: 1 ft. tall. magic ability: none

attacks: 1-2/1-2 psionics

alignment: Chaotic evil.

attack: fore feet claws, 2 of em

appearance: They look like a cross between spiders & humans w/ thin hairy, distinctly jointed legs, 4 of em & segmented eyes. Their whole body is covered in hair.

Advent #4 In the nite, Susan & Jennifer are attacked by the 2 assassins mentioned earlier (following them, sinister looking.)
assassins: Kren & Fler.

They try to knock out Susan & Jennifer & carry them to the catacombs where they are put in separate cells.

Day 6: Everybody is pickpocketed. An old man warns Chris that "doom awaits the one who dares poke his nose in other's affairs." At 3:00 PM, if they go to the dancing bear they see the guy who they saw before over in the corner. He is at a table alone w/ a wine cup between his hands. There are only 2 seats. All other seats are full. If anybody asks for one, trouble starts but the guy stands up and glances at the trouble-maker & he meekly gives up his seat. He then runs out the door.

Adv #5 The guy tells you he is from Gwahar (you recognize it as a mythical place from your studies in Pescium) and needs help to get to and out of the ancient city of ~~the~~ Midor, which is now under ground & is inhabited by many fell ~~beasts~~^{things}. Here lies the dragonette of Chimir. There will be much profit involved, he will give you ~~some~~ some arms, provide horses & food & money ^{to buy some stuff necessary}. Just then 3 guardsmen come in w/ the guy whose chair was taken. He points at the man you're with, who disappears in a puff of smoke & the guardsmen rush over. He seems gone. There's a 15% chance each of the characters will see an old man hobble out of the doorway, glance back & disappear round the corner. Many awkward questions are raised & a hit in jail may be spent w/ fines to be paid (especially if carrying a weapon). If the previous night's capturing Adv. did not occur w/ Susan & Jennifer are again assaulted by 6 4th level assassins & locked up in the catacombs. What happens then will be discussed in Adv 4.

Adv. #5 Day 7: Vânar: Ht, pts: \$0

Ninja, 7th level

meani, 7th level thief, 7th level fighter, 7th level
7th level Assassin. Has works hand-to-hand combat
powers. Strength: 18/23 Char: 14 Race: human

Dex: 17 Int: 11 height: 6' 4"

Const: 15 Wis: 15

proficient in: dagger, shortsword, shortbow, javelins,
longsword, flail, sling, Staff, on this trip he wears
studded leather armor & leather ^{skull} cap. he wears
baggy shirt & pants w/ high, soft boots. he also
wears a cloak w/ a hood over it. he has shuriken(3)
& pepper bags & caltrops in his shirt. he, however,
is unproficient in them. he also has Helvie's tools worn
in his person, a bird of gaulic belladonna & wolvesbane.
he has a ^{water} cross & ~~crosses~~ he has daggers
under his cloak & a sling. he has a short
sword in a scabbard on his belt & a scabbard down
his back w/ his long sword in it. his shortbow
& arrows on his back. his javelin & staff on
his medium horse. also, all his food, rations, money
etc. on his ^{horse} back. he cannot use oil/t's against
his code as is poison (alignment: neutral good)
he is 6' 4", blonde, although you don't know, has
a viking look about him.

A ~~small~~ ^{old} orc comes to Trickett, Fred &
Chris today & tells them to come w/ him to
Vânar. They go to a house & go in & the orc
goes into a room & out comes Vânar. (He was
disguised as an orc) He asks yes for all the money
you have to post it. The other says "We must
go seek a sage on the git sunken city of
Motor. He gives every body gear. Trickett & Chris
a mail coat & helmet & longswords & shortswords &
daggers & shortbows & Chris a mace. & spears (if necessary)

he tells you that he has 4 medium horses & 3 weeks rations, which will get you halfway there. He doesn't know about the rest of the way. He has 400 gp after he's spent money on food, horses & himself. He then leads you to a secret doorway where you can buy other stuff, then says, go buy whatever else you want in the market place w/ the money left over.

(Continued elsewhere)

DAY 7: Ronald Beattie sees a voluptuous maiden being attacked by an orc at the end of a alley. She appeals to him for help, she has 17 Charisma. When he runs down to help her, she runs away & the 3 evil men following him before attack him w/ 7 10 HP orcs. They knock him unconscious & take his ring. He lies in a coma. At the same time, Tim feels a great melancholy in him. He goes back to SK: 17 in a dream he can see Ronald lying in the gutter in a coma. An old woman comes into the room & says Come I will lead him to you, she leads him to Ronald & says: "Your fates are linked. If he dies, you die." She then says:

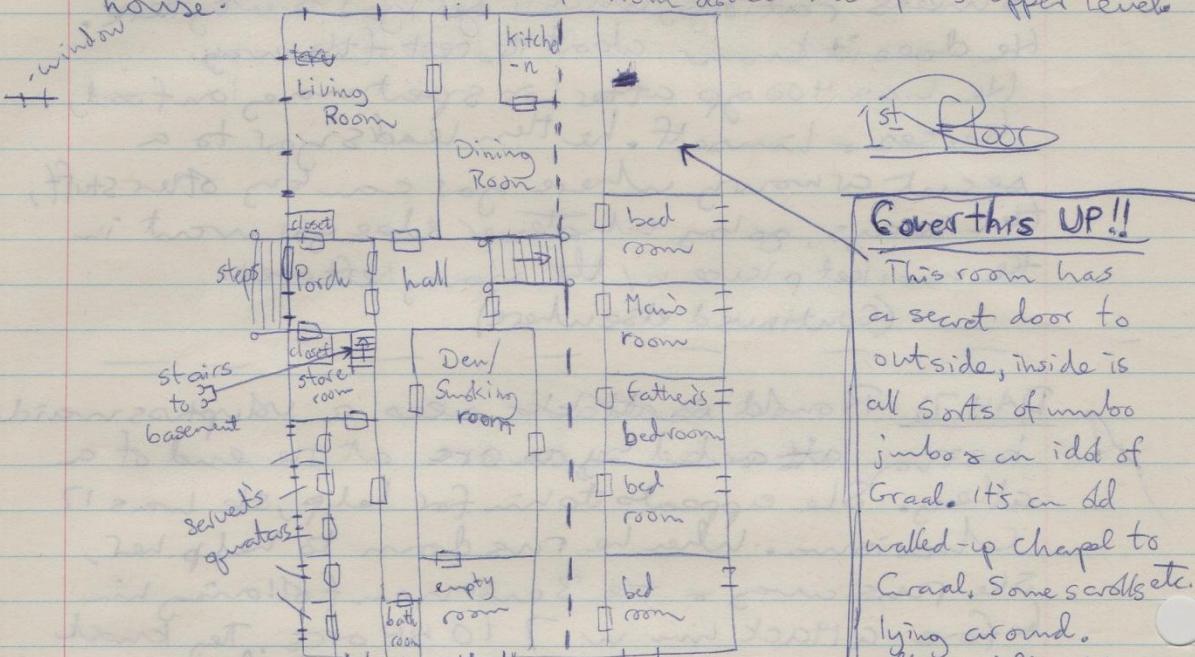
Adv #6 You must find the ring,

After this nothing else special happens if all these circumstances are avoided & the characters have to take their own initiative to find adventure

Old Man

The adventure w/ the old man in the house

house:



Cover this UP!!

This room has a secret door to outside, inside is all sorts of unbo jumbo & an idd of Graal. It's an old walled-up chapel to Graal. Some scrolls etc lying around. all unintelligible except for: "Beware the black Monk" in orcish

basement:



Cover this up!!

The grating in floor leads to small, low totally dark room. In it is a skeleton of a shark.

Cover this Up!!

This is a walled over statue of Graal (sends shivers down your spine) with eyes removed and red cross painted on it.

The secret is: His father was an active Grail worshipper but after he received a letter "Beware the black Monk" he closed everything down & walled it up. The black monk & his 2 skeletons are from a rival group of devil-worshippers who oppose Grail.

Now the adventure: Around midnite, Tim and/or who ever, hears a scratching at the window & it is opened by the black monk!!

Black Monk - a monk dressed in a black robe so goes around leaving sucking foot prints behind it. It has +98% AC5 & 19 HP. In melee it attacks w/ a mace doing 1-6 damage per round. It can hold person, cause darkness & cause fear. Tim can turn it away if he rolls 8 or lower. Chris can if he rolls 10 or over.

The black monk will not attack Tim for long, but will cause darkness & call his 2 skeletons up. They have shortswords, 1-6 damage & AC8, & 4 HP. Then while Tim is occupied w/ them, he'll try a spell or two & then grab the old man & make off by jumping thru the window. After he's gone, the spell no longer applies so Tim can follow him. If he doesn't Tim can rush in exhorting him to follow it. The monk goes to a low hill nearby & opens a secret door & goes in. Inside is the devil-worshippers hideout.

Plan below,

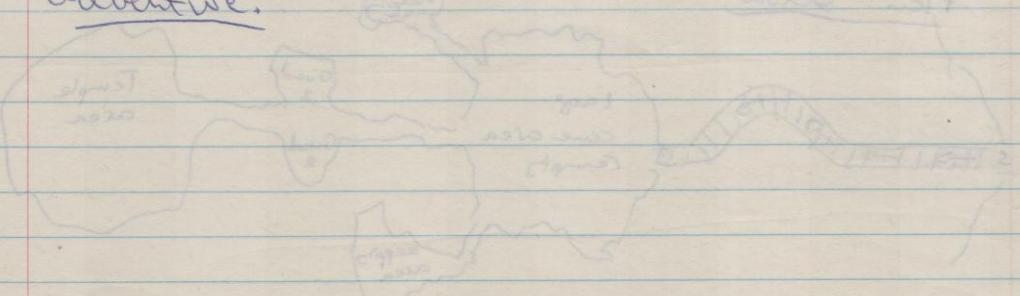


You go 100 ft. down steps & enter into a large empty cave lit by torches which flicker shakily on the walls. (They're nearly out). There are 3 passageways out. The left & right ones go to sleeping areas. These can contain bedding materials for 4 people & there is 1 person in each asleep. These are lit rooms. The centre passageway is unlit but you can see the light from the temple in the distance. The Guard no. 1 has 5 HP, leather armor & a spear. Guard no. 2 has 4 HP, leather armor & a mace. They attack from both sides, from the dark.

The temple is a large cave area. A large idol is at the far end of Craal. There are 8 men within & the Black Monk (who has left smudged foot prints up to that point). The 4 men are tying up the father while the monk watches. There are 3 guards/worshippers w/ no armor, a dagger ea. & 3 HP ea. The priest is wearing flowing black robes & has a mace. Under his robes, he wears studded leather armor. He has 9 HP. The Black monk will defend here to the death. The place is lit by the eyes of Craal, two 100 GP jewels magically endowed w/ a wondrous light. (Useful in dungeons) This light will last for the next week.

The whole house/hill etc. is in the rich section of town.

This is all the info. necessary for this adventure.



The adventure for Susan & Jennifer

~~They stay~~ They are hidden in the catacombs for 2 days, being fed by invisible captors. On the 2nd day, they hear men outside their cell, saying: "The Old Man wants to see 'em now". The door is opened & 2 men armed w/ scimitars bring them out, chain them together & take them along a winding corridor carved out of solid rock, to past several branch corridors & doors, and a bridge over underground rivers to a large oak door. In front of the door are 2 more men armed w/ scimitars. They knock and a voice from within says 'enter'. You go into a well-lit room (candles & lamps) behind a desk is the grand master of assassins. Flanking the desk are two more men w/ scimitars. The captors mistake them & leave. The grandmaster then tells them: "I have two tasks for you. To rob the tower of Bratis & to go into the unexplored portion of the catacombs and retrieve something for us". He looks like a nice old man, very kindly. He goes on: "Then you will be set free. If not, I'll sell you as slaves." He then sends ~~them~~ you back to ~~your~~ their cells to have a day to think it over. When ~~you~~ go back, he asks if they'll accept. If they do, fine. If not, you'll have to ad lib until a chance to ^{make} have a new adventure is made. If they accept, they are armed and fed and the next night, led up outside the city walls to the tower of Bratis. There the door is opened and they are shown in & the door is shut, only to be opened on return.

The ^{Tower} Dungeon of Bratis is 3 levels high.
The only treasure being on the 3rd level. There
are 3 monsters. The key is below
Level 1: The monster is in the large maze.
It is a gelatinous cube: 13 HP
Level 2: In room marked A: A hook horror w/ 11 HP
Level 3: In room marked B: An 17 HP Minotaur. The
treasure is: 3 1000 GP ^{gold} Swords, 1 10,000 GP Gem
also 1,000 GP 500 PP & 200 EP.

Once they get thru this, the men outside
let them out & they go back to the catacombs.

The next night, they are taken to the
boarded up entrance to the unknown catacombs.
The Grandfather explains that about 2 weeks
ago 'something' came up, killed a guard,
(There are 2 guards here) and crept around &
stole a model of a dragon that he valued
highly. They are to go retrieve it. The
catacombs set-up, known & unknown to us
is a separate dungeon package.

Note to DM: Once they get through that, ~~they~~ find
some way to have them join up with the others.
If they're still in town, set them free.

If they're going w/ Valad, have his ship delayed
to take on stores and Susan & Jen. Sold to him
as slaves.

If they're going w/ the Ninja, on the way have
the ninja delay for a while ^{and/or} have Sus. & Jen.
Sold as slaves to a merchant who's leading on
a caravan. On their way out of town, those
going w/ the Ninja see Sus. and Jen. w/ the
caravan. The rest you can think of

notes we do go at one time or another

The Adventure in the museum of Pubilius,
When he finds his way there (by asking or whatever)

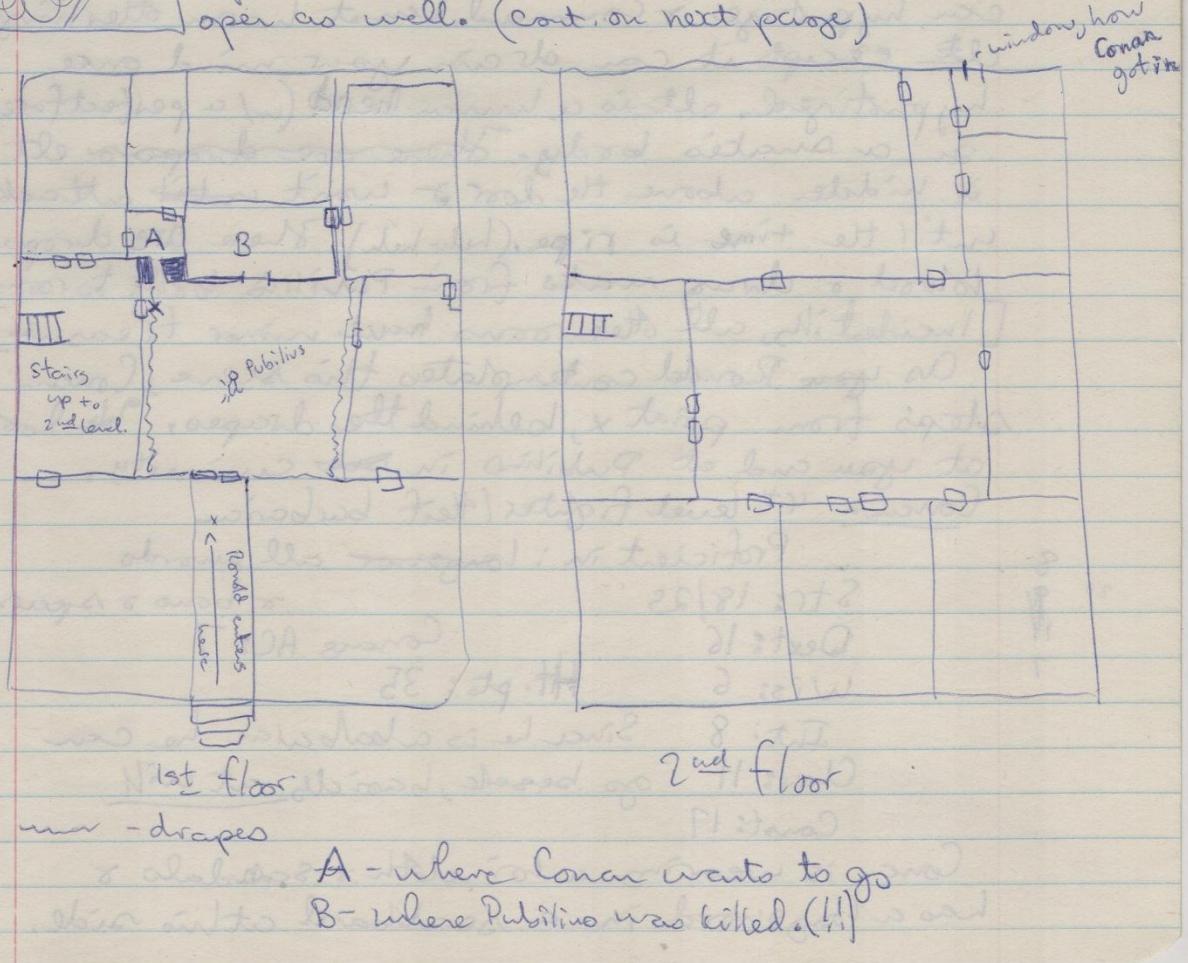
It's in a small park, many trees around
(hiding etc., etc.). The fence around the park

is 12 ft. high & has rusty spikes on top.

The gate is huge & seemingly brass &
there is a massive lock, but it's open,

(this is at night and there's nobody around.)

There is a stone walkway up to the
main entrance & about $\frac{1}{2}$ way up, there
are 2 paths going off at either side. They
go to 2 fountains. The main entrance
is open also and there is a hall going
up to two large double doors. These are
open as well. (cont. on next page)



You go thru these doors & the first thing you see is Publio's body. By the way the floors here are mabley the walls are of carved stone. The place is lit by torches on the wall. Ch Room A is where Conan lost is → He Zamorian diamond goblet → a gold goblet set w/ diamonds, total value: 10,000 GP. It's kept in a niche in the floor under a copper idol. Ch B is a table on which rests the sarcophagus → a large bowl ~~but~~ with heiroglyphics carved all over it. In one corner is a screen. The bowl is empty, but in the bottom is the mask of Grael, it is, in fact the resting place of an undead fiend, ~~the~~ One of the long-dead Serpent kings - 13 HP, can hypnotize & command, Can't harm other mages, etc except it can drain your mind once hypnotized. It is a human head (w/ a perfect face) in a snake's body. There are drops of blood & drag mabs from Publio's body to room B.

[Incidentally, all other rooms have minor treasures]

As you Rond contemplates this scene, Conan steps from point X, behind the drapes. He looks at you and at Publio in ~~the~~ curiosity.

Conan: 4th level fighter / thief barbarian

Proficient in: longbow all swords

Str: 18/25 & bows & spears

Dext: 16

Conan AC: 7

Wis: 6

Ht. pt: 35

Int: 8 Since he is a barbarian he can

Chas: 11 go bessie, basics at will

Const: 17

Conan is wearing a loincloth & sandals & has a longsword in a scabbard at his side,

¶ Just then, Arus the watchman comes from the opposite side & takes ~~you~~ for comrades. He has a lt. crossbow & a shortsword he asks you : Why did you kill him". Whatever you say, he answers, "You have killed Kallian Publius, owner of the museum." He then rushes over to the draped & pulls a previously ~~unseen~~^{seen} robe. You hear a bell clanging in the distance. Conan then says " You fool, you'll bring the watchman". Arus then says " Fool yourself, I am Arus, the watchman." He puffs out his chest (?). Then, 5 men rush in, Denitrius & Denio, Pothos & 2 guardsmen.

Denitrius - Int: 15, Wis: 15, Str etc. Avg. Ht. pts: 9
He has a short sword only

Denio - Int: 4, Wis: 3, Str: 16, Dext 8. Ht. pts: 10
He has a shortsword

Pothos - Avg. everything Ht. pts: 8, He has shortsword
2 Guardsmen - Avg. everything. Ht. pts: 7, Have halberd & dagger.

They Arus says "What luck". They say "what's going on" & He says "I've caught the 2 murderers of my master, Kallian Publius". Then obviously, a debate arises w/ Conan getting increasingly edgy.

Then, Pothos walks in, Kallian's clerk & says "I saw the door open and I wondered what was wrong". He then sees Kallian and yells out "I told him not to go". He is then beaten up by Pothos a bit & he leads them to **B**. Shows them the sarcophagus & says ; "This arrived yesterday for Arfin, priest of Balfir". "Publius thought it was treasure & determined to make it come & open it & blame it on the watchman"

At this Arus quails in fear. He sees the mark of Crael on the bottom & exclaims "evil is around us". They all leave & go back to the body. He then asks Conan to tell his story. He says, & argues at Ronald, "we came in a window on the 2nd story & crept down here, to look for food. Arus says ~~comes~~ "you know there's no food here & anyway the walls sheer & 20ft high, nobody could have climbed it". Conan says "I did".

A soldier is sent up to look and he climbs comes back & says, "yes they got in that way alright". Arus looks at Conan & says Denettius says "Partly true, but ~~too~~ why did you come here?" Conan then says, "The diamond goblet is there under the copper idol". Posthumus says "I thought only a dozen men knew that location. Then the man who told Ronald to go there in the 1st place arrives & says "Gods, Publius dead", whom d'ost? I saw the door open & came in" Posthumus then says "The murderer is here" & points to Conan. At this, Conan growls & swings at his sword. Everyone draws back. The Posthumus pulls at Posthumus & says, "no it was the evil of Crael in that room" & points to B. He paws & spits all over Posthumus. Posthumus then throws him in the room with an oath. The max noble says "yes, these 2 savages did it, a barbarian & a savag". Conan then yells "You sent me here for the goblet you bastards". Dennis then yells "how dare you speak to a noble like that, did" and gives a blow w/ his fist at Conans head, Conan cuts his arm off & then spills his guts on the floor. He's beside. The guards rush him & he kicks one in the stomach & the other one gets his head slashed off.

Dear Porthos, D'Artagnan & Aram fall back, Aram pointing the crossbow, Conan then yells "Come friend let's finish the scum" and hacks at the crossbow, ruining it. He then slashes Demetrius brand off and punches Dennis in the face. Aram runs away screaming until and Conan throws his sword him catching him in the back. Then a scream comes from B & Porthos go staggers out & says "Graal's arm is long" and falls dead. Everyone who can (D'Artagnan, Dennis, & a guard man) runs screaming for the exit, leaving Conan & Ronald. Conan runs over, gets his sword, wipes it off and goes into room B, noticing Ronald to follow. They see a head shining above the screen. It tries to hypnotize them. The rest you can take from there. Conan will become a henchman w/ the right circumstances. Try to make this so. Have him ask Ronald if he wants anywhere to stay.