

Legends of the Ancient World
presents

The Sorcerer's Manor

Story by: Bret Winters

Cover:
Ted Chesky

Artwork:
Suzanne Winters
Dario Corallo

Playtesters:
George Dew
Karen Duke
Alec Groathouse
Sean Groathouse
Tony Groathouse
Todd Johnson
Aaron Keisch
Sean Mathews
Jerry Meyer Jr.
Kat Shults

Copyright © 2011 Dark City Games

Redpoint is in upheaval. Gomar has broken from Demetrian rule and declared himself to be king. A series of alliances with certain upland despots and beast-man nations has given him power, which he is now consolidating in campaigns to the south of the city-state.

With King Gomar's attention focused elsewhere, several groups have gained power. The slavers guild has doubled their traffic through the port; a rise in illicit trade has generated two additional thieves guilds to compete with the ancient original; killers in dark robes have been spotted all over the city; and hideous beings terrorize neighborhoods neglected by the watch.

The Maul is an old region of the city, in the common district and swept by decades of slaves and other immigrants. It is now a series of slums, and a low priority of the city watch.

There is a new evil with the Maul as its home. Murders and abductions are at an alarming high, and those responsible seem to be the robbed men, perhaps aided by grotesque minions. It is beneath the notice of the government, and the people are powerless and scared.

You are raw adventurers, ready to make your way through the world with your steel and your wits. Despite all the martial and criminal activity ongoing throughout the city, it is seemingly impossible to find work as independent blades. But then you hear old rumors of a sorcerer's treasure somewhere in the Maul. Considering your lack of prospects, you decide these are worth investigating.

You learn the location of the Sorcerer's Manor from Honest Alzander, a crazy map-seller in the bazaar of the Maul. It is an ancient structure that pre-dates the current civilization in Redpoint, that at one recent time housed a strange man of great power. He has not been seen in decades, but none who have tried to burgle or collect taxes from the manor have returned. Now it is the rumored home of ghosts and demons. And some odd comings and goings...

Even though you are inexperienced, you are confident in your abilities. So it is in the pre-dawn darkness that you climb over the wall and drop to the courtyard beyond. The great stone house is fairly a fortress. But the central doors hang ajar, and with the first light you will enter.

THE ADVENTURE

Entries

The adventure comprises a series of numbered entries. Do not read the entries sequentially, they are intentionally scrambled. As you play, you will be directed to the different numbered entries.

Options

While reading an entry, you will find options directly followed by numbers in parentheses. If

you decide to take an option, turn immediately to the corresponding entry number. Continue playing from that point.

Plot Words

Occasionally, an upper case word in parentheses follows a sentence or phrase. This indicates that you have now acquired this plot word. Retain all plot words until specifically instructed to discard them. Plot words have an impact on your fate.

Game Board

Letters correspond to locations on the game board. For example, you might read that "You are at A in a Type III room." Find the Type III room on the game board and place your characters on the hexes marked A. If all A hexes are full, place your characters immediately adjacent.

Making Observations

Any option preceded by a tilde (~) requires that one character in the party attempt a 3/IQ check. If the character passes, turn immediately to the corresponding entry. If the character fails, the option is not available.

Encounters

Whenever the party selects the *attack* option, the party has the initiative. Whenever the party selects the *talk* option, players must decide what they will say before proceeding. Unless otherwise stated, adversaries fight to the death. Dead adversaries do not rejuvenate upon subsequent visits. Only once all adversaries are defeated can the party loot bodies, search the location or leave through a different entrance than the one used to enter.

Checking at Encounters

When the party is asked to pass a check at an encounter, the party elects one character. That character has one chance to pass the check, or he fails and the party suffers the consequences.

Characters

All characters are fully provisioned with food and water. Normal characters begin with a weapon, armor up to Chainmail, and either a shield or an additional weapon. Magic characters start with a staff of capacity equal to the character's ST. Each character begins with 10S (silver shillings).

Leaving Characters Behind

A party may leave companions behind, but upon returning to that entry, one player rolls one die. On a one or two, the companion is still there in the same condition as before. Otherwise the companion is gone, never to be heard from again.

Economics

Money is denominated into Copper Pennies (C), Silver Shillings (S), Gold Crowns (G) and occasionally, Gold Royals (R). There are 10C to

1S, 10S to 1G, and 20G to 1R, which is more of a bar than a coin.

Time

Since the adventure takes place over the span of one day, there is no opportunity for wound recovery.

Special Notes

The six grey circles on the board denote columns. These spaces are completely off-limits. The columns block all movement, sight and missile weapons fire. Unless otherwise noted, these columns are always in play.

Conversely, the stairway in the middle of the board is non-existent unless otherwise noted.

Begin

Go to (000) and begin.

000

The pre-dawn cold chills you to your bones. The eastern glow brightens to reveal the time-ravaged manor, an intricate house of gothic splendor. The weight and scars of time have only accentuated the dark grandeur. You cross the courtyard, coming upon a small porch. Before the fractured doors, flies buzz over the putrid body of a Tigran; she has been eviscerated. Weapons and spells ready, you push aside the remains of a once stout portal, and enter the sorcerer's manor through the North door (001).

001

This is the entrance hall to the sorcerer's manor. Light-beams, stabbing through rotted holes in the walls, reveal a once-regal room decayed by time and violence. In the middle of the room lie many bodies: a dwarf, two humans, three Orcs, and five unidentifiable. You can tell these are victims of different combats, given the range of decomposition. Reddened rats scurry away as you enter.

You can go down hallways leading east (020) or west (045). To the south a hallway extends beyond a pair of open doors (011). If this is not your first time here, you can leave the manor through the north door (049). You may also search the room ~ (018).

002

There are several bodies cocooned here. Now drained husks, they have long ago been looted. As you look up, you see a backpack webbed to the ceiling. There seem to be enough handholds in the decayed wall to reach it.

You may leave down the stairs (011), go north (025) or you may try and retrieve the pack by passing 3/ST+CLIMBING (016). However, each failure results in the character taking 1D6 damage, no armor.

003

"The Worm God hungers, my loves," one of them states. "We are the Dwargs. You people

call us 'sewer dwarves.' We will fight for our rightful place in the world--and you must know what that is. Softening the Earth with blood, for its return. Surely you recognize our might, and see your destiny as worm food." The Dwargs attack with initiative (014).

004

There is a gas canister behind the panel that activates the secret door. Now that you have found it, it is an easy task to disarm it.

You may head south, down the short hallway beyond the secret door (010), or leave to the east (040) or west (001).

005

At one time, this was probably an opulent bedroom. Now it is burned, but not by fire. An alchemist will recognize acidic action on the ancient furniture and the walls. Holes eaten through the paneling let light pour in. But at the center of the room lies a pool of shadow. As you enter the room, two slimy worms, each over a meter in length, crawl out of this darkness and flail toward you.

You are at B on the board; two worms are adjacent to "column" Y, which is the pool of shadow. A is north. Every five turns, if the worms live, two more sewer-worms emerge from the pool. If you survive, you may search the room ~ (008) or depart to the east (025).

• Sewer-worms (2): ST6 DX11 IQ3; Acidic Bite 2 damage (no armor); Hide 1/0. Missile weapons are -2 to hit these writhing worms.

006

"And justt what would we have to ssay?" He hisses in the common tongue. "Ssoon, you will be dead. All peopless. Praisee Set." You wonder if these creatures account for some of the sightings and violence in the Maul. He pauses as if ready to strike, then speaks. "Thiss iss older than your race. You are innocent of original ssin, but you musst sstill pay." The serpent attacks with initiative (SERPENT) (017).

007

This is the diary of the elven wizard Myseere. Evidently, he came with a companion to search the manor for spell books, twelve years ago according to last entries. You read the final lines, written with the precise elven characters but by a frail hand.

"Jubal is dead, and I bleed beyond hope in this hall. Such is the fate of Myseere. To whoever finds this journal, deliver it to my family in the Everbleak marshes. As a reward for the task, I have hidden a spell under a loose floor stone in the kitchen. "

There is no more. The bodies on the floor are obviously more recent than Myseere's death. *You leave the room (001) (MYSEERE).*

008

You find a small metal case that has survived the acid of the worms. There is nothing inside, but this is a durable container! It is big enough to contain several documents. In the ruins of the bed, you find a blue metallic torch. There is no obvious way to light it (005).

009

Before you can effectively strike, a small lightning bolt 1D6 zaps the attacking characters. "Please be careful my friends, there is no point in violence here." The apparition pauses and says "Now, what may I do for you?" (025).

010

You find yourselves in a bizarre antechamber, with a host of horrific artwork arranged about a bench. These paintings and sculptures depict a variety of tortures and perversions. The scenes are uncannily graphic. You are repulsed—but there is a hideous, hypnotic power here. From a painting at the opposite end of the room, a shadow emerges and drifts toward you.

Each character must win an IQ check against IQ11 to resist a Mind Control spell. If they fail, they are initially helpless during the upcoming fight, until hit in combat the first time, when they regain their senses.

You are at A on the room board; the shadow is at C. The stair in the middle of the room is actually a bench; it cannot be moved through, though you may fire missile weapons or spells over it. The shadow has initiative. If you survive, you may search ~ (023) or leave to the north (020).

• *Shadow: ST12 DX9 IQNA; Unholy Touch 1D6 (no armor); Shadow Form 3/0.*

011

This dim area stinks of decayed flesh, and you hear low noises. You come to a large room with a staircase in the center, leading upward. Your eyes momentarily water as you step into the room. When your eyes adjust, you see madness.

Two gore-spattered, degenerate dwarves are hunched over a gasping, vivisectioned humanoid, feasting. The humanoid quivers in its death throes. The dwarves look up at your entrance, and emerge from red pools and clumps. *You may talk to them (003), or attack with initiative (014).*

012

It is difficult to tell whether the tunnel is roughly-hewn or crumbling with age. There are caged fire-bugs in sconces along both walls. It goes on for 100 meters or so before you come to a room reeking of mud and venom. It appears empty at first, but then you make out a form slithering upright. "Vissitorss," it says. "Good."

You may flee back down the tunnel (040), attack the serpent-man (017), or try to talk with him (006).

013

You have shown the small, strange idol to several sages, but none are able to ascertain anything about its origins. On a tip, you visit a wise woman among the Shod, a local human ethnic group that still maintains a sense of identity. She is cold and uninterested until you display the idol.

"By Thanatos' grim scythe! That is a representation of Bosk, an ancient hero." She touches it with trembling fingers. "So much of what we were as a people is gone, first through enslavement and then assimilation." A few tears run down her age-seamed face.

"Obviously, we are poor and I cannot pay you for this. But I will instead give you a half-dozen vials of Mashu (a *concoction made by the Shod, healing 3 hits per vial*), and I will sing your praises to our people." You may accept or decline (049).

014

They yell and charge you, with froth, blood, and curses flying from their lips.

You are at A on the room board; the enemies are at C. A is north; the stairwell in the middle of the board is a solid obstacle for this fight. The Dwarfs fight to the death. If you survive, you may search ~ (021), leave to the north (001) or take the staircase to the upper level (030).

• *Sewer-dwarves (Dwarfs) (2): ST11 DX12(9) IQ8; axes D6+2; Chainmail 3/3, Small Shield 1/0.*

015

You discover an odd parchment in a corner of the room. It depicts a strange door, and pictographically elaborates on how to open it. You investigate the tunnel leaving this chamber, long enough to know that it stretches on for many miles – too many to explore now. You decide to leave (040).

If you run through the Sewers of Redpoint, you may use these instructions to open a certain door. If you find yourself at instruction (10) during the course of that adventure, you have the option of going to instruction (82) and continuing from there.

016

In the backpack you find a stone flask, a bag of 40 silvers, and an odd blue gem that glows faintly.

Pass 3/IQ against SCHOLAR or ALCHEMIST to determine what the stone is (022). Pass 3/IQ ALCHEMIST, HERBALIST or MEDIC to identify the potion (019). You may leave by the hallway to the north (025) or down the stairs (049).

017

You are at C on the room board; the serpent man is at A; A is north. The serpent-man has initiative. The first turn, he successfully casts the Stone Flesh spell. If you survive, you may search the room ~ (015) or depart (040).

• Serpent-man: ST14(10) DX11 IQ13; Broad Sword 2D6; Hide 1/0, Stone Flesh 4/0.

018

On one of the bodies, you find a purse with 20 silver pieces. Under a pile of wood and plaster, against a wall, you find a small book. You can read it if you are literate in Elvish (007) or you move on from the room (001).

019

This is drang, a powerful but vile concoction of some forgotten culture. By drinking it and passing 3/ST, a character is healed of all poison and disease, and eight hits of damage. There is enough here for two doses (016).

020

This was a dining hall. The once-elegant table is fractured and decayed, and rotted tapestries still cover parts of the walls. A long table, still standing after these years, divides the foul-smelling room. On the floor, you make out more bodies. There are two fairly recent corpses, and a dozen or so skeletal forms. As you watch in the dim light, some of them stir and begin to rise: two skeletons wielding axes and shields. Their jaws are clacking, as if they are taunting, as they advance upon you!

You are at D on the room board; the skeletons are at B. A is north; the stairway in the center is the table (it cannot be moved through, though you may fire missiles and spells over it.) If you survive, you may search the room ~ (024), head down the eastern (040) or western (001) hallways.

• Skeletons (2): ST14 DX9 IQ9; Axe D6+2; Shield 1/0; Skeletal Body 2/0 against piercing weapons, or 0/0 against swinging weapons.

021

On one of the Dwarfs' bodies, you find a cameo, with a miniature painting inside, of a beautiful woman (CAMEO). There is nothing else of note in the room, aside from the precisely dissected body (014).

022

This is a power stone. Each day it allows the wielding mage an extra three fatigue, in the same manner as a staff (016).

023

You find the body of an adventurer in the corner, stuffed under a hollow pedestal. There

are two stone vials in a pouch at his belt, and nothing else of value.

If you pass 3/IQ ALCHEMIST, MEDIC, or HERBALIST, you identify the potion in the stone vial as Mashu, a concoction made by the Shod, a local ethnic group here in Redpoint. It heals 3 hits per vial. Otherwise, you deem it a bad idea to sample it now, and save it for later. You now leave the room and head north (020).

024

There are a half-dozen more skeletons strewn about the floor, but none are moving. Among the debris, you find a pair of silver candlesticks that should fetch a nice sum at any market (200S). In the middle of the south wall, you find the outline of a door in the stones.

If you pass a 3/IQ+TRAPS, go to (004). Otherwise, as you find the panel that activates the door, a jet of dark gas sprays from the wall. Everyone who fails a 3/ST check takes 2 hits of internal damage as their lungs are burned! When able to continue, you may head south, down the short hallway beyond the secret door (010), or leave to the east (040) or west (001).

025

You come into a room lit by series of small gems set into the ceiling, and at several desks spaced out about the room. Every possible available measure of space along the walls has been covered by shelves, stacks of books and scrolls. There are a trio of recent bodies on the ground, and several skeletons as well. A luminous being appears before you, not quite substantial. "Yes?"

You may attack (009), reach for one of the manuscripts (038), speak with the being (029), leave to the south (030), the west (005) or the east (042).

026

"That is indeed her likeness," Honest Alzander says through his gap-toothed grin. "And I heard of who it was that took her. Maybe even where she is--an old church, converted to a warehouse." 20S later you have purchased a map from him of the late Gothic period of Redpoint's architectural history. With Alzander's commentary, you pinpoint several possibilities.

That night you get to work, and the first one you investigate, belonging to the Drake shipping family, is empty. Save for a single prisoner. As you approach the bound woman, there is movement in the darkness about you.

You are within three hexes of X on the room board; two Dwarfs are at A and two cultists are at C. A is north. If you survive, you have rescued fair Saelia! You return her to her father – who is now under house arrest, being held for ransom.

Nonetheless, he gives you 500S, and she gives you a kiss (049).

- *Sewer-dwarves (Dwarfs) (2): ST11 DX12(9) IQ8; Axe D6+2; Chainmail 3/3, Small Shield 1/0.*

- *Cultists (2): ST12 DX12(10) IQ8; Broad Sword 2D6; Cloth 1/1, Large Shield 2/1.*

027

You find a sloppily-concealed trapdoor in one corner of the room. It is well-oiled; the serpent-men must travel this way. You carefully lift it and see a short drop to a tunnel running south. Foul vapors drift toward you. You may investigate the tunnel (012) or leave to the west (020).

028

The first wound Ximon takes, he curses you and teleports on his next action. You cannot trace him. You have made a powerful enemy (XIMON) (035).

029

It is talkative. "I am the sorcerer's librarian. Very important, you know. Though he hasn't asked for my assistance in a while. May I help you find a spell?"

A magical character may receive a scroll with any single spell he has the IQ to cast; after the adventure, he may study it and gain that spell, without having to pay experience points. You have the plot word (LIBRARY) (025).

030

The stairs from the first floor meet this dank, moldy room. The ceiling is lost in blackness; there is an archway to the north, and a hallway beyond. The room is empty. As you cautiously pass through, there is movement from above. Spiders... big spiders...

You are at C on the room board; the spiders are at A; A is north. The stairway in the middle of the board is a solid obstacle for this fight. If you survive, you may search ~ (002), or exit either to the north (025) or down the stairs (011).

- *Spiders (2): ST6 DX12 IQ5; Bite 1D6-1; Special – poison: On an attack that penetrates armor, if the defender fails 3/ST, he takes an additional 1d6-1 poison damage (armor does not protect against this poison damage).*

031

You place the torches in the appropriate brackets. They suddenly flare to life, and the wall between them becomes dark and then opaque, as if you are looking through a membrane. You realize this is a mystic gate. You may step through (035) or leave to the west (025).

032

You find the loose stone. Underneath you find a scroll case. On the scroll is the *Rope* spell. After the adventure, you may learn the spell, provided you have sufficient IQ (040).

033

"This does match the description of jewelry she wore. Where did you find this?" The sergeant seems earnest about his work. You describe the fight with the Dwarfs—including the body, but without the vile feasting.

"I see. Well, as long as she has been missing, it is unlikely they would have just killed her, so that probably wasn't her body. Dwarfs? There have been reports in certain areas of the city, of strange dwarves living in the sewers. But I always thought that Gomar had this lassie kidnapped. Huh."

With no more information, if you pass 3/IQ+STREETWISE you can gather more information from street contacts (026), or you can look for further employment (049).

034

The serpent-man's words about the dark god Set resurface on in your mind. You make inquires and learn of a sage named Moffitt. "Interesting...though it may be a hoax. A few of those are going around." He glances at your sword. "Nothing personal." He looks at the map you recovered. "This appears authentic. Some of these hieroglyphs I recognize. Hmm... Maybe you could scout one of these locations for me?" Yes (044) or no (049).

035

You experience a sudden nausea, but it passes and you find yourself in a cold chamber of black stone, the gate to your back. In the center of the room is a large, blood-drawn pentagram. Within it, dark forces swirl and seem to be coalescing. On the opposite side of the pentagram from you, a man in black robes chants and gestures, his concentration being on the events in the pentagram. Beside him are two skeletons. As soon as you enter the chamber, they come to life and advance upon you. He looks up, startled at your entry, and he stops his chant. The power that was being concentrated in the pentagram disperses, but a dark tension remains in the room, wanting to integrate.

"How did you get in here!" He thunders. His distinct baritone deepens as his black eyes shine from under the hood. "No matter. Once you are dead, an avatar of my lord, the Worm God, will writhe forth. I am Ximon, and you have angered me greatly."

You are at C on the room board; X and the six adjacent hexes constitute the pentagram. The six grey circles represent solid columns; characters may neither move into or fire through those spaces. The wizard is directly across the pentagram from you. A skeleton stands at B and at D. Any character stepping into the pentagram is sucked into a demonic world and is considered

killed. The mage will cast 2F Fireball spells (2D6-1), until he is hit for the first time, in melee or by missile/spell, whereupon he reacts unexpectedly (028). If you survive, you can look around (047) or step back through the gate (042).

- Ximon: ST14 DX12(10) IQ15; Staff 1D6; Leather Armor 2/2; Spells: Fireball; Teleport.

- Skeletons (2): ST14 DX9 IQ9; Axe D6+2; Shield 1/0; Skeletal Body 2/0 against piercing weapons only.

036

The stairs are ill defined and worn, as if made and used for serpent bodies. You go down slowly, and at that pace you have little difficulty. Your torch occasionally wavers, indicating that there is some air flow. You eventually come to a landing. Several tunnels join here, forming a kind of crossroads chamber. There is a strong odor of scales and venom. You can make out distant sibilant sounds, though you cannot tell from which tunnel they drift. As you look about, four serpent-men, two with blades and two with bows, wind into the chamber. "Humanss are bold," says one. "But it ssavess uss having to hunt for food."

You are at D on the room board; the serpent-men are at B. A is north. The stairway in the middle of the board is a solid obstacle. If you survive, you search (048).

- Serpent-men (4): ST10 DX11 IQ11; Bow 1D, or Cutlass 2D6-2; Hide 1/0, Small Shield 1/0.

037

You look around the room but find no treasure. You realize you have come to a dead end. As you are about to leave, you look at the wall that the cultists were standing by expectantly. About five meters apart from each other are two torch brackets, one red and one blue.

If you have found two torches in your adventure through the manor and you wish to place them in the brackets, go to (031). Otherwise, you leave to the west (025).

038

A small lightning bolt 1D6 leaps out from the book before you touch it, hitting you on a 12 or less. "Next time, the bolt will be substantially more powerful, if what I have seen previously is indicative of what is about to transpire." The being seems to grow in stature a bit. "Now, what may I do for you?" (025).

039

You find a silver dagger in the hand of one of the statues; it is easily removable, and fit for use. You also find a torch of red metal, though there is no apparent way to light it. You do not find the bell you heard. Return to the east (001).

040

At one time, this was used as a kitchen. Old utensils still hang above splintered counters. As your eyes adjust to the new gloom, you see sinuous movement. "Hu-manssss," a voice hisses from the dark. "Always curiouss. Makess you vulnerable, for our return. Praisse be to Set." Two serpent-men rise and quickly slither toward you!

You are at D on the room board; the serpent-men are at B. A is north; the circles are impassable columns. If you survive, you may search ~ (027) or leave to the west (020). If you have the plot word MYSEERE, go to (032).

- Serpent-men (2): ST10 DX11 IQ11; Bow 1D, or Cutlass 2D6-2; Hide 1/0, Small Shield 1/0.

041

A week later, after you have healed, you look to sell the cameo. There are a few reputable jewelers in the Commons, and the one you take the cameo to, a dwarf, recognizes the woman in the picture. "That is the daughter of the Demetrian ambassador. I can't touch this; there will be too many questions for one such as myself. You can sell it to someone in the street for 50S (049) or take it to the constable (033); I don't care. Nice shoes."

042

Once this was a fantastic laboratory, with glass and metal tubes, and beakers, and tools. Now these are all smashed, and this is apparently a rough barracks of some kind. Two armed men in robes, who appear to be waiting for something, yell at your arrival and draw weapons. You can tell negotiation will not work here, as they charge you!

You are at A on the room board; the cultists are at C; B is north. If you survive, you look around (037).

- Cultists (2): ST12 DX12(10) IQ8; Broad Sword 2D6; Cloth 1/1, Large Shield 2/1.

043

When your character wishes to spend XP to acquire a spell, he may do so from the librarian here at the manor, up to three times. On the fourth time, the sorcerer has returned--but that is another tale (049).

044

All work, no reward...why were you doing this again? You scout several of the locations Moffitt gives you, but they have all so far turned up empty or non-existent. Maybe the map was a decoy, or perhaps a plan of what is to be rather than what is. Or maybe it marks time-lost locations?

You look at the last spot he gave you, an old municipal building. For the last century or so it

has been deserted and used as a refuge by the homeless. You are somewhat surprised to find a hollow space behind a crumbled wall. You see a sinuous rune, nearly faded by time, on the panel facing you. You push it open, and foul air wafts up from descending stairs. *You may continue (036) or leave (049).*

045

This large room is a hall of statues. A half-dozen are spaced about in the gloom, of varied warriors and monsters, all poised for battle. There is the hollow sound of a distant bell, and then one of the marble figures creaks to life! It is the statue of a large, muscled wrestler. It comes toward you with surprising agility!

You are at B on the room board; the living statue is at Y; A is north. The statue grapples the closest character. If you survive, you may search ~ (039) or leave, back to the east (001).

• *Living Statue: ST15 DX10 IQNA; Grapple 1D6+3; Stone Skin 4/0.*

046

The Everbleak marshes are far to the southwest of Redpoint, and they are home to Myseere's elvin tribe. Retain this plot word for use in *The Dark Vale* (049).

047

There is seemingly little of value in this dark room. If you pass 3/IQ against JEWELER, you retrieve a perfect opal (300S). If you pass 3/IQ against SCHOLAR, you find a small, curious idol among others of little worth (IDOL). When ready to leave, you step back through the gate (042).

048

You find nothing around the room that seems significant, but on one of the serpent-men, you find an amulet that makes you shudder. Though repulsed, you take it with you to show Moffitt. When you return, you describe to him the deep crossroads and he is frightened. But when you produce the amulet, his eyes bulge. "These are no mere Set-worshipping serpents. This amulet is known to me as a Venom-mark. As I understand it, only those who have sworn their lives to killing all for Set, essentially becoming a berserker, are given these by the vile priests. "It seems we have enemies below our very feet."

He gives you 40S, and says that he will pursue his studies, and will try to communicate his findings to those in Gomar's court that would be willing to listen. He may contact you for further aid in the future (049).

049

You have survived! Congratulations. This is worth an extra XP on its own merits. Likewise, if you encountered Ximon and earned his enmity,

that is worth another XP. You have put a few more coins in your purse, and have a tale to tell.

You may have acquired some plot words. You may rest up to your full strength, and then investigate them: CAMEO (041); MYSEERE (046); LIBRARY (043); SERPENT (034); IDOL (013).

APPENDIX A: RACES

Humans comprise a multitude of sub-races, a few native to the Stormreach peninsula, plus a dozen waves of immigrants and slaves. Thus a Redpoint native human may be of any skin hue.

Dwarves were dominant here a millennium ago, but were displaced by human invaders. There are now only several minor, isolated kingdoms in the mountainous spines to the peninsula.

The Tigrans originate from the grasslands along the eastern coast of the peninsula. They are numerous, and Gomar has allied with them rather than attack them.

Elves are rare in this part of the world, though there are two established communities on the Stormreach. One is to the southwest in the Everbleak marshes; the other is far upland, in a wooded vale to the southeast.

Orcs were long ago driven to the marshes along the western coast. Over 50 years ago, hordes swept across the reach, but they were eventually destroyed, and the war was then carried deep into the marshes. The Orcs have yet to recover, and are rare outside of their dank homelands.

Ursans are bear-men. They live in tribal nations in the uplands. Gomar has exploited natural rivalries to become a power among them.

Gnomes dwell in hills far away from settled areas. They are generally reclusive, but some young gnomes get wanderlust before they retire to their burrows.

Caprians, or goatmen, were believed to be extinct for the last millennia or so; recently, they have been encountered in the hills and marshes and western shores.

