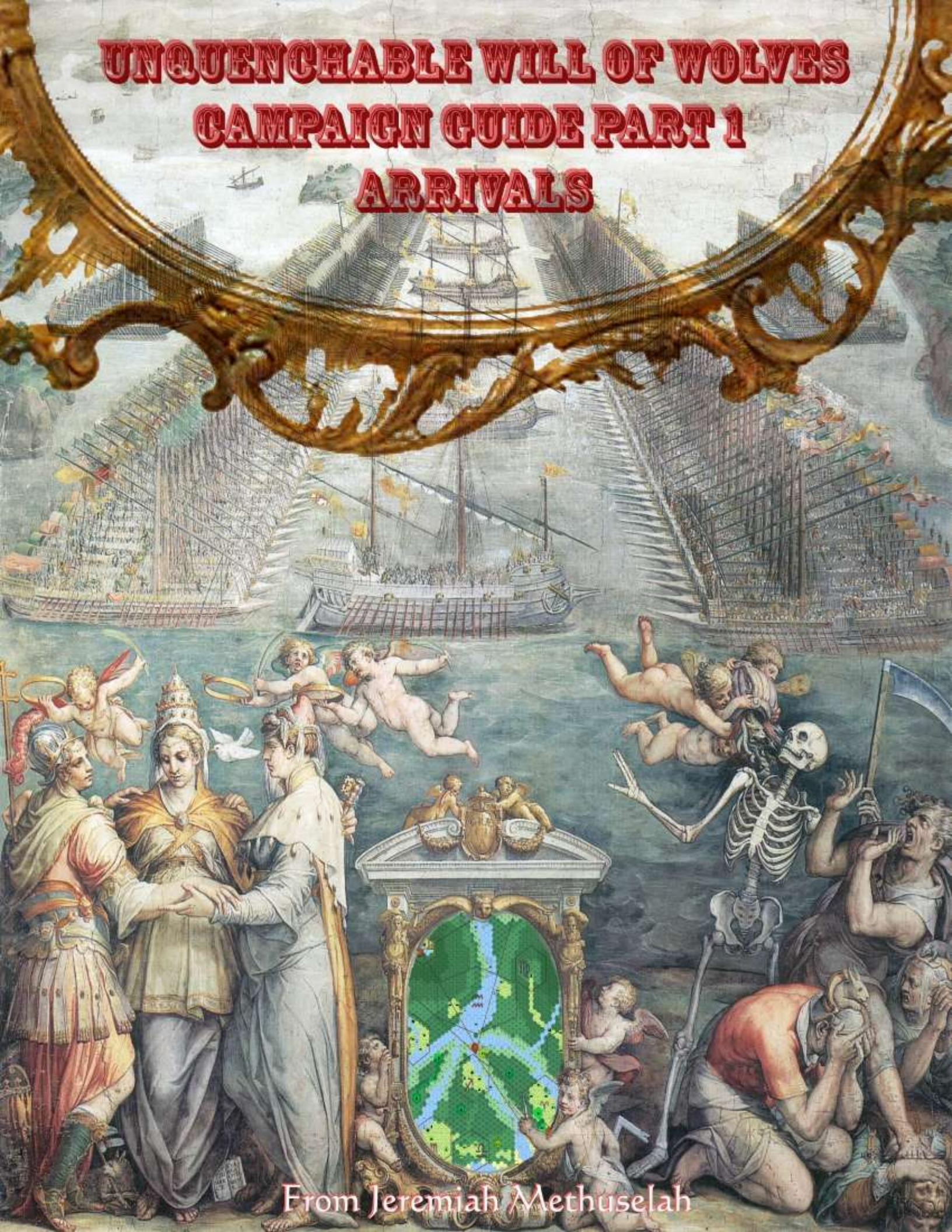


# UNQUENCHABLE WILL OF WOLVES

## CAMPAIGN GUIDE PART 1

### ARRIVALS



From Jeremiah Methuselah



# THE UNQUENCHABLE WILL OF WOLVES

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*Welcome to the North. This is the first part of the Will of Wolves campaign – an exploration of a Hobbesian colonial frontier. Where there is a war of all against all. This book details the start of a larger campaign and gives players access to the broader North – incomplete & vast.*

*There are a few concepts that guide this book & the allied texts of the Game of the North.*

*First – it is intended to be character-agnostic. Any character with any background can be brought into the setting, as the setting is a far off place, a new land for intrepid adventurers & unlucky castaways alike. Players are invited to devise as elaborate or as basic a background & story as they wish. Any character may forge their new home in the North, and the Shrike Delta is a fine origin point. Second- the North is blank slate. The continent is immense & unmapped – it is a place for any Referee to make their own mark, create their own setting. This setting, this campaign, is just one of myriad possible settings – it is designated 51.51 – its hex coordinate on the continentla map. Any referee can fill in the blank spaces on the map to suit their whims. Finally – this is a complete setting. All of the Shrike Delta will be described in this book & those that follow it.*

*If you are running this game, you should make yourself familiar with this adventure module, and familiarize yourself with Encouter Book 1 – which gives more details concerning the various creatures & monsters that may be found in this portion of the Delta.*

*If you are a player in this game, you probably won't have a very good time as a if you read this book first – though it is entirely possible to run & play in this game more than once with entirely different results. The setting is meant to respond to the will of players. Ambition & a wish for adventure is rewarded here. You will not find a pressing, overarching mission in this book or in this setting. Rather, this is a game that responds to the will & demands of bold, adventurous characters. It is intended to be a place where your own story comes to fruition through your own audacity. Let your egotistical vision of a world governed by your greed, malice & will to dominate (or your benign, loving motives – we're not here to judge). Just be prepared to be met by the opposing aggression of many other factions.*

*This module encompasses all the events from the crossing to the North to the beginnings of the PC's interactions with the larger world of the Delta. It will take PCs from neophytes to practiced, capable adventurers. Or corpses, depending upon their luck.*

# INTRODUCTION 1 - THE AGILITY

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As the adventure begins the PCs are arriving at Ked by ship. Aboard the *Agility* the crew are workmanlike and aloof, but the cargo – 63 unwitting people – are merry and excited. They sing, they cavort, they are eager to find their fortunes in the new land. They are unaware entirely that Captain Agon (A human *Officer*) usually drugs the meal of all the passengers on the last night before breaking at port and subsequently selling them all off at the slave markets in the city the next day and selling or keeping their possessions according to his whim. Luck is with the PCs however, and First Mate Sillian (A human *Pirate*) has sized them up and sees an opportunity. Approaching the players the night before the scheduled drugging – he explains the predicament they are shortly to find themselves in. Sensing that the PCs are capable of turning the tables – he enlists their help in mutinying – offering them a share from the sale of the Captain, the other passengers and a stake in the ongoing operation of the ship.

Once informed the PCs are free to do whatever they want – they may choose to blackmail Sillian, join his venture, take the ship for themselves and so on. Whatever they do – the ship is short of supplies and must make land soon to resupply. Stress that the city of Ked will be a safe port and that simply entering the city or the port doesn't doom one to slavery. Point out as well that there are a few different locations that they could choose for making land. Sillian, Agon and various members of the crew can certainly offer guidance and instructions.



## NPCs

- **Captain Agon** 20 HP (4d8) – AC 12 +4 To-Hit – Saber 1d8+1
- **First Mate Sillian** 7 HP (2d6) – AC 16 +5 To-Hit – Belaying Pin d8
- **Typical crew (12)** 3 HP (d6) – AC 12 +1 To-Hit – fists d3

- **Maneuvers & Spells** – The crew of the Agility makes great use of their belaying pins, and they're quite accomplished as kidnappers & slavers. Their techniques reflect this:
  - o **Sneaky KO** – When two or more of the crew is attacking one person, any one of them (or all of them) may try the Sneaky KO which has a +1 to hit and deals 2 HD damage. If the character has less than 2HD they are knocked unconscious for 2 turns.
  - o **Shackle Grasp** – When wielding shackles, a member of the Agility's crew can attempt to shackle a target, this attack is at +0 and deals no damage. On a successful hit, one of the target's limbs is shackled, they cannot move away from the crew-member who has shackled them. If this attack hits 3 times the target is immobilized.
  - o **Soporific Poison** – Captain Agon alone has access to the soporific poison that is used to drug his passengers. It can be applied to any dagger or sword. On a successful hit with a poisoned weapon the target must save vs. poison or fall asleep for d6 hours.



### **Treasure**

- **The Agility** itself is a valuable ship - 40,000 Sp
- **The Passengers** can certainly be sold at auction (60 people worth ~50 Silver each)
- **Arms and Armor** – The crew mostly uses belaying clubs but there are 10 sabres locked away as well as a dozen bows and 100 arrows. There are also 10 bucklers, and enough pieces to put together 5 suits of leather armor.
- **Money** - The crew and the ship treasury combined have 3d% Silver Pieces and 2d20 pieces of cheap jewelry (wedding rings, mementos, earrings etc...) worth 10 Silver apiece. Captain Agon's strongbox holds 2d% Sp and d20 Sp as well as d4 gems worth 50 Sp each.
- **Stores** – There are 20 days worth of rations and 20 days worth of water (divided between 80 people, these won't last at all). There are also tools, fabric, lumber, barrels, sacks, rope, chests, crates and so on – enough that even the greediest player will have all they could want in terms of sundries.
- **Special** – There are d% doses of the captain's soporific poison, as well there are a few alchemical odds & ends. The Captain's uniforms from a variety of navies and marine corps are stored in elaborate wardrobes in his rich apartments – these uniforms and their allied insignia would suffice as a disguise for any number of military orders.
- **Xp** – Regardless of the outcome and the actual money taken – all players who survive the *Agility* get 1000 XP for just walking off the boat in one piece.



## INTRODUCTION 2 - THE ALACRITY & THE BOWMAN

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As the adventure begins the PCs are arriving at Ked by ship. Aboard the *Alacrity* there is no crew to speak of. A small clipper ship, *Alacrity* is run by Captain Sabado – a cosmopolitan Cavern Dwarf. *Alacrity* is a dedicated passenger ship that mainly plies the southern coasts, but which periodically forays to the North. A small ship, *Alacrity* cannot readily support intercontinental voyages with both passengers and crew, so passengers become the crew. The players will have boarded the vessel in a random sequence and will have spent between 20 & 400 days aboard ship (d20 X 20) learning the ways of the ocean and the sail as they go, and becoming closely acquainted with their fellow travellers. The PCs join the voyage in sequence determined by their random die rolls – but the other passengers arrive at specific intervals – allowing them to become integrated into the player experience and acquainted with different players more than others.

Day 1 – **Captain Sabado** runs the ship. Sabado is a Cavern Dwarf who follows the religion of the Star-Cavern, a worship of celestial heroes and their servants the star-demons. He always has his pet Puma Samedi nearby. The Captain has an abundance of dwarf-greed and a shortage of patience.

Day 30 – **Rupert Dimmald** joins the crew. Rupert is a haggard, thin human, a seeming vagabond, except for his many trunks and cases. He is easy with information & friendly enough away from civilization, but near cities, he is seen to hide belowdecks. He is fleeing, in his words: “the things of man.” And is unambiguously a wizard of no small power & great recklessness.

Day 50 – **Sender Belo Gan** joins the crew. A roguish sort, and a dreamer. Sender is a middle-aged man who behaves with a youth’s vitality & a child’s ambitions. He is fleeing what he refers to as: “unfortunate misunderstandings.” He has a desire to carve out his own kingdom in the North & speaks of it with an adolescent, naïve joy. He has a love of cards & dice besides.

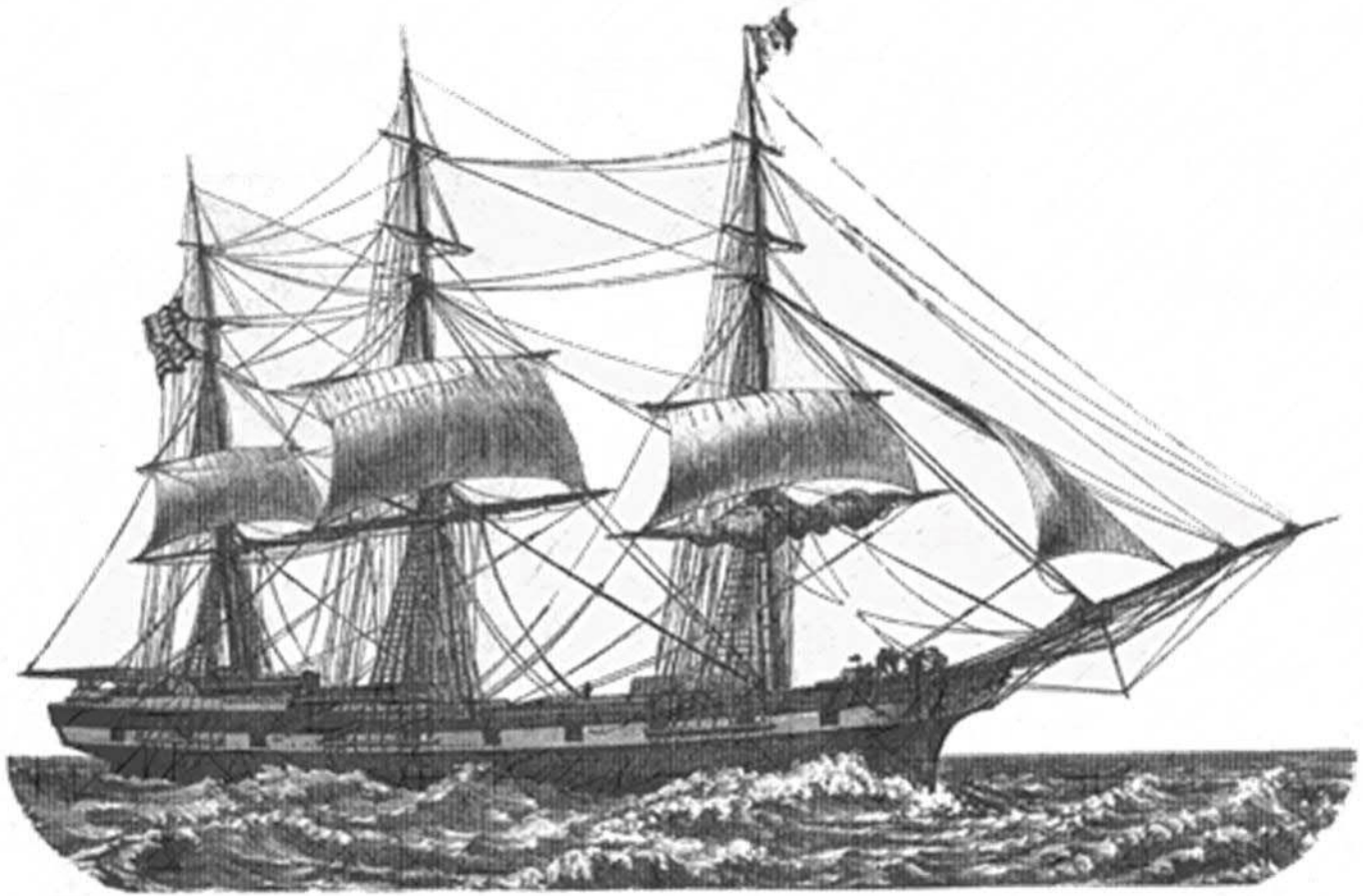
Day 70 – **Gobol Springo** joins the crew. A mad inventor and ostensibly a goblin, Gobol is at least partly an automaton. His conical metal hat hides the works in his head, one of his arms is completely mechanical & he has many modular replacement hands. He also wears a metal mask – or it may be that he has a metal face. He is very fearful of falling overboard lest he sink to the bottom of the sea.

Day 90 – **Ganymede Helio** joins the crew. A princely elf of regal mein & with a large quantity of rich garments & accoutrements. He is determined, capable and espouses a certain self-conscious humility. “I’ve never attempted such a task, but I’m eager to master it.” Sums up his ethos on the sea. He assumes that nothing is beyond him and that nothing is beyond his grasp.

Day 95 – **Milker** is discovered in the ship. Milker is possibly a kind of halfling – or maybe a breed of goblin or another creature altogether. It resembles an anthropomorphic kitten, it wears a vest and shoes and is otherwise covered in dirty white fur. It is secretive & spooky, it can talk but generally deigns to hiss. “Mouse, mouse, rat, hssss.” Sums up its dialogues – no one knows how long it’s been aboard ship, hiding out belowdecks.

The NPCs here serve an aspirational purpose- they are intended to portray the breadth of options and ambitions available to players. Dimald is a skillful *Wizard*, Sender is a *Would Be Conqueror*, Gobol is a gifted *Inventor*, Ganymede is a *Fated Prince* & Milker is a *Weird Mutant*. Captain Sabado is a *Faithful Devotee*. These are all reasonable character types & tropes for players to emulate.

At the end of day 100 *Alacrity* crosses the equator and every character is baptized by the stars of the north. This is an appropriate time to generate every character’s star-signs. This is also observed ritualistically by captain Sabado who reveres the stars and offers a Benediction to everyone aboard the ship (this allows a possible re-roll if the character is unsatisfied with their star-signs, or it can grant them a bonus of some kind for the session, or it can allow you to assign the stars to the players rather than have them roll their results). After the ritual is observed allow members of the crew to make a d6 perception test – on a 1 or a 2 they will notice that another ship is bearing down on *Alacrity* – it is the Elven warship *The Bowman*.



Captain Sabado is hesitant to have any dealings with another ship in the middle of the sea – he will attempt to flee *The Bowman* by sailing hard all night & will request any kind of help that the PCs and NPCs can offer. At this point **Rupert will begin conjuring a wind spirit called Pazuzu**. PCs can take any measures here that they wish to – they can assist the Captain by helping to sail (use statistic checks with a d12, using your discretion) or they can assist Rupert – who requires the sacrifice of blood – at least 5 HP worth. If no-one helps Rupert with a blood offering or if no one prevents him from summoning the spirit – Rupert will fall unconscious from bloodloss after Pazuzu is summoned – the spirit will become uncontrolled. While it will propel *Alacrity* with great speed, it will also cripple the ship by morning.

Regardless – *The Bowman* is faster than *Alacrity* – and will either catch Captain Sabado's ship through superior speed – or it will pursue through the storm and catch the crippled ship in the morning. There is an outside chance that the PCs & NPCs together can outrun *The Bowman* – and if you prefer to skip the events that transpire there, feel free to allow *Alacrity* to arrive in the North without incident.

*The Bowman* is an Elfish warship sent by some Elf kingdom of the south to pursue and return with **Prince Ganymede who is fleeing his coddled, regal upbringing for a life of freedom & adventure**. The Prince will work hardest to escape *The Bowman* and its officers & valets. Players can attempt to ransom the prince to Captain Hyperia, an heroic & valiant commander who cares very deeply for the young prince. She will agree to rescue the crew if *Alacrity* is damaged, and will carry the party to the North, so long as Prince Ganymede stays aboard *The Bowman* and does not escape. Prince Ganymede certainly attempts to escape though, and may try to get the party to help him, similarly, **Captain Hyperia** may enlist the party's aid in keeping the Prince aboard. Captain Sabado will either head North alone or with as much crew as he is able, or he will abandon *Alacrity* to join *The Bowman* if his ship is sunk by **Pazuzu**.

After the incidents involving *The Bowman* and *Alacrity* have settled – **Pazuzu** will reappear on site. In fact, the demon never leaves- for it inhabits the soulless body of **Milker**. Milker becomes a mischevious figure who relentlessly provokes problems for any ship it is aboard. Launching & sinking the boats & life-rafts, destroying



ropes & sails and so forth. Milker can be caught, but it fights recklessly & will simply flee the ship if it is eve able. **Captain Sabado, if informed of Milker's possession, will perform the rites of expiation – to drive out the spirit and banish it from earth.** Otherwise Milker will endeavor to sink the ship before it arrives in the North.



Should either *Bowman* or *Alacrity* sink or become too dangerous to remain upon **Gobol Springo** springs into action – Gobol has a large chest-sized puzzle-box which unfolds into a large bouyant raft. So long as Gobol has enough food he can propel the raft using his mechanical hand. Doing so causes him to become hot to the touch & he requires three times normal rations. This also exhausts him and occupies him completely so that he cannot intervene or assist players or NPCs while propelling the raft. Due to his mechanical brain components he unerringly detects North & will navigate to the continent flawlessly. He is substantially hindered when it comes to landing the raft, however.

Regardless of whether the party arrives in the wreckage of *Agility*, aboard *The Bowman* or in Springo's liferaft they should arrive at 51.51. Upon sight of land **Sender Belo Gan** produces a rudimentary map – it turns out that his younger brother has written to him, requesting his help, as he has become shanghaied & is a slave in the Plantation of **Bos Nandi**.

### NPCs

- **Captain Sabado\*** 22 HP (7d6) – AC 14 +4 To-Hit – Steel War-Cane d8+1
- **Rupert Dimmald\*** 16 HP (3d10) – AC 14 +7 To-Hit – Rusty Old Sword d8+2
- **Gobol Springo\*** 8HP (3d6) – AC 13 +3 To-Hit – Mechano-Arm d8+1
- **Sender Belo Gan\*** 4HP (1d8) AC 12 +1 To-Hit – Dagger d8
- **Ganymede Helio\*** 14HP (3HD) AC 15 +3 To-Hit – Sword d8+1
- **Milker\*** 8HP (2HD) AC 15 +4 To-Hit- claws d6
- **Bowman Crew(30)** 6HP (1HD) - AC 13+1 To-Hit – Sword/Bow d8+1
- **Captain Hyperia** 18HP (3HD) AC 13 +3 To-Hit – Sword d8+1
  - \* These NPCs have a larger role & their specific details are appended to the main campaign – their information can be found in Encounter Book 1

### Rewards

- **Alacrity** can potentially be sold – it is worth 10,000 Sp, should the party somehow steal it from Captain Sabado.
- **Bowman** can potentially be sold – it is worth 50,000 Sp, if the party is somehow able to wrest it from the elves that command it.
- **Arms and Armor** – The individuals aboard *Alacrity* have all of their equipment detailed in their longer descriptions – they won't part with their possessions willingly, but if they are killed their gear can be divvied up by the survivors. *Bowman* has enough arms and armor to outfit a small army. Medium Chain, swords and bows for at least 30 people (d20+20 for each) as well as hundreds of arrows (d% x3), dozens of daggers, uniforms, lances & shorswords (3d12 each).
- **Money** – *Alacrity* has minimal treasure – Captain Sabado has a moneybox with 3d20 Sp. *Bowman* has a considerable treasury however the hold of the ship has a guarded, trapped, locked treasure box that contains d% x100 Sp 3xd20 Sp.

- **Stores** – *Alacrity* has d% days worth of rations & water left when the players make land. *Bowman* has d% x 10 days of rations & water by the time it reaches the North. *Alacrity* has rope, barrels & a few odds & ends in terms of fishing & carpentry supplies, but not much else. *Bowman* carries three complete silver tea services (worth 100 Sp each) – 200 pieces of silverware (worth 1 Sp each) as well as acres of silks & linnens, a few paintings worth d20 Sp each, and a variety of rare spices worth d10 Sp. Indeed, *Bowman* has a complete regalia fit for a prince, and there should be no shortage of riches, should the party successfully plunder it – their larger concern should be how they can carry, transport or otherwise abscond with their riches.
- **Special** – *Bowman's* crew & all it's loot carries the sign & insignia of Ganymede Helio's kingdom – you can describe this as you like – but a reasonable default is that the symbolism & heraldry all involves the Sun & a variety of solar motifs.
- **Xp** – Regardless of outcomes and the actual treasure taken – all players who set foot in the North gain 200 XP.

## PART 1 - LANDINGS

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The Story begins in the North once the action aboard *Agility* or *Alacrity* is resolved. When the PC's come to the Shrike River Delta they will inevitably make land in one of the southernmost districts of the campaign area. The exact disposition of the PCs is left an exercise for the Referee – based upon their performance in the introduction & the character's preferences & goals. Each of the listed locales has its own story elements, events & conflicts. You can absolutely randomize the character's destinations by rolling a d6 – the first 6 of the locations are each ideal starting locations, and each of them has their own story & introduction to the larger themes in the campaign.



**1 - THE REEF RIDERS** Upon the beach you see a rudimentary village of grass huts. Long canoes and carven poles are readily visible, as are some half-naked people who seem to have made this beach their home.

Reef Riders is the collective name for a little village and tribe that has formed over the last century. Effectively abandoning the civilizations they once belonged to – the Reef Riders have learned to live according to the ways of their new land. The population of this little village have eveloped a unique culture over the last five generations so that even their language is a uniquely indecipherable pidgin of many other tongues. Though they are a polyglot people, the Reef Riders are very much human chauvenists – they dislike and mistrust any demi-humans, in particular Elves, as many of the Reef Rider are escapees from the Silvas Astra Plantation, and that Plantation is their traditional predator. Knowing the tides and waves, and providing the Oceangoats with intelligence has allowed the Reef Riders to develop a close relationship with that plantation so that they are rarely harassed by the Oceangoats or the *Caprices*. Indeed many Reef Riders are occasional crewmen and craftsmen with Oceangoat crews and construction teams. The Reef Riders also have a good and close relationship with the *Libra*



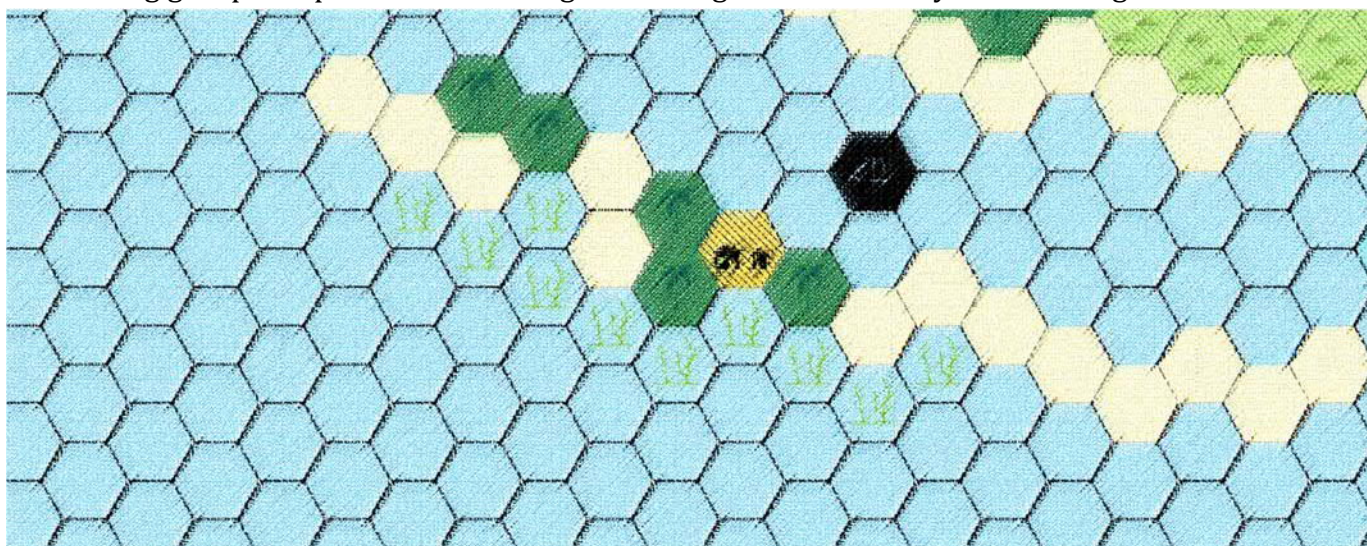
and her *Companions*. The Black Scorpions and the Port of Ked are effectively unconcerned with anything that goes on among the Reef Riders.

The beaches upon which the Reef Riders live are an easygoing paradise free of want and desire. It is an easy place for characters to fall into a simple, happy life devoid of adventure. As such, it is very difficult to entice any Reef Riders to joining a party of adventurers. There are a few, though, who may have vengeful drives to overthrow the wicked socies that tried to enslave them.

The Reef Riders follow a naturalistic socialism – they don't establish or follow hierarchies and they all share with one another unfailingly. **Languages:** *Nordagh, Diasp, Kenahr*

### ***NPCs***

- **Reef Riders** – The Reef Riders are youthful, athletic runaway slaves who have developed a rudimentary castaway culture on the jungle shores of the volcanic peninsula. They are barely clothed, happy and poor. Members of every race & culture imaginable can be found among the Reef Riders.
- **Zillam** - A goblin castaway from a particularly gnomish breed. He can almost pass for a dwarf but has goblin nature gets ahold of him & he rages recklessly about seeming nonsense often. He is interested in exploration and in leaving the Reef Riders behind – owing to his own ambitions as compared to the utter lack of ambition the other Reef Riders have. He is a willing follower of any adventuring group. He provides knowledge of the region immediately surrounding area 1:



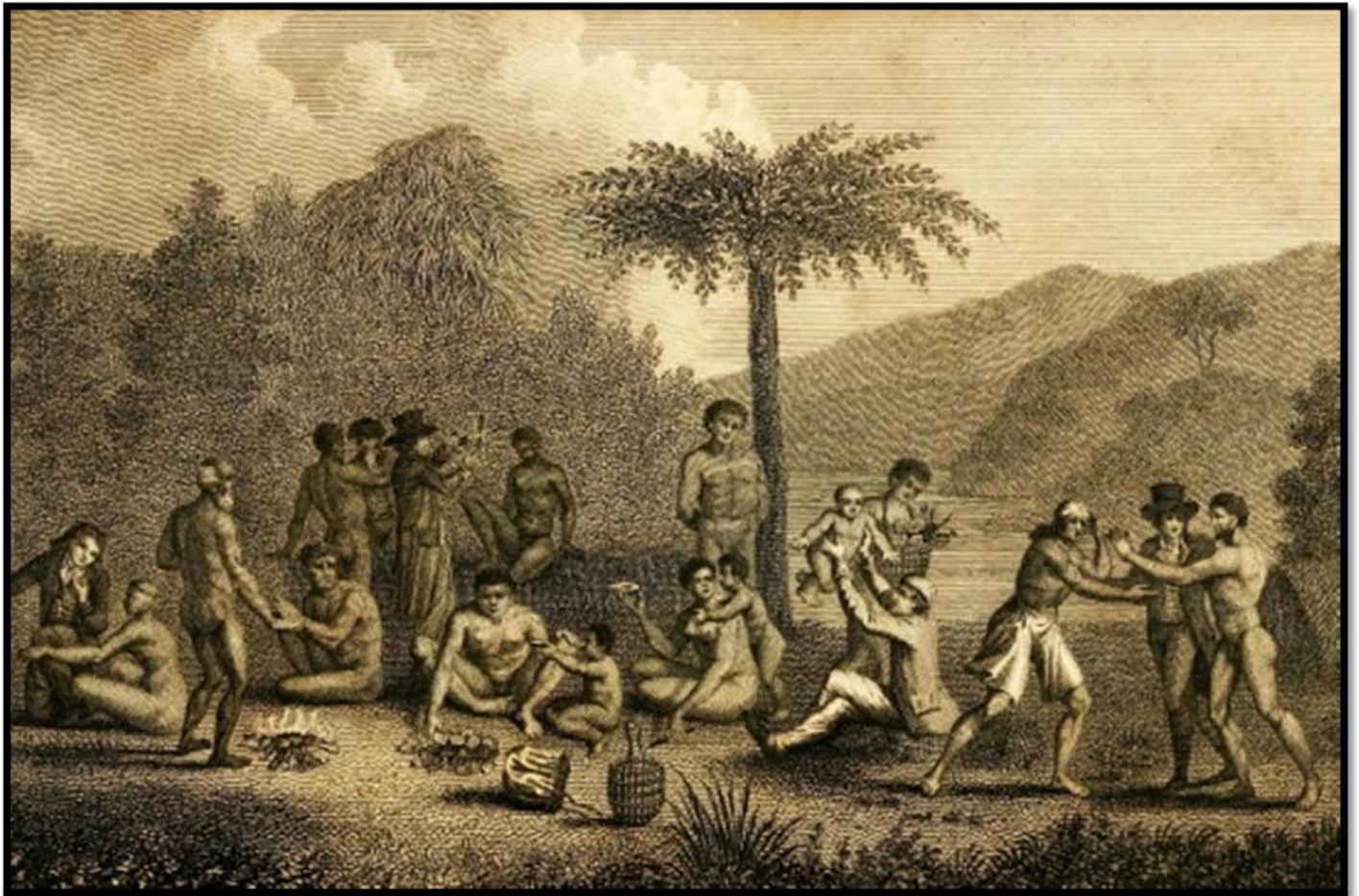
Zillam is aware of the trade-route that passes by the village a half day's sail beyond, as well as the sargasso reefs that abound to the south – he is interested in trying his hand at piracy & will try to guide characters into helping him rob one of the ships that passes by. If they agree, you can easily create your own story – or you can have Zillam & the PCs end up robbing either *Agility* or *Alacrity* – whichever they have not already experienced in the introduction.

### ***Treasure***

- **Very Little** - Treasure comes along through random encounters, effectively every location among the *Reef Riders* is very marginal in terms of its wealth and even viability – these people are in a struggle to simply survive, they don't have a lot of spare resources just lying around.

### ***Rumors & Events***

- 1 -Raid! One of the other groups has descended on *The Run* in search of captured slaves. Better equipped and mounted, they are a real danger.
- 2 Giant Spiders attack a village. D6 of the horrible things appear on site to drag away screaming captives.
- 3 New arrivals – some escaped slaves have shown up – they have useful news about one of the far flung plantations.
- 4 Spies – It seems some of the Freedmen of the Reef Riders are secretly slavers. But who?
- 5 Jungle Monsters - strange creatures from the jungle are on the scene – who are these weird reptile men?
- 6 Lost Expedition - an exploratory party of Reef Riders has not been heard of, but their secret mission is so important that they need to be tracked down in the jungle interior.





**2 - RAGY VILLAGE** Spread over the broad beaches are dozens of canoes, spears and bows are stacked up near the rudimentary grass huts assembled near the border of the jungle and beach. The village comes to life as you near it, the men and women run to their canoes and take up arms.

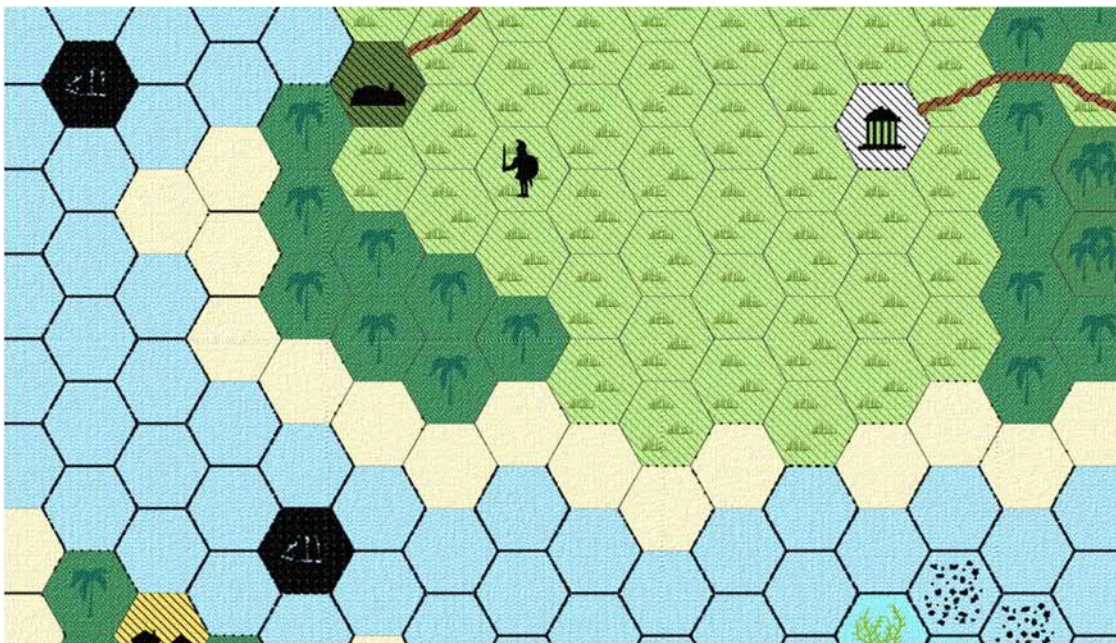
Ragy Village is ostensibly a part of the network of the Reef Riders, but it is almost wholly occupied by members of a single ill-fated convoy. The convoy was intended for Ked and its passengers doomed to slavery, but the passengers mutinied and landed here. Ragy Village is named for Ragy, the leader of the nascent clan that has formed here. Staunch abolitionists, all largely members of a martial human culture from the south, the folk of Ragy Village are effectively the military of the island villages – though they are poorly supplied and always on the brink of collapse.

The Ragys are militaristic and they have a strict hierarchy that is based on how many men, women & children will follow one or another of the villagers into danger. So far Ragy is the undisputed leader – as every member has vowed to follow him to death & beyond. Other lesser lights are his lieutenants & they have smaller followings.

From time to time the Oceangoats may try to recruit the Ragy's to assist in a mission & the Ramhorns have made many overtures to recruit the Ragys. **Languages:** *Oss, Vesten, Orkii*

### **NPCs**

- **Ragys** – The Ragy are strong, brutal men & women who live in fear of discovery & predation. They supplement their fear with a strong dose of hostility & they are all always armed & very quick to attack if they feel threatened in any way. **HP – 4 AC – 13 Attack +2 Spear d6+1.**
- **Ragy** - A powerful, aggressive Orc, Ragy is a ruthless raider and an aggressive predator – particularly against ships at sea heading to Ked or Silvas Astra's plantation – but he saves his most furious rancor for the Oceangoats.
- **Gurra** – Ragy's main lieutenant & his wife, Gurra is an even larger orc, possibly the largest anyone has ever seen. She stands about 8 feet tall & is a gifted shaman, able to transform into a dolphin & to command & summon dolphins. She is happy to abandon Ragy & his village if it means finding her sister – who has already ventured to the mainland. She suspects that she can be found at a shrine that lies there, which she has the ability to describe thoroughly, she also has some knowledge of the movements of the Black Scorpion & has swum near to Merral Town and can guide players to it. She will follow & is a Professional.



## Treasure

- **Virtually Nil** - The Ragys make their own weapons & armor from seashells & sticks. They are just barely able to produce enough food to keep themselves going from season to season. Occasionally they hunt walrus or whale – and there is a bit of ivory on hand – though they lack tools or motivation to carve these or to even extract them from the carcasses of their meals. 2d10 pieces of walrus & whale ivory worth d100 Sp each.

## Rumors & Events

- 1 Raid! A ship has been sighted & the Ragys rush to attack it. They engage with the ship & win the battle on a roll of 4+ on d6. They lose catastrophically on a roll of 1.
- 2 Giant Spiders attack a village. D6 of the horrible things appear on site to drag away screaming captives.
- 3 Captives – some prisoners of the Ragys (who may end up being eaten) are trying to escape, they offer adventurers any price for assistance.
- 4 Whale! – A pod of whales are seen on the horizon & the Ragys go to hunt. They leave the village in their canoes & will invite any tough seeming adventurer to join them.
- 5 Delegation – Reef Riders have appeared on site to ask for help in repelling some slavers.
- 6 Victorious Return - Some Ragys return to the village, having conquered a trading ship bound for the Bos Nandi. They have taken meat, slaves & captives, all eager to bargain for freedom. They have better than rudimentary wealth, but the Ragys have taken their weapons, armor & adornments.

**3 - WRECKER BEACH** – *A broad appealing beach spreads out before you, but between it and the wide open sea lie towering, deadly rocks & swathes of reef & sargasso. The shore here is a deathtrap to any ship foolish enough to test these waters. It seems though, that not every ship is able to escape the treachery of this beach – for at least half a dozen ships lie in ruins, half sunk, in the reefs and rocks. On the dunes you can see a series of rudimentary houses made of portions of these unfortunate wrecks, possibly deposited by the tides.*

Wrecker Beach is inaccessible by land and sea. It is an unfortunate place of treacherous currents & dangerous obstacles & as such, it is a graveyard of ships & sailors. Those few who survive the wrecks of their ships have taken to living off the flotsam & jetsam that the dangerous beach provides. A few of the Wreckers are brave or foolish enough to navigate the dangerous waters around the beach, plundering the partly intact ships that lie still in the sargasso. It is entirely appropriate to have a ship sailed by a player or players to wreck here on the shore, becoming trapped. You may wish to institute a challenge, allowing gifted sailors a chance to escape or to navigate to a safe landing at the beach. A Wisdom or Intelligence test is most appropriate.

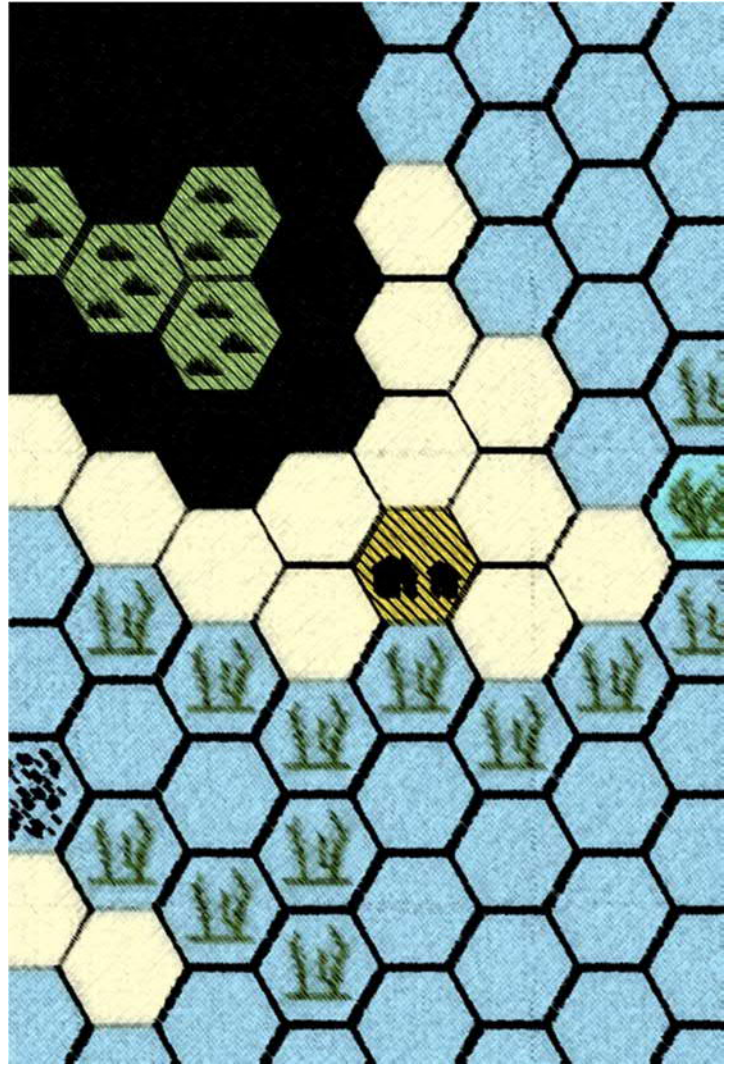
Wrecker Beach's inhabitants are the most diverse of all the castaway communities at the extreme south of the campaign. There are, among them, kings, queens, slaves, merchants, soldiers, charlatans & more. If your players arrived at the North aboard *Agility* – it is appropriate to place the crew of *Alacrity* here. **Languages:** Any.

## NPCs

- **Wreckers** – The wreckers come from any type of faction or tribe anyone can imagine. There are a few dozen of them at any time – though their population is somewhat transient. Many go on to brave the jungles in search of civilization, a few linger on the beach purely because they like it there.



- **Never-Suffer-A-Witch-To-Live** – Masked & Robed human, he wears only a leather cape and hood. He is a member of a peculiar, aggressive clan of wizard-haters from the south & his job among his people is to hunt & drown witches. He has a casual relationship with death & does not take violence committed by or against him personally. He has wandered the beach extensively & knows the lay of the land somewhat. *Nordagh, Oss*
- **Rossiters** – A lazy human hobo, Rossiters is a charming, self-effacing man with an abundance of compassion but no real drive to help others, as that may inconvenience him. He is very interested in anything that happens, but is only interested in stories rather than participating. He wanders pretty far though, and knows a bit about the area. *Oss, Vesten*
- **Cabbage** – An enterprising Halfling of a birdlike tribe – she has puffin qualities & can swim with great skill. She loves the beach & is the best at looting sunken or sinking ships. She dresses in water damaged finery & favors the candy & preserves she finds on wrecks. *Nordagh, Oss, Sundus, Hobtalk, Oceandwarf*



## Treasure

**Random & Complicated** – During a week there is a possibility that a ship washes ashore here, or that a ship becomes mired or sinks. This usually elicits a lot of spectating from the beach with a few treasure-hunters waiting to gather washed-ashore survivors & loot. Sometimes loot alone washes up. There is a lot of effort put into gathering this treasure when it arrives. Every week roll d6 – on a roll of 5+ there is a wreck. Roll to determine the nature of the loot:

- |  |   |
|--|---|
| 1 Trade goods in crates: sugar, tobacco, coffee, tea, cotton, liquor, wine. All in great quantities.   | 3 Arms & Armor: Mainly those that can float, but a crate of daggers, swords & hatchets would be appropriate, bows, arrows and leather armor & bucklers are commonest. |
| 2 Manufactured goods appearing loose: looms, harpsichords, spinning wheels, wagons, saddles, furniture, clothing, textiles, carpets – a few of each or a lot of a few. | 4 Treasure: a strongbox of silver, a jewelry box, a spellbook, a silver tea service. Usually a small quantity, but still valuable.                                    |

*Whenever there is such a windfall, the whole beach erupts in looting – the PCs can reliably retrieve one or two pieces from any such windfall, but may be able to double or triple their take. Valuables are worth d% Sp multiplied by the d4 roll. So a quantity of treasure yields 4d% Sp. Whenever there is a windfall there are also d20 survivors, in varying state of survival & quantities of food & water & other provisions enough to provide for d10 days' worth of food & water. Incidental items like rope, buckets, barrels & so on are also commonly found.*

### **Rumors & Events**

- |   |  |   |   |
|---|--|---|---|
| 1 | Runners – A contingent of the Libra's Companions appear on the scene to try and recruit castaways.   | 4 | Shipwreck – A ship of the Lion Gate is stuck in the Sargasso – they request assistance, if any are able to offer it, among them is <b>Sweet Kendo</b> – a prince of that group. |
| 2 | Infighting – contingents among the wreckers feud over loot, they break down by racial/linguistic lines   | 5 | Rumors abound that Cabbage keeps a secret stockpile somewhere on the beach, no one knows where she lives or keeps her things as she is extremely elusive.                       |
| 3 | Black Scorpions – a Ship of the Black Scorpions is seen at the edge of the danger-zone. They send boats to come and loot & take slaves – possibly, or to negotiate, depending on how well they are received. | 6 | Giant Spiders attack a village. D6 of the horrible things appear on site to drag away screaming captives.   |







**4 - LOST PIRATE ROCK** – *A ship sized rock pierces the sea, a small, prominent mountain. One of its flanks is broad & long and covered by a palm forest. A small beach lies under the cliff-like southern face. There are signs of habitation on the beach – tracks and the cold ashes of a long abandoned campfire.*

Lost Pirate Rock is an occasionally inhabited hideout for the *Caprices* – but is also used periodically by the *Ragys*. If the players land upon the rock – they will come across it uninhabited. If they arrive there after the initial landing, it will be occupied by either the *Ragys*, the *Caprices* or both. In its uninhabited state, the rock seems a secluded, peaceful & out of place. It seems so and it is, which is why it a secret outpost for pirates.

Upon the beach, exploring the cliff face may reveal the secret entrance to the interior cave, which is the basis of the rock's value to pirates. The secret entrance lies behind a small waterfall that feeds a brackish pool of water at the cliff's base. Climbing to the entry is somewhat challenging – it requires a **d8 Scale Walls check**. Climbing the cliff itself is substantially more difficult – it requires a **d10 Scale Walls check** (or 2 d8 Scale Walls checks – if the character chooses to take their time in scaling the cliff).

The cave mouth contains a block & tackle as well as a coiled rope ladder which can be lowered to allow non-expert climbers entry into the chambers beyond.

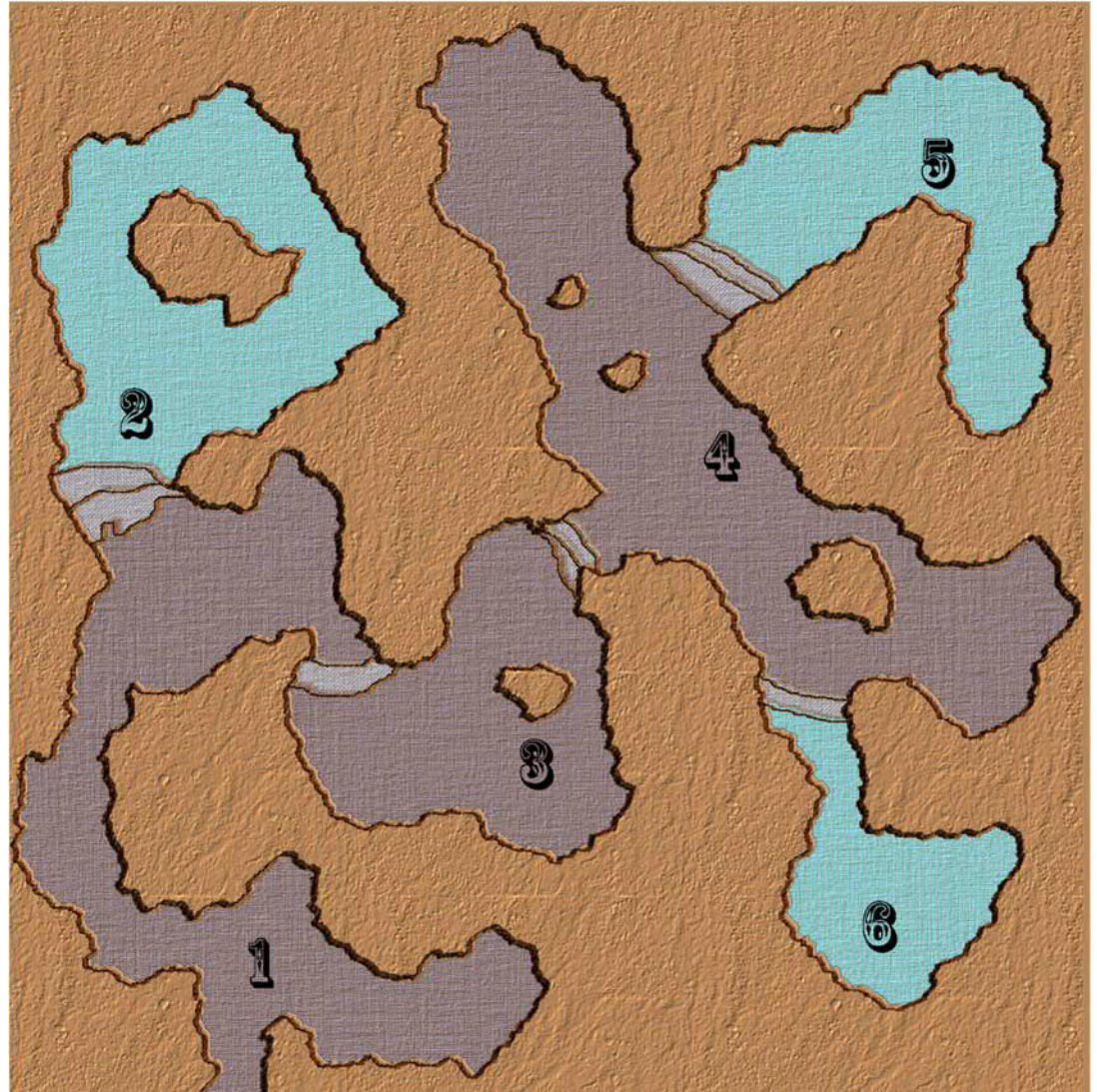
The caves beyond are used to conceal contraband and stolen goods, which are held here until they can be sold. The chambers also contain a few basic traps & the cavern's defender – **Gomez** the pirate zombie & his ferocious, enormous pet hermit crabs. Gomez is extremely hostile, but he is also very lonely. He resents his imprisonment in the cavern and his role as an isolated servant – he is easy to persuade into companionship, but he is also easily provoked to attack. Gomez will offer advice about where treasure



can be found, when pirates may appear and whether they will pursue thieves. He also knows a good deal about the whole chain of sea islands that skirt the mainland, though he is dotty & uninformed concerning the factions at work on the mainland – nevertheless, he is passingly familiar with Duke Doble and with Magistra Piscata.

**1 – Entry** – *Climbing the slick surface into the cavern is difficult and you mount the lip of the tunnel covered in mud & dirt. Lying nearby are a coiled rope ladder & a block & tackle with a rudimentary crane. There is also a barrel and a few unlit lanterns. You can barely see by the light from outside filtered through the thin sheet of water that hides the entry.*

Examining the walls reveals a tremendous quantity of graffiti indicating people's names, their lives & death dates, as well as some exploits & curses. The walls here are totally covered in graffiti & the going is difficult, as the musty cave entry is very wet.



**2 – Peculiar Chamber** – *A rough natural stairway descends into a pool of still water, illumination is provided by a number of fishes & other creatures, living in the glass-like pond which cast twinkling colored light, from above hang many shimmering strands of translucent, illuminated thread which light up the room - and in its center a great, craggy pillar stands, supporting the high ceiling, the pillar is coated in luminous mosses, and lightly glowing fungi.*

Though it is very beautiful in this cavern, it is also dangerous. The threads from the ceiling are the tendrils of a colony of glowworms, one of which is particularly large & dangerous. The animals in the pool are likewise predatory, and among them is one that is very large & aggressive – the king Hellbender.

**Glowworm Queen** – *A human-sized worm that dangles a glimmering, beautiful thread of light from its hideous circular mouth.* HD 3, HP 18, AC 14, Attack +5 Bite d6+1. The Queen doesn't attack enemies on the ground, it attacks by drawing creatures up to the ceiling and into its waiting mouth. Simply



wandering the room offers the chance that the Queen's strand will connect with them and that she will begin to draw them up to her. Everyone should make a d20 saving throw vs. Traps when entering into an area that she menaces – if they fail, they begin to be drawn up to her mouth – where she will consume them. Breaking the tether requires a d12 strength check or a successful attack- (AC 18 HP 1). Someone dropped from the strand falls into the water below, taking d6 damage per round that they have been in the trap. The Queen bites anyone who's been on the strand for 3 rounds as this is how long it takes her to reel someone up.

**King Hellbender** - *A dog-sized salamander with comically expressive eyes & a faintly glowing, transparent skin, it has a general charisma about it, but it also attacks with little regard to its own safety.* HD 2, HP 12, AC 13, Attack +3 Bite d4+1). If the Hellbender successfully bites someone who isn't killed outright, it causes them to make a saving throw vs. Petrification – on a failed save, it drags the target under water and tries to drown them, which reduces the target's HP by 1 per turn. A D12 Strength Check allows a character to escape the King Hellbender's grip.

**Treasure** – There are a pile of calcified human bones, arranged almost into a statue at the base of the pillar under the Queen Glowworm's position. They have been fused together by the calcium in the water – but among them is an amount of treasure – including 3d10 Sp, d4 rings, d6 necklaces, a Copper tube containing lock picks and d4 rusty daggers as well as a few corroded spearheads.

**3 – Dusty Grotto** – *In this large area, there are numerous stalagmites & stalactites as well as many holes in the canopy of rock that arches overhead. These holes allow many beams of light to cascade into the room – which is strewn about with thick dust. You see a natural stairway off in the east, which descends into darkness.*

Searching the room will reveal strange footprints (those of a zombie) that move strictly out of the range of the sunbeams – as if someone were walking through and trying to avoid them. There is a 1 in 6 chance that Gomez will be in the room, hiding & lying in wait in the shadows.

**4 – Dark Vault** – *The area ahead spreads out into impenetrable darkness, the depth of which you cannot guess at. There is a sound of seeping water, and the rustling of dried leaves in the breeze and nothing more.*

Illumination of any type is not sufficient to pierce the darkness here very much – it's a very large chamber and it is, as stated, perpetually dark. The ceiling is lined by bats – which can be startled into a rush for the exit – and they'll likewise swarm if players try to fool with them excessively. The bats leave through the holes in the ceiling of the Dusty Grotto area – but if they rush through the entry to the Dark Vault – Players should endure this as an attack with +2 to hit & which deals d6 damage – this attack may on for up to three turns.

The Northern extent of the chamber is the location of the hidden treasure of the various gangs that use the cave as their hideout. The buried treasure can be spotted on 1-2 on a d6 check. It is also, usually, guarded by Gomez. In the Dark Vault he is accompanied by a pair of dog-sized hermit crabs Dicken & Snaps. Any attempt to dig up the treasure will draw his attention, though not necessarily an attack.

The Southern arm of the vault is a rudimentary tomb for dead crew members. There are many bodies, but no treasure to speak of. The remains are mainly piles of bones – as Gomez, Dicken & Snaps all favor the flesh of the dead. This arrangement has gone on for some time – where Gomez operates a kind of bank for pirate goods, and is fed on the bodies of the dead in exchange. Gomez doesn't love this arrangement and would like to leave, but no one has taken pity on him enough to invite him aboard a ship. He has vague recollections of being a pirate captain, but cannot clearly remember anything that happened prior to awakening in the cave with a ravenous hunger.

The cave does have a magic quality – if a dead character with more than 2 HD is laid to rest here during the full cycle of the black moon (2 weeks) – they resurrect as zombies. A very intelligent character can parse this information based on Gomez revelations.

**5 – The Poison Pool** – *Noxious fumes emanate from the cavern beyond – a strange yellowish glow illuminates a rudimentary stair, which seems to occur naturally in the stone. It descends into a pool of bright yellow liquid, which moves slowly & seems to have rocks floating in it.*

The Pool is a poisonous concoction of bat guano and sulfur – it's very explosive. Igniting the pool will deal 10d6 to everyone in the Dark Vault – including the bats, Gomez – anyone. The liquid can be harvested- it explodes if it is properly manufactured into a bomb (a rudimentary task, requiring more patience & luck than skill) – these bombs deal d0 damage in a 10 yard radius – but can be avoided by a save vs. Dragon Breath. Spending too much time – much more than a minute near the poison pool will provoke a save vs. poison. Characters who fail their save become poisoned. This particular poison prevents a character from recovering HP, running or eating until they have passed 3 successive saves vs. poison.

**6 – The Placid Pool** – *You can hear the dripping of seeping water from the darkness beyond, and beneath your feet, the floor of the cavern recedes, forming into a stone ramp that descends into a musty, cool area.*

The placid pool is a harmless location, it is full of fresh water and characters are able, if they wish, to catch the blind, transparent fish that navigate its benign depths. There is an underwater tunnel, as well. A dangerous temptation to the unwary – no normal land-dwelling creature can survive the swim through the tunnel – but those who are able (somehow) will exit the cave on the jungle slopes of Lost Pirate Rock.

Gomez, who does not breathe, uses this exit if he feels threatened or wishes to drag a victim to certain death.

### **NPCs**

**Gomez** – A brooding, sullen zombie Pirate. Gomez is lonely & partly crazy. He is exceptionally dangerous if angered, and will pursue PCs to the mainland and beyond (he can walk underwater). Gomez can also be tamed by shows of gentleness & compassion. He is a **Sergeant. Alep, Kenahr, Oss**

**Snaps & Dicken** – Two huge hermit crabs. Snaps wears a broken old treasure chest as a shell, Dicken, an old rain barrel. The two crabs are surprisingly intelligent – in fact, they can communicate in the Alep language – for they are in actuality members of a strange race of crab-creatures that lives at the bottom of the sea. They have become lost, or they have wandered to this cave for reasons that they don't divulge. They tell tales (to those who can understand) of undersea cities, strange leviathans & a tribe of deep-sea dwarfs – who they have followed to the area. (HD 3, HP 16, AC 15, Attacks +2 Claw/+2 Claw d6 each) Snaps & Dicken together will employ a maneuver where the two of them try to attack a single individual and then scuttle off to drown the enemy. If both the crabs hit with at least one attack – a save vs. Petrification is in order, on a failed save they drag the target to the ground and head for water.

### **Treasure**

**Substantial & Storied** – There are up to three caches of treasure here and all are claimed by at least two groups. Players who make off with the treasure may become known to either or both of the groups & will thus gain their enmity – if not their sworn aggression.

**Cache 1** – A chest containing 2d% Sp, 3d4 blue-silver badges of Don Doble's mercenaries, 20 blue-silver daggers, 3 blue-silver sabers, and 4 suits of cadmium chainmail (medium armor). The chest also contains



a ledger indicating the movements of caravans through Don Doble's territory & out of it. Possessing this cache or any of its trappings will antagonize any of Don Doble's mercenaries, and will arouse the ire of the Ragys- if they suspect these goods were gotten out of their secret storehouse.

**Cache 2** – A pair of locked strongboxes containing 5d% Sp, 4d4 rings, 2d4 necklaces, d4 pocket watches, a jeweled astrolabe, a gold spyglass & an elfish code-book. The loot was stolen from a Star-Elf ship bound for Silvas Astra's plantation – the elves of the plantation will respond badly to anyone with the gear or the star-elf money. The Caprices of the Oceangoat placed the loot here for safe-keeping and will not respond well if they discover it stolen.

**Cache 3** – A locked chest containing 10d% Sp & d% Gold Pieces (worth 10-20 Sp each). This was a ransom taken by rogue elements in the Black Scorpion, they hid this here and are on their way to retrieving it. If you place this treasure in Lost Pirate Rock, you should engage the party with the follow up encounter in which a dozen Black Scorpions arrive on the scene to retrieve the loot.

### ***Rumors & Events***

1 Gomez Appears on the shore after dark and is seen talking to his companions in a strange language. He may be taken unawares.

2 Some of the Ragys are seen approaching the rock, they are hauling a longboat full of dead bodies & captured treasure from an engagement with some southern traders

3 Giant Spiders from the Jungle – d6 giant spiders emerge from the jungle and attack anyone at camp on shore.

4 Dolphins in the water – a pod of dolphins frolics in the water whimsically

5 Black Scorpion Traitors – a band of 6 Black Scorpion soldiers row up to the shore on a longboat, they are carrying a large locked chest & are ready to barter with Gomez – they have a pair of chained up slaves with them.

6 Caprices arrive - a ship of the Oceangoat is seen nearby, a pair of boats disembark each with a half dozen men, they have come to retrieve their strongboxes.

### ***5 - EXILE'S ISLAND*** – *A lushly forested jungle island with swathes of white sand beaches lies within a wide coral reef.*

The island of the exiles is where the folk of the campaign deposit their unwanted people. The island is a kind of prison but is also a leper colony – as the majority of the people marooned here are abandoned owing to superstition & disease, rather than crime – which ordinarily would result in enslavement or death. The people here are unwanted cast offs of the rudimentary societies that exist here in the delta.

The beach & the island are little more than a forested sandbar, barely habitable, they nevertheless sustain the pitiful existence of a dozen lepers & outcasts. They live in ramshackle huts & yurts in abject misery. The disease that most of the exiles have contracted is magical in nature & passes from person to person not through germs or contact, but through acts of theft. Details are scanty, but each of the people upon the beach has secretly, and unbeknownst to most of the others stolen something from another of the exiles at one point.

**Vebroth Milt** (Human adventurer, very ill now, withering & wasting away, once a pirate of the *8 Star Corsairs*, a defunct group of pirates who robbed a shipment of northern antiquities that were aboard the ship *Serafina*, once captained by:) →

**Respee Hollyoak** (Halfling entrepreneur, rotting away with a terrible wasting disease, very stinky, wears a sack-mask. Once a trader in the Ramhorns who swindled the *Reliquary of Saint Hero* from :) →

**Leaf Mask** (Elf adventurer, showing bare signs of sickness and generally very robust but for the nagging, racking cough, once an interior grave-robber who betrayed his adventuring party when they stole the *Reliquary of Saint Hero* from the storerooms of Don Doble, which were guarded by: ) →

**Elmer Sko** (Human mercenary, bedridden & nearly dead, once a mercenary for Don Doble who, in his spare time snuck into the Bos Nandi plantations & stole the *Reliquary of Saint Hero* from the household shrine of: ) →

**Bellenol-Rubeliash-Harum** (Human cultist, a husk of a man, his fingers have rotted away and his nose as well, once a secret believer in the cult of the Saint, he murdered the daughter of a Black Scorpion officer while acquiring the *Reliquary of Saint Hero*. That officer is also an exile named :) →

**Symbol Achee** (Human soldier, a broken woman, hunched & aged, arthritic & ruined, she rose to the role of officer in the Black Scorpion after leading an effort to capture the notorious thief *Nusmis Aurrer* and his vagabond pack deep in the interior. Symbol discovered the *Reliquary of Saint Hero* on the mission & stole it for herself.) →

**Nusmis Aurrer** (The legendary king of the thieves – laid low by disease, he died an exile, leaving an abandoned shack with a legendary map detailing the disposition of the *Reliquary of Saint Hero*, as well as his adventuring journal & his magical thieves tools).

This is the sorrowful chain of events that have transpired owing to a curse laid upon Nusmis Aurrer when he first stole the *Reliquary of Saint Hero*. Other exiles in the village & the island beyond are not afflicted with this magical ailment, but are rather afflicted by a variety of diseases acquired honestly through dangerous jungle conditions.

PCs who spend a lot of time in the village (anyone who spends a night there at least) will be required to make a Constitution check - on a failed check they are exposed to a disease. Thereafter, they will need to make a save. Vs. Poison or become mortally ill. If a character becomes *Mortally Ill* – they must make a daily save Vs. Death, or die.





## **NPCs**

Each of the NPCs listed above are part of the Chronicle of the Reliquary – they each have specific knowledge about the Reliquary & offer some details about its history. None of them understand or even know about their relationship with one another – as none among them will ever reveal the secrets that led them to possess it. Each of them offers knowledge concerning a portion of the interior, none of them know much about the landing regions of the delta. **Kamela Philemon**

– The blind princess, Kamela would be the heiress of the Philemon family's abundant fortune – but for her apostasy in the Malinalx cult. Kamela is a devotee of the Papagni cult, and was blinded for her insubordination. She is protected by the Goddess Papagni from disease & tries to minister to the very ill among the exiles, though she is not particularly versed in this. If she takes a liking to any PCs she will tell them of her own sad story (blinded for refusing to follow an evil scorpion religion, she follows the Butterfly Goddess. She knows of the Shrine of Papagni & wishes that someone would travel there to fetch the relics she believes lie there – as she has great hope that they could restore her sight & heal the sick of the island. She also believes that she could use them to subvert the Malinalx cult & change the nature of the Black Scorpion & Ked itself. She provides some knowledge of the region Surrounding Ked, annotated with specific knowledge of the territory surrounding Philemon Town & the location of the Lost Temple of Papagni. Her recollections are imperfect & her blindness is a problem – but she knows that the temple lies in a grove north of Ked.



## **Treasure**

In the death-house of Nusmis Aurrer one can find the **Magic Tools of the Thief King** – they are unguarded & await the claim of a new bearer. Otherwise – there is nothing of real value in the village at all.

## **Rumors & Events**

Very little happens in the Exile Village, you can roll each day to generate rumors – but the principal events are the sad, untimely deaths of people within the village.

- |   |  |
|---|--|
| 1 A person in the village dies as a result of disease   | 4 A ship appears in the distance flying a flag of the Ramhorns – it disembarks a boat – <i>Fragile-Gumdrop</i> the Goblin thief is being deposited on the island – she has been afflicted by the disease & knows something of the <i>Reliquary of Saint Hero</i> , which she stole from Vebroost Milt's house. |
| 2 A person in the village dies as a result of disease   | 5 Nothing Happens  |
| 3 Rumors abound concerning the current location of <i>The Reliquary of Saint Hero</i> , villagers begin to put together their relationships with one another. | 6 Nothing Happens  |

**6 - THE MAZE OF MERRAL TOWN** *The beaten path leads over a wide ridge and beyond, in the broad expanse below you see a town. The signs, which are many, say this is Merral. The town is walled and has the look of a fortification, but it is not a fortress – rather it looks like some kind of labyrinth of ancient provenance, spread out over the expanse that has been repurposed as a town. There are ruins everywhere and only a few contemporary buildings, built against the maze-walls. From your vantage on this ridge you can see the whole maze, overgrown and lying in ruins.*

Merral Town is the coastal facing side of Ked's dominions. Where Ked is a port and the fortress of the Black Scorpion & Philemon Town are based around conquest of outsiders and defense against them – Merral is effectively the welcoming heart of the region. Merral is the oldest of the towns & settlements in the Black Scorpion's Districts and has a generally benign history. Recently, Merral's significance in Ked's politics has faded. With the recent rise of the Malinalx cult & the growing significance of Ked, Merral has become an insignificant backwater. It is still the center of the Merral Clan – a colonial family of pioneers who've settled the area more or less completely. The Merrals are unaffiliated & more or less unaware of the Malinalx cult – when asked, they know only that where they once were dominant leaders in Ked, they are now insignificant & are not invited to parties or events & were not even consulted when the Black Scorpions began building their fortress. The Merrals are still prominent and well respected, though their authority has fled. The farms and plantations surrounding Merral number nearly a hundred and all are clients or members of the Merral clan. These loyalties run far deeper than their loyalty to Ked or to the Black Scorpions.





### ***Locations at Merral Town***

The ancient labyrinth of Merral is an open air maze made of stone, earth and gardens. It is a very impressive structure – maybe the oldest in the whole delta. The maze is built on a gigantic scale, the walls are 15 feet high, where they are wholly intact and the paths between the walls are 30-40 feet wide – making effective city streets. The settlement of the town dominates one of the entrances to the maze, and harkens back at least 100 years, to a time when the settlers inhabited the area to hide from predatory animals that were once abundant here. The town is small with only a few dozen buildings – but it is notable for the number of wells & fountains that remain from ancient times. The Merrals are accommodating and friendly to visitors, they welcome all to come & will accept outsiders who make a good impression, offering them a portion of the maze to inhabit. They regard with regret and a little pity anyone who wants to dare the maze. “Sometimes they come back and sometimes they don’t. Nobody’s ever seemed to make any sense of it though, and nobody’s won a fortune searching.” Otherwise there are a few sleepy businesses operating here – they all tend to have more cash than inventory – they tend to offer a premium for goods that can’t be found locally – especially arms & armor.

#### **Selden Merral’s Store**

- Small shop run by humans
  - o Seeking weapons & armor & will pay handsomely

- o Good customers/ vendors may be offered a position in the family

## Black Scorpion Watchtower

- There is a watchtower built near the walls run a skeleton crew of Black Scorpions
  - o 2d10 Black Scorpion Soldiers
  - o 2 Sargents
  - o 1 Lieutenant
  - o 1 Captain – an agent of Malinalx cult – she is on hand to spy on the Merrals

## Dromo's Stables

- Dromo, a fat, pleasant Dwarf animal lover runs a 'stable' here
  - o 3d4 Horses available (50-100 Sp)
  - o 1d6 dogs (10-20 Sp)
  - o 1d2 exotics – tigers, lions etc... (200 – 500 Sp)

## Fedobret the Doctor

- Fedobret, an aged, eminently civilized human is a physician, demonologist and historian. He knows many pieces of arcane lore, but may buy knowledge or trade for it with players. He can aid in the recovery of illness & disease as well as injury.
  - o 1 Spellbook available (1,000-2,000 Sp)
  - o 2 Healing Crystals available – 2d6 HP each (3,000-6,000 Sp)
  - o 3 Protective Talismans available – 1 reroll allowed (1,500-3,000 Sp)
  - o Lore of the **Fallen Cities of Cshallingk** is available, he sells the map & journal together (400-1200 Sp)

## The Maze at Merral Town

The Maze is very, very extensive & rather than actually document it all here – a series of tables have been devised to help you create the maze procedurally. While it is possible to become very lost in the maze, there is little in the way of explicit danger, players who can effectively scale walls will have very little trouble entering & exiting the maze. There are some animals, and some sections of the maze where the peculiar statues (primordial, vaguely humanoid) animate & come to life, they attack characters who do not fulfill the steps involved in the ancient rituals that are their purpose for existing. You can mingle treasure throughout the maze by littering it with the bodies of dead explorers, letting the players discover armor & weapons & other adventuring gear to suit your whim.

The Labyrinth and Merral Town			
1	a 'Y' intersection	11	a dead end
2	an 'X' intersection	12	a dead end
3	a plaza with 6 paths	13	a dead end
4	a 'T' intersection	14	a stairway to a lower section
5	a straight path with many eroded statues	15	an exit
6	a dead end	16	an 'E' shaped section with animated statues
7	a straight path lined with 10 doors	17	an 'F' shaped section with a stalking tiger
8	an octagonal plaza with 8 paths	18	an exit
9	a flooded section with mossy statues	19	a monster encampment
10	a dead end	20	d6 other explorers



## Treasure

The Folk of Merral are pleasant & serious. They care about the direction of Ked & would absolutely work against the Black Scorpion if the conspiracy were to be exposed. This is the best prize in Merral town, but not the only. The bodies of explorers in the maze can be found, usually with 3-4 weapons & pieces of armor, as well as rope, torches, pitons & the like.

There may also be lingering rumors about what lies at the center of the maze – a fountain where the ancients discarded their currency, for some reason. Rumors abound that there is a hoard of hundreds of ancient gold coins in the maze – and perhaps this is the source of the abundant cash on hand at Merral.

**7 - THE BLACK SCORPIONS' CAMP** – *Visible from a fair distance, there is an impressive military camp situated on the peak of a low hill. The camp is laid out precisely in a square pattern with earthen bulwarks and a defensive ditch dug around the hilltop. Orderly groups of men in black uniforms are visible on the top of the earthworks.*

There is a 1 in 8 chance that a group of 2d6 Black Scorpions are marching toward the camp nearby to the party when they first survey the camp. The Camp of the Black Scorpions has been established here to protect the outlying plantations under their aegis against the raids & efforts of the Libra's Companions. The Camp contains between 20 and 40 (d20+20) Black Scorpion soldiers – as well as 4 Sergeants, 2 Lieutenants & a single Captain – **Erkin** – an overmatched Goblin, promoted to the illustrious, but challenging position of captain owing to his devotion to Malinalx. He is desperate for help, after a series of failures & will pay handsomely for any information regarding the *Companions* or the *Libra*. So marginal is Erkin's competence that one of his Sergeants, unbeknownst to him or anyone else, is in fact a *Companion* of the Libra – the Elf **Hellebore** is a capable illusionist and trickster who uses his position to mislead the troops of the Black Scorpion & to lead them on false paths to cover for the Libra.

The Camp is organized in a square formation – there are several tents for the individual soldiers spread out around the center of the camp – which is a more permanent, but unimpressive hut which is where the officers stay.

The camp is supplied by a caravan departing from Ked on a weekly basis. The caravan consists of a pair of ox-drawn wagons and a half dozen soldiers lead by a Sergeant. The wagons contain 60 arrows, two water barrels, five hundred days of hardtack, a crate of rum, a crate of tobacco, a keg of sugar, 200 pounds of flour, a ton of animal feed & arms & armor enough to equip 5 Black Scorpion soldiers.

Patrols from the camp are generally guided toward the beach to the south & west by virtue of *Hellebore's* illusions & trickery – well away from the Libra's territories.

Climbing the earthworks requires a d8 scale walls check from outside and no check from inside.

## NPCs

### Captain Erkin

HP – 19(5HD) AC – 15

Saves – 13 Initiative 12+d6

#### Evil

**Attack:** +5 whip or bow d8

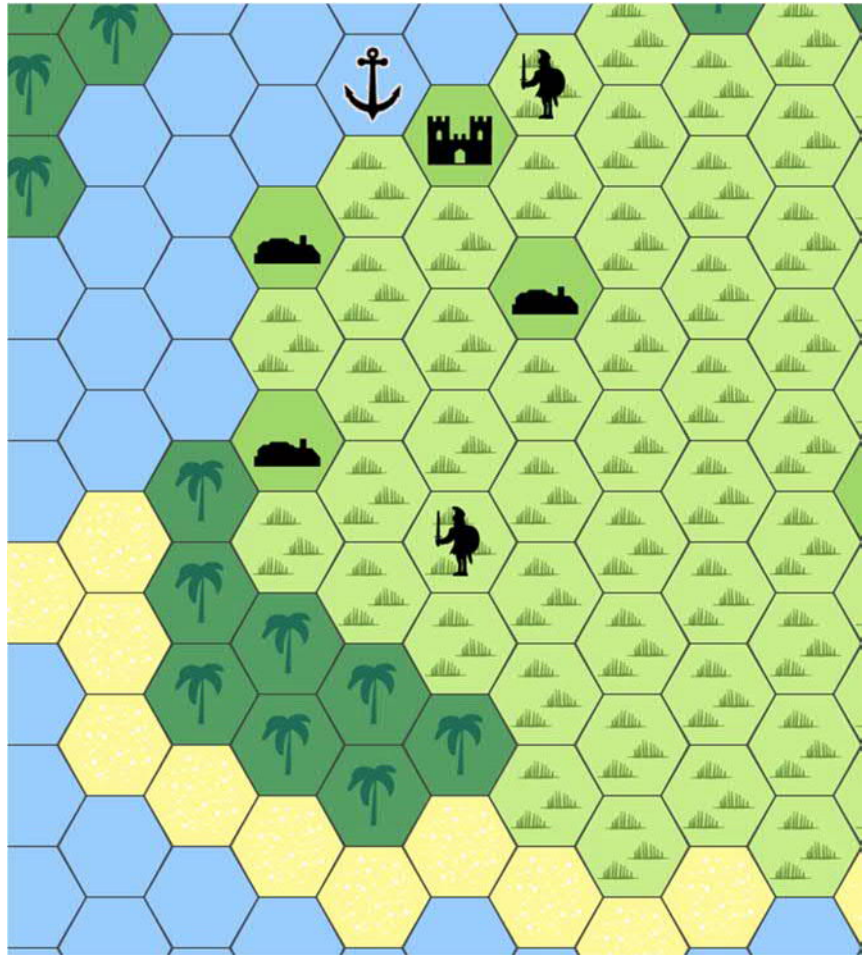
**Skills:** 1-5 to all the adventuring skills.

Black Scorpion soldiers and officers know how to **Ensnare** their targets. Whenever they deal maximum damage on a die, or whenever they roll a 20 on an attack roll, they have ensnared their target, rendering them prone and bound. This technique is well known but difficult to master without training.

**Spellcasting** – Erkin is a poor wizard & can cast 1 spell per day from his rudimentary spellbook. He knows the level 3 Hex: **Venomous Spittle** – *Spit a gob of poison at a target, making an instantaneous attack roll. On a hit the target is poisoned until 2 successful saves vs. poison are passed.*

He also knows the a level 3 version of

**Knifebite** – *The target saves vs. spells – on a failed save their own weapon animates & attacks for a round on each of the player's turns. The weapon deals its base damage and can't be used by the target to attack.*



### Sergeant Hellebore

HP – 9(3HD) AC – 17 Saves – 11 Initiative 10+d6 Good

**Attack:** +7 Mace or Whip d8+1

**Prayers:** Level 3 Prayer **Overthrowing Tyranny** *You spend a day performing the ritual of liberation – you walk through the torii gate and throw your broken chains over it. You pray for guidance in freeing others.* Level 2 Prayer **Brave Shout of the Libra** *While wearing the gray cloak & hood you give the intimidating call of the Libra that is the bane of slavers. Those failing a save vs. Spells are driven off – up to 4HD*

**Glamers:** 3 / Day – Create the illusion of several Libras just at the edge of vision for 1 hour. 1 / Day make a subject believe an outrageous claim.

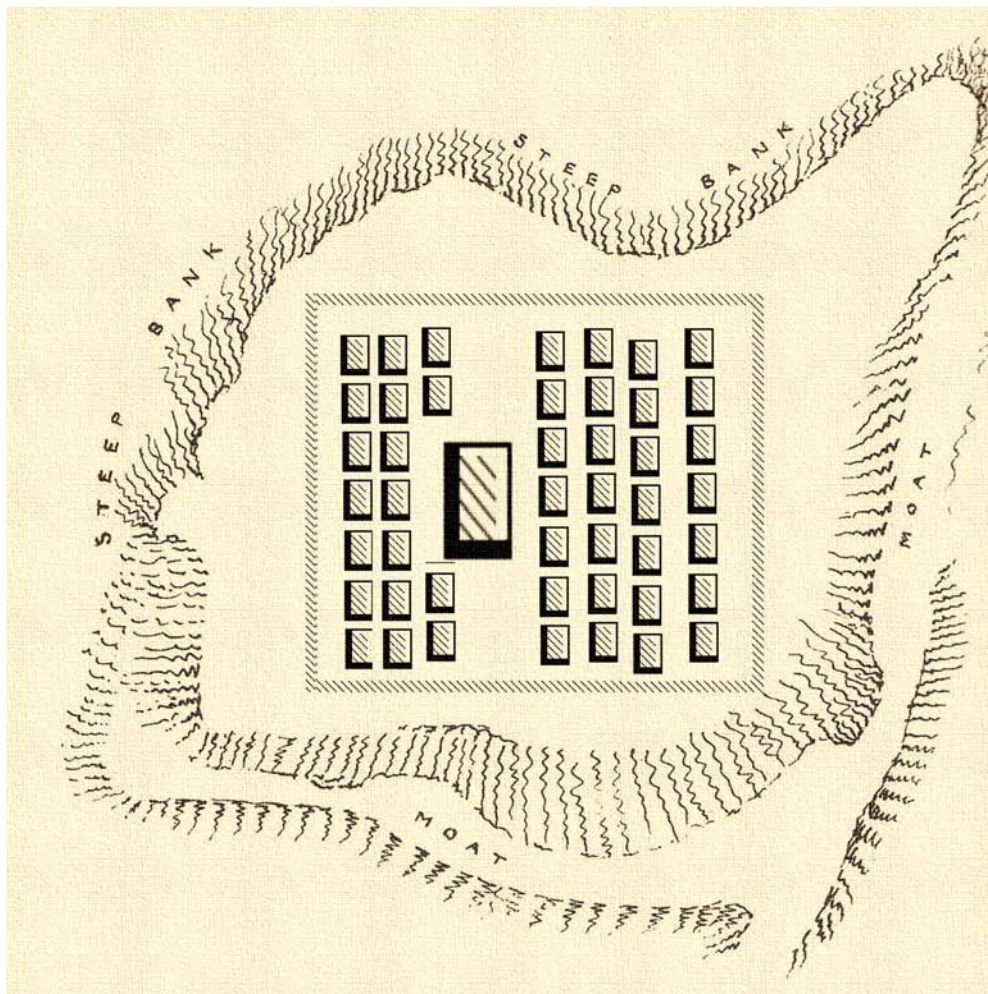
**Skills:** 1-7 out of 10 for all the adventuring skills

The Libra are skillful at **Breaking Bonds** – those who learn their ways can make a Statistic Check to break their bonds or slip their ropes. Such a check is either a Strength or Dexterity check based on your preference.



## Treasure & Rewards

**Essential Supplies** - There are a dozen chickens, two pigs, ten horses, an ox and feed enough for all these animals that will last d4 weeks. There are 50 tents, 100 blankets, 100 knapsacks, 100 canteens, 100 battle axes, 100 whips, 100 sets of studded leather armor, 50 crossbows, 10 healing kits (bandages, salves, sewing needles & thread, patent medicines), 100 pairs of boots, 200 days of hardtack, 100 pounds of flour, 2 crates of tobacco, 2 kegs of sugar, three blank books, 1 flask of ink, 500 tent pegs, 10 mallets, 2 wagons, 50 sets of shackles, 1000 feet of rope, 100 feet of chain, 1 set of carpenters tools, 1 set of blacksmith's tools, 1 set of butchers tools, 2 sets of cooks tools. 2 large maps of the area.



There is also the remnants of the soldier's payroll. There are 3d20 Sp in a locked strongbox in the officer's cabin. Erkin has also managed to embezzle 2d% Sp which are hidden in another locked box buried under his cot.

Players can elect to join the Black Scorpion here – Erkin is happy to take on new recruits so long as players are willing to swear the oath and undergo the hazing. He gives an immediate mission to any PCs who join and will offer more missions if they are successful:

1 – Find the Libra's base(s) – locating the shrine is sufficient, returning with intelligence of any of the Libra settlements in the jungle will be further compensated – **100-200 Sp** per PC. Worth **500 Xp**

2 – Lead an attempt to capture the Libra – If the party is successful at capturing one of the Liberators he accepts this as sufficient and pays the **1,000 Sp Bounty**. Worth **2,000 Xp**

3 – Kill the Beast of Cormorant Isle – He doesn't believe this is actually possible, but will offer it, if the Party is successful at subduing the Libra. This is his last mission, which he offers as he retires from the fort to take a position in Philemon town as a Magister. If the party somehow succeeds, he pays the **10,000 Sp Bounty**. The mission is worth **4,000 Xp**.



Characters who make a good impression on *Hellebore* can receive information regarding the *Libra*, the *Companions* & the method of calling the *Companions* to the shrine. He offers only instructions on how to reach the shrine & gives no details beyond that.

**8 - SHRINE OF THE LIBRA** *The track along the verdant rolling plain leads to a tall wooden structure a stylized gateway seven yards tall. The structure stands atop a low rise in the landscape. Up close one can see many marks and names written and carved on the gateway and hanging over the top of the frame are dozens of broken shackles. Lying around the base of the gateway are dozens more rusted broken shackles & torn and rotting lengths of rope.*



The Shrine of the *Libra* is a sacred structure to the *Companions* and is the center of the cult of the *Libra*. The *Libra* is a mythic figure of liberation – an emancipator who led slaves to freedom in the jungles two generations ago.

The gate is a symbolic sacrament of the religion, in order to join the *Companions*, or to be one of the *Libra*'s devotees, a person must discard their shackles by throwing them over the gate (or by trying to). It is considered auspicious to hang one's shackles on the gate – as it symbolizes that a petitioner will ultimately return to the place of bondage to rescue more slaves.

The *Libra* & her *Companions* hold the shrine sacred and do not leave it unattended. There are hidden bunkers cut into the earth in the grassy hills

surrounding the shrine. These bunkers are very rudimentary, they require a stoic disposition to inhabit for much more than a few hours – among the *Companions* a three day watch at the Shrine is considered a sacrament & an honor.

No mission of the *Companions* to liberate a plantation is complete without a journey through the gate and another journey back, during which the freed slaves throw their shackles over the gate.

New recruits & all liberated slaves are brought to the gate blindfolded. The *Companions* have learned that there are those among the liberated who are moles, decoys, traitors and worse. They only teach the path to the shrine to those who are trusted.

As a holy place of the *Libra* & Her *Companions*, the shrine has a tendency to rebuke & alienate slavers. It is difficult for slavers (anyone who has taken or owns a slave) to find the shrine. The journey requires four times the normal travel distance – that is the hex that contains the shrine requires 4 times the normal speed to be searched



thoroughly enough to find the shrine at all. Anyone can walk through the hex at normal speed without trying to find the shrine.

**Prayers** – Certain prayers practiced by the Libra are performed at the Shrine. These rites empower the Libra and help them drive off enemies & heal the hurts they courageously endure during their exploits. They include:

**Overthrowing Tyranny** – *Level 5 Supplication* – The Supplication for Overthrowing Tyranny takes place over two days. On the first day the Libra tests the devotion of the supplicant, on the second day, the Libra rewards that devotion.

**Gathering of the Companions** – *Level 8 Supplication* – The two day commemoration of the Companions of the Libra, the most devoted & active of the Libra's followers. The Gathering requires at least 7 of the Companions & is performed once per fortnight. Those who attend bring forth their broken shackles and boldly wear their gate-tokens and their grey hooded cloaks.

**Balm to the Terrorized** – *Level 2 Invocation* – The Companion rubs the secret holy gate symbol with the hem of their gray cloak and lays hands upon the injured. Humans regain 3 HD, or 5 if they are Good, non humans regain 2 HD or 4 if they are Good, if anyone affected by the spell shares a devotion to the Libra they regain 2 additional HD.

**Evasion of the Libra** – *Level 3 Benediction* – The Companion dons their robe & exhorts in the virtues of Liberty & Equality, gaining a +3 bonus to AC for 3 hours.

**Daring of the Libra** – *Level 4 Benediction* – The Companion, upon the holy ground of the Libra's Shrine, dons the gray robe and the secret gate token – gaining +3 to Hide in Shadows & Move Silently for 4 Hours.

## **NPCs**

There are, at any given time, 12 *Companions* of the Libra, styled Emancipators. Of the 12 two are always stationed at the Shrine along with 2d6 Liberators. During certain times of the month up to 8 of the Emancipators are present – on such occasions there will be 5d6 Liberators present.

### **Liberator**

**HP** – 8(2HD) **AC** – 13 **Saves** – 16 **Initiative** 12+d6 **Good**

**Attack:** +2 Maces & Clubs d8

**Prayers:** All the Libra are religiously devoted to liberation & freedom

**Skills:** 1-4 out of 10 for all the adventuring skills

**Breaking Bonds** – those who learn their ways can make a Statistic Check to break their bonds or slip their ropes. Such a check is either a Strength or Dexterity check.

**Lantern of the Jungle** – The Libra waves a lantern, distracting enemies while making them easier to hit. +4 to hit, damage d8+1, reduce AC by 1

### **Emancipator**

**HP** – 12(4HD) **AC** – 14 **Saves** – 15 **Initiative** 14+d6 **Good**

**Attack:** +3 Maces & Clubs d8+1

**Prayers:** All the Libra are religiously devoted to liberation & freedom

**Skills:** 1-7 out of 10 for all the adventuring skills

**Breaking Bonds** – those who learn their ways can make a Statistic Check to break their bonds or slip their ropes. Such a check is either a Strength or Dexterity check based on your preference.

**Thwart Captors** – The Emancipator can reroll a save vs. Petrification.

**Lantern of the Jungle** – The Libra waves a lantern, distracting enemies while making them easier to hit. +5 to hit, damage d8+1, reduce AC by 1

**Prayer - Brave Shout of the Libra** *While wearing the gray cloak & hood you give the intimidating call of the Libra that is the bane of slavers. Those failing a save vs. Spells are driven off – up to 4HD*

**Note** – There are at least 6 emancipators & only a few of these even know the identities of the others. There may be many more.

All the companions of the Libra wear masks & hoods. They are anonymous & do not refer to one another by name – they call one another *brother, sister* or, most commonly just *Companion*. As such there are no specific NPCs to be met – the ideals of the Libra – Liberty & Equality are taken to extremes by the Companions – who sometimes hold that names and even identities are types of tyranny imposed upon the weak & helpless. Others are more reasonable, however none will offer their name without excessive or magical compulsion.

### **Treasure**

#### **None of note –**

There is no treasure in the shrine at all.

The manacles that litter the area are damaged to the point where they cannot possibly be salvaged for use.

Certain factions would pay well for knowledge of the



Shrine and those same factions would pay better still for the destruction of the shrine. The Libra are well aware of this and will do their best to lead interlopers away, and failing that, to attack with the intention of silencing their enemies.

It is certainly possible that a slaver character hide out at the shrine in order to capture Companions and their liberated slaves – another effort that would be compensated by certain factions in the Delta.

### **Rumors & Events**

- 1 By night, there is a contingent of Companions arriving with liberated slaves. 2d4 Liberators & 1 Emancipator as well as 3d6 slaves- all the worse for wear – they perform the ritual of liberation at the shrine.
- 2 By day, there is a contingent of Companions leaving to liberate slaves. 3d4 Liberators & 1 Emancipator perform their benedictions and depart.
- 3 A lost pack of slave takers are found seeking the shrine. **1-2** – 2d6 Black Scorpions **3-4** – 2d6 Star Elves **5** – 2d6 Oceangoats **6** – 2d6 Bos Nandi Cowboys
- 4 Nothing Happens
- 5 Nothing Happens
- 6 The monthly convocation of the Emancipators is occurring tonight.



**9 - BALT'S RUN** *A crude village of shacks & grass huts – as well as a number of hammocks lain under awnings – the settlement here is rudimentary at best & is remarkably bleak, it is a refugee camp and nothing more.*

Balt's Run is an old camp, a settlement of the runners & one of the first places that the Libra bring their escapees. This is unfortunate because, the Companion's hope that the escapees build their own settlement up has gone unrealized – as the untrained, unready slaves, fresh from plantation work, are barely able to survive in the jungles of the North. The few who don't wander off into the jungles or the beaches, or indeed back into bondage, have tried with very limited success to eke out a colony here in the forest.

Balt's run is named for Balt – a Snow Dwarf escapee & the oldest (possibly only) permanent resident of the place. Balt is a mason of no small skill & a gifted artisan at metals- he is responsible for all of the Libra's holy symbols, for example. He has little to work with though & while his ambitions have not been dulled, he has become despondent at the lack of amenities or support available in the Run. He has turned to the one thing that Balt's run reliably produces and that is palm-wine. The destitute settlers here are very often drunk, and very often bitter & afraid. They await new arrivals from the slave fields with a mixture of hope & contempt. Never receiving the tools, the expertise they need, they tend to look down on the hapless travelers who come to the Run with high hopes & foolish dreams.

### ***NPCs***

#### **Balt**

**HP – 12 (3HD) AC – 11      Saves – 14 (12 Poison)      Initiative 10+d6      Neutral**

Balt is frequently drunk and easily provoked to anger in those situations (roll reactions & diplomacy as one die less if he's drunk 4 out of 6 chance). He has a **woodsman's axe** that he keeps around in case of trouble(+4 to hit, d8+2), and if pursued will lead attackers toward an area of heavy brush which he has **trapped**. (Pit trap – 3d6 + poison; Snare 1d6 + dangled in air; Spike trap 2d8 + poison). He is not generally aggressive, however and won't usually try to strike the first blow. He has very rudimentary knowledge of the region but does not wish to travel & is bitterly uncurious about the delta.

### ***Treasure & Rewards***

**Balt's Tools** – Buried in a secret cache are Balt's tools. He keeps secreted away his excellent mason's tools & metalsmithing gear. These tools are sufficient to allow anyone to fashion anything from an amount of stone or metal. They are satisfactory for the use of the Dwarfsmithing ability as well.

### ***Rumors & Events***

- 1 Wild animals run through the settlement – roll a palm forest encounter until you get an animal result.
- 2 3d6 dishevelled, hopeless seeming people arrive. They look for guidance or help & finding none seem all the more hopeless. They are shackled together.
- 3 A lost pack of slave takers are found seeking the Run. **1-2** – 2d6 Black Scorpions **3-4** – 2d6 Star Elves **5** – 2d6 Oceangoats **6** – 2d6 Bos Nandi Cowboys
- 4 Wild animals run through the settlement – roll a palm forest encounter until you get an animal result.
- 5 Nothing Happens
- 6 Balt becomes restive & starts building a project of some type. He may fashion a fancy weapon 1-2, a piece of armor 3-4, something truly exotic 5, or a structure for the village 6. He only finishes if party members or others goad him to do so.

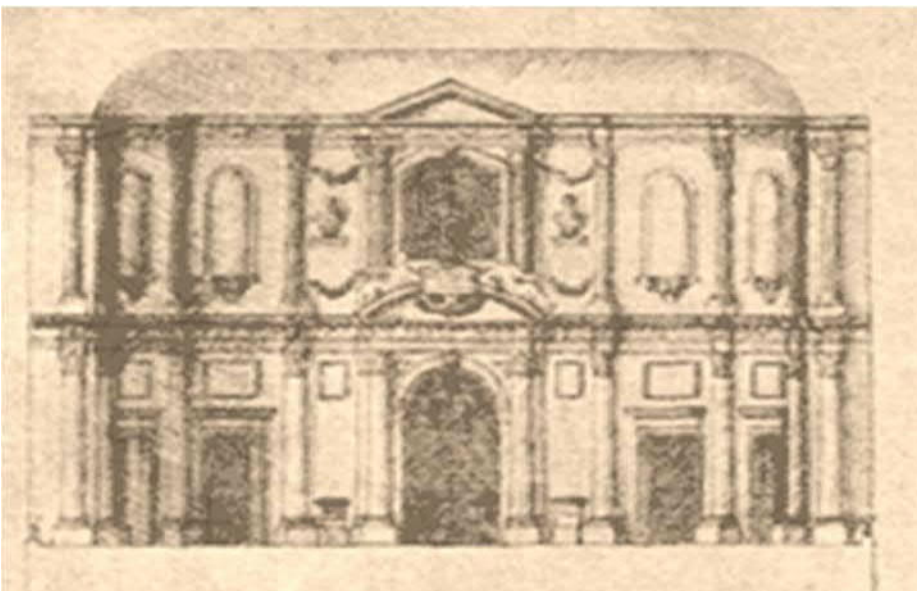
**10 - VERRON'S RUN** *A strange, overgrown jungle ruin stands here. What appears to be an ancient fort or temple, carved with monstrous faces & overgrown with vines has been taken over by a large group of people. These folk have no unifying race but they have painted themselves & dress in a strange yellow & black pattern that is very striking. From atop their ruin they raise up wooden staves with a curved bill-like point.*

Verron's Run was founded by a human called Verron who stumbled across the ruins of the Temple of the Bee Goddess *Apspa*. The goddess' followers have long since passed out of the world, but the goddess' presence remains in the ruin & is cared for & nurtured in secret by the Runners devoted to her.

The people of Verron's run are not hostile, neither are they friendly – they do not quickly or easily accept outsiders – for within the confines of their ruined temple the young avatar of their goddess is only now beginning to take form. Currently the avatar of the goddess is in a pupal stage, she is small & helpless & extremely vulnerable. The Runners protect her stridently, but are also in grave need of outside assistance. The goddess cannot be formed, cannot grow to maturity without the performance of certain lost rituals – and these the Verron's Runners do not know. None among them is willing to travel in search of this knowledge, and if one among them was willing, he or she wouldn't know where to look. The Verron's Runners need information about the ancient arthropod cults that once prevailed in the delta.

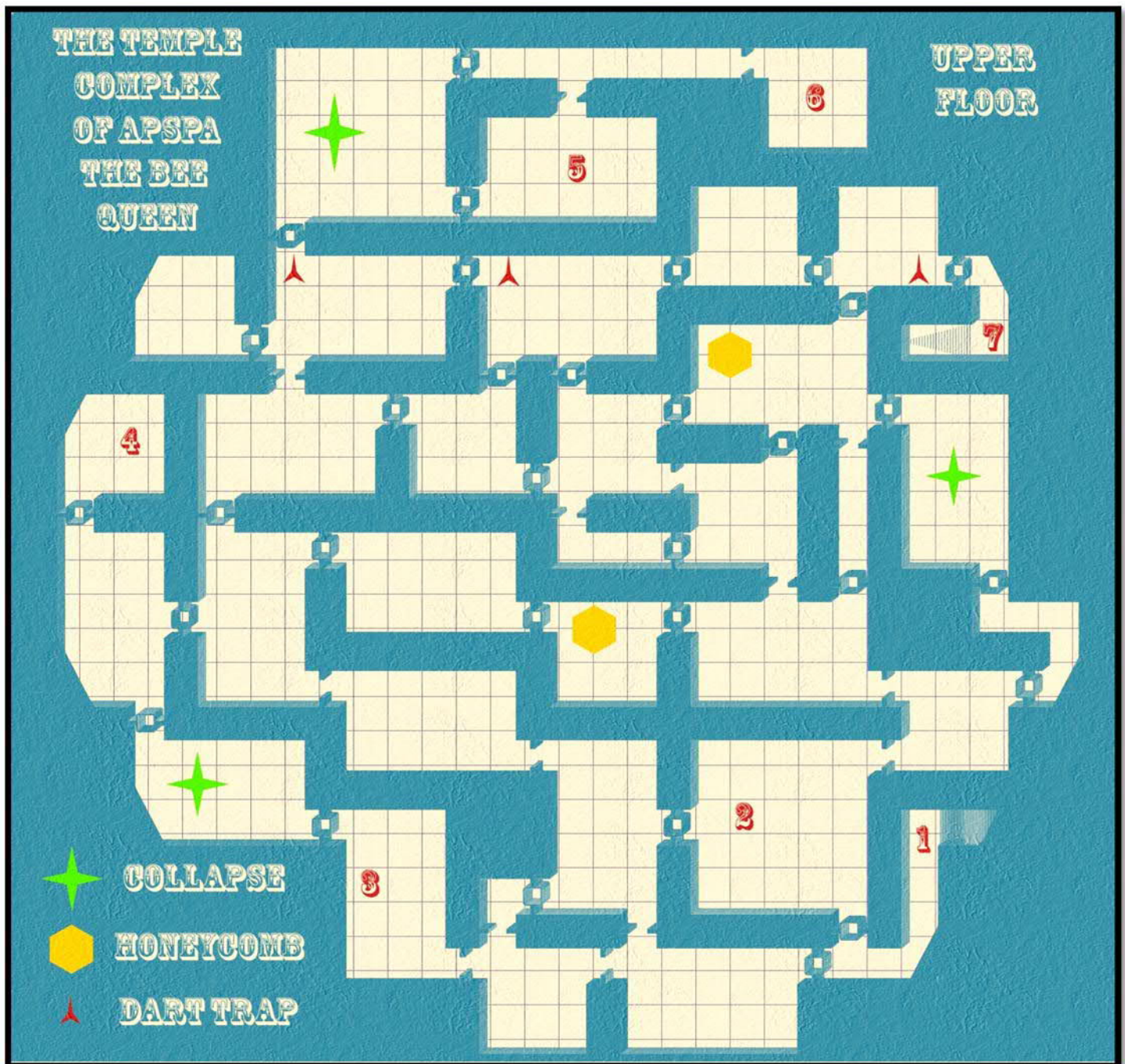
Initiates of the *Malinalx* cult certainly have the requisite know-how but very likely lack the interest – meanwhile the faithful of Papagni might know of where to go in search of this knowledge – but do not have it themselves. The best place to seek out the lore is the sleep-catacomb of *Himpara*. The Cricket God *Gryallillad* may sing of these rituals in his sombre renditions, but knowing where to go to hear this music is another matter entirely. Finally, among the Alep speaking crab creatures their inconceivable priesthood of *Brch* there may be found valuable writings from which the relevant details can be gleaned.

The fallen shrine of *Apspa* is a fair beginning for gaining knowledge of the different cults – though gaining this knowledge requires gaining the trust of the Verron Runners – no small feat. It can be accomplished however, so long as the Player Characters are willing to undertake dangerous tasks in aid of the goddess.



The Temple of *Apspa* is a large complex though it is rather empty. Players who wish to may sneak inside without extreme difficulty. Scaling the exterior wall is fairly simple given the vines that cover the structure – and hiding from the Runners is not extremely difficult, owing to the many trees & ruined statues that clutter to upper surface. There is one well used stairway down into the topmost layer of the ruin – and a second layer below where the avatar of *Apspa* is kept.





The upper level of the dungeon is where the Runners actually live – they are often found as part of a random encounter. They have done what they are able to keep the traps & other features of the level intact, but this is beyond their abilities.

Certain of the rooms have collapsed in whole or in part. Areas that have collapsed are never inhabited by any Runners and they also provide a reasonably good place for a PC to hide. These collapsed sections allow light in from outside – so there are heavy shadows here during the daytime as well as potential exits (require a scale walls check to egress/enter)

Throughout the temple are poison dart traps – these affect a broad area & usually strike multiple targets simultaneously - the triggering mechanisms are marked on the maps, but assume that these traps strike everyone within the room that contains them. Players must save vs. Devices/Traps or take d6 damage & become poisoned. If a PC is poisoned & fails a save vs. poison, they fall asleep.

Throughout the dungeon there can be found large honeycombs. These are extremely ancient wax structures in which the magical honey of the ancient bee goddess is stored. Eating this honey has a one-time benefit for any character. Eating it more than once has no special effect, but eating it to excess will provoke a deep sleep that lasts d6 days (save vs. poison to resist). When a PC eats the honey roll a d8.

- |                       |  |
|-----------------------|--|
| 1- Cha increases by 1 | 5- Str increases by 1                    |
| 2- Con increases by 1 | 6- Wis increases by 1                    |
| 3- Dex increases by 1 | 7- HP maximum increases by 2             |
| 4- Int increases by 1 | 8- Roll twice – ignoring any result of 8 |

Retrieving the honey from the honeycomb requires a Strength check or a weapon attack that deals 4 damage.

The doors in the complex are made of wood & held together by wooden pegs & rope, there is no metal in the construction at all. Opening these doors is fairly easy – requiring a d12 strength check. When they are locked, they are sealed by a bar. There are no locks to pick.

The walls of the structure are crumbling, flaking stone & there is a musty fog of spores & slime throughout the complex. The walls are 5 feet high throughout & there is no illumination beyond that which PCs bring with them barring the occasional light granted by a collapsed wall.

Within the dungeon there is a persistent chance that a group of Runners will be encountered. On the upper level this is a 2 in 6 chance. On the lower level it falls to 1 in 6. Roll intermittently – or whenever a PC acts in a way that you deem would draw attention.

You can include a random element to any of the rooms to populate this dungeon more thoroughly, though without doing so, you can also maintain an aura of danger & fear of being discovered by the Runners as they go about their inscrutable business in the ruin. A table of possible encounters & events is provided for your use. The **Bold** section serves as a descriptor – the parenthetical section serves to add an element of danger & combat to the scene. Use these as you will.

**1 – A pool of stagnant water teems with scum & slime** (as well as something more sinister yet, a gigantic aomeba that lashes out at anyone that approaches. It has surprise on a roll of 4 or less on d6).

**2 – The walls flake away revealing a honeycomb structure inside the façade** (from which dozens of large stone bees emerge. These bees are as big as a person's hand & can only barely fly, they are durable but slow & their 'buzzing' is extremely dischordant).

**3 – The covering of moss that carpets the walls & ceiling are studded with toadstools & sporous mushrooms** (which is, taken together a monstrous creature that attempts to engulf and crush eveyrone in the room in order to squeeze out their blood for consumption).

**4 – Vines & roots penetrate through cracks in the wall, creating a mazelike interior thicket** (the trees & roots are animated by a local magical aura & grow with a reckless speed when exposed to any light – potentially crushing anyone within the room. Save vs. Devices/Traps or take 2d6 damage per round. Require a STR or DEX check to escape).



**5 – Flowing ribbons of water coat the walls flowing from above they dissappear into the musty dirt floor** (The room is as a result a noxious stew of rot & filth which can powerfully sicken anyone who spends time in the room. Require a save vs. Poison or a character may become *diseased*)

**6 – Stacks of mouldering, ancient furnishings crowd the room as if laid aside and forgotten long ago.** (Traversing the room is difficult – requiring a stat check of some kind, meantime there are creatures living within the musty, wet rot – a king hellbender)

**7 – A room almost flooded by stagnant water of uncertain depth** (The water is infused with a luminescent algae that clings to anyone who goes through it – once they have dried, they find themselves glowing in the dark and must roll a higher die in order to use Hide in Shadows and fail at surprise until they remove the material).

**8 – Stalactites & Stalagmites of wax litter the room most as large as a person** (the wax reacts badly to any flame in the room, beginning to melt & drip. A torch brought into the room will cause the wax to melt quickly and possibly encase someone in molten wax – dealing 2d6 damage & requiring a strength check to escape).

### ***Temple of Apspa Fixed Encounters***

**1 – The Main Entry** – *Atop the temple complex are many rudimentary huts of woven vines & sticks. Close scrutiny reveals that these are not houses but simple gathering places & lookout points. One of them in particular is larger and more heavily used than the others – you can see within it a stairway, leading down into the structure.* There are always 4 Runners at the top of the stairs and 4 at the bottom. Sneaking past them requires a lot of patience & at least 4 successful skill checks.

**2 – The Apspa Commune** – *This large room is lit by candlelight which reveals dozens & dozens of sleeping mats, cots & beds as well as the personal gear & accoutrements of a whole tribe of people. Several of them doze in their beds before you, and you get the impression that the whole population of the village lives in this one room.* There are always 4d6 Runners in this room. They occasionally perform a communal genuflection toward a bare wall that seems to hum almost inaudibly – but are otherwise preternaturally quiet & still. Their possessions are crude, but players can retrieve d% wooden spears & clubs as well as d20 doses of their venom.

**3 – Mossy Chamber** – *A thick blanket of moss grows over every surface in this room. What once must have been large statues are transformed by the verdant covering into miniature hills & valleys through which dripping water flows. This tiny ecology is accompanied by a tremendous thrumming noise, like millions of rocks cascading.* The moss covers a hidden entry to the interior beehive. The stone bees that occupy the wall interiors of the whole complex enter and exit through this area. These bees are the size of a human hand & seem to be made of a tough grey stone. They are in fact statues that have their own animating force. This force emanates from the temple itself, so any bee that is removed from the area becomes a statue. The stone bees will attack if startled or provoked. They are calmer than living bees & much slower – so they are not tremendously dangerous – though their attacks are much more devastating than a living bee's might be.

**4 – Vault of the Apspa Ancients** – *Before you lies a bizzare tableau – a scene like some sort of cache or vault but with all the individual coins, candelabras, chests & urns all covered in a thick veneer of wax.* The wax covering all of the materials in this room is thick and difficult to peel away, what's more it is slightly

caustic. Simply trying to peel the wax results in some burns dealing d4 damage but also requiring a save vs. Traps – on a failed save the subject's to-hit is reduced by 1 for a day as their hands are scalded. Extracting the materials here will require a few hours of work irrespective of how it is accomplished. If anyone tries to get at these treasures they have a 4 in 6 chance of drawing the attention of d6 Runners.

The materials here amount to many decorative, but few truly useful items. They may fetch a great price in the right market. A collector – particularly one affiliated with one of the Arthropod deities will be very interested. A collector or religiously affiliated buyer will offer at least twice the listed values. All items have a subtle hexagon motif & inlay.

Gold brooch set with gems (30 Sp)  
Gold earrings set with gems (30 Sp)  
Ivory bracelet (20 Sp)  
Ivory bracelet (40 Sp)  
Jade Bee Pendant\* (1000 Sp)  
Silver crown set with gems (300 Sp)  
Silver crown set with gems (600 Sp)

Silver earrings set with gems (400 Sp)  
Silver pendant set with gems (300 Sp)  
2 x Wrought Platinum ring (200 Sp)  
Wrought gold brooch (130 Sp)  
Wrought gold crown (110 Sp)  
Wrought silver crown (30 Sp)

**5 - The Inmost Room** – *Darkness prevails in this interior room, the sluicking sound of your tread in the thick wet mud suggests something terrible and unseen in the ruin's depths.* In fact the room does contain something utterly terrifying. A human sized worm with a vaguely anthropomorphic face! This is a Wormmaster – a god among worms and a member of the strange race of worm-beings that lives in the deep soil of the delta. Its name is **Ulssk** & it is 'friendly'. The Wormmaster has dangerous powers & abilities, and can certainly strike fear in the hearts of PCs – Ulssk though is dying and has no fear and no regret. It has come to this room to die. *Ulssk* strongly prefers to be left in darkness & will plead in a variety of languages not to be observed or seen. If members of the party are kind to it, the Wormmaster will impart useful knowledge. If not, it will attack once (+5 to hit, d12+6 damage) and then die. *Ulssk* is impressively knowledgeable about many topics in the delta, it knows the relative location of most of the factions & their bases, it also knows the location of the other Arthropod shrines. It is not knowledgeable, however, about the rest of the temple interior.

**6 – Room of Revelation** – *The muddy floor of the hallway here gives way to a raised series of crystalline steps. These are immense lenses of transparent stone, each a foot across. They have a hexagonal pattern to them & they rise up into a room with strange illumination.* Inside the room one can see every other portion of the temple complex, so long as focus & concentration is maintained. Looking for a long time at these scenes is difficult, but certainly possible. Require an Intelligence test. On a successful test, a player can discern very clearly every one of the fixed encounters in the temple. If the d20 roll is less than 5, the player is able to determine the movement of the Runners within the temple, reducing the chance of a run in with any of them by 2 out of 6.

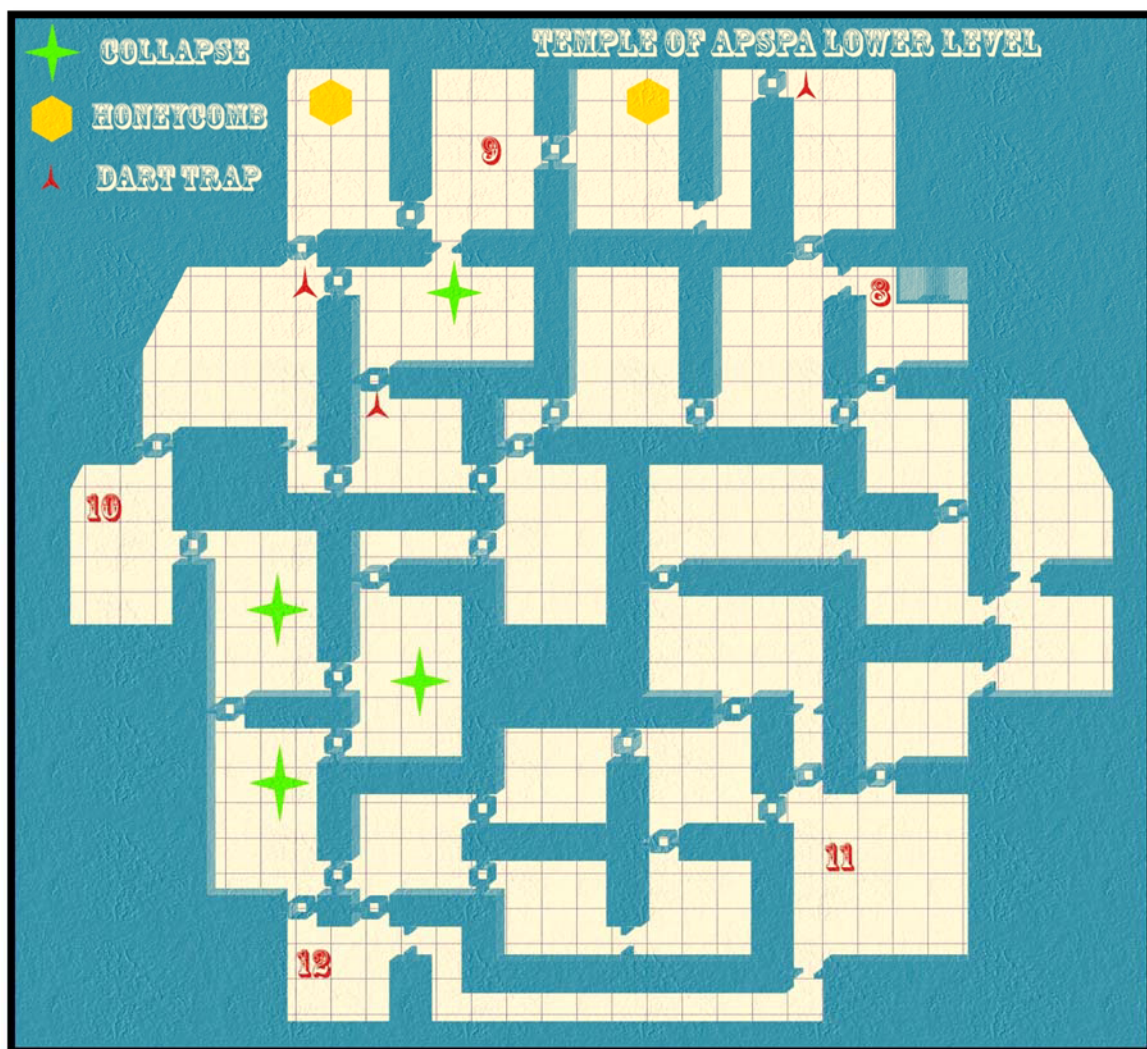
**7 – The Down Stairs** – *There are signs of much travel through this corridor & on these stairs. A network of wooden chimes strung along vines provides a simplistic, but effective security measure, you believe that whatever lies below must be very valuable.* The stairway is heavily guarded – there are always 4 Runners at the bottom of the stairs. These runners are extremely aggressive defenders & their attack and damage rolls are both increased by 1.

**8 – The Bottom Landing** – *A powerful odor of rotting fruit & fermentation emanates throughout this area. The sound of a low humming buzz is also present – these passive distractions do not prevent you from noticing the 4 armed Runners situated near the bottom of the stairs.* This area is where the runners leave



their offerings and treasures for the formative Bee Goddess *Apspa*. Piles of rotting fruit are placed in a strange geometric pattern throughout the area surrounding these stairs. Holes in the walls allow stone bees to come & go, while an honor guard of runners is stationed here at all times (see area 7 above). The Stone Bees obey the command of the pupa queen, which becomes aware of anyone who enters this area & who is on this floor of the temple complex. They attack anyone who has attacked any of the Runners – but are generally calm to anyone who is merely sneaking around or who has been invited in. There are 2d20 of the stone bees in the room at any time.

**9 – The Pupa Queen’s Chambers** – *The Walls of these rooms are carved with deep-set hexagonal alcoves which drip with honey so that it pours onto the floor. The scent of the honey & the stickiness of it are vaguely unsettling, much more unsettling is the low humming buzz that seems louder & more present here than elsewhere in the temple.* The formative bee-goddess lives in these chambers & is pretty good at hiding in the honeycombs that are littered throughout. The honey on the floor makes movement very difficult – it reduces all non-flying movement speeds by half & it reduces to-hit & damage rolls by 2 each – as sticky honey gets on everything with an uncanny quickness. The Pupa Queen here is a horse-size bee pupa – resembling an almost transparent worm with a head and spindly, barely functional legs. Because she is physically weak, the bee queen is very susceptible to physical attacks & will die after one or two hits if attacked. For defense the avatar of *Apspa* relies on her stone bees & her own mythical aura. Anyone who sees the bee queen must make a save vs. spells or become overwhelmed by love and affection. She is, after all, a helpless baby, badly in need of care. Devoted subjects will not willingly attack the bee queen & must make another save vs. spells to allow anyone else to attack her. Anyone who is devoted to her will gain her affections in return, she is a kindly goddess & looks fondly upon any adventurers – seeing them as a higher caste version of her Runner servants. Should someone become devoted to the Bee Queen she will offer them a position in her faith, and a valuable boon in exchange for the performance of certain missions & rites intended to bring about her transformation into the avatar of



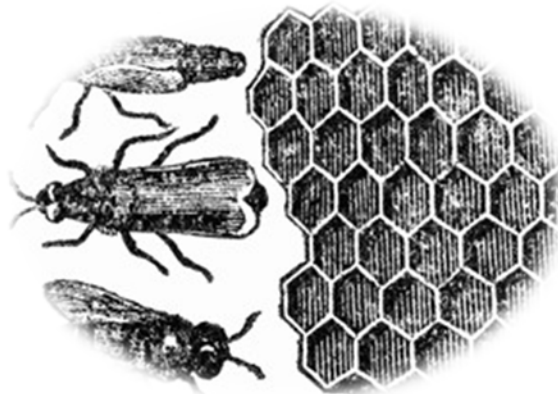
the goddess. *Apspa's* main objective is to grow to maturity & to have her temple be reconstructed & to ensure the protection & wellbeing of her faithful. She will attempt to sway any PCs to her religion – and is not unfriendly to members of other Arthropod sects – save the followers of *Malinalx* – who are her enemies.

Should her magical charms be resisted & her stone-bee protectors circumvented, the queen has a final defense, which is her droning buzz – it takes two turns for her to fully effect the buzz. Once it is going, everyone in the temple must make a save vs. Paralysis or fall asleep for d0 hours.

Should the bee queen be killed, the stone bees go into a frenzy and do not cease their frenzy for d% days. During this time they will certainly kill every NPC in the vicinity & anyone who ventures near the temple. In this state the stone bees deal 2 extra points of damage on any hit and gain 4 additional HP each.

**10 – The Secret Entrance** – *This corner of the temple has almost totally collapsed – however a section of wall still stands, hidden behind a curtain of vines & plants. Beyond the curtain you can gain access, with some difficulty, to the temple's secrets.* The secret entrance can be found outside the temple on a search roll of 1 out of 6. A thorough search of the temple exterior will allow it to be found without a roll. Traversing the collapsed areas requires 2-3 stat checks & possibly a scale-walls check or two. Failures have no results but rolls should be made to hinder progress & allow the Runners to become aware of their temple being violated. The pupa queen is aware of anyone who enters the temple her (see above for details).

**11 – The Tabernacle of the Bee Goddess** – *As you enter this room the sound of buzzing ceases, you find that you were not even aware of the buzzing noise that permeated the atmosphere until you came into this, preternaturally silent room. The walls of this chamber are decorated with a thick multicolored wax which is carved into strange reliefs. The depictions on these walls are difficult to discern but they seem to display scenes of some kind of landscape. A hexagonal motif recurs throughout the chamber & there is, in the room's center a large hexagonal altar made of wax covered stone. Upon the altar lies a curved knife – a solid black blade attached to a golden hilt.* The images on the walls are made for people with insectine eyes to see. They can be deciphered with an Intelligence check. On a successful check the player can see that the walls depict a bucolic landscape in which people labor happily at the base of the intact temple, gathering fruits & flowers while seemingly singing. Above all of this there hovers an immense, somehow benevolent seeming bee. There are far-flung images depicting other regions of the delta- including a stormy corner where the priests of *Malinalx* gather like stormclouds and a spit of land where the locust followers of *Himpara* gather to sleep. The dagger is **The Sting of Apspa** – a magical knife that a PC may attune. On close inspection it is found not to be made of metal, but to be a chitinous blade – an actual bee-sting set in a golden hilt made of magically solidified wax.







**12 – The Tomb of Apspa** – *The deep silence that permeates this room lends it an aura of extreme solemnity. In the center of the unadorned room stands an immense block of wax, shaped into a hexagonal brick. Careful study of the wax reveals that it is the sepulchre of the dead bee-goddess. She is barely visible through the thick wax – and careful study reveals, not just the body, but vague, secret writing in the wax itself. The language is Goehr – the language of the lost tribes of insect-folk. Players who can read the language will be able to learn that this is the tomb of the goddess, who was killed in battle with the scorpion god *Malinalx* – the two were the last of the gods of the delta after a series of betrayals by Malinalx. The whole story of the arthropod faiths is related here and can be transcribed & kept. The goddess herself is dead & disturbing her body has no effect beyond being distasteful.*

## **NPCs**

### **Verron's Runner**

**HP** – 8 (2HD) **AC** – 14      **Saves** – 17 (10 Poison)      **Initiative** 14+d6      **Lawful**

The Verron's Runners are very strange. Though they are members of a variety of races & from many cultures, they are extremely close knit & do not distinguish from one another. They follow no real hierarchy, and it is difficult for any among them to even remember their original names. They are neither friendly nor hostile & have a very difficult time giving instructions – though they can be easily led by very charismatic leaders willing to exploit their strange mentality. They absolutely attack anyone who trespasses into their temple – using their **Poisoned Spears** (+4 to hit, d6 +1 Damage + save vs. poison or be poisoned and fall asleep). They do not attack recklessly & will gradually accept anyone who lingers in the area of their temple for a long time – as the effect of their subconscious prayers tend to effortlessly indoctrinate anyone who does spend enough time among them. This prayer takes the form of **Low Buzzing** – (Save vs. Spells nightly) Those affected by the spell develop the ability to speak the Alep language & improve the die roll they use for social tests among the Verrons Runners by 1 die type. They also suffer a penalty of -3 to attack and damage rolls against the Runners & an immunity to their poison. Successive days spent failing the save will cause a character to become more and more like the runners – after 4 successive failures a PC becomes an NPC – joining the Runners' culture & religion & becoming one among the many. A player may try to struggle against this enchantment by trying to become the new queen – this requires a series of successful Charisma checks. After 4 successful tests the player can successfully contend for the queenship of *Apspa* – but this will not succeed unless the original queen is killed. Verron's Runners do not eat food, they collect fruits and allow them to rot in the open – they seem to gain sustenance from the odor of the rotting fruit. They are also extremely fond of flowers & will trade waxen flasks of their poison for flowers.

## **Treasure & Rewards**

Beyond the treasure within the temple, the Verron's Runners are remarkably poor. They lack any substantial wealth of their own & do not seem to value material at all. They do like flowers & happily accept fruit – but they

don't eat in any conventional sense. The Verron's Runners do tend to speak with one voice, not distinguishing between one another. A conversation had with one member seems to be recalled by all members – so when they do offer a mission or a reward, it is indistinct which of the Verron's Runners is offering the reward or the mission.

The Temple of Apspa has 3 missions requiring successive amounts of trust to carry off. They will ask without intrigue or guile for these three things to be accomplished:

1 – Persuade Balt to join Verron's Run. Balt is a skilled mason & the Verron's need that. This would be a winning situation for all involved but Balt is very untrusting of the Verron's Runners. He may be persuaded by any means – but if he stays in the run for up to 10 days, he becomes a Verron's Runner & a devotee of the Apspa cult – this is a happy circumstance for him – but Balt's Run becomes abandoned. **Worth 1,000 Xp.**

2 – Awaken Papagni at her shrine. The Shrine of Papagni is somewhat known – and the Verron's Runners can give some guidance as to how to arrive there, assuming that the PCs have not already been. Should they have already done so & report to the Apspa cultists – award the Xp. If they've not been, they are provided with some instruction & asked to find the shrine & open it. **Worth 2,000 Xp.**

3 – Venture to the Catacombs of Himpara. The last of the lawful gods of the Arthropod Faiths – Himpara's Sleep Catacomb is not only distant, but dangerous. Players who have already been there should receive the Xp & accesses as if they had done the mission for the Runners. **Worth 5,000 Xp.**

PCs who accomplish all three of these goals are invited to join with the pupa-queen & are allowed to witness her transformation into a proper queen – which occurs whenever all three of these tasks are completed. The Avatar of Apspa gives them any and all material they desire from her temple – as well as one of the Stone Bees – which functions as a holy symbol for her religion, and which can be animated on command for 1 hour each day.

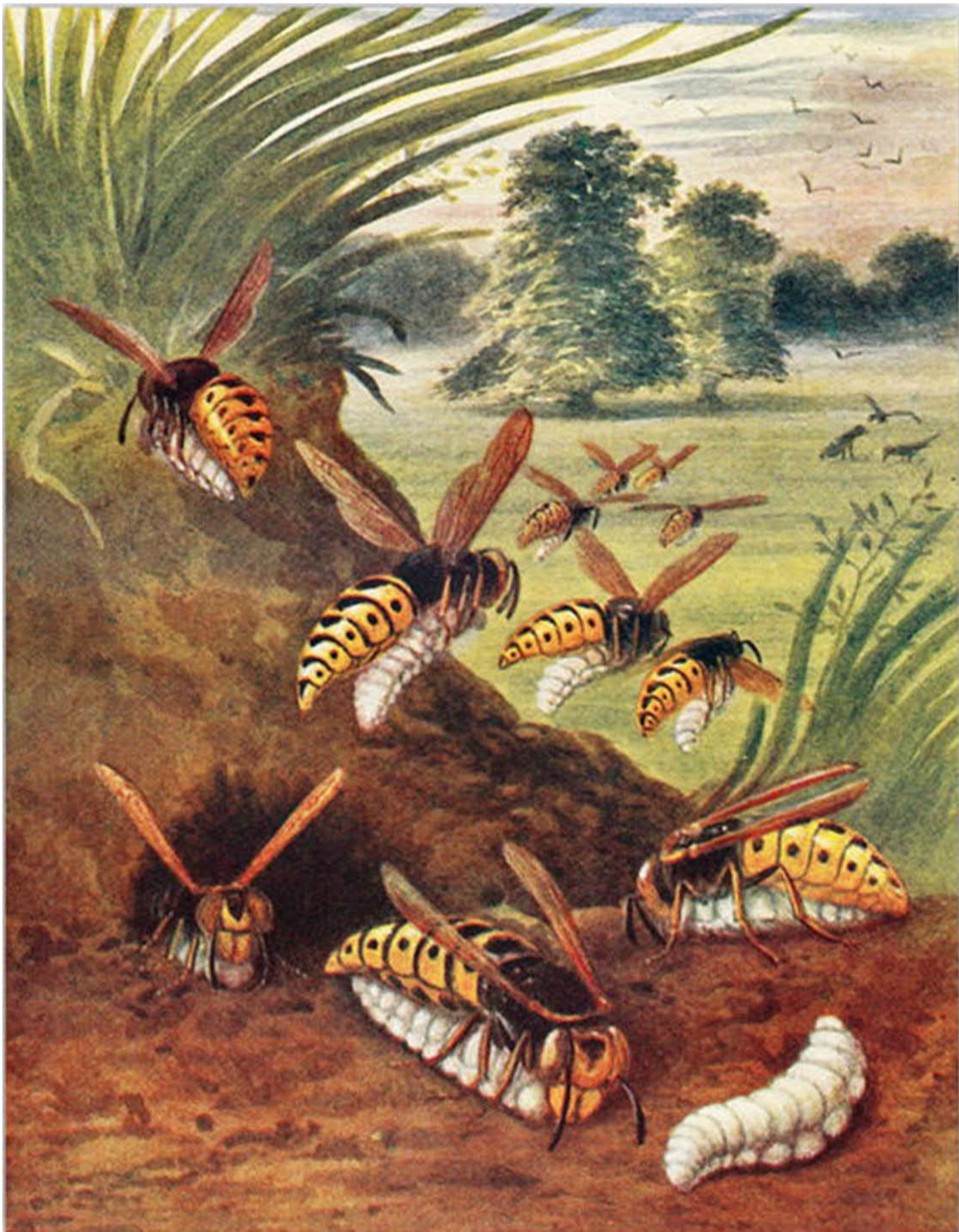
If the Temple is re-founded with the aid of the players, they will have access to any prayers & services offered by Apspa.

Note that reorganizing the Arthropod religion is not diametrically opposed to missions involving the Companions or the Libra – but they will prevent the unification of the Run into a coherent stronghold. This is a matter of player choice & may be presented to them as such – by either a companion Emancipator or a Trabant

## Events

- 1 Wild animals run through the settlement – roll a palm forest encounter until you get an animal result.
- 2 3d6 dishevelled, hopeless seeming people arrive. They look for guidance or help & finding none seem all the more hopeless. They are shackled together.
- 3 Nothing Happens
- 4 Wild animals run through the settlement – roll a palm forest encounter until you get an animal result.
- 5 Nothing Happens
- 6 A Black Scorpion Claw appears on the scene. They have been sent by the faithful of Malinalx to destroy the temple & its faithful. They are supremely aggressive & attack with a careful plan.
- 7 One of the Runners is not invested in the Cult of Apspa, and in fact is very suspicious. You can use one of the NPCs though Iron-Fang is recommended. This refugee has not fallen for the buzzing & inclusion of Verron's Run & tries to persuade PCs to sabotage the temple.
- 8 Companions appear on site. A group of 3 Liberators & 1 Emancipator appear and try to understand what is happening at Verron's Run. The Apspa religion's strict hierarchy strongly troubles these Companions and they stay for a long time, trying to understand what is happening. They will try to gain the PCs as confederates in a plan to penetrate the temple & learn more.
- 9 Nothing Happens
- 10 Nothing Happens







**11 - TRABANT'S RUN** *A quaint village stands in the forest here. The village is built in a series of circular patterns of circular huts, each with a tall conical roof of grass. There is pleasant music & the sound of playing children and scolding parents all around – the village seems robust & vital.*

Trabant's Run is a growing free village of the Cape of Ked. It lies deep in the jungle and evades detection by the aggressive slave takers of both Ked & Silvas Astra & it remains the fall-back position of all the escaped slaves of the forest – who retreat to its network of flooded caves to conceal themselves in times of aggressive predation. The Caves below the village serve, not only as hiding places, but as the storehouse for the whole network of free villages. Currently trade goods and agricultural goods are stored here – but the leadership of the Run are interested in outfitting their own militias. As it is they lack capable manpower, sufficient training or viable arms & armor – but they make up for this in knowledge of the forest and elusiveness within the same. Escaping capture is not the same as defending territory and the Runners of Trabant know this best of anyone.

The principal interest of the descendants of Trabant- the founder of the village & the clan that bears his name, is to unify the Run into a singular faction with its own defense, trade & amenities. As it is, the village functions as the only truly permanent settlement in the Run & as the free cities rely on runaway slaves, it is not equipped with trained or sophisticated labor.

Accomplished adventurer – those with 3 or more HD are considered default heroes here and are actively recruited into Trabant's clan.

Though the Libra emanates from Trabant's Run, the Companions and the Trabants have a complicated relationship. The Trabants value the Libra, but see them as insufficient to the task of protecting the Run, rather – they consider the Libra & her Companions to be a clandestine society – one that is occasionally at odds with the goals of Trabant. In particular, the Libra's insistence on strict equality among people is contrary to the hierarchy emerging at Trabant's Run.

Trabant's Run is a series of smaller family & clan villages that are arranged in a hierarchical web of loyalties. This arrangement is controlled by Trabant, the founder of the Run. Trabant is not, himself, a visible leader, rather he is something of a gangster – a figure of mystery who hides in the caves below the villages appearing only very rarely. This state of affairs is due mainly to the fact that Trabant is a Vampire. This is a matter that is known among his inner circle – and the promise of being made immortal is an aspect of his control over the other family clans. Whether he can actually accomplish this or not is unknown. The Libra suspect much but can prove little & though they are displeased by their suspicions, they are bound by their sissyphean task of freeing prisoners & establishing equality for all.

PCs can certainly throw in with Trabant, and in fact he & his people will be very happy to gain their support. His machinations are extremely thoroughly thought out and he will not reveal any of his true ambitions outright. Rather, his goals are far flung & ambitious – and stated plainly will seem outlandish, however, he is persuaded that by pursuing these goals in a rigorous manner over many decades his dreams may be accomplished.

The Villages of Trabant's Run are 4 in number – they are all circular spaces made of circular huts organized around a family plot – which serves as the communal dining area & the principal workplace- where the milling of grains, weaving of baskets & so on occur. Each of the villages has about 20 inhabitants and there is potential for four or five more of such villages to emerge – which they will, given time. Within a year, runaway slaves will accumulate & Trabant's run will triple in size. Beneath each of the villages is an entry into the underground cavern that is the secret basis of Trabant's run. Here the villages keep stores & have their communal water supply – as well as the lair of Trabant himself.



These caverns are secure & hidden, but not particularly expansive.

### **NPCs**

**Trabant – HP 8            AC 10            To-Hit +2 Jungle Spear d8+1 Saves 17**

**Burrid – HP 6            AC 12            To-Hit +3 Jungle Spear d8+1 Saves 15**

**Trabant's Runner – HP 2            AC 8            To-Hit +0 Jungle Bow d8            Saves 18**

### **Treasure & Rewards**

Trabant's Run has a practically bottomless supply of food & water. The springs below the villages in the underground portions of the village are clean & good – meanwhile the granaries & stores that are likewise kept below are sufficient to sustain the whole village for more than a year. These stores are kept unnaturally fresh by Trabant, who's undead aura frightens off any parasitic animals like rats or mice or insects that would consume the food. There is precious little in the way of material treasure beyond rudimentary clothing, baskets & textiles however.

Trabant has a master plan to overtake the entire delta for his own. This is a major undertaking that may require many years, possibly even decades to accomplish. He is happy to draw PCs into his schemes, though the plans that he has for any Player Characters only extend into the near term & culminate with bitter betrayal. His mid-range goal is to gain control over the Ramhorns & the Rest as well as the Bos Nandi – using both as puppets to draw wealth away from Ked while allowing the Black Scorpion to ruin themselves building their fortress. From there he wishes to provoke a war between the Black Scorpion & Silvas Astra. Regardless of which side wins, he will stand to gain by controlling both the Rest & the Bos Nandi who flank either side. From there he will attempt to gain similar control over other groups – while using the Companions as his agents. He has broader visions than even this, but these are his mid-range goals. To these ends he proposes a few missions for party members.

1 – Locate the Shrine of the Libra & their headquarters. Trabant knows that the Libra constitute a 5<sup>th</sup> column in his society, but he thinks he can control them. He wants information. **Worth 1,000 Xp** & Trabant will compensate the party by offering housing, food & the like – as well as access to any villagers as servants. If PCs determine that they would like money in compensation, he offers that as well. He has a cache of about 1,200 Sp that he uses sparingly.

2 – Infiltrate the Bos Nandi plantation. Trabant needs knowledge of the plantation, including the nature of the leadership & their names & locations. **Worth 2,000 Xp.** He offers more of the same for this mission, but if players wish for money or other treasure he will offer them information on a treasure – either suggesting Lost Pirate Rock or the Temple of Apspa (both detailed earlier in this section).

3 – Infiltrate the Rest. Trabant needs knowledge of King Bagel's court & his retainers. Maps are appreciated as are any specific names or places. He offers more of the same for this information. **Worth 2,000 Xp.**

4 – Kidnap King Bagel. Should the PCs commit to this task Trabant will reveal himself to them for what he is. He will offer to make them immortal vampires in exchange for this service. His goal here is to enchant King Bagel to make the king a puppet to his undead will. **Worth 10,000 Xp.** At this point Trabant will betray the party. He has no intention of making them vampires but will pretend to so, killing them instead.

Though Trabant is the leader of the village he is hardly the only one. Besides him the Clan of Burrid, a family of noble-seeming horned Orcs lives here. They seem to answer to Trabant, but Burrid, their leader, is highly suspicious of the old man, and tends to regard the Companions as the better alternative. Burrid offers a series of missions as well – but is mainly interested in supporting the village overall.

1 – Equipment. Burrid trades food, shelter & information about the Jungle & the Run for metal equipment, weapons & the like. **Worth 50 Xp per piece of gear offered.**

2 – Discover Trabant’s real goals. If the PCs are able and willing Burrid reveals his doubts about Trabant. If the PCs are able to discover that he is a vampire it’s worth **1,500 Xp**. If they are able to discover his master plan it’s worth **3,000 Xp**. If this goal is accomplished Trabant will leave the village after killing many of Burrid’s people – and will continue to haunt the party – pursuing them to the bitter end (assuming he is able to determine that it was them who implicated him).

3 – Unite the Run. This is a high-minded & far flung goal. The PCs can accomplish it by going to each of the villages of the run & getting them to pledge allegiance. This is particularly difficult but effective – if the PCs are successful they will have effectively created a new Stronghold in the region – The Run. **Worth 10,000 Xp**.

Note that nothing should prevent the PCs from pursuing either Trabant or Burrid’s plots on their own – or even betraying both of these men in order to take their schemes on as their own agenda. If the PCs do choose this path, award them Xp as if they had accomplished the tasks for the leaders.

### ***Rumors & Events***

- |   |  |
|---|--|
| <p>1 Wild animals run through the settlement – roll a palm forest encounter until you get an animal result.</p> <p>2 Trabant is feeding on the locals. Strange circumstances surround the disappearance &amp; reappearance of some young women in the village.</p> <p>3 The Companions are looking for one of their own who has gone missing in the village. Trabant has captured the Liberator in his lair &amp; is hypnotizing the young woman to be his spy among the Libra.</p> <p>4 3d6 dishevelled, hopeless seeming people arrive. They look for guidance or help &amp; finding none seem all the more hopeless. They are shackled together.</p> | <p>5 A lost pack of slave takers are found seeking the shrine. <b>1-2</b> – 2d6 Black Scorpions <b>3-4</b> – 2d6 Star Elves <b>5</b> – 2d6 Oeangoats <b>6</b> – 2d6 Bos Nandi Cowboys</p> <p>6 Wild animal s run through the settlement – roll a palm forest encounter until you get an animal result.</p> <p>7 Trabant hunts by night – Party members find the bodies of some runaway slaves in the neighborhood of the village, they have been murdered &amp; their blood has been drained.</p> <p>8 One of Trabant’s loyal lieutenants is turned into a vampire roll a die. On an odd result this is not successful, the lieutenant is missing &amp; everyone is asking what happened. On an even result, the lietenant becomes a vampire but is so feral &amp; crazed that it cannot be controlled. It hunts the village by night &amp; appears each night to hunt &amp; kill villagers.</p> |
|---|--|

**12 - GINGER'S RUN** *The well travelled track leads into a sparse jungle of tall trees with little underbrush. Within the forest there are many houses, half buried in the roots of the great mangrove trees and still more that are built up along the trunks of the forest giants. The sprawling but sparse village extends to the muddy bank of a large pond in the middle of the jungle.*

Ginger's Run is marginally affiliated with the Run, in that it is a village of escaped slaves – but its population differs from the rest of the Run in significant ways – first, the folk of Ginger's Run are strongly devoted to the Libra & the Companions – indeed Ginger's Run is the secret base of the Companions. Secondly, Ginger's Run is much more secretive & hidden. Its denizens are principally Elf & Orc – and as such they are much more adept at life in the deep forest. Finally, Ginger's Run is a functioning autonomous village with real potential to grow & thrive. The Run could develop along the lines that Ginger's Run has – but for their resistance to the Libra, the Companions & the sometimes stubborn unwillingness to adapt the Northern ecology.

Life in the treetops & among the titanic roots in the cloud forest at Ginger's Run is genial, easygoing, even lazy – though the long easy days are punctuated by bursts of intensive activity & danger. The Ginger's Runners have learned well that secrecy & isolation are most easily accomplished by pursuing a path of relative inactivity. Every few months a new construction project is engaged which requires all hands participating for a few days of concentrated activity – which in turn gives way to a longer period of pacific ease. Food is gathered easily enough from the forest, water is plentiful as well, goods & equipment, when they are needed, can be found at the nearby Wrecker Beach, though often enough the forest folk of Ginger's Run have learned to make due with the materials close at hand. The 5 dozen inhabitants of the Run wear armor of bark, clothing of leaves & vines and wield weapons mad of rock & wood. They are primeval & yet thoroughly integrated into the local ecology.

The most valiant & skilled among the Ginger's Runners are recruited by the Companions, and the Companions provide valued support to the village – but most of the Runners here are religious followers of the Libra only, they are not Companions & are not adventurous, courageous or warlike at all. A few among these runners do range far into the forest & have much lore concerning the disposition of trails & beasts in the jungle's depths & can offer guidance in reaching far flung portions of the delta.

### **NPCs**

**Ginger's Runner** - The Ginger's Runners are all followers - very few among them have any combat training beyond the ability to hunt & snare animals, and even this is a rare ability among them. The leader of the Run is Ginger – a dryad - which is a type of wood elf notable for her green hair & eyes & birch-bark like skin. She speaks of her two sisters & their tradehouse in Ked – and mentions that she does not miss them, but wonders what's become of them without her. She will offer a token to anyone going to Ked to offer at Sour Milk's tradehouse in exchange for a discount there. Ginger is an atypical runaway slave in that her bondage is somehow magically linked to her tyrannical sisters. Should the PCs choose to deliver the token, the sisters at the tradehouse will have tokens to be returned to Ginger – this can go on for several intervals.

**2d6 Liberators** – There are always a few Liberators on hand at Ginger's Run.

**1 Emancipator** – One Emancipator is always on hand at Ginger's Run. This individual is a recruiter for the Libra.

### **Treasure & Rewards**

Ginger's Run has very little to offer beyond rudimentary food & shelter. The Run provides a nice base of operations for Players however owing to the lack of complexity or villainy here. No one among the Runners here has any sort of hidden agenda or secret goal. It is a peaceful place with an appeal all its own. Players who wish to Join the Libra can find information & resources about the religion here, and there is abundant fellowship if a player is a member of the Libra's religion.

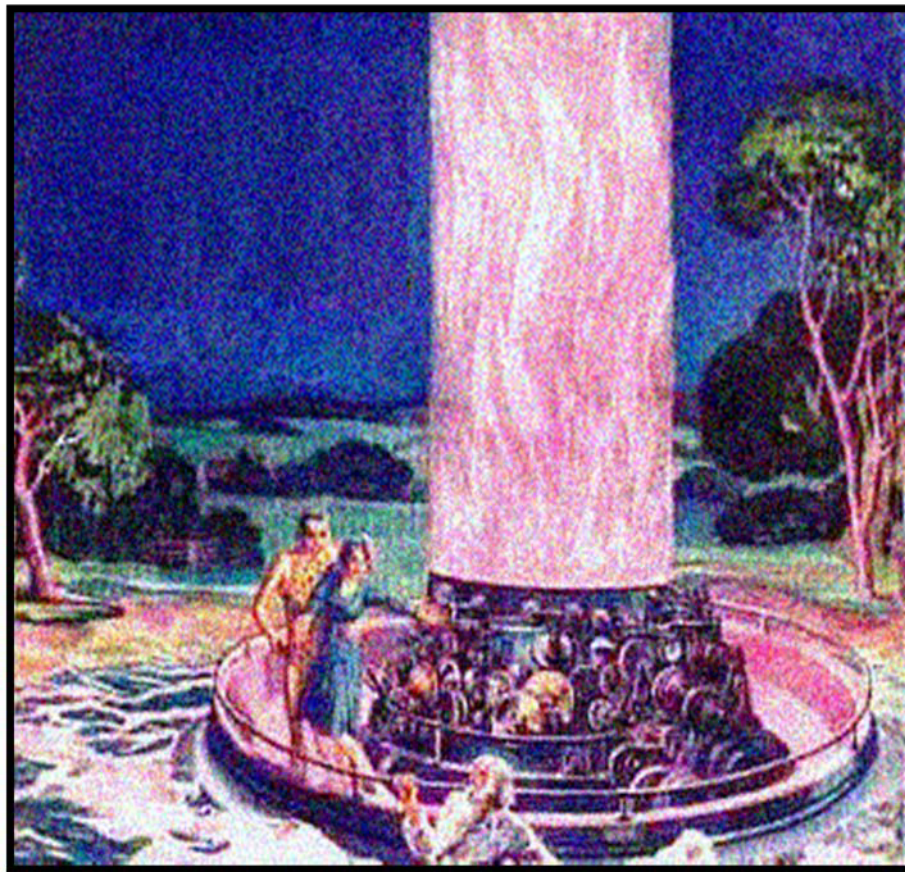


**13 - THE SUBPOTAMIAN SPRING** *A wide, white beach spreads out before you while behind you see the jarring divisions of the waters. The brown-green river empties out into the blue-clear ocean here and the line of division between these two bodies is very stark. Beyond the wide gull-filled beach you see a sparse forest, and beyond that, a striking sight – a fountain of some kind, a jetting billow of clear white water jetting up above the treetops just ahead.*

The Subpotamian Spring is a headwater of the Shrike Delta Underworld. This area provides access to the underground & underwater realm of secrets that connects the far flung sections of the Delta like a web. As a landing point this area will cause a substantial divergence from the main story arcs for players, bringing them into contact with the secret underpinnings of the overworld's structure. This is also a very dungeon-intensive section of the campaign & will be most rewarding to PCs who have a goodly quantity of adventuring supplies on hand. Finally, it is the most arduous & difficult of the landing locations, requiring a veteran's skill to negotiate.

The Spring itself is a column of water about 60 feet high. It spouts from a cylindrical pillar of rock & metal that rises out of a deep pool of water in the midst of a sparse jungle. Imagine a stone & metal tower rising out of a deep, natural pond, and then from the peak of the tower a continuous stream of water jets high into the sky. This jet of water is so powerful that it does not fall like rain, but rather dissipates into the hot air like a mist or a fog. This creates an area of clammy mud for almost a mile around with many small streams feeding back into the overflowing basin that surrounds the tower.

Swimming to the tower is not particularly difficult – requiring only a Strength or Constitution check for



unarmored swimmers. Those in medium or heavy armor must roll two or three checks respectively, instead of one. Once at the tower it is apparent that it is flanked on all sides by a rising series of stairs, the topmost of which is about an inch below the water. Circling the tower several entries can be found- arches & columns made of white stone fitted with rusting iron decorations. There are two courses of columns and walls each vaulting thirty feet high. The central course circles the wide stream of water which jets from deep below. A staircase runs in a circle downward.

Following the stairs down, players will find a crystalline wall of transparent material separating them from the jetting stream of water on their right, and the deep

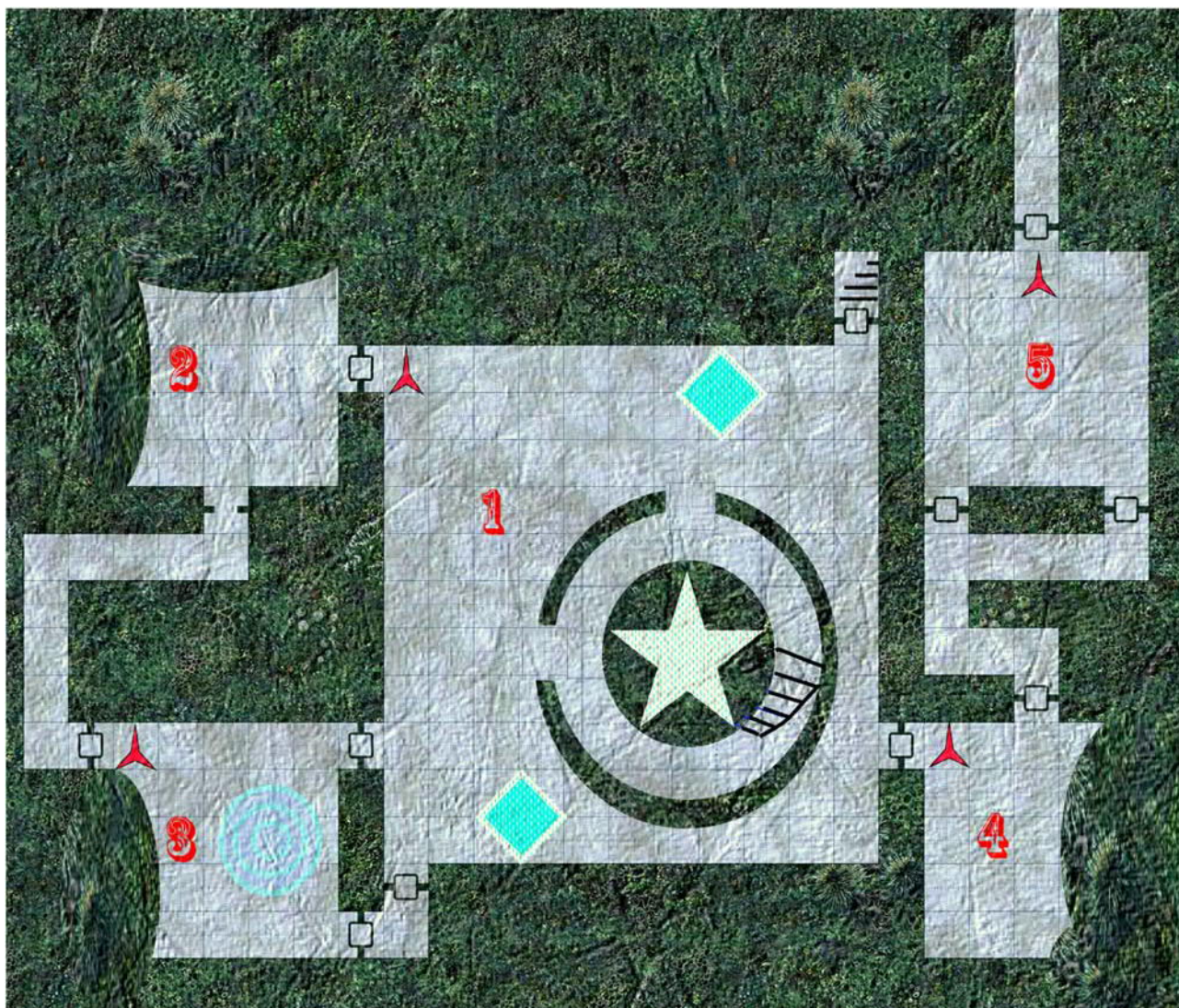
pool of still water on their left. This stairway circles down below the bottom of the pool – roughly 60 feet



below ground level and then yet further down before opening into a chamber of stone, brick & metal girders. The entry to the Underworld.

Near to the Subpotamain Spring there is a lone house. This is a two story house made of quarried white stone – similar to the stone of the tower. The house is abandoned & overgrown, it has no doors or any cellar. There are 5 rooms in this large house and it is abandoned. However, this house is used by folk who use the subpotamian route as a campsite & there are signs that people have camped here – not the least of which is a substantial amount of graffiti scribbled in a variety of languages – but mainly in *Alep* & *Lavithan*. Other graffitoes are in Nordagh & Oss and describe, rather crudely, meeting mermaids in the tunnels and the presence or absence of monsters in the tunnels below. The graffiti gives some clues about who has used the tower entry and for what reasons. Players wishing to decipher these languages or who are fluent in either of the languages can discern that three distinct groups of people use the tunnels – first, adventurers and wanderers. Second, the fishmen & frogmen who serve Countess Piscata & finally some strange group of inhuman worm creatures. Determining any of these facts requires an Intelligence check regardless of language fluency. To determine the third fact, require a d% Intelligence check, as this is incredibly difficult.

### ***The Subpotamic Entryway***



### ***General Notes on the Dungeon:***

**The doors** are all made of two inch thick transparent material. It seems to be a lightweight crystal or stone that can be seen through & which fits the frame so that the portals are water-tight. The locking mechanisms that hold all the doors shut can be seen through the transparent material – making the locks fairly easy to defeat – roll d6 on Pick Locks checks to open any of the doors.

**The walls** are all carved out of a dark & porous sandstone. This stone holds a heavy quantity of moisture and simply leaning against the wall will drench a character. Rivulets of water constantly drain to the floor. The ceilings are remarkably high, at least 40 feet in most sections – falling to only 20 feet in the corridors.

**The floors** are all tiled in a slick gray non-porous stone. They drain water away into the cracks between them. There is at least two inches of standing water between each of the 4 foot by 4 foot paving stones. Possibly more.

**The light** is very dim and only lights parts of the first chamber. The rest of the complex is totally dark.

**The traps** are all part of doors and seem to be magical in nature. Each of the traps inflicts some kind of elemental damage based on a peculiar element infused in the metal. Frosteel, Firealloy, Joltiron & Steammetal can all be harvested from the locks & doors with a series of statistic checks. These materials are dangerous to work with and hard to manage, but can be made into an interesting variety of tools by skilled characters.

**1 – The Interior Column** *As you descended the crystalline rock to your right gives way to a dark, textured stone which is shot through by periodic inclusions of the crystal rock – creating the effect of long, narrow windows into the cylinder of flowing water. Light from the surface must somehow be transmitted through the water – because these windows provide an eerie, intense light throughout the cylindrical column – light that seems to move and dance along the walls.* Descent down the stairs is unhindered, but should be provocatively spooky. The stairs end in a dimly lit, somewhat circular room. The floors are composed of a porous, somewhat damp grey-blue stone & the sound of dripping & rushing water is fairly intense – and strangely rhythmic. The circular chamber has two exits – where the curtain of rock that comprises the stairway splits up to the 40 foot high ceiling, like a rent in a curtain. Outside the cylindrical column the room is suitably large to contain the entire mass of the tower from the surface – as well as two strange diamond shaped pools. These pools are accessible from a raised area of the floor. The water below matches the strange mingling of the sea & the river visible in the estuary above. In either of these pools the water rushes with some speed & unless a character has a native or magical ability to survive underwater these pools present a grave danger. Falling into or being pushed into the water provokes a save vs. Traps. On a failed save the character falls in & drowns immediately if they are wearing armor. If not, they may attempt 2 saves vs. death. Both of these saves must be successful or the character drowns immediately. If all the saves are successful, the character bobs up to the surface in either the ocean or the river. The ‘northern’ pool serves for the river, the ‘southern’ for the ocean.

Characters who search the room can find muddy prints (foot & tail & claw & flipper) that traverse the room between the pools. There seems to be abundant traffic here, but there is no telling how long since the last visitor was through.



The Door to area 2 is trapped. Attempting to open the door or simply handling the metal handle & latch will inflict a severe burn. A save vs. Traps prevents half of the total damage, which is otherwise 2d6 points of cold based damage. The door itself does not radiate cold, but the door's metallic mechanism does.

The door to the 'north' opens easily and the stairway down leads to the drowned portion of the underworld. Should players venture down it you will need to skip ahead of the Underworld section of this book, but provide them with the following segue: *The porous stone walls seep with moisture as you venture down into a clammy darkness. A stiff cool breeze courses up the stairs seemingly pushing you back the way that you came. The metal clad stairs are wet & slippery beneath your feet & it is a baffling mystery just how far these stairs descend.*

**2 – The Cold Room** – *As the room opens a jolting gust of frigid air pours out of it, chilling you to the bone. The chamber beyond is rimed with frost & immense iceicles hang from the cavernous ceiling.* This room is extremely cold. Any water left within the room will freeze within an hour's time. Anyone left in the room will likely die of exposure in a few hours, but the cold is not so ferocious that it actually deals direct HP damage. People have used the cold & ice to store food & corpses. There are two dead bodies of adventurers here – each with a note scribed in the same hand. *Here lies a bold hero, struck down in the prime of life while seeking answers. Thus all flesh is doomed and all hopes squandered, save the hopes of the valiant & true.* The notes have been left by *Sanna The Donation* – an NPC detailed in the appendix. There are stores of frozen meat, fruit, bread & milk stored in frost damaged sacks throughout the room. There is sufficient provender for 20 days of rations, though half of that will be ruined if they are removed from the cold for a day. Neither of the bodies contains anything of value except for some bloody clothing.

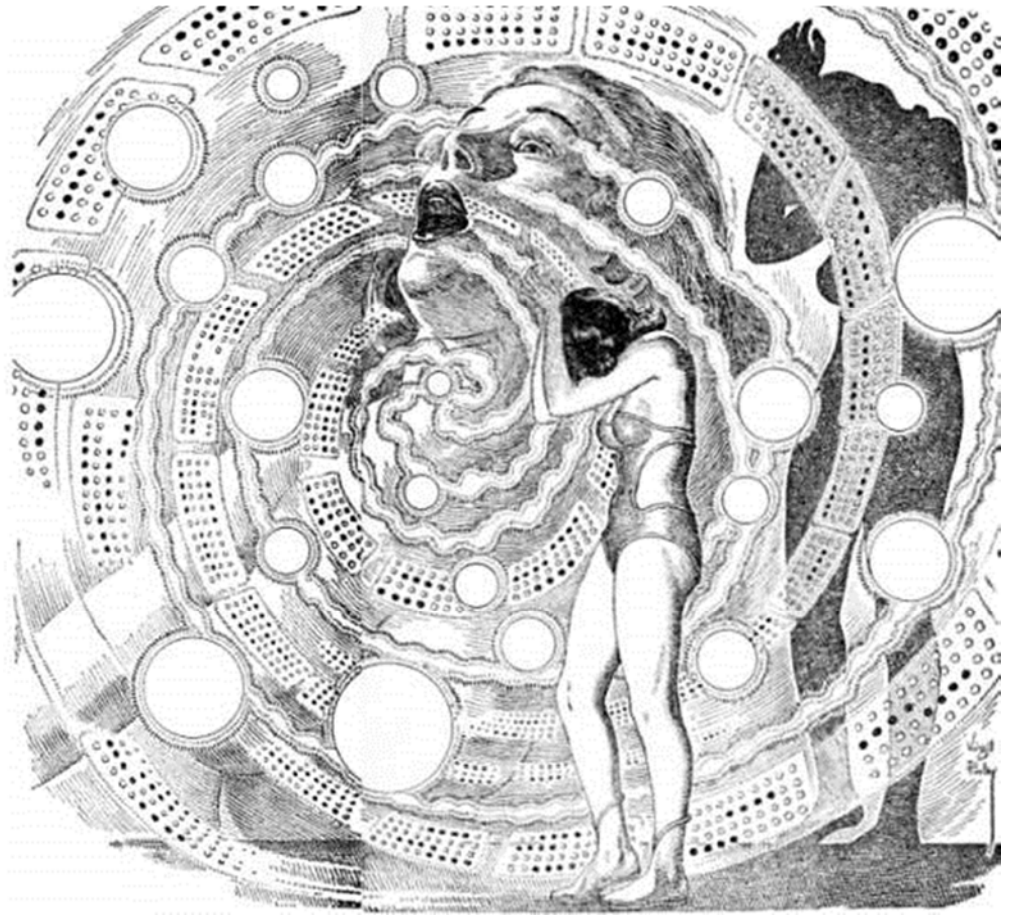
**3 – The Wind Room** – *As the room is opened a battering gust of air presses against you – the dust and standing water are badly disturbed as they are blown out and then sucked back in.* This room has a persistent vacuum-like area within it that causes all the debris and foul air in the whole section of dungeon to be sucked up. As long as any door into this room is open, anything weighing less than a pound is sucked up into the column of air.

The door is trapped with Joltiron – anyone attempting to open the door without disabling the trap takes 2d6 lightning damage, which is halved if a save vs. traps is passed. The damage is not rolled but is instead the maximum amount if anyone attempting to open the door is waterlogged or wet – from having swam within the last hour.

The vacuum effect can be temporarily disabled by placing something large and heavy over the circular grating in the floor. This will cause a tremendous volume of trash to plummet to the ground – dealing d6 damage to anyone in the room. Once this is done a quantity of materials is available to be snatched, however. The room contains d% Sp, d4 knives & daggers, d8 gold coins (worth 5-10 Sp each). There is also a large amount of bones, feathers, dust, metal scraps & shavings, papers and the like as well a 1 holy symbol of the Libra.

**4 – The Hot Room** – *As the room is opened a scalding blast of hot, dry air flows over you. The heat takes your breath away and you find yourself gasping as you are engulfed in steam.* The room is quite hot and people who go inside will take d6 fire damage every minute they remain within. Lying on the floor or otherwise submitting to being cooked alive will cause a character to expire within an hour, but otherwise death & damage are totally avoidable. It is possible to cook in this room – a fact not lost on other visitors, who have arranged a kind of still inside. A series of copper kettles & tubes is set up here and it is clear that they have been abandoned for a long time, as the liquor within has boiled over & has evaporated on

the floor. The resulting substance within the still can be precipitated out into a very pure alcohol that is incredibly strong and flammable. Other materials, left within to dry off or bake have burned to shrunken lumps. There are useless, destoryed boots, a pair of dried out & withered bread-loaves & several brittle, useless bundles of herbs & the like all stowed within the room. There is also the dessicated body of a 'living' man. The man, though very obviously dead, is still able to speak in a gibbering way – he cackles horribly before breaking into pieces. On his body there is a gleaming silver hilted broadsword of exceptional workmanship & nothing else of value.



**5 – The Mist Room** – *Opening the door to this chamber causes a dense, billowing fog to roll out over the floor, as if the mist had gathered up in the room and is only now just allowed to flow out.* The room is a vast mass of mildly acidic mist. It has the benefit of being somewhat antiseptic – rendeirng most bodies & possessions clean – gleamingly so. Long exposure to the room is very unhealthy though and will result in d6 damage per minute after the first 10 minutes. Anyone spending more than an hour in the room will become poisoned & die from the poison vapors in short order. Left within this room are many articles of note – but all of them have been strangely damaged by the mist. Several books lie open in the room, their pages soggy & bleached white (3d6 such books can be found). Several blankets & sheets are likewise clammy to the touch and totally white as are a few flags & banners. Rolls of parchment and other scrolls have also been left out and these are also bleached to the point of newness. There are a few changes of clothes – now all white as well & a pair of steel shields & broadswords – all of which gleam with a terrific sparkle.

Beyond all of this there are d% skulls – all of them bleached white, some of them humanoid – but mainly all animal. Some attempt was made to label each, but the labels are all bleached white as well.

The door is trapped & the trap is of Steammetal – triggering the trap causes a concentrated stream of the noxious vapor to spray out over the person handling the door. This stream of acid deals d6 damage for every round that a save vs. traps cannot be passed.

Beyond the door lies the Underworld – an immense region of tunnels & mazes that criss cross the delta. This section is detailed later in this book, but you can introduc players to this part of the camapaign here. *As the door opens, you find yourself facing an impenetrable darkness. A tunnel, no more than ten feet high*

*and twice as wide yawns ahead of you, it goes out to some imperceptible distance. You feel as if you have opened the door to some uncanny, unknowable vista.*

Should you wish to guide players either toward or away from the Underworld, it is a reasonably good idea to introduce *Sanna the Donation* as an NPC with some exposition here.

**14 - THE WRECKING ROCK** *Your ship, drawn by tides & driven by winds is no match for nature. You find yourself run aground upon a broad swathe of rocks & reef. It is a miracle that your ship has not capsized or been destroyed utterly – based on the wreckage you see all around you it is clear that this patch of the estuary has been a grave for many sailors and many ships.*

Depending on your temperament and the actions of the players you may never use this map location. Its best use falls under a circumstance in which the PCs attempt to pilot a ship or boat and fail very badly. Another reasonable use of this landing is to emphasize a game in which the players must survive against nature & their own bodily needs. This is a reasonable choice for a game based around wilderness lore & survival – as it will test the abilities of the players and compel them to come up with their own plans to leave the rock & survive in the open.

The wrecking rock utterly destroys ships. If you do not wish players to have access to a ship, this is the best landing place – as they will be able to neither repair their ship nor escape the rock with it. Rather, the PCs will become trapped & marooned on a rudimentary rock island surrounded on all sides by dangerous tides, treacherous shallows & a great abundance of sea-life – including hungry sharks & orcas. Leaving the rock with any kind of equipment will be nearly impossible, and even escaping with just one's life is no minor feat.

The best method, when using this encounter location is to express to the players that it is a hopeless endeavor to try and swim away or escape the rocks. Waves crash upon the fanglike rocks of the Shrike estuary, they destroy boats and strand sailors – bloody clothing & smashed boards are common here, but hope has all but vanished. Compel your players to consume their food stores & then make the terrible, fateful decision to abandon the rock in an attempt to swim for shore.

You can allow them to help themselves through the use of a series of statistic checks.

Charisma – Persuade an NPC to carry them, or try the swim themselves, possibly with a rope lead.

Constitution – Go without food or water for up to two days

Dexterity – Find a path along the stones that comes closest to the land – making the swim slightly easier

Intelligence – Use the most buoyant materials on hand to create a raft or swimming aid

Strength – Throw a line out from the rocks toward the shore

Wisdom – Discern the moons' influence on the tides to pick out the best time to try to make the swim.

Any successful check reduces by one the number of checks required to swim across. Successfully making the swim requires up to 6 successive Strength or Constitution checks. Double this number for every grade of armor worn – for example, characters in heavy armor would need to make 48 successful checks before they escape the rocks – which is to say, they will not make it barring a miracle of some kind.

If a PC fails three checks in a row, they must save vs. death or drown.



## REFERENCES & AFTERWARDS

In the end, only so much can be put down and it's up to you, as the Referee to figure out what it is you want to present to your players. A few added resource are provided here to help you along.

The next supplements for this setting provide better information about the colonies in the estuary and their internal & external conflicts. Additional supplements with details of the Shrike Delta's expansive underworld and guide to the more challenging encounters further inland give you all you need to create dozens of adventures in the region, advancing your players to the heights of rulership & even divinity.

Defeated		
Roll	Body Location	Severity
1	Finger	Broken
2	Toe	Crippled
3	Left Foot	Severed
4	Left Hand	Destroyed
5	Right Foot	Broken
6	Right Hand	Crippled
7	Left Arm	Severed
8	Left Leg	Destroyed
9	Right Arm	Broken
10	Right Leg	Crippled
11	Eye	Severed
12	Ear	Severed
13	Nose	Broken
14	Mouth	Crippled
15	Torso	Severed
16	Head	Destroyed
17	Voice	Broken
18	Mind	Crippled
19	Heart	Severed
20	Soul	Destroyed

Aids to play & guides to assist your running of the game are provided here – including maps, alternate maps, status & condition boilerplate & a guide to treasure.

Status Conditions in the North are

Resolved through random tables – and each table has a severity based upon its relative strength. You may wish to allow second chances for your “dead” PCs by having them roll on the Defeated table, instead of having them killed outright.

Results		
Die Type	Seriousness	HD
d4	Trivial	1-2
d6	Minor	3-4
d8	Notable	4-6
2d4	Serious	7-10
d12	Significant	11-12
2d6	Treacherous	13-14
2d8	Deadly	15-16
3d6	Mortal	17-20
d20	Random	21-25
2d10	Fatal	26+



Sickened		
Roll	Sickness Type	Duration
1	Wasting - Lose 1 HP/Day	1 Save - 1/Minute
2	Searing - Lose 1 HP/Hour	2 Saves - 1/Minute
3	Sleep - Fall unconscious	3 Saves - 1/Minute
4	Paralysis - Become immobile	4 Saves - 1/Minute
5	Pain - Reduce AC by 5	5 Saves - 1/Minute
6	Retching - Reduce HD by 1	1 Save - 1/Hour
7	Sweating - reduce to-hit by 5	2 Saves - 1/Hour
8	Shakes - Cannot use skills	3 Saves - 1/Hour
9	Palsy - Cannot make stat checks	4 Saves - 1/ Hour
10	Convulsions - Cannot attack	5 Saves - 1/Hour
11	Muting - Cannot speak	1 Save - 1/Day
12	Hallucinations - Fail all saves	2 Saves - 1/Day
13	Deafening - Cannot hear	3 Saves - 1/Day
14	Blinding - Cannot see	4 Saves - 1/Day
15	Crippling - Cannot walk	5 Saves - 1/Day
16	Killing - Roll on Defeat table	1 Save - 1/Week
17	Boiling - Lose 1 HP/Minute	2 Saves - 1/Week
18	Asphyxiating - Lose 1 HP/Second	3 Saves - 1/Week
19	Maddening - roll on Maddened table	4 Saves - 1/Week
20	Necrotic - Cannot regain HP	5 Saves - 1/Week

Poisoned		
Roll	Poison Type	Duration
1	Wasting - Lose 1 HP/Day	1 Save - 1/Minute
2	Searing - Lose 1 HP/Hour	2 Saves - 1/Minute
3	Sleep - Fall unconscious	3 Saves - 1/Minute
4	Paralysis - Become immobile	4 Saves - 1/Minute
5	Pain - Reduce AC by 5	5 Saves - 1/Minute
6	Retching - Reduce HD by 1	1 Save - 1/Hour
7	Sweating - reduce to-hit by 5	2 Saves - 1/Hour
8	Shakes - Cannot use skills	3 Saves - 1/Hour
9	Palsy - Cannot make stat checks	4 Saves - 1/ Hour
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19	Maddening - roll on Maddened table	4 Saves - 1/Week
20	Necrotic - Cannot regain HP	5 Saves - 1/Week

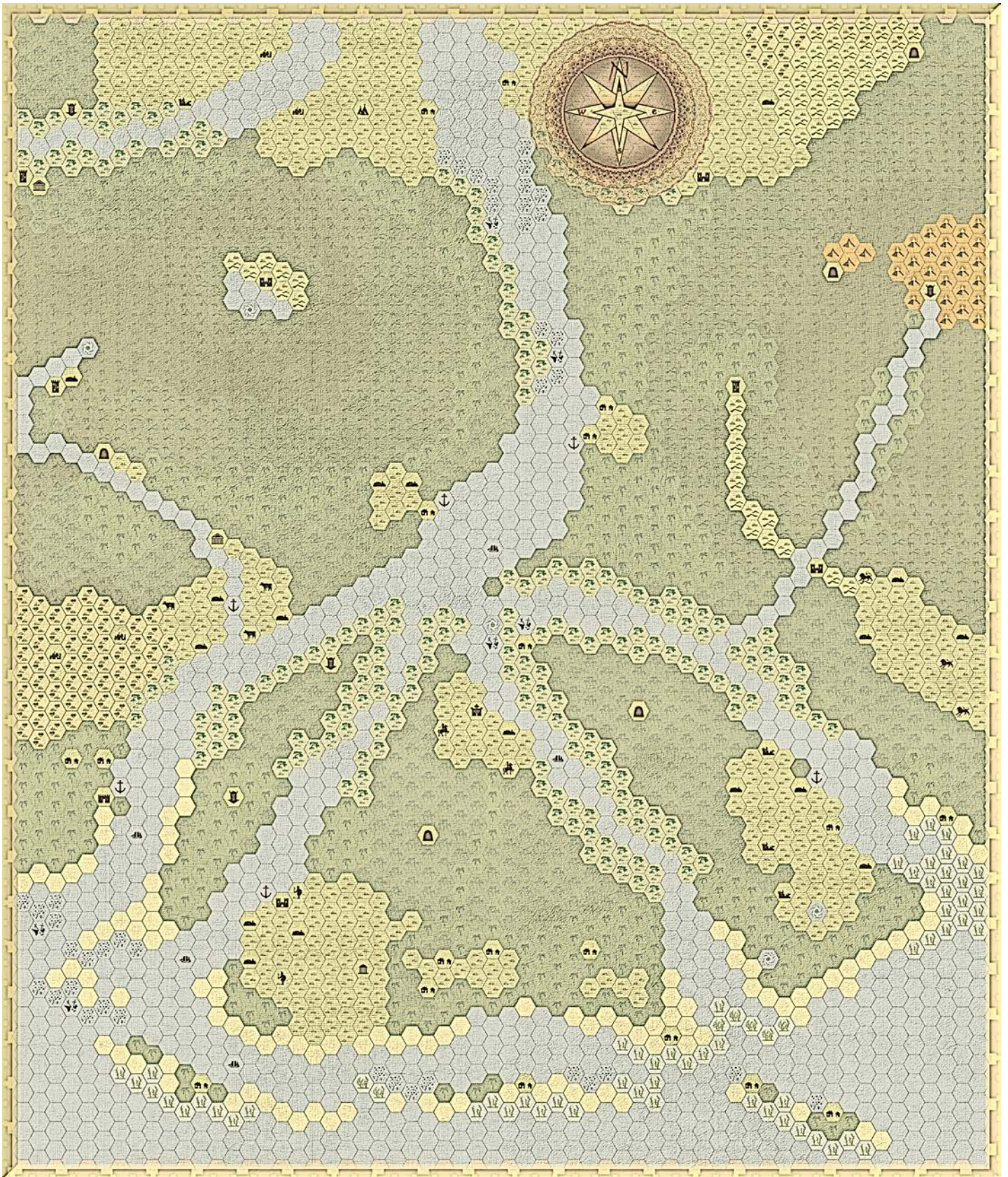
Frightened		
Roll	Fear Effect	Duration
1	Startled - You cannot make attacks	1 Turn
2	Jarred - You cannot make moves	2 Turns
3	Upset - You cannot speak or cast spells	3 Turns
4	Alarmed - You must run away & drop anything you are holding	4 Turns
5	Shocked - You can move or take actions not both	1 Round
6	Defensive Posture - You can take no actions but your AC increases by 4	2 Rounds
7	Soil Yourself - Halve movement & initiative	3 Rounds
8	Panicked - Run away for one round and then take actions to hide	4 Rounds
9	Terrified - You scream & scream and can't stop screaming	1 Minute
10	Cowed - You fall to your knees cowering and reduce your AC by 5	2 Minutes
11	Petrified - You cannot move or take actions	3 Minutes
12	Fits - You convulse and can't do anything and fail all saves	4 Minutes
13	Fainting - You fall unconscious	1 Hour
14	Terrorized - Run for 1 round and then discard all gear	2 Hours
15	Collapse - You go into shock & take 1 HP per minute in damage	1 Day
16	Shattered - You lose 1 HD	2 Days
17	Phobic - You run away and cannot will yourself to return	1 Week
18	Overcome - You fall into shock & take 1 HP damage per turn	2 Weeks
19	Maddened - Roll on the Maddened table	1 Month
20	Traumatized - Roll on the Defeat table	2 Months

Maddened		
Roll	Mental Effect	Duration
1	Phobia - You must save vs. Spells to interact at all with 1 type of being.	1 Hour
2	Phobia - You must save vs. Spells to enter a specific location.	2 Hours
3	Neurosis - You must spend d4 hours each day doing something pointless.	3 Hours
4	Psychosis - Reduce social dice by 1 step but increase initiative by 1 step.	1 Day
5	Psychotic Anger - Increase damage dice by 1 step & reduce social by 2.	2 Days
6	Melancholy - Require double sleep & rest.	3 Days
7	Fatigued - Reduce Imitative by 2 die steps.	4 Days
8	Paranoia - You cannot regain HP through rest.	1 Week
9	Delusions - You have outlandish beliefs that you hold true.	2 Weeks
10	Fragmented - You randomly present another identity/character	3 Weeks
11	Catatonic - You do not act & cannot be made to perform actions.	4 Weeks
12	Demented - You babble incoherently and cannot speak or think.	5 Weeks
13	Lost Nerve - Your To-Hit is reduced by 5.	1 Month
14	Addicted - You crave a certain substance and must have it.	2 Months
15	Sanguine - You weep & cry with little provocation.	3 Months
16	Hysteria - You panic easily & drive others to do the same.	4 Months
17	Lost Affect - You are immune to mental or emotion effects.	5 Months
18	Hysteria - You cannot stop laughing and cannot speak while laughing.	6 Months
19	Delusion - You have become a god and are invincible - so you think.	1 Year
20	Manic - You increase all of your dice by one step for the duration - then die	Permanent

Victorious	
Roll	Victory
1	Insights - Gain 500 Xp
2	Cheerful Outcome - Increase 1 social die by 1 step.
3	Calm Confidence - Increase your HP by 2
4	Skilled Aura - Increase your Skills by 1
5	Deep Insights - Gain 1,000 Xp
6	Tricks of the Trade - Gain a free maneuver
7	Growing Daily - Improve a random statistic by 1.
8	Spring in your Step - Increase move by 5
9	Great Learning - Gain 5,000 Xp
10	Self Assurance- Increase your HP by 5
11	Great Confidence - Recalculate your HP to the maximum based on HD.
12	Can't Be Stopped - Improve all saves by 1.
13	Advancement - Increase two random stats by 1.
14	In Every Way - Gain a free HD.
15	On the Shining Path - Gain 2 free spell levels per day.
16	Improvement - Increase a random stat by 2.
17	Profoundly Empowered - Gain 2 free HD
18	The Master - Increase all your Skills by 2
19	Superior - Increase 2 random stats by 2
20	The Victor - Increase all your Stats by 1



## A MAP OF THE SHRIKE RIVER DELTA





Maps of the Delta are notoriously inaccurate. Tides & the vagaries of the river's flow serves to change the land with great frequency.

## **A MAP OF THE SHRIKE RIVER DELTA**





Maps of the Delta are notoriously inaccurate. Cartographers are abundant, however, and the trade in maps is as brisk as it is unscrupulous.

## A PILOT'S MAP OF THE SHRIKE ESTUARY



This map can serve as a guide when running the campaign. Events described in this book occur principally in this area. Players are unlikely to have access to accurate depictions and maps should not be easily read by most players, as the features of the map are bound by culture & shaped by assumptions. When running this setting these maps are useful points of reference – for relative distance & location – but you shouldn't pin your entire exposition on these diagrams. Rather, consider the geography as seen by the PC –

*You are on a broad plain of tall grass, the sun is high in the sky & beats down furiously, clouds pass over and cast shadows on the ground while ahead you see a deep forest forming in the pampas & growing up – within the tree-tops are gathered clouds, mist & the constant droning scream of pristine wilderness, hungry & fearful. The heat is abated only slightly by a strong breeze from the south, to your right, a cool wind with the taste of salt on it & amidst the cacophony of locusts & monkeys, you can make out the bare sound of waves crashing on the shore. Far to the North, on your right you can make out the mass of land that punches up through the jungle & the plains, a mountain, solitary and vast, wide & gradually rising. The clouds stroke its solitary peak as they drift past, pushed by the ocean breeze.*

A place fitting this description can be picked out on the map, in fact dozens of the hexes presented here can qualify as such locales – but each of these positions is experienced differently by the players, and you can make this experience more vivid by using vague approximate positions rather than absolutes. In the end, the maps you choose to use are a matter of preference & a function of your own goals when running the game.

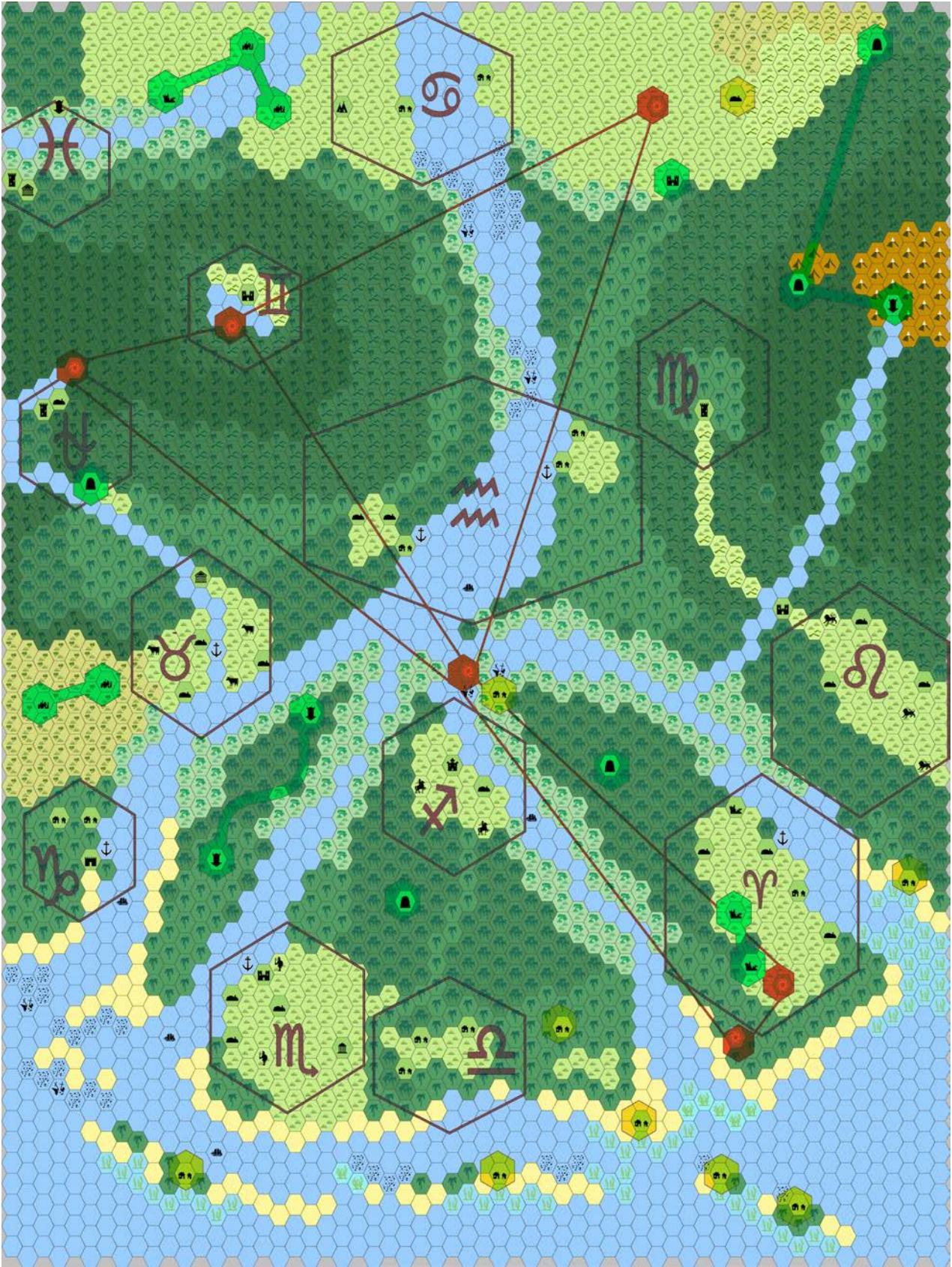
## A MAP OF FIXED ENCOUNTERS IN PART 1



The locations depicted are described in the Will of Wolves adventure book 1. All the intervening space can be populated using encounters book 1. Or, you can fill in every detail of this map with your own fabrications.



# CLAIMS ON THE SHRIKE DELTA



This map depicts the locations of the different factions that operate in the Delta & exert control. Each of these represents a Stronghold & is managed by a Party – and each will be more fully described elsewhere. A simplistic guide to each of these factions is provided here to give you a sense of what will come & a plan for further development.

Ÿ - **The Ramhorns** – A peaceful but somewhat hapless colony led by King Bagel – a Halfling. They are attempting to create permanent settlements but are harried on all sides by anarchic goblins, dangerous animals & the reckless hostility of Silvas Astra.

Ÿ - **The Bos Nandi** – A colony brought from the south whole cloth – an entire society based upon an old-world civilization. They have adopted tribes of Orc centaurs & minotaurs who serve as their army & their servants. Religious, ritualistic & rich.

Π - **Don et Donna Doble** – A peculiar colony built at the peak of an extinct volcano – it is peaceful & wealthy, but hides a secret. The Dobles exploit the underworld of the Delta all while maintaining uncanny control over their mysterious minions.

☞ - **Mirin Ecter's Migration** -An emerging power, the dwarves from the ocean floor are migrating to the surface. Their coral-city built onto the back of a titanic crab has come to rest just above the Shrike River cataracts, but their progress north has stalled.

Ω - **Duke Akito's Lion Knights** – Would be settlers & strange pacifists, the Lion Knights are named for their adversaries – the lions of the delta, a species of lion that is particularly bloodthirsty. The Lion Knights regard all animals as equals to people & consider these lions to be an enemy nation. They seek salvation from danger on all sides.

𐌚 - **The Maiden** – Loneliest of the factions –the maiden is a figure of tremendous power who is trapped in an ancient, magical tower. She appears, superimposed on the sky a thousand feet high, demanding that people love her, and they do. All this, is her strategy for securing rescue.

⚖ - **Companions of The Libra** – A secret society of slave-liberators that has yet to evolve its own base or leadership. The Libra is a symbolic figure that any would-be liberator can swear allegiance to, an impersonate – gaining reputation & legitimacy in an instant.

♏ - **The Black Scorpions of Ked** – A militant mercantile order – the Black Scorpions are broken in two – a faction of slavers & would be conquerors, and a faction of profane cultists, that secretly guide the group's destiny from an inner circle.

♄ - **Silvas Astra's Silver Riders** – A tribe of wealthy elves, maddened by boredom & the demands of leadership, they have devolved to drug-crazed lunatics who hunt people for sport & who enslave their prey in service of their drug plantations.

♄ - **The Oceangoat Caprices** – Pirates, without conscience or conviction, who raid the seas & the riverways all in pursuit of plunder. Their goals are simple, their organization baroque.

♁ - **The Dreaming King's Cohort** – The dreaming king has many faithful who come to his service, often, unwillingly. They gather at the places of crisis & make trouble without effort – all while they await their king's wakefulness.

♄ - **The Comptessa Piscata** – Queen of the mermaids who governs from her underwater palace. She pities the creatures of the land, forced to go upon legs & she changes those she or her servants catch to be more like her, free & happy, underwater.



## TREASURE GENERATION

Monsters & NPCs have a listed numerical value called the Treasure Score. This is the number that has to be rolled below on a search check. The difference between the search roll & the listed treasure score indicates what table you should use to roll up the random materials & loot that are gained through defeating opponents. This type of treasure is typically incidental, but it could be massive & significant, if the monster's treasure score is high & the PC's search attempts are good. Randomized treasure tables can be used to create fixed treasure for specific encounters as well.

An example of randomly gathered treasure could be designated with a very wise character's search of a defeated NPC with a treasure score of 4. The PC rolls to search the body and uses d4 based on a high wisdom score. With a result of 2 the difference between the two values is 2. You can decide to roll table 1 twice, or roll table 2 (or any other table if you prefer, or you can simply give out the type of treasure that you wish – these tables are tools not shackles).

All of the treasure tables consist of two or more d20 rolls that refer to the indicated columns – each d20 value indicates a different item & the relevant associated traits for that item. For every table roll for each column

Treasure Table 1			
Remains			
Material		Quality	
1	Claws	1	Destroyed
2	Fur	2	Ruined
3	Hide	3	Broken
4	Reagents	4	Scuffed
5	Teeth	5	Cracked
6	Gallstone	6	Salvageable
7	Bezoar	7	Servicable
8	Bones	8	Adequate
9	Stinger	9	Several
10	Wings	10	Numerous
11	Feathers	11	Handfull
12	Beak	12	Average
13	Skin	13	Regular
14	Horns	14	Decent
15	Antlers	15	Nice
16	Hooves	16	Excellent
17	Meat	17	Quality
18	Pearl	18	Fine
19	Leg	19	Ideal
20	Eyes	20	Perfect

**Treasure Table 1** deals with physical remains & is most sensibly used for animals & monsters – but very bloodthirsty characters may wish to skin or scalp human adversaries. Roll 2d20 once for the material harvested and next for an indication of the quality.

**Treasure Table 2** deals with personal items. These are the types of materials that a person typically carries for handy use or personal affectation. Roll once for the type of effect & second for a descriptor to give a sense of value. This table is best associated with NPCs – but it could easily represent the detritus in a bear's cave or a shark's gut.

**Treasure Table 3** deals with vital supplies, the materials common to travelers & explorers. In the main these are pure representations of good used by pioneers – but each could potentially be described as a part of a monster or animal. Meat from a slaughtered animal, or medicine derived from a monster's bile are fair examples of non-literal interpretations of the table.

Treasure Table 2			
Personal Effects			
Item		Description	
1	Ink	1	Shabby
2	Jewelry	2	Silver
3	Paints	3	Wooden
4	Flint Striker	4	Leather
5	Icon	5	Dirty
6	Idol	6	Lead
7	Toy	7	Sharp
8	Dice	8	Delicate
9	Cards	9	Fancy
10	Notes	10	Elegant
11	Letter	11	Fashionable
12	Book	12	Hideous
13	Earring	13	Interesting
14	Instrument	14	Religious
15	Tool	15	Fabulous
16	Knife	16	Broken
17	Picture	17	Tasteful
18	Clothes	18	Paper
19	Boots	19	Clever
20	Drugs	20	Useful

Treasure Table 3				Treasure Table 4					Treasure Table 5			
Supplies				Trade Goods					Loot			
Item		Quantity		Item		Quality		Quantity	Item		Quantity	
1	Hardtack	1	1	1	Pelts	1	Rare	1 5	1	Silver Coins	1	1
2	Waterskin	2	2	2	Lumber	2	Valuable	2 10	2	Silver Ingot	2	2
3	Flour	3	3	3	Metal Ingots	3	Exotic	3 15	3	Crude Gems	3	3
4	Jerky	4	4	4	Incense	4	Quality	4 20	4	Letter of Credit	4	4
5	Preserves	5	6	5	Perfumes	5	Crude	5 25	5	4X Silver Coins	5	6
6	Tubers	6	8	6	Tools	6	Shoddy	6 30	6	6x Silver Coins	6	8
7	Wine	7	10	7	Fabric	7	Mystical	7 35	7	5x Silver Coins	7	10
8	Beer	8	12	8	Oils	8	Holy	8 40	8	Silver Dust	8	12
9	Liquor	9	14	9	Containers	9	Scented	9 45	9	Gold Coins	9	14
10	Sugar	10	16	10	Soap	10	Patent	10 50	10	Gold Ingot	10	16
11	Medicine	11	20	11	Spice	11	Signature	11 60	11	Gold Dust	11	20
12	Sacks	12	24	12	Furniture	12	Fine	12 70	12	Cut Gems	12	24
13	Cloth	13	28	13	Games	13	Esoteric	13 80	13	2x Silver Coins	13	28
14	Pelts	14	32	14	Books	14	Rough	14 90	14	3x Silver Coins	14	32
15	Meals	15	36	15	Drinks	15	Pure	15 100	15	2x Gold Coins	15	36
16	Bedding	16	42	16	Drugs	16	Precious	16 120	16	3x Gold Coins	16	42
17	Nuts	17	48	17	Food	17	Excellent	17 140	17	2x Cut Gems	17	48
18	Salt	18	54	18	Weapons	18	Versatile	18 160	18	3x Crude Gems	18	54
19	Oil	19	60	19	Medicines	19	Portable	19 180	19	Exotic Coins	19	60
20	Firewood	20	70	20	Utensils	20	Wrought	20 200	20	10x Silver Coins	20	70

**Treasure Table 4** refers to trade goods – materials hauled & carried for their value in commerce. Trade goods get a description & a quantity. In general the value of trade goods in terms of Sp & Xp is negotiable & based directly on the confluence of PC actions & NPC requirements & material scarcity. Even shoddy tools are likely to be valuable in a setting without cities or means to manufacture them, meanwhile a setting awash in forests may have very little demand for lumber. The quantity rolls indicates an approximate weight in whatever units are most reasonable. A result of 200 may mean tons of metal, pounds of soap or individual volumes of books.

**Treasure Table 5** refers the unambiguous category of loot. Loot is usually rendered in coin. The second column indicates quantity – but the quantity can be modified by the first column as well. A roll of 20 & 9 would indicate, for example, 140 Silver Coins. Gold coins have variable value usually multiplied by 5 or 10 to figure an Sp value. The dust of these valuable metals is figured as a weight that corresponds to a number of coins – so 12 bits of silver dust are equal to 12 silver coins. **Table 5b** – is useful for generating the specifics of any gems found amongst loot. You can roll for each gem or use a single roll to derive an average and assign it to all the gems rolled as part of the loot.



Treasure Table 5B			Treasure Table 6						Treasure Table 7		
Gemstones			Treasures						Hoards		
Item	Value		Item	Description		Material			Tables	Rolls	
1	Periodot	1 1sp	1	Weapon	1 Enchanted	1	Gold		1 2	1	1
2	Quartz	2 2sp	2	Necklace	2 Magnificent	2	Silver		2 1 & 2	2	2
3	Topaz	3 3sp	3	Earring	3 Splendid	3	Platinum		3 2 & 3	3	3
4	Garnet	4 4sp	4	Crown	4 Majestic	4	Steel		4 2, 3 & 4	4	1
5	Amethyst	5 5sp	5	Ring	5 Imposing	5	Diamond	5	2	5	2
6	Beryl	6 10sp	6	Scepter	6 Lordly	6	Ruby	6	2 & 3	6	3
7	Opal	7 15sp	7	Statue	7 Beautiful	7	Sapphire	7	3 & 4	7	1
8	Carnelian	8 20sp	8	Brooch	8 Huge	8	Electrum	8	4 & 5	8	2
9	Emerald	9 25sp	9	Dining Set	9 Antique	9	Palladium	9	4, 5 & 6	9	3
10	Ruy	10 50sp	10	Idol	10 Disturbing	10	Adamantium	10	4 & 5	10	4
11	Spinel	11 75sp	11	Painting	11 Fascinating	11	Mithral	11	3, 4 & 5	11	5
12	Tanzanite	12 100sp	12	Tool	12 Elegant	12	Orichalc	12	3, 4, 5 & 6	12	6
13	Diamond	13 125sp	13	Timepiece	13 Precision	13	Jade	13	2, 3, 4 & 5	13	4
14	Lapis	14 150sp	14	Spyglass	14 Sophisticated	14	Obsidian	14	2, 3, 4, 5 & 6	14	5
15	Chrysoprase	15 200sp	15	Book	15 Holy	15	Meteoric	15	5 & 6	15	6
16	Pearl	16 250sp	16	Bauble	16 Impressive	16	Elemental	16	4, 5 & 6	16	4
17	Onyx	17 300sp	17	Reliquary	17 Ancient	17	Quintessential	17	2 & 3	17	5
18	Moonstone	18 400sp	18	Tapestry	18 Inspiring	18	Wooden	18	2, 3, 4 & 5	18	6
19	Jasper	19 500sp	19	Gown	19 Glorious	19	Ivory	19	2, 3, 4, 5 & 6	19	7
20	Agate	20 1000sp	20	Armor	20 Exotic	20	Pearl	20	1, 2, 3, 4, 5 & 6	20	8

**Treasure Table 6** is used to create a specific piece of treasure. Roll 3d20 and consult each column to create an art object or item of notable value. You can embellish any of the rolls here by referring to the starting gear tables used by PCs when creating their characters. To derive an Sp value for the item you can multiply all of the d20 rolls together- for instance a Huge Pearl Brooch might have a value of 1,280 Sp – While an enchanted gold weapon may have a value of 1 measly Sp. If you aren't satisfied with the randomized value of the treasure you can simply substitute any Sp value between 1,000 & 10,000.

**Treasure Table 7** is used to generate treasure hoards. A treasure hoard is comprised of several rolls from the other tables - the first column indicates which tables should be consulted while the second table indicates how many individual rolls should be made. For instance a roll of 17 and 13 would indicate that you should roll 4 times between tables 2 & 3 - or, if you are feeling magnanimous 4 times on each of the tables.

Obviously – these tables are functional purely as tools for quickly creating incidental treasure or for inspiring you as the Referee to create a template for the types of loot that your NPCs and Monster threats will offer when vanquished. If you have in mind specific treasures you'd prefer to include you should absolutely forgo the use of any randomized tables.

## TOOLS OF THE THIEF KING



This set of thieves tools include a set of lock picks attached to a brass ring, a crowbar, grappling hook & a length of rope as well as a set of handheld climbing claws. The tools together work as normal thieves tools, allowing a character to scale walls, open locks & find traps as normal, but with the advantage of increasing these skills by one for a character who possesses the entire set.

Attuning oneself to the tools allows a character to unlock & access the deeper powers. This requires the investment of Xp but also the perpetration of larcenous acts. The tools won't work for characters who aren't accomplished thieves.

This magical item can be found at location 4 & is particularly useful to characters who focus upon skills.

Attunement Level	Number of Thief Jobs	Xp Spent	Power Unlocked
Page of the Trade	0-5	250	+1 to Scale Walls, Find Traps, Open Locks & Pick Pockets
Knight of the Trade	6-10	750	-2 to Saves Vs. Traps & Devices, +1 chance to detect secret doors
Prince of the Trade	11-20	1500	Learn two dead languages, +1 to Hide in Shadow, Move Quietly & Hear Noise
King of the Trade	21+	3000	Magically command ropes, Magically turn into a log for 1 hour per week

The tools were commissioned by **Nusmis Aurrer** the legendary king of thieves. The thief king travelled the jeweled cities of the south, winning fortunes through trickery and stealth – and losing those same fortunes just as easily through his notorious bad luck at cards.

Nusmis Aurrer stole for decades and always challenged himself to pursue yet greater fortunes. His notorious acquisition of the *Reliquary of Saint Hero* from Queen Andinia of the Pellucid Kingdom left him cursed with a magical wasting disease. Seeking a cure for the ailment, Nusmis Aurrer left for the north, finding no cure, he became exiled to an isolated island, but only after his disease had spread, cursing a few others who ended up joining him in exile and death – as the *Reliquary* passed from person to person. Aurrer's famous tools have remained in the desolate shack where he died so ignominiously after a life of daring & adventure.

The tools themselves are rather well made, they are light, but have a reassuring ergonomically pleasing mass, and they are subtly adorned with the symbols of common playing cards – a reminder of his fascination with gambling & chance.



Day		BLUE MOON			RED MOON			GREEN MOON			WHITE MOON			EVENTS	
1	Full	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Players cross to the North & roll their stars.	BLACK MOON
2	Full	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
3	Waning Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
4	Waning Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	The Agility Lands at Ked.	
5	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
6	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
7	Waning Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
8	Waning Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
9	New	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
10	New	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
11	Waxing Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
12	Waxing Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
13	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Rites Of Malinalx begin at Philemon Town	
14	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
15	Waxing Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
16	Waxing Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
17	Full	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Giant Caterpillars Emerge at Papagni's shrine.	
18	Full	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
19	Full	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
20	Waning Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Companions Meet at the Libra shrine.	
21	Waning Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
22	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
23	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
24	Waning Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
25	Waning Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
26	New	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
27	New	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
28	Waxing Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
29	Waxing Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
30	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
31	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
32	Waxing Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
33	Waxing Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
34	Full	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
35	Full	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
36	Waning Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
37	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
38	Waning Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
39	New	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
40	Waxing Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
41	Waxing Crescent	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
42	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
43	Half	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
44	Waxing Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
45	Waxing Gibbous	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	The Avatar of Malinalx Appears	

Blue Moon			Red Moon			Green Moon			White Moon			Black Moon			Events
Day															
46	Waxing Gibbous	☾	Half	🔴	☾	Waning Crescent	☾	Waning Crescent	☾	Waxing Crescent	☾	Waning Gibbous	☾	Waning Gibbous	Silvas Astra's Wild Hunt Commences The Great Bull Fight at Bos Nandi
47	Full	☾	Waxing Gibbous	🔴	☾	Waning Crescent	☾	Waning Crescent	☾	Half	☾	Half	☾	Half	
48	Full	☾	Waxing Gibbous	🔴	☾	New	☾	New	☾	Waxing Gibbous	☾	Waning Crescent	☾	Waning Crescent	
49	Full	☾	Waxing Gibbous	🔴	☾	New	☾	New	☾	Full	☾	New	☾	New	
50	Waning Gibbous	☾	Full	🔴	☾	New	☾	New	☾	Waning Gibbous	☾	Waxing Crescent	☾	Waxing Crescent	
51	Half	☾	Full	🔴	☾	Waxing Crescent	☾	Waxing Crescent	☾	Half	☾	Half	☾	Half	Hobtown attacks the Rest
52	Waning Crescent	☾	Full	🔴	☾	Waxing Crescent	☾	Waxing Crescent	☾	Waning Crescent	☾	Waxing Gibbous	☾	Waxing Gibbous	
53	New	☾	Waning Gibbous	🔴	☾	Waxing Crescent	☾	Waxing Crescent	☾	New	☾	Full	☾	Full	
54	Waxing Crescent	☾	Waning Gibbous	🔴	☾	Half	☾	Half	☾	Waxing Crescent	☾	Waning Gibbous	☾	Waning Gibbous	
55	Waxing Crescent	☾	Waning Gibbous	🔴	☾	Half	☾	Half	☾	Half	☾	Half	☾	Half	
56	Half	☾	Half	🔴	☾	Half	☾	Half	☾	Waxing Gibbous	☾	Waning Crescent	☾	Waning Crescent	The Maiden Appears over the delta Silvas Astra's Wild Hunt Ends
57	Half	☾	Half	🔴	☾	Waxing Gibbous	☾	Waxing Gibbous	☾	Full	☾	New	☾	New	
58	Waxing Gibbous	☾	Half	🔴	☾	Waxing Gibbous	☾	Waxing Gibbous	☾	Waning Gibbous	☾	Waxing Crescent	☾	Waxing Crescent	
59	Waxing Gibbous	☾	Waning Crescent	🔴	☾	Waxing Gibbous	☾	Waxing Gibbous	☾	Half	☾	Half	☾	Half	
60	Waxing Gibbous	☾	Waning Crescent	🔴	☾	Full	☾	Full	☾	Waning Crescent	☾	Waxing Gibbous	☾	Waxing Gibbous	
61	Full	☾	Waning Crescent	🔴	☾	Full	☾	Full	☾	New	☾	Full	☾	Full	Companions Meet at the Libra shrine.
62	Full	☾	New	🔴	☾	Full	☾	Full	☾	Waxing Crescent	☾	Waning Gibbous	☾	Waning Gibbous	
63	Waning Gibbous	☾	New	🔴	☾	Full	☾	Full	☾	Half	☾	Half	☾	Half	
64	Waning Gibbous	☾	New	🔴	☾	Waning Gibbous	☾	Waning Gibbous	☾	Waxing Gibbous	☾	Waning Crescent	☾	Waning Crescent	
65	Half	☾	Waxing Crescent	🔴	☾	Waning Gibbous	☾	Waning Gibbous	☾	Full	☾	New	☾	New	
66	Half	☾	Waxing Crescent	🔴	☾	Waning Gibbous	☾	Waning Gibbous	☾	Waning Gibbous	☾	Waxing Crescent	☾	Waxing Crescent	The Maiden Appears over the delta Silvas Astra's Wild Hunt Ends
67	Waning Crescent	☾	Waxing Crescent	🔴	☾	Half	☾	Half	☾	Waning Crescent	☾	Half	☾	Half	
68	Waning Crescent	☾	Half	🔴	☾	Half	☾	Half	☾	Waning Crescent	☾	Waxing Gibbous	☾	Waxing Gibbous	
69	New	☾	Half	🔴	☾	Half	☾	Half	☾	New	☾	Full	☾	Full	
70	New	☾	Half	🔴	☾	Waning Crescent	☾	Waning Crescent	☾	Waxing Crescent	☾	Waning Gibbous	☾	Waning Gibbous	
71	New	☾	Waxing Gibbous	🔴	☾	Waning Crescent	☾	Waning Crescent	☾	Half	☾	Half	☾	Half	Companions Meet at the Libra shrine.
72	Waxing Crescent	☾	Waxing Gibbous	🔴	☾	Waning Crescent	☾	Waning Crescent	☾	Waxing Gibbous	☾	Waning Crescent	☾	Waning Crescent	
73	Waxing Crescent	☾	Waxing Gibbous	🔴	☾	New	☾	New	☾	Full	☾	New	☾	New	
74	Waxing Crescent	☾	Full	🔴	☾	New	☾	New	☾	Waning Gibbous	☾	Waxing Crescent	☾	Waxing Crescent	
75	Half	☾	Full	🔴	☾	New	☾	New	☾	Half	☾	Half	☾	Half	
76	Half	☾	Full	🔴	☾	Waxing Crescent	☾	Waxing Crescent	☾	Waning Crescent	☾	Waxing Gibbous	☾	Waxing Gibbous	The Maiden Appears over the delta Silvas Astra's Wild Hunt Ends
77	Half	☾	Full	🔴	☾	Waxing Crescent	☾	Waxing Crescent	☾	New	☾	Full	☾	Full	
78	Waxing Gibbous	☾	Waning Gibbous	🔴	☾	Waxing Crescent	☾	Waxing Crescent	☾	Waxing Crescent	☾	Waning Gibbous	☾	Waning Gibbous	
79	Waxing Gibbous	☾	Waning Gibbous	🔴	☾	Half	☾	Half	☾	Half	☾	Half	☾	Half	
80	Waxing Gibbous	☾	Waning Gibbous	🔴	☾	Half	☾	Half	☾	Waxing Gibbous	☾	Waning Crescent	☾	Waning Crescent	
81	Full	☾	Half	🔴	☾	Half	☾	Half	☾	Full	☾	New	☾	New	Companions Meet at the Libra shrine.
82	Full	☾	Half	🔴	☾	Waxing Gibbous	☾	Waxing Gibbous	☾	Waning Gibbous	☾	Waxing Crescent	☾	Waxing Crescent	
83	Waning Gibbous	☾	Half	🔴	☾	Waxing Gibbous	☾	Waxing Gibbous	☾	Half	☾	Half	☾	Half	
84	Waning Gibbous	☾	Waning Crescent	🔴	☾	Waxing Gibbous	☾	Waxing Gibbous	☾	Waning Crescent	☾	Waxing Gibbous	☾	Waxing Gibbous	
85	Waning Gibbous	☾	Waning Crescent	🔴	☾	Full	☾	Full	☾	New	☾	Full	☾	Full	
86	Half	☾	Waning Crescent	🔴	☾	Full	☾	Full	☾	Waxing Crescent	☾	Waning Gibbous	☾	Waning Gibbous	The Maiden Appears over the delta Silvas Astra's Wild Hunt Ends
87	Half	☾	New	🔴	☾	Full	☾	Full	☾	Half	☾	Half	☾	Half	
88	Half	☾	New	🔴	☾	Waning Gibbous	☾	Waning Gibbous	☾	Waxing Gibbous	☾	Waning Crescent	☾	Waning Crescent	
89	Waning Crescent	☾	New	🔴	☾	Waning Gibbous	☾	Waning Gibbous	☾	Full	☾	New	☾	New	
90	Waning Crescent	☾	Waxing Crescent	🔴	☾	Waning Gibbous	☾	Waning Gibbous	☾	Waning Gibbous	☾	Waxing Crescent	☾	Waxing Crescent	



Animal Feed	Includes any type of grain, seed or low grade meat for feeding a mount or pet for one day
Arrows	including crossbow bolts, darts, throwing knives and, of course, arrows
Astrolabe	Useful for determining position - a successful Intelligence check with an astrolabe can fix a position on a map
Backpack	Eminently useful for carrying things. Can carry up to half the character's con score in items.
Barrel	Watertight & useful for storing liquids or for storing goods at sea
Basket	commonly available, very nice baskets are works of art, most are rudimentary and purely functional
Bath	An hour of soap, water & scrub brushes hot water optional - Just what an adventurer needs
Bedroll	A rolled up combination of a thin mattress, pillow & blanket
Bell	Ranging in size from small bells on a string to a handheld bell useful for signaling
Blank Book	50 pages to inspire the imagination or record the minutia of daily life
Blanket	Woven of a variety of materials, sometimes filled with down or fur - quality is highly variable
Boat per person	A ride in a boat from one nearby location to another, generally across the river or a stream
Boat per ton	A boat shipment from one well travelled location in the delta to another
Book of Fiction	A book of stories, a novel or fairy tales
Book of Instruction	A guidebook for performing a particular task. Study of such a book can grant ability to perform a certain task
Book of Lore	An encyclopedia or dictionary covering a subject of some obscurity. Study of such a book gives esoteric knowledge
Book of Poetry	A book of poems, songs or an epic
Book of Religion	A prayer book or a hymnal, possibly a book of rituals & aphorisms. Such a book may give religious insights
Bow	A longbow is more expensive, Crossbows more expensive still. composite materials are not common.
Bucket	A simple pail for carrying liquid
Candle	Provides three hours of minimal light.
Cereals	Any quantity of grain - rice & maize are common, wheat & barley less so. Quinoa, spelt & the like are rare.
Chain	A sturdy metal chain of hand forged links
Chalk	Comes in a variety of colors, usually purchased as a shapeless lump.
Coach	A horse drawn carriage for carrying people & supplies, quality & luxury vary wildly
Coach per person	A journey in an average horse drawn carriage between two civilized outposts
Compass	The product of advanced metallurgical science - a rarity to some, a carefully guarded secret to others
Dairy	A quantity of milk, cheese butter or curds, from a variety of animals, mainly cows & goats
Drink	Any drink that isn't water. Beer, rum, whiskey, ale, lemonade or milk all count as drink
Drink	When packaged for travel, drink has a different price, but is essentially the same thing
Entertainment	Up to and including brothel visits, a musical performance, a play or a puppet show. Every instance is paid separately
Fish	Includes all types of sea food including shellfish, octopus & the like
Fishing Tackle	The tools needed for fishing successfully - may include a net, a rod & fishing line as well as hooks & lures
Flint Striker	Expensive versions are a self contained sparking tool, cheaper sorts are a piece of flint and steel
Glue	Made of animal products or plant sap - useful in some instances but usually quite messy
Grappling Hook	a metal hook for boarding ships, climbing walls or pulling down branches
Guide	The expert guidance of a local. Usually a child or an indigent, but some professional guides are around as well
Hammock	Any kind of bed meant to be slept in while hanging over the ground, useful for avoiding bugs
Hardtack	Any type of ration that is meant for hard travel. Usually not very appetizing but still rather nourishing, heavy but compact
Heavy Axe	A bearded axe, battle axe or simply a huge woodsman's axe. Maces & hammers are equivalently priced
Heavy Blade	A large sword of 3 or more feet. Polearms of similar size & weight are equivalently priced
Heavy Spear	A heavy bladed pole weapon such as a halberd or pike
Ink	Comes in a variety of colors, usually purchased in liquid form but sometimes sold as a powder
Lantern	Comes in a variety of styles - glass covered lanterns, oil lamps, hooded or shrouded lanterns and the like are equivalent
Large Boat	A longboat, sufficient to carry at least 20 rowers and half as many passengers.
Large Ship	A Galleon or similar, carries a medium sized boat, or two - large enough for two hundred souls or 100 tons
Light Axe	A small bladed hatchet or a throwing tomahawk. Light maces & hammers are equivalently priced
Light Blade	A dagger, knife or similar. Kukris, scalpels & the like fall into this category
Light Spear	A javelin or similar weaponized stick
Map	Quality varies greatly, some are entirely fictitious, some are most impressive, costs are likewise variable
Marbles	Glass or metal or wood - a collection of balls for the playing of games or the tripping of enemies
Matches	Useless if wetted & sometimes temperamental, they are a luxurious convenience to most
Meal	Varies in style, substance & quality but you do tend to get what you pay for.
Meat	Beef, mutton & ham - as well as game of many types are available, in season or out may affect pricing
Medium Axe	A battle axe, can be thrown but is best held on to - other types of hafted metal weapons such as hammers and maces count too
Medium Blade	A sword, long or short, with a blade between 1 and 3 feet long.



Sample Prices in the Shrike Delta					
Amenities		Paper Goods & Knowledge		Food Supplies	
Room	5 Sp per star per night	Blank Book	10 Sp	Cereals	3 Sp per pound
Meal	2 Sp per star	Book of Fiction	25 Sp	Spices*	20 Sp per pound
Drink	1 Sp per star	Book of Instruction	15 Sp	Meat	4 Sp per pound
Shave & Haircut	1 Sp	Book of Lore	50 Sp	Drink	10 Sp per gallon
Bath	1 Sp	Book of Poetry	15 Sp	Vegetables	2 Sp per pound
Entertainment	2 Sp per star	Book of Religion	5 Sp	Dairy	25 Sp per pound/gallon
Residence	100 Sp per month	Ink	120 Sp per gallon	Salt	1 Sp per pound
Guide	1 Sp per day	Map	1000 Sp	Hardtack	2 Sp per meal
Tattoo	5 Sp per star	Paper	1 Sp per sheet	Animal Feed	2 Sp per meal
Gear & Equipment		Papyrus	1 Sp per 5 sheets	Fish*	1 Sp per pound
Astrolabe	650 Sp	Parchment	1 Sp per 2 sheets	Oil & Fat	5 Sp per gallon/pound
Backpack	10 Sp	Quills	1 Sp	Weapons	
Barrel	20 Sp	Sealing Wax	4 Sp	Arrows	1 Sp per 5
Basket	1 Sp	Training for Adventure	250 Sp	Bow	400 Sp
Bedroll	15 Sp	Training for Combat	300 Sp	Heavy Axe	75 Sp
Bell	12 Sp	Training for Labor	10 Sp	Heavy Blade	120 Sp
Blanket	10 Sp	Training for Profession	5000 Sp	Heavy Spear	60 Sp
Bucket	3 Sp	Bespoke Items		Light Axe	40 Sp
Candle	2 Sp	Boots	20 Sp	Light Blade	65 Sp
Chain	5 Sp per foot	Cloak	10 Sp	Light Spear	20 Sp
Chalk	1 Sp	Coat	15 Sp	Medium Axe	60 Sp
Compass	25 Sp	Dress	20 Sp	Medium Blade	100 Sp
Fishing Tackle	15 Sp	Glasses	100 Sp	Medium Spear	40 Sp
Flint Striker	10 Sp	Heavy Armor	5,000 Sp	Musket	2,000 Sp
Glue	20 Sp per Gallon	Light Armor	4,000 Sp	Pistol	4,000 Sp
Grappling Hook	4 Sp	Medium Armor	1,000 Sp	Conveyances & Transport	
Hammock	2 Sp	Outfit	15 Sp	Boat per person	5 Sp per day of travel
Lantern	6 Sp	Prosthetic	150 Sp	Boat per ton	10 Sp per day of travel
Marbles	1 Sp per 5	Shoes	10 Sp	Coach	2,500 Sp
Matches	20 Sp per 100	Signet Ring	20 Sp	Coach per person	10 Sp per day of travel
Metal Hand Tool	10 Sp	Suit	100 Sp	Large Boat	3,500 Sp
Musical Instrument	100 Sp	Mounts & Pets		Large Ship	35,000 Sp
Net	5 Sp per yard	Native Dog	10 Sp	Medium Boat	2,000 Sp
Pitons	2 Sp for 5	Native Horse	35 Sp	Medium Ship	22,500 Sp
Pole	1 Sp per 4 feet	Pet Bird	5 Sp	Porters per ton	10 Sp per day of travel
Rope	2 Sp per foot	Pet Feline	1 Sp	Ship per person	1 Sp per day of travel
Spyglass	800 Sp	Pet Rodent	1 Sp	Ship per ton	5 Sp per day of travel
Tent	10 Sp per person	Pet Reptile	1 Sp	Small Boat	700 Sp
Watch	2,000 Sp	Riding Tack	25 Sp	Small Ship	12,000 Sp
Whistle	5 Sp	Traditional Dog	100 Sp	Wagon	1,200 Sp
Wooden Hand Tool	3 Sp	Traditional Horse	400 Sp	Wagon per ton	10 Sp per day of travel



Medium Boat	A skiff or barge, something reasonably substantial, able to carry ten to twenty people & their gear
Medium Ship	A cog or other sailing ship, large enough to carry one or two small boats and up to 60 people comfortably
Medium Spear	A boar spear or a war spear, carried by guards & hunters the world over
Metal Hand Tool	A metal hammer, saw, chisel or wrench. Any type of file or rasp or plane counts as well, any tool mainly made of metal
Musical Instrument	Drums are common as are flutes & whistles, horns are next but stringed instruments are rarest, price goes up with quality & size
Musket	A rarity in the world, a rifle that shoots a single bullet before reloading. Powder & ammunition are usually self-made
Native Dog	A dog of the strange local breeds - probably more than half feral, don't expect much loyalty
Native Horse	One of the strange horses with multiple toes that are local to the delta. Not as big or fast as southern horses
Net	Useful in a variety of ways, from catching fish to hauling cargo, they are available at most shipyards
Oil & Fat	Necessities of all cookery, uncommon types like olive oil are more expensive than common sorts like bacon grease
Paper	The most valuable & functional of all the writing media, bought dear & made only in the south
Papyrus	Common enough in the North, some is made there as well. Takes getting used to but is durable & waterproof
Parchment	Thin leather strips, very useful & durable, unfortunately delicious to worms and bugs
Pet Bird	May talk, may simply bite, may be a local tropical breed - toucans and parrots are common, or a sea bird of some sort
Pet Feline	A cat, mainly brought from the south, almost none are native to the north & those that are live indoors only
Pet Reptile	Variety is king here, snakes are rarest, but lizards & turtles are common throughout
Pet Rodent	The northern rats are large & affectionate to trainers, the southern style are dirty & spread disease
Pistol	Rarest of all the weapons, fires a single bullet before needing reloading, powder & bullets are usually self made
Pitons	Tent pegs & metal spikes, useful in a variety of arenas
Pole	This is a price for a finely wrought, lathed dowel. Sticks are common & can be had for no cost
Porters per ton	Price for a gang of helpers to haul your things
Quills	Usually goose feathers or duck feathers - but exotics are available as are porcupine quills & even carven pens
Residence	A house for rent, sometimes outside of town, sometimes well outside
Riding Tack	The bridle, stirrups, saddle and other gear needed for riding a horse comfortably & somewhat safely
Room	A place to stay within an inn, hotel or boarding house - usually a single bed, but sometimes a suite with two or three
Rope	Made of hair, hemp, silk or jute - it is a mandatory part of any sailing expedition & is common in northern settlements
Salt	A necessity of life, usually gathered from the beaches by servants or slaves each day.
Sealing Wax	Bright colored wax useful for determining if letters have been tampered with
Shave & Haircut	A necessity of civil life, styling & dye are also available
Ship per person	A voyage by sail ship between any two regions - or between the North & South
Ship per ton	Price for shipping freight by sail ship
Small Boat	A canoe, rowboat or other muscle powered boat that carries 5 or fewer people
Small Ship	A small sailing vessel that carries a single small boat. Carries 10 people comfortably
Spices	Including pepper, sugar and other, more expensive & exotic flavorings & modifications. Usually very expensive
Spyglass	A collapsible telescope that allows for perception for 3 hexes in all directions, barring obstructions
Tattoo	Actual artistry varies wildly, most are pretty rudimentary size may impact cost
Tent	Variable by culture and priced by size - the most rudimentary tent is a simple pup tent, but pavilions are available
Traditional Dog	A southern dog - one of a huge variety of breeds, each bred for a variety of tasks.
Traditional Horse	A southern horse - only a few varieties have come North, most are work horses, but racing & riding horses can be had.
Training for Adventure	This is a price for expert training offered by a specialist for the improvement of an adventuring skill by 1 point.
Training for Combat	A price paid to an expert trainer for increasing To-Hit or AC by 1 point.
Training for Labor	A trainer can grant a PC skill at a particular type of a labor - such as farming, construction or so forth.
Training for Profession	A professional trainer can grant a PC access to knowledge & expertise in a profession like law, accounting or so on
Vegetables	Any sort of vegetable for eating. The North produces taro, okra, peppers, cassava & beans
Wagon	This is a wheeled conveyance pulled by animals - usually oxen or horses - but some are pulled by Northern beasts
Wagon per ton	The cost to hire a wagon for a day - priced by the tons of material hauled.
Watch	A mechanical timepiece - rare & valuable - most work with only modest consistency.
Whistle	Any number of quasi-instruments used to signal or startle.
Wooden Hand Tool	A tool made mainly of wood - a hammer a pulley, block & tackle are examples.



