

THE WORLD OF BROADSWORD

1PGTM

Evil DM Productions



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**Dedicated to the Memory of
Lana Clarkson
“The Barbarian Queen”
1962-2003**

We are very pleased with the positive reaction that *Broadsword* has received by the fans of the 1PG system. We were pleasantly surprised that there are so many of you who, like ourselves, love the cheesy goodness of a low budget sword swinging epic. Included in this first expansion set are a few of the things fans of *Broadsword* have been asking for- more advantages, a Sword & Sorcery flavored bestiary with over forty creatures , and a “official” campaign world. We hope that this expansion helps to make your *Broadsword* adventures that much more fun and exciting and we look forward to your comments and suggestions. Thanks to everyone for making the game a success.

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ADVANTAGES

Advantages are the cinematic extras that all heroes in the Broadsword game can use to make their characters that much closer to the stuff of legends. Below are several new Advantages culled from the annals of Sword and Sorcery- enjoy!

Alcohol Immunity

“More wine wench!” Your character is immune to the debilitating effects of alcohol. Drink all you want without a care.

Detect Deception

Anytime someone tries to lie to or con your character, he can see right through them. He won’t automatically know the truth but he knows that what he’s being told isn’t it.

Escape Artist

Ropes, chains, manacles, even prison cells - nothing holds him for long. Either by skill or dumb luck, he always gets away.

Fast Healer

Your character heals at twice the normal rate. This does not include magical healing.

Natural Leader

Some people were just born to lead. Your character is one of them. For some reason, people will look to him for direction. In a crisis situation, his orders will usually be followed. Your character gets a +2 bonus to their rolls when trying to inspire a person or group, or to accomplish a leadership task.

Just the Thing

Wherever he is, no matter what the situation, your character can come up with “just the thing” to help him in his predicament. If the door is locked, your character just happens to have a lock pick in his coin pouch. If he’s freezing in a snowstorm, he comes across a half eaten body with a heavy winter coat and a backpack with supplies. It’s the GM’s call on the specifics, the character may not get the luck he wants, but he’ll get the luck he needs. To avoid abuse this advantage may only be used twice a day.

BESTIARY

Here you will find creatures to populate your world of adventure from the ordinary but deadly Alligator to the extraordinary Yeti.

Common Animals

Alligator

BRAWN: 3 (Fighting: 2)

BLOOD: 20

Attacks: Claws (4 damage), Bite (8 Damage)

Hide: AV 2

Anaconda

BRAWN: 2 (Fighting: 2)

BLOOD: 12

Attacks: Constriction (5 Damage)

Hide: AV 1

Bear

BRAWN: 3 (Fighting: 1)

BLOOD: 30

Attacks: Claws (7 damage), Bite (8 Damage)

Thick pelt: AV 2

Bison / Bull

BRAWN: 3 (Fighting: 2)

BLOOD: 20

Attacks: Horns (8 damage)

Hide: AV 2

Boar

BRAWN: 2 (Fighting: 2)

BLOOD: 15

Attacks: Gore (6 damage)

Camel

BRAWN: 3 (Running: 1)

BLOOD: 20

Attacks: kick (6 damage), Bite (2 Damage)

Cobra

BRAWN: 1 (Fighting: 3)

BLOOD: 5

Attacks: Poisonous Bite (roll versus BRAWN a failed roll results in 8 Damage)

Elephant

BRAUN: 8

BLOOD: 40

Attacks: Tusks (8 Damage), Trample (10 Damage)

Hide: AV 3

Ferret

BRAUN: 1

BLOOD: 4

Attacks: Bite (1 Damage)**Gorilla (Carnivorous)**

BRAUN: 3 (Fighting: 2)

BLOOD: 20

Attacks: Claws (6 damage), Bite (5 Damage)**Hawk**

BRAUN: 1 (Fighting: 2)

BLOOD: 5

Attacks: Claws (2 damage), Bite (2 Damage)**Hippopotamus**

BRAUN: 6

BLOOD: 30

Attacks: Trample (8 damage), Bite (5 Damage)

Hide: AV 3

Horse

BRAUN: 3 (Running: 2) (Warhorse - Fighting: 2)

BLOOD: 20

Attacks: Kick (6 damage)**Leopard**

BRAUN: 2 (Fighting: 2)

BLOOD: 12

Attacks: Claws (2 damage), Bite (4 Damage)**Lion**

BRAUN: 4 (Fighting: 2)

BLOOD: 20

Attacks: Claws (6 damage), Bite (7 Damage)**Monkey**

BRAUN: 1

BLOOD: 4

Attacks: Bite (1 Damage), Flung poop (embarrassment)**Rhinoceros**

BRAUN: 6

BLOOD: 30

Attacks: Trample (8 damage), Gore (7 Damage)

Hide: AV 3

Shark

BRAUN: 4 (Fighting: 2)

BLOOD: 20

Attacks: Bite (8 Damage)

Skin: AV 1

Tiger

BRAUN: 4 (Fighting: 2)

BLOOD: 20

Attacks: Claws (6 damage), Bite (7 Damage)**Wolf / Large Dog**

BRAUN: 2 (Fighting: 2)

BLOOD: 10

Attacks: Bite (5 Damage)

Monsters & Other Menaces

Basilisk

BRAUN: 4

BLOOD: 20

Attacks: Bite (7 Damage), Gaze

Hide AV: 2

Their gaze will turn flesh to stone unless you make a successful GUTS check to avoid the effect. Their bite ain't too shabby either. Basilisks generally inhabit the Desert of Skulls and the Broken Lands.

Chimera

BRAWN: 8

BLOOD: 30

Attacks: Fire Breath (10 Damage), Bite (7 Damage), and Gore (5 Damage)

This large bat-winged creature is as large as a rhinoceros and has a horse-sized dragon head which breathes fire, a Lion's head which has a nasty bite and a goat head that will gore you with its four-foot long horns. Chimera typically dwell in the High Mountains of the northern continent.

Dinosaur

BRAWN: 20

BLOOD: 30

Attacks: Bite (15 Damage)

Hide AV: 4

These are huge prehistoric reptilian creatures. For simplicity's sake consider these to be Allosaurus or T-Rex type dinosaurs. Dinosaurs are found in the Green Death Jungle.

Djinn

BRAWN: Variable

BLOOD: Variable

Attacks: Variable

AV: Variable

Like demons, djinn can do and be just about anything; used wisely by the Game Master they can be very entertaining.

Demon



BRAWN: Variable

BLOOD: Variable

Attacks: Variable

AV: Variable

Demons can assume any form the GM wishes; from a 40 foot tall, serpent-fanged, troll to a six-year-old boy named Damien. Or just toss two random creatures together and add the heavy smell of brimstone. You now have a classic sword & sorcery demon.

Dragon



BRAWN: 20

BLOOD: 50

Attacks: Claws (8 Damage),
Bite (12 Damage), Fire Breath (20 Damage)

AV: 6

Dragons are gigantic flying lizards that breathe fire. They are extremely rare and inhabit remote mountain regions.

Hydra

BRAWN: 6

BLOOD: 10 (Each Head)

Attacks: Poisonous Bite (roll versus BRAWN a failed roll results in 8 Damage)

A Hydra is a huge (20-30 feet long) serpentine creature with eight heads of venom-dripping nastiness. Each head gets an attack. Hydras generally live in swamplands and marshes such as the Deathlands Swamp and the Moors of the Witch-Queen.

Giant Humanoid



BRAWN: 8 (Fighting: 2)

BLOOD: 30

Attacks: Giant-Sized Club, Boulder (8 Damage)
Giants are 15-20 feet of evil humanoid (Mountain Giant, Cyclops, etc.). Giant humanoids are very reclusive and tend to live in high mountain areas or secluded islands. In very rare instances, they hire themselves out as mercenaries.

Giant Snake

BRAWN: 8

BLOOD: 25

Attacks: Venomous Bite (roll versus BRAWN a failed roll results in 10 Damage)

Skin AV: 2

A giant snake consists of 20 feet of body and one giant head of venom dripping nastiness.

Giant Spider

BRAWN: 7

BLOOD: 20

Attacks: Venomous bite (roll versus BRAWN a failed roll results in 8 Damage)

Giant spiders are close to 15 feet in diameter.

Giant Squid

BRAWN: 15

BLOOD: 30

Attacks: Tentacles (Constriction: 10 Damage) Bite (8 Points)

Giant Squids can grow up to 70 feet long.

Griffon

BRAWN: 7

BLOOD: 20

Attacks: Claws (8 Damage), Bite (12 Damage)

Griffons are about the size of a large warhorse. They have the body of a lion and the head, claws, and wings of a giant eagle. Griffons dwell mostly in mountain areas, however, since they enjoy beef and horse flesh, it's not uncommon to have them near farming and ranching communities. In rare occasions, if raised from infancy, griffons can be raised as mounts. The emir of Padjistan is said to have several in his royal stables.

Medusa

BRAWN: 2

BLOOD: 15

Attacks: by Weapon, Venomous Bite from snake hair (roll versus BRAWN a failed roll results in 8 Damage)

Medusas have Venomous snakes for hair and a gaze that turns living creatures to stone (roll a successful GUTS check to avoid this effect). They live reclusive lives in the Broken Lands and the Deathlands Swamp. While most are insane, some Medusae reportedly have a gift for prophecy.

Minotaur

BRAWN: 6 (Fighting 2)

BLOOD: 20

Attacks: Melee Weapons (Variable Damage), Gore (7 Damage)

AV: Armor (Variable)

Minotaurs are huge humanoids that possess the body of a large man and the head of a bull. They breed with human women. The women always die in childbirth and the Minotaur offspring are always male.



Ogre

BRAWN: 7 (Fighting 1)

BLOOD: 25

Attacks: Melee weapons (Variable Damage)

AV: Armor (Variable)

Ogres appear as extremely large and horrific looking humanoids. They shun civilization, though, at times, they do hook up with bandit gangs or mercenary outfits for loot.



Snake Men



BRAWN:3

BLOOD:15

Attacks: Melee weapons (Variable Damage)

AV: Armor (Variable)

Snake men are the last of a degenerate race that ruled the known world millennia ago. Small enclaves of Snake men can be found in ruins and jungles.

Trolls



BRAWN: 8

BLOOD: 30

Attacks: Claws (8 Damage)

AV: 6

Trolls are creatures of the earth. They are amazingly strong and hard to kill. They reside in deserts and mountains, and are fiercely territorial. Trolls have a very low intelligence and are easily fooled. They are fond of gemstones and jewelry. Trolls live in family units of no more than four. At times, they hire themselves out as mercenary shock troops.

Undead: Mummies

BRAWN: 6

BLOOD: 25

Attacks: Strike (10 Damage)

AV: 8

Mummies are slow moving, however, they're relentless and fear nothing. They are susceptible to magical fire, in which case their AV is negated.

Undead: Skeletons

BRAWN: 4

BLOOD: 15

Attacks: by weapon

AV: 4

Often used by necromancers as troop fodder, skeletons can follow simple commands and make excellent sentinels.

Undead: Vampires



BRAWN: 6

BLOOD: 20

Attacks: Clawed Hands (8 Damage)

AV: Variable

A Vampire is a powerful form of undead that is only active at night. Vampires feed off of the blood of the living. They may assume the form of a bat, wolf, or rat at will, their gaze acts as a powerful infatuation spell so powerful that those who fall under it obey the vampires *every command* to the best of their ability (roll a successful GUTS check to

resist their influence). If they are reduced to zero BLOOD, they assume a mist form and must wait until the next night to assume their corporeal form again. They are only truly defeated by a stake through the heart, exposure to sunlight, or total immersion in running water. Some of the older vampires are masters of both magic and the sword.

Undead: Zombies & Ghouls

BRAWN: 5

BLOOD: 10

Attacks: Bite (8 Damage)

AV: 0

Zombies and Ghouls are physically powerful undead with an unhealthy appetite for player character flesh. They are persistent, ravenous, and travel in packs. While Zombies are mindless, Ghouls are cunning and often use ambushing tactics when hunting prey.

Were-Creatures



BRAWN: 7

BLOOD: 25

Attacks: Claws (6Damage) Bite (8 Damage)

AV: 15 (silver and magical weapons negate this AV)

Were-wolves are usually encountered in a hybrid form. Since Lycanthropy is considered a curse, were-wolves are savage and bloodthirsty to the extreme. Were-wolves and the larger were-Bears inhabit large areas of the Darklands and many serve as shock troops in the armies of Shen-Ka, the Sorcerer king of Radu.

Wyvern

BRAWN: 9

BLOOD: 20

Attacks: Bite (6 Damage) Stinger (8 Damage from stinger and 10 Damage from poison)

AV: hide 3

A dragon-like winged creature similar in size to an elephant that has a wicked bite and a long tail that ends in a poison stinger. Victims must roll versus their BRAWN to avoid poison damage. Wyverns have reportedly been domesticated by the Sorcerer- king of Radu.

Yeti

BRAWN: 7

BLOOD: 20

Attacks: Claw (7 Damage) Bite (8 Damage)

AV: 4

Yetis are similar to ogres in build but more savage in disposition. They inhabit the highest peaks of the Ice Spires. Their thick furred bodies provide excellent camouflage in the snowy wastes of the Spires.

THE WORLD OF BROADSWORD

Like other games in the 1PG line, *Broadsword* was always meant to be used for quick pick-up games where the GM could throw an entertaining adventure together on the spot. To aid the Game Master along, we provided several ready-to-use scenarios in the original rules. The scenarios referenced specific locations and, before long, we began receiving requests for more information on the various places used in the adventures. Soon a representational map was developed showing key areas, and from that “The World of Broadsword” was born.

The following is a gazetteer that gives a brief overview of some of the major nations and geographic features of the world. The information is kept intentionally sparse; not every island, village, river, lake, etc. is labeled. The map is not to scale and purely representational, its purpose is to provide a jumping off point for adventure; the details are up to you and your players.





CITIES & NATIONS

Al-Khalid

Al-Khalid is a major trading city of the southern continent. It's located at the foot of the Drujistan Mountains. Raids from Jaga and Morgal tribesmen in the Mountains are plaguing the city's spice farms. Al-Khalid is governed by a council of senior guildsmen. Spices and exotic opiates are the main exports of the city. There is a fairly large slave trade because of the proximity to the jungles to the west. Slavers from Al-Khalid often brave the large jungle and raid villages in the interior for slaves.

Strengths

Location: Al-Khalid has no close neighbors. Any force thinking to invade it must cross a great deal of territory to lay siege to the city. The lack of farms and pastureland means that any invading force won't be able to do much foraging for supplies. Any invaders will need a large logistics and support system to keep their soldiers fed and supplied during a siege.

Resources: The area surrounding Al-Khalid is one of the few in the world with the right combination of weather and soil conditions to produce a wide variety of rare and valuable spices and opiates; as such, Al-Khalid is a very rich city.

Weaknesses

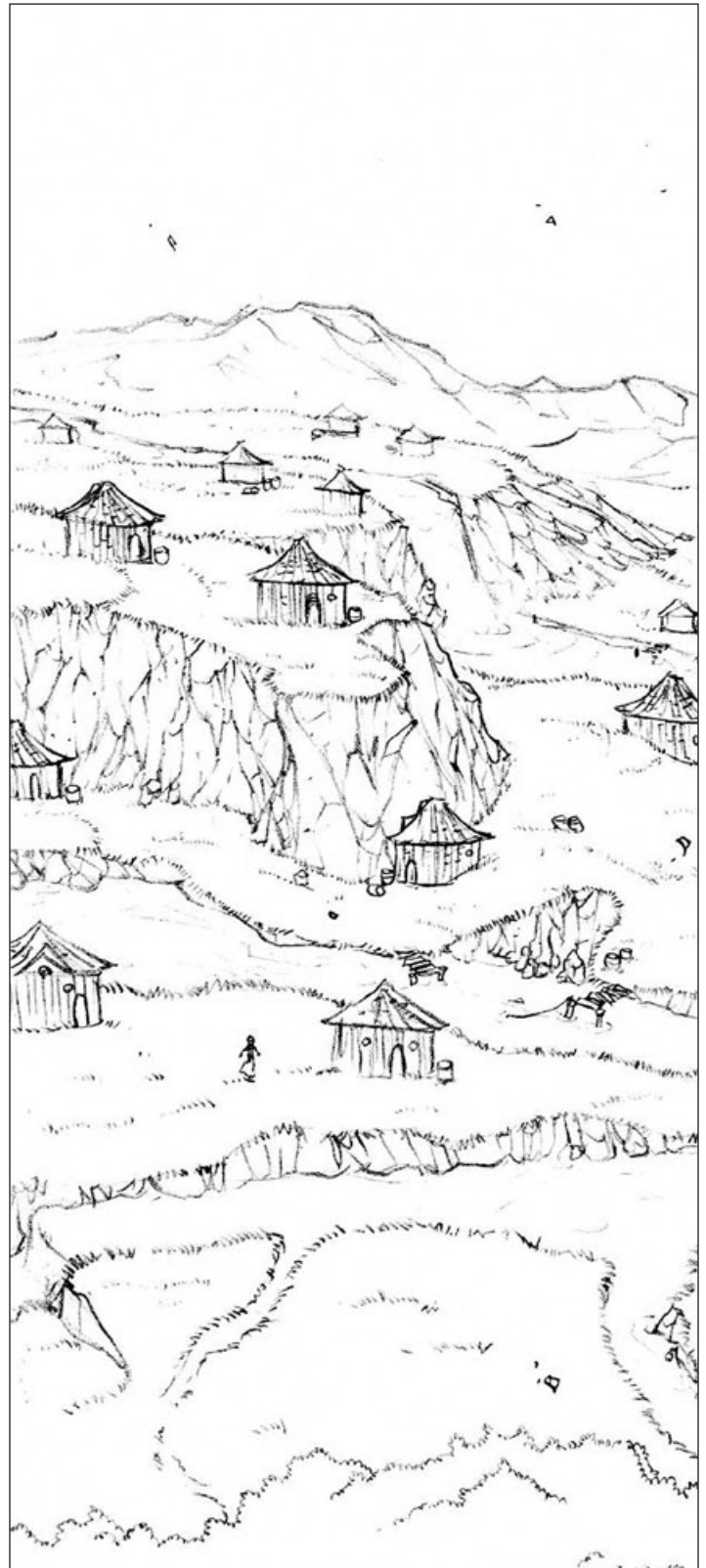
Defense: Militarily, Al-Khalid is weak. Their navy is small and only concerned with policing their immediate coastline. The army is manned by paid mercenaries that patrol the spice farms and try to keep mountain raiders from disrupting production and attacking caravans. Military expeditions into the Drujistan Mountains to eradicate the tribes have all failed miserably.

Opportunities

Tribal Wars: Two of the major mountain tribes; the Morgal and the Jaga are in a fierce territorial war right now. There are factions among the guilds that support the funding of one side in the hopes of gaining concessions from them once they defeat the other. Another faction advocates letting the tribes bleed themselves dry and then funding an army to destroy the survivors, ending the problem for good.

Threats

Tribal Unification: more than anything else, the people of Al-Khalid fear the possibility of a leader rising from amongst the mountain tribes, a leader with enough strength and charisma to unite the disparate tribes and bring them down upon the city in a frenzy of blood and steel.



Albena

Albena is one of the four cities that make up the “Free Cities League.” It was once a major port. But, following a crushing defeat by the fleet of Radu, its power in the area has been broken. The city of Albena is a shadow of its former self. The government is barely functioning. Lawlessness and banditry are rampant in the city and surrounding countryside. The other cities in the league send support but it doesn’t seem to be doing much good. The people left in the city appear to be simply waiting for the invading fleets from Radu to come and finish the job.

Strengths

Alliances: Albena is still a member of the Free Cities League. By treaty, the other cities are supposed to come to the aid of Albena if it is attacked.

Weaknesses

Military Defeat: The navy has just suffered a very costly defeat against forces from Radu. Part of that defeat was attributed to Radu’s use of sorcery and flying creatures. The “dragons” destroyed dozens of ships with their fiery breath and now the survivors of that horrific battle are warning anyone who will listen. And, with each telling, the tale of “The Sorcerer of Radu and his dragons” becomes greater.

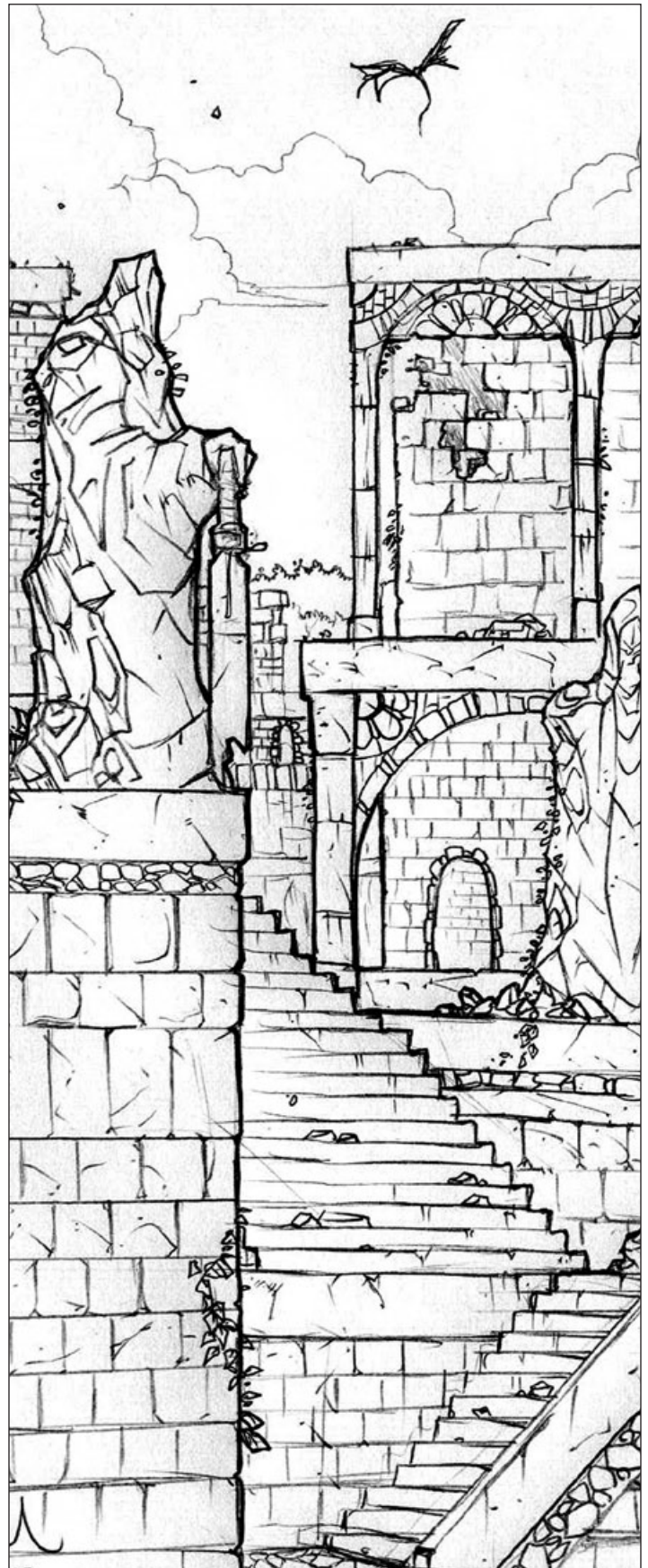
Lawlessness: After news of the naval defeat reached the city, a large exodus took place, mostly from the members of the upper classes who could afford to leave the city quickly. Soon order broke down as most of the ruling class and officials had fled. There has been looting and several fires in various districts. The granaries are full, mainly because of the lack of transport to move the grain out, but they are well guarded by the grain merchants and their mercenary guards.

Opportunities

Hidden opportunity: The picture looks bleak for the people of Albena, but there are always two sides to every coin. There may be an opportunity here for an individual of strong will and charisma or a small determined group of individuals to galvanize the people and dispel the sense of doom that pervades this once proud city.

Threats

Radu: An invasion by Radu is considered by many a foregone conclusion. The question is whether to put up a fight or just open the city and hope for the best.



Belsa

Belsa is a large and prosperous province of the Kingdom of Tyros. It is situated in a large temperate valley. Belsa's harvests are more than enough to feed the province and much of the rest of the kingdom. This prosperity, however, is tempered with the fact that the King's tax collectors take a huge portion of each year's harvest to meet the needs of the rest of the kingdom. A great deal of revenue is lost feeding the legions in the north and the king's coffers. The Baron of Belsa and the grain merchants of the city realize this and there are rumors that the city may soon declare itself independent of Tyros. Coincidentally, large numbers of mercenaries have been arriving in the city and the majority of this year's trade with Hogar has been Belsa grain for Hogar steel.

Strengths

Self Sufficient: Belsa is far from the central government of Tyros and has prospered in a semi-autonomous state for several decades. They have excellent trade relations with the other cities in the region, particularly the City-State of Hogar, and the ruling classes enjoy the support of the people.

Weaknesses

Untried Militia: While the provincial militia does a good job of keeping the peace and chasing the occasional band of river pirates or bandits about, they have never had any experience in combat on a large scale. If Belsa declares independence, it is certain that Tyros will send an army to crush the movement.

Loyalists: Not everyone is dead set on independence. There is a small but well organized opposition that is still loyal to the King. These "Loyalists" may prove troublesome for The Baron and the rebellious guildsmen.

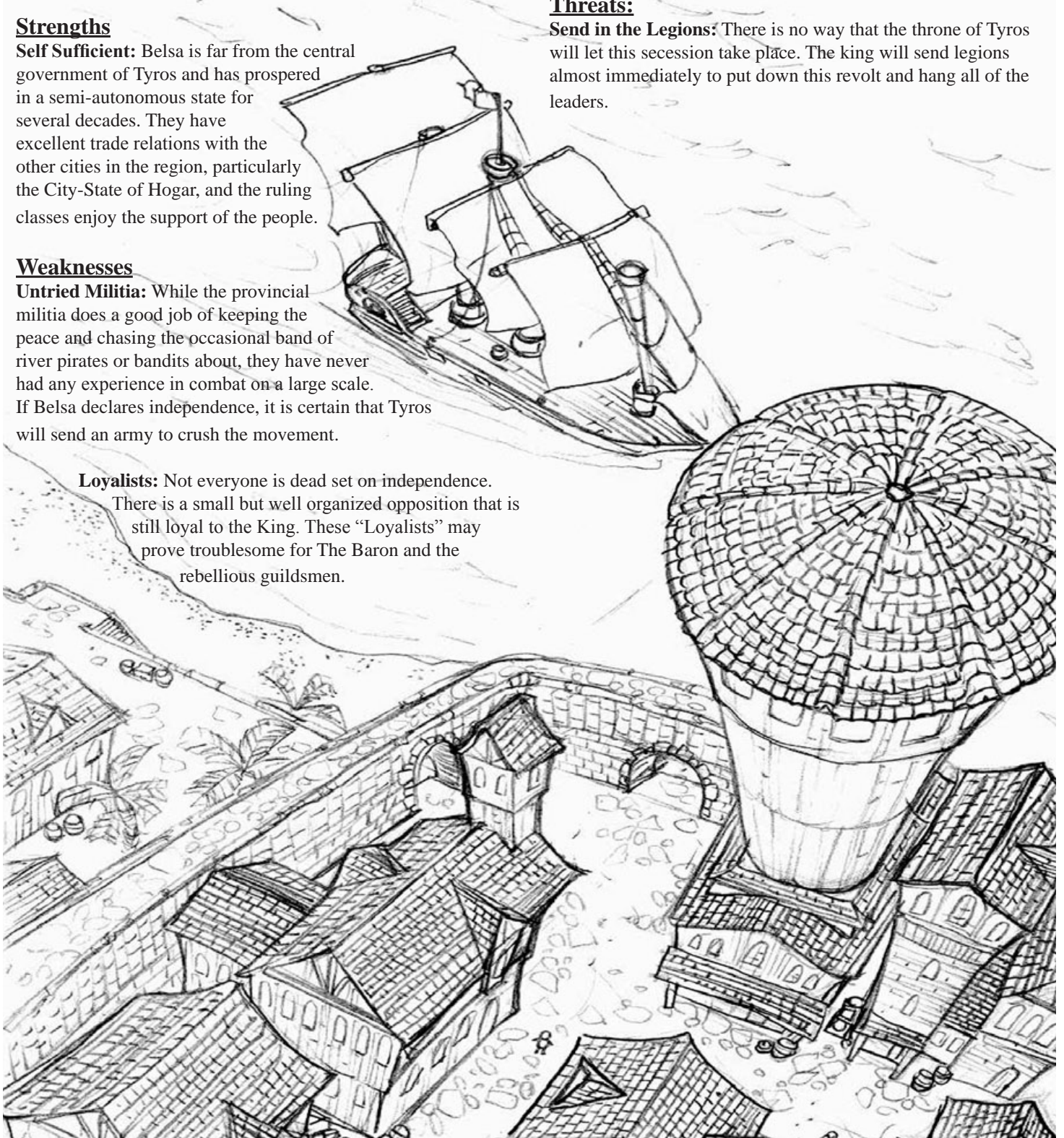
Opportunities

Be All You Can Be: There promises to be steady employment for professional soldiers once the wheels begin to move the province towards secession.

Counter Insurgency: In an atmosphere of secession there are various factions at work trying to push forward their agendas. Each of these factions no doubt has plots and missions that require agents and operatives to carry them out. The Baron no doubt has his own people working on thwarting any threats to the movement. The player characters can find themselves in a variety of roles either supporting or hunting down enemy agents.

Threats:

Send in the Legions: There is no way that the throne of Tyros will let this secession take place. The king will send legions almost immediately to put down this revolt and hang all of the leaders.



Emesa

The southernmost member of the Free Cities League, Emesa has avoided much of the depredations caused by the “Pirates of Radu.” Emesa is a beautiful city with “broad streets and temples that kiss the sky”. Its bustling port is filled with ships plying the coast of the Southern sea. The renowned University of Alcides is located in Emesa, and students from all over the world come here to study at the feet of some of the most learned sages and scholars in the land, making Emesa a truly cosmopolitan city.

Strengths

Trade Hub: Emesa is at a crossroads of trade. The city is a primary trading partner with the western lands across the sea.

Merchant Fleet: Emesa boasts a large merchant navy which can be pressed into service to defend the city should the need arise.

Center of Learning: The University of Alcides enjoys autonomy within the city-state. But its council of regents recognizes that the interests of the University often coincide with the interests of the city, so the two governments often work hand in hand. In case of emergencies the resources and talent of the university will be at Emesa’s disposal.

Weaknesses

Small Army: Emesa’s small army has always met their needs; they mostly patrol the roads and man a series of small border forts along the border with the Deathlands swamp. Should a significant threat present itself to the city, the army may not be enough to defend it.

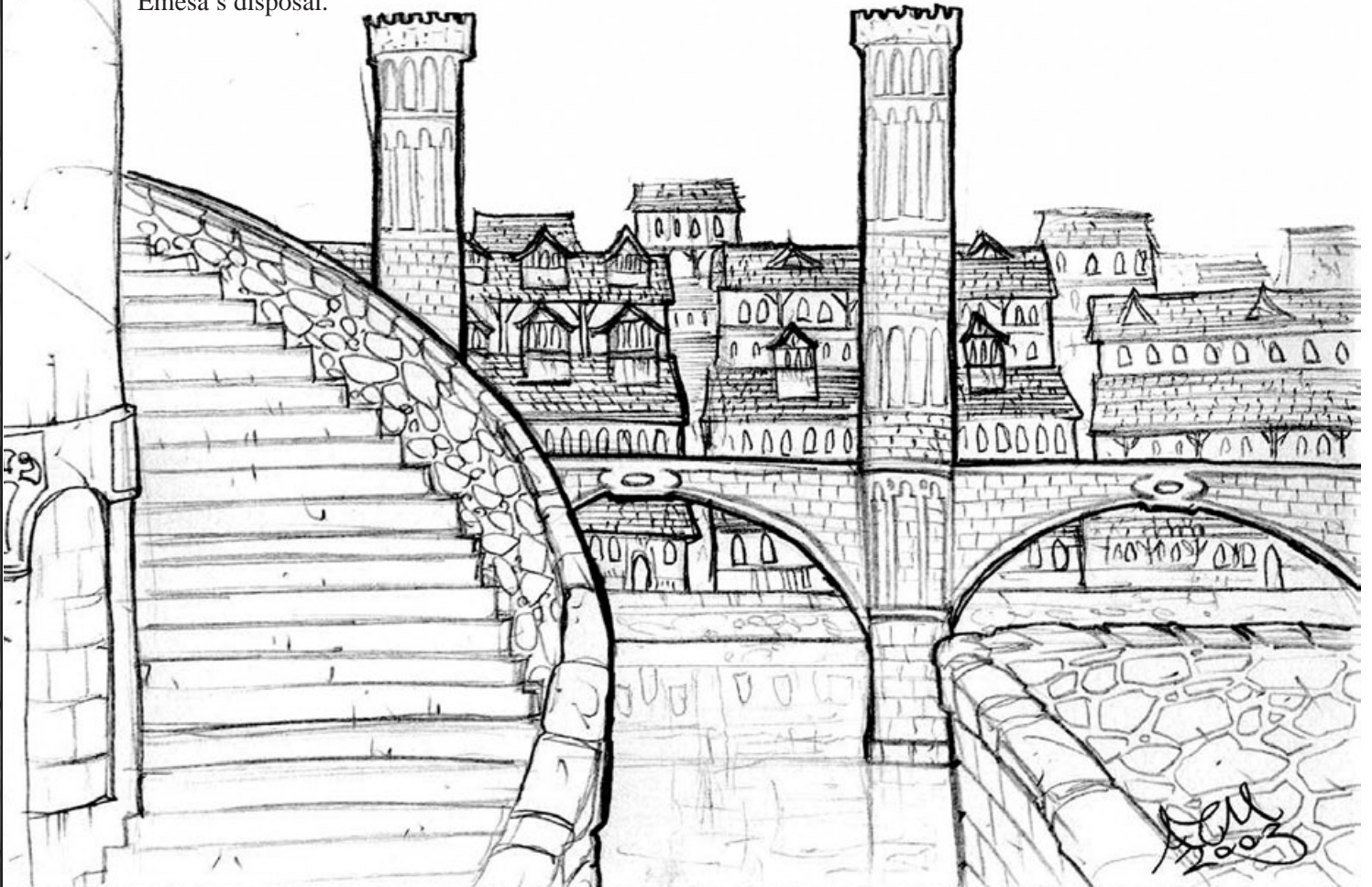
Opportunities

Crossroads for Trade and Culture: There are few places in the world with academic resources and libraries comparable to that of the Great Library of Alcides. Scholars from all lands meet here to discuss, debate, and research lost knowledge and new innovations.

Gateway to the Western Kingdoms: Emesa is currently the only port that regularly receives ships from the western kingdoms. If an enterprising group of merchant adventurers decide to invest in a ship, who knows what opportunities they will find in the exotic lands of the western kingdoms?

Threats

Red Snake Cult: A secret cult has been spreading amongst many of the intellectuals in the city. The cult advocates a hedonistic lifestyle and promises forbidden pleasures for their followers. Mind-altering substances and exotic orgies are used to recruit followers. The cult is a front for an elaborate plot from Yar to eventually destabilize the current government and replace it with officials who are members of the cult and, thereby, unwitting agents of Yar.



Hogar

A Member of the “Free Cities League,” Hogar is located high in the mountains. Hogar’s main industry comes from timber, mining, and metalsmithing. The armorers and weaponsmiths of Hogar produce the finest swords and mail in the known world. They also benefit from overland trade with the City of Belsa across the mountain pass. The city is ruled by a self-appointed Duke (actually a wily and brave mercenary captain, who just happened to be in the right place at the right time). “The Duke” is a man of the people, he keeps the people of Hogar and the outlying settlements warm, fed, and safe - what more can one ask of a ruler?

Strengths

Excellent Defense: Hogar possesses a good sized militia that are well trained and very well equipped. The city is only accessible through certain mountainous passes that are well defended.

Stability: Economically, Hogar is very stable with a ready market for all their exported goods, their arms and armor bring top prices as do all of their finished metal goods. And timber from Hogar is sought after by the shipwrights in Emesa.

Weaknesses

Isolation: Hogar imports all of its grain and much of its other food as well. The winters are fierce in the mountains and there is always rationing in the winter months when the passes are snowed in.

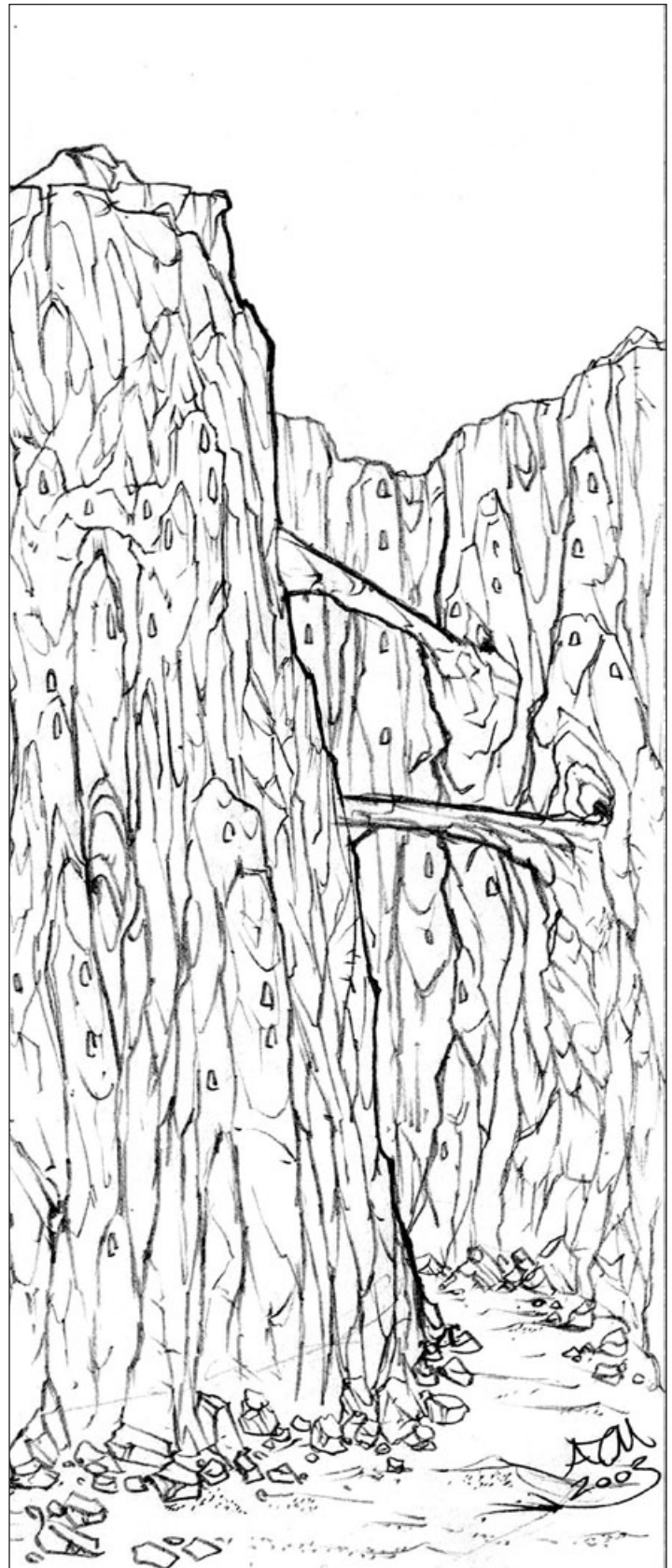
Opportunities

Small Investment, Big Returns: Because of Hogar’s remote location, their weapons and armor are rare in most of the world. For the few hardy souls who make the journey, braving the mountains, bandits, hill tribes and other perils, the profits from even a modest sized caravan of such weapons can allow a man to retire in comfort.

Ruins in the Mountains: There are several large areas in the mountains littered with ruins from ancient kingdoms. The native mountain tribes consider them ill favored places of sorcery and evil, with vile creatures haunting them. Every so often though, word spreads of some lucky band of treasure hunters who manage to return from these cursed places with a few ancient treasures.

Threats

As stated earlier, much of the foodstuff for Hogar is imported. The limited domestic food supply is always a concern. If, during the winter months, something were to occur to taint the stored food supply, famine would quickly spread in the isolated region.



Jandahar

Jandahar is the smallest, poorest, and most remote of the “Southern Kingdoms.” The land is filled with feuding tribes, roaming bandits, vine-covered ruins, mysterious statues, haunted temples, and monolithic stone carvings. Centuries ago, the lands of Jandahar were rich and known for their exceptional vineyards. But their king, in a gambit for power, unleashed demonic powers beyond his control. The king died horribly and the land was cursed with plague and pestilence. Since then, Jandahar has limped along. The lands are ruled by a loose council of Tribal chiefs and weak warlords. The city is ruled by a supposed Prince, but his authority ends at the gates of his palace. The true power in Jandahar belongs to a group of assassins known as the Shades of Hala. The “Shades” are a religious death cult that specializes in quick and silent assassinations. None of the cult’s members have ever been taken alive. Their high priestess is rumored to be the avatar of the death goddess herself.

Strengths

Hidden Cult: Jandahar is the home of a very secretive and powerful cult of assassins “The Shades of Hala.” It is whispered that there is no escaping from the Shades once they have laid claim on your soul.

Weaknesses

Poor Land: Economically Jandahar is the poorest of lands. There is literally nothing of value exported. Most people live at subsistence level.

Weak Government: the government of Jandahar is riddled with members of the Shades of Hala.

Opportunities

Oracle: In the ruined village of Hagath there resides an Oracle, a priestess of the goddess of fortune, Kai-na. She is said to grant every soul the answer to one question, but always at a great cost. Kings and peasants, scholars and madmen from throughout the world make the pilgrimage to the oracle.

Threats

Agendas: Shades of Hala are scheming great schemes of world domination. Their dreams are of eventually bringing everyone under the thrall of their death goddess and they are secretly building an army of drugged, mindless ‘zombies’ to act as cannon fodder in their holy war against the unbelievers.

Adventurers will be drawn there by the rumors of lost treasures in the ancient ruins ... but will end up tangling with the evil cultists. The cultists seek to capture rather than kill, so they can “enlighten” their victims and use them to their own ends.



Kumar

One of the major "Southern Kingdoms," Kumar's wealth comes from its many gold and gem mines. Kumar is often in armed conflict with Padjistan over the control of certain "border mines" and other territorial issues. As such, there is steady employment for mercenaries in Kumar. The beautiful Queen Sybillia of Kumar is obsessed with defeating Padjistan and having Kumar become the dominant power in the south. It is whispered that she has even gone so far as to entertain an alliance with Priest-Kings of Yar in order to gain an advantage that will break the military stalemate with Padjistan. Queen Sybillia rules with an iron fist. She is personally involved and has the final say in any major policy decisions.

Strengths

Strong Army: Kumar has one of the best trained and well equipped armies in the world. The constant skirmishes with the forces of Padjistan have created a battle hardened force as tough as the rugged mountains they call home.

Economic Power: The mines of Kumar supply a great deal of wealth. Queen Sybillia spends much of that wealth on her army and her network of spies in her quest to destroy Padjistan.

Weaknesses

Border War: Currently involved in a series of costly border disputes with the city-state of Padjistan that disrupt mining production. Neither side is able to make any significant progress against the other, nor is negotiation an option.

Unhappy Populace: For a country as rich as Kumar, you wouldn't know it to look at the place. There are few luxuries outside of those afforded to the queen and her court. Public works function adequately and the people are fed but almost all of the money goes to the military. The queen's secret police see that any talk of revolution is quickly crushed but the whispers continue as the people become unhappy with their queen.

Opportunities

Opportunities for Fighting Men: Anyone skilled in the arts of war will find a ready market in Kumar.

Ending the Stalemate: There are rich rewards awaiting anyone who can provide the Queen with a way to gain the upper hand in her struggle with Padjistan.

Instigate a Coup in Padjistan: The Queen will be more than willing to back any type of real effort to destabilize or overthrow the current government in Padjistan.

Threats

Threats from Padjistan: All of this animosity is not going unanswered. The Emir of Padjistan would like nothing more than to add Queen Sybillia to his private collection of oddities and he has a way of getting what he wants.

The Peasants are Revolting: The populace has had just about enough of their uncaring queen and her mad obsessions of conquest. Domestic forces may soon act on their plans to stage a coup.



Padjistan

A southern Emirate built on the wealth of its mines, Padjistan is in a constant state of conflict with Kumar over mining rights. The Emir of Padjistan is a collector of oddities. His palace is reportedly the most magnificent in the known world. He will spare no expense to attain any wonder or artifact for his collection (he recently heard reports of a sorcerer in the north who raises dragons - now he wants a dragon). The Emir is the actual head of state but most day-to-day business is conducted by a dizzying collection of ministers.

Strengths

Resources: The mines of Padjistan produce huge amounts of mineral wealth.

A Strong and Unconventional Army: The Emir of Padjistan spares no expense to keep his army well equipped. And, as is his nature, the Emir has gone to great lengths to hire a wide variety of unconventional forces. Among the many "special units"; The army of Padjistan has a war elephant contingent, two companies of Sikkar horse archers, a "Foreign Legion", and the Emir's

personal Royal Bodyguard of female warriors, none of which are under 6' in height.

Weaknesses

It's Good to Be the Emir: With each passing day it becomes more apparent to the nobility of Padjistan that the Emir is mad. Unfortunately, the Emir has the support of the military and the people, so there is little any one can do about it.

Secret Factions Plotting Overthrow: In every country there are those who believe they could do a better job of running things and Padjistan is no exception. These groups are secretly aided and financed by Kumar. One serious misstep by the Emir and there are several factions that wouldn't hesitate to shake up the status quo.

Opportunities

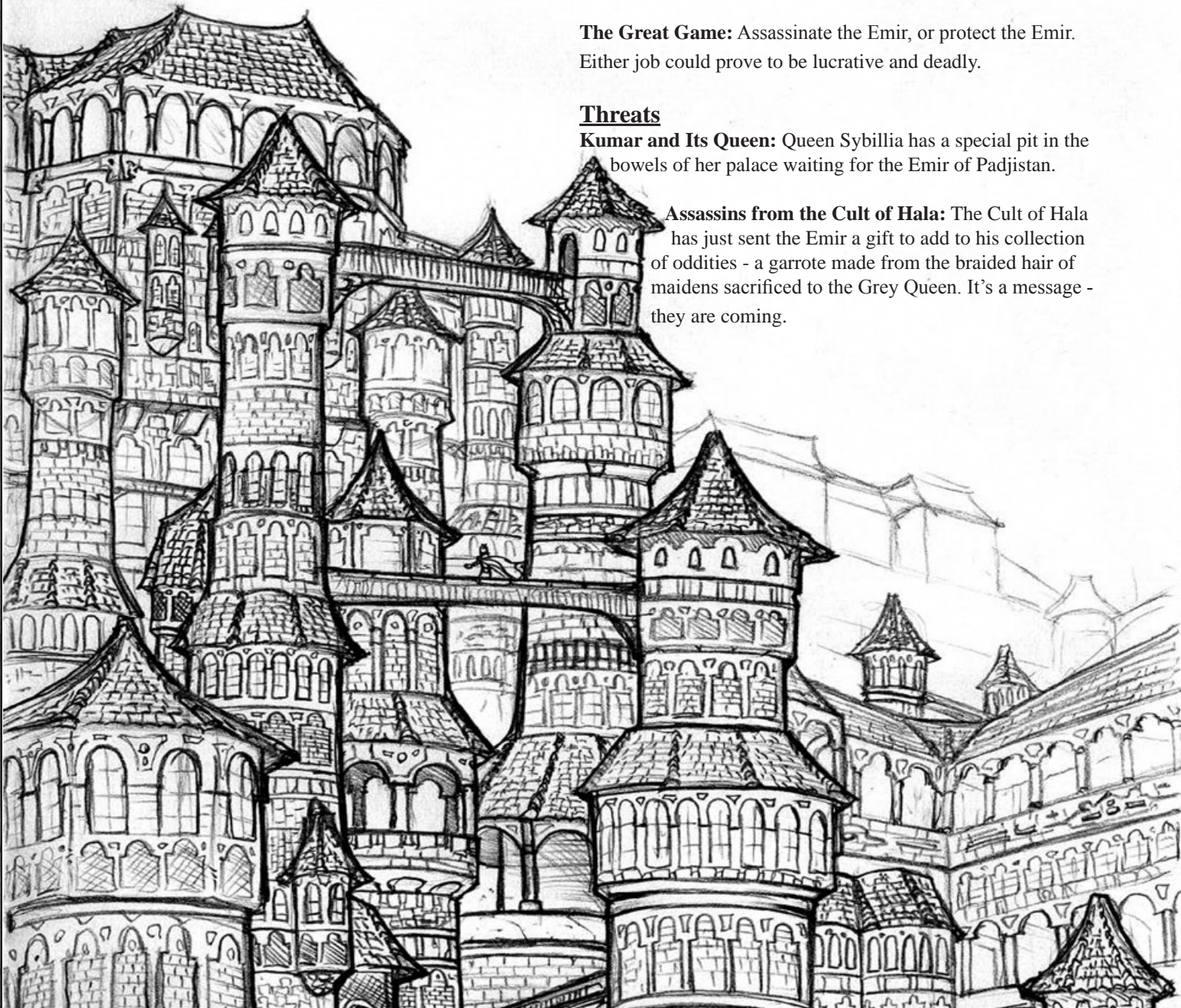
Now Hiring: As in Kumar, there is plenty of work for a mercenary, both the average sword swinging trooper and those who posses unique skills that may not be fully appreciated by other more conventional armies.

The Great Game: Assassinate the Emir, or protect the Emir. Either job could prove to be lucrative and deadly.

Threats

Kumar and Its Queen: Queen Sybillia has a special pit in the bowels of her palace waiting for the Emir of Padjistan.

Assassins from the Cult of Hala: The Cult of Hala has just sent the Emir a gift to add to his collection of oddities - a garrote made from the braided hair of maidens sacrificed to the Grey Queen. It's a message - they are coming.



Pyrani

Pyrani is a major port city on the shores of the southern sea. It is ruled by a Governor-Regent appointed by the King of Tyros. Economically, Pyrani is vital to the Kingdom of Tyros, which is why the king appointed his brother, Prince Crixus, as Governor-Regent rather than trusting one of his Barons to rule there. He also gave his brother two well equipped legions with which to maintain trade and defend the city.

Strengths

Busy Port: Pyrani is an established trading partner with the city-state of Zandara. It is also one of the few ports that welcomes trade with Yar.

Two Strong Legions at Hand: The IX and XII Legions are stationed in Pyrani and it's environs. The XII legion is currently training in shipboard combat and will eventually serve as a marine legion.

Weaknesses

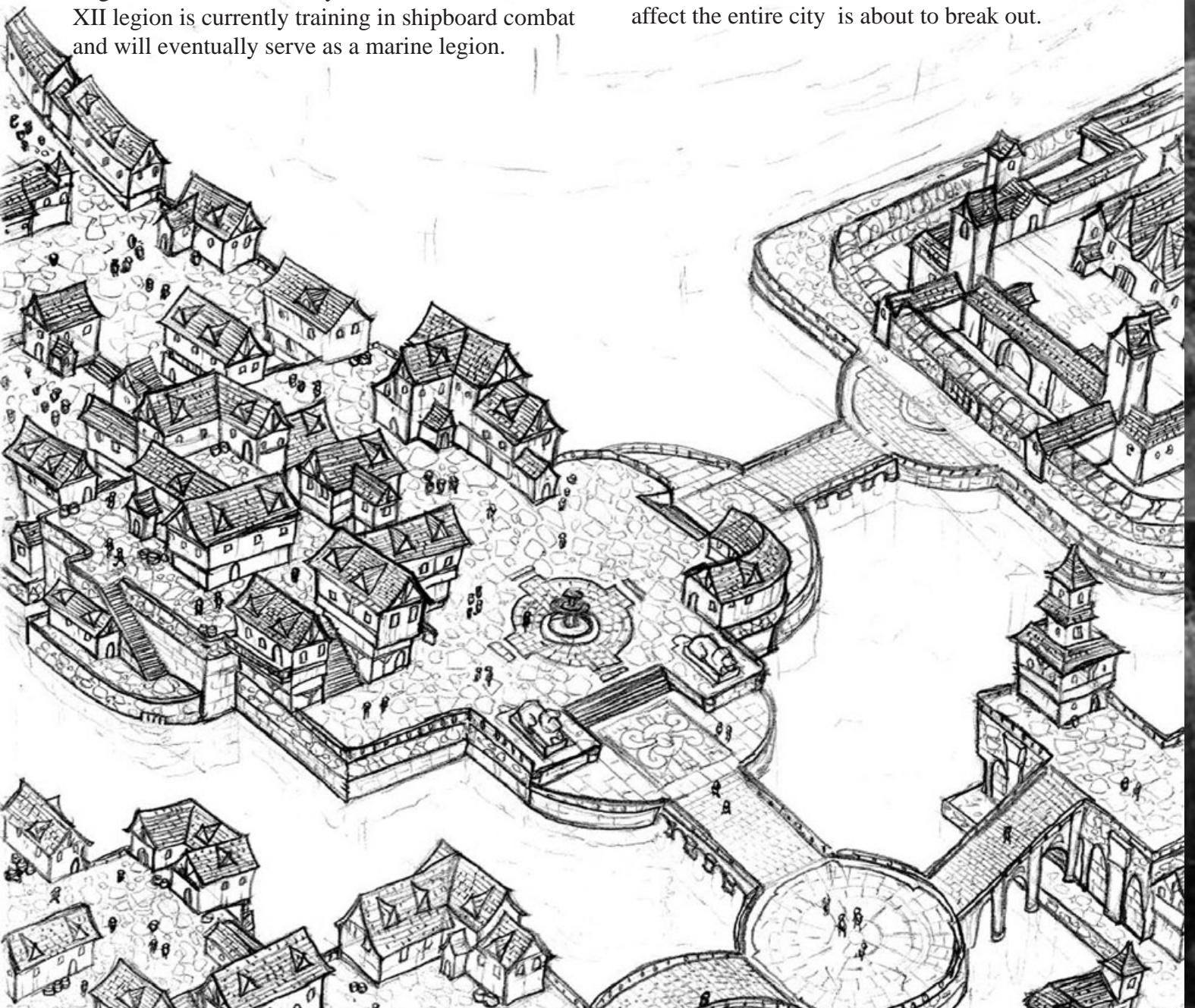
Cruel Governor: While Prince Crixus is loyal to his brother, he is a cruel and ambivalent ruler.

Opportunities

Graft and Corruption: The Governor and his cronies are always on the lookout for new opportunities to line their pockets. With the right bribes and payoffs, almost any action short of rebellion will be overlooked. Crixus was given one mandate by the king and that is to keep order enough to ensure trade. Anything else is at the Governors discretion.

Threats

Agents from Al-Khalid: Organized criminal elements from Al-Khalid have set up several illegal operations in the city. This has had a detrimental effect on income of the local criminal element. A turf war that will affect the entire city is about to break out.



Radu

Radu, also known as the Dark City, is not part of the Free Cities League. It is a nest of outlaws, pirates, beast-men, barbarians, and priests of forbidden gods. Radu is reportedly ruled by a powerful sorcerer from Yar known only as Shen-Ka. In a recent battle with the City-State of Albena, it's said the sorcerer summoned several dragons to set the enemy ships afire.

Strengths

Unconventional Forces: Radu's forces include a large pirate fleet, mercenary troops, barbarian tribesmen, were-creatures, and sorcerers. Shen-Ka has also managed to domesticate the "dragons" (actually large wyverns) that live in the frigid northern mountains. The fire that they are reported to breathe are actually canisters of highly flammable oil, that their riders light and hurl at ships during battle. In the chaos of combat, it appears that the dragons are setting the fires.

Magic: Radu is one of the few kingdoms that actually uses sorcery openly. It makes this fact known to its enemies and lets the implication of summoned demons and vile curses work for it. The effect on enemy morale is very apparent as can be seen in the campaign against Albena.

Weaknesses

Resources: Radu is a land of thick forests and high mountains. There is little arable land, most of the food is imported or comes from the sea.

Factions: the same "unconventional forces" that make Radu a formidable enemy also have the potential to tear the land apart. Beast-men, outlaws, priests, etc. each have their own agendas. Rifts and feuds are frequent and bloody. Much of Shen-Ka's time and energy are spent keeping these factions in line.

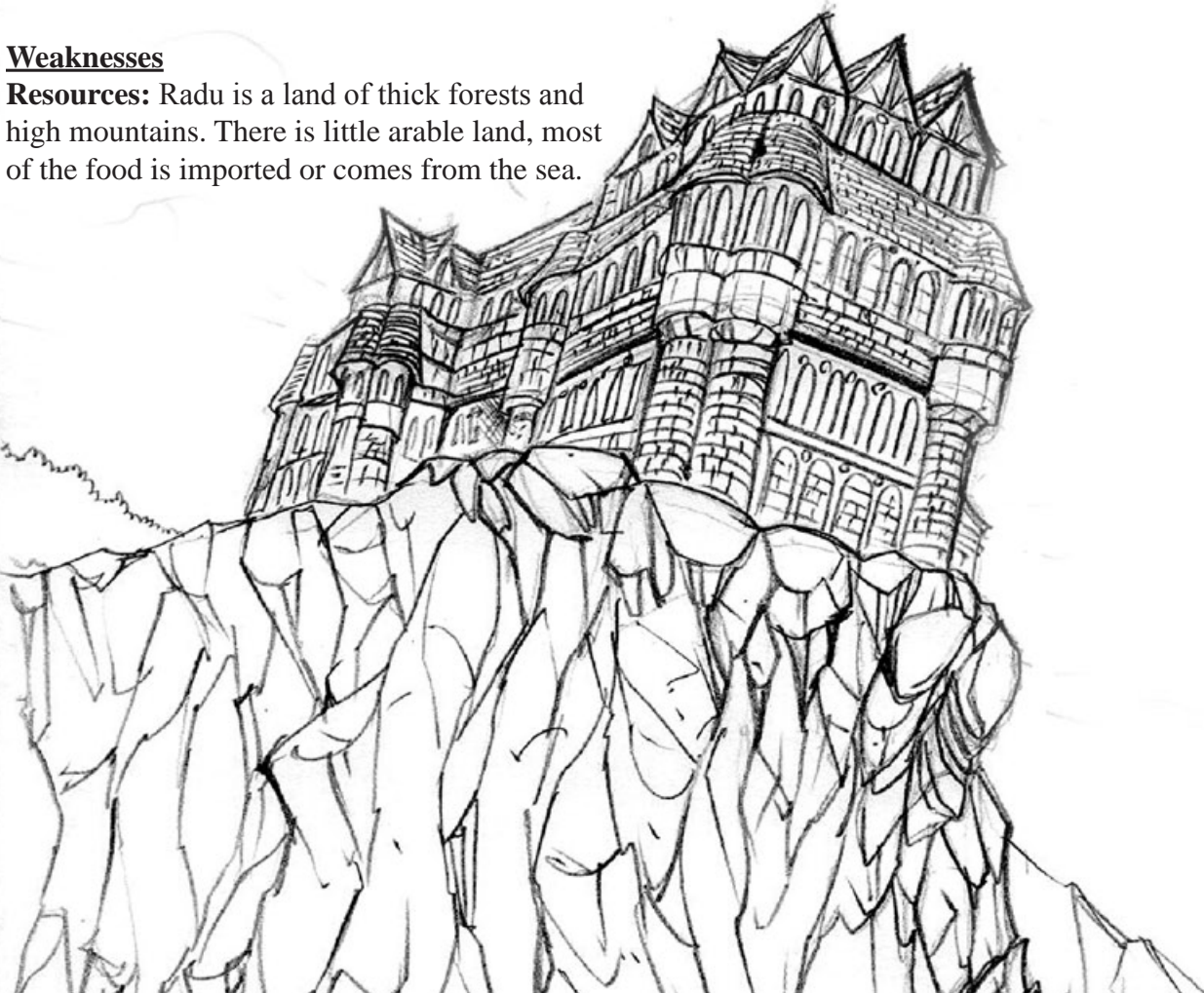
Opportunities

Chaotic Region: By its very nature, Radu is a chaotic land. Shen-Ka's generals keep order to an extent, mostly in the city and the border forts. The countryside is wild and deadly. Heroes undertaking missions or quests in Radu might be able to slip in without notice.

Threats

Loss of Control: if Shen-Ka should show even the slightest weakness, there will be several factions, including a few in his own circle of under-priests, who would gladly kill him and attempt to take over.

United Front: though the defeat at the battle of Albena was a staggering blow, the Free Cities could still manage to unite under a strong leader and keep Radu's aggression in check.



Teve

The city-state of Teve is controlled by the War-Priests of Kesh and the resulting religious fervor is strangling the city. What started as an answer to the threat of Radu has quickly turned into a full blown coup led by the Priests of Kesh. Martial law has been declared and every able bodied person has been pressed into service. The War-Priests control the government, the military, and the granaries. Any protest is treated as treason or, worse yet, blasphemy.

Strengths

War-Priests of Kesh: Teve is at war, and, as fate would have it, the city is the home to the largest temple in the known world dedicated to the war god, Kesh. The temple also serves as a military academy and offers a large, well trained core force of warrior-priests.

Strong Military: The War-Priests have promised to strengthen Teve's defenses, and that they have done. The army and navy have been bolstered by the new conscripts. The War-Priests are a tough and dedicated cadre and their experience is shaping a well trained fighting force. While the military has only seen limited action in skirmishes with raiders from the northern forest, they have conducted themselves well.

Weaknesses

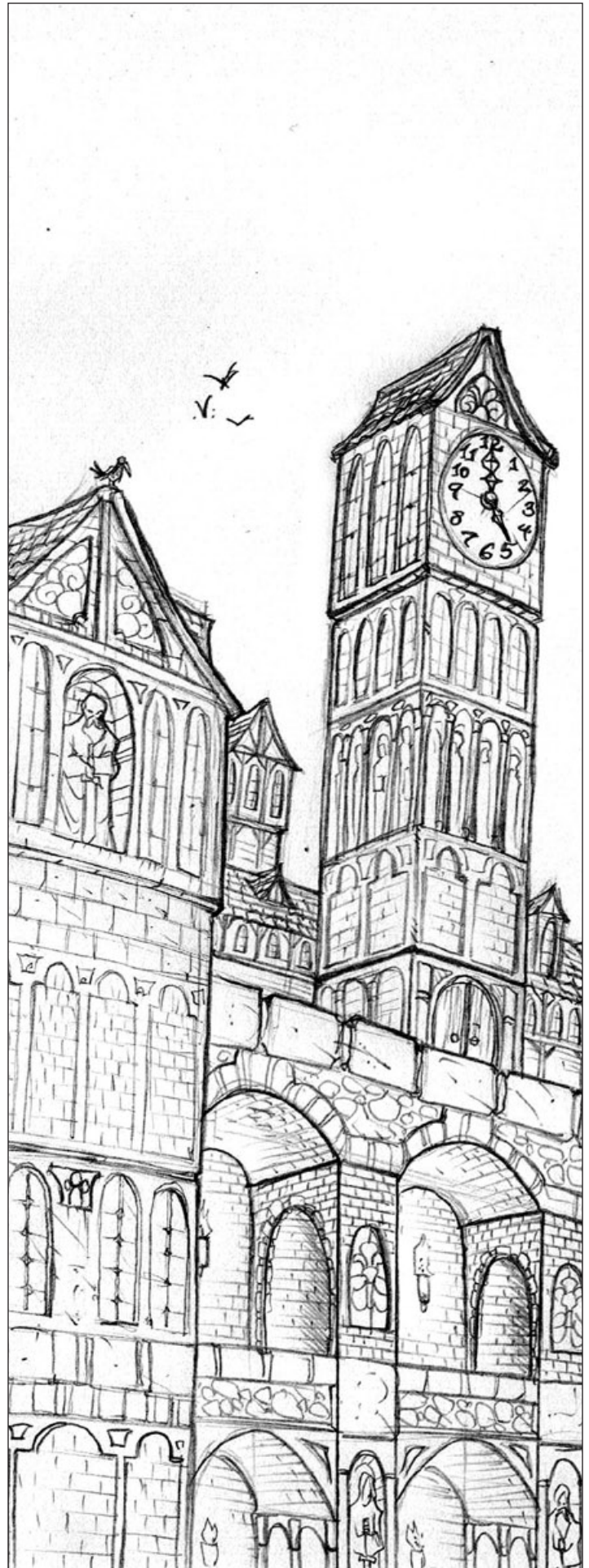
Populace Under Pressure: war priests don't generally make good governors. The people of Teve are being "motivated" to face the threat from Radu, but the strain is starting to show. Teve was once a vibrant port of call and folks were used to a few liberties that have been drastically curtailed since the Priests declared martial law.

Opportunities

Forays Against Radu: Anyone wanting to get in a little "sword time" can find quick employment in the army and navy of Teve. If marching and drilling aren't your particular fondness, then work in one of the scout ranger units might fit the bill nicely.

Threats

Agents from Radu: The Dark City is the largest threat to Teve at the moment. There are no doubt agents of Shen-Ka in the city, possibly even in the clergy of Kesh.



Tyros

Also known as “The Old Kingdom,” Tyros is the largest realm in the known world. The nation is ruled by a hereditary king and a council of Barons. The Barons are responsible for keeping order and providing taxes to the king. In exchange, the King maintains the legions for the defense of the realm and regulates trade throughout the land. The central government of the king has become despotic and corrupt. More and more of the Barons are becoming unhappy with the situation. Unfortunately, they have yet to unite and spend most of their time squabbling amongst themselves - raiding each others villages and nursing blood feuds. But even if they unify, civil war is out of the question. There is the constant threat of the Sikkar tribes from up north. At the first sign of internal strife, hordes of bloodthirsty barbarian tribesmen will overrun Waylander’s Pass and invade Tyros. It was over fifty winters when last the Sikkar hordes swept down from their cold plains and laid waste to much of Tyros, only the Hero-King, Bron “The Hammer,” was able to lead the knights of Tyros and turn the hordes in time to save the kingdom. Ever since then, a great deal of gold has been spent on fortifying the passes through the plains and keeping the garrisons manned and fed.

Strengths

The Legions: The Legions of Tyros are perhaps the largest and most professional force on the entire Northern Continent. Each Barony sends its young men and women for a mandatory five year service in the Legions. From their arrival at the training center outside the capital, all ties with their home Barony are stripped and they are indoctrinated in the “Code of the Legion” and service to the King. After training, they are subject to posting anywhere from the northern borders and Waylander’s Pass, to sea duty in the south. When not defending the realm and ensuring security, the legions are responsible for maintaining public works and helping with the annual harvests. The discipline in the legions is harsh but the esprit de corps is high as is their loyalty to the king.

Weaknesses

Corrupt Government: The government of Tyros is as corrupt as they come. If you any have any dealings with the government bureaucracy, be prepared to be gouged with demands for bribes and “gifts”. Politics in “The Old Kingdom” are a subtle and deadly art,

with various Baronial houses, guilds, and factions vying for power and influence. All of this corruption and jockeying for position makes it very hard to get anything worthwhile done.

Plotting Nobility: The king’s position has never been a secure one. This is why he is such a strong supporter of the Legion. His majesties’ Barons are always looking for ways to improve their lot and secure a pathway to the throne.

Opportunities

Games of Tyros: every five years the city of Tyros holds a series of grand games and contests, in honor of its patron deity, Obar. Athletic, artistic, and martial competitions are held. The games are open to anyone and nations throughout the known world send their best to compete. For five weeks every five years, under the amnesty of the games, competitors from Sikkar Horsemen to Padjistani Lore Masters, to wrestlers from Hogar come together to see who is the best in their respective fields.

Threats

The Sikkar: To the north of Tyros across the High Mountains lay the vast plains of the Sikkar; these barbaric tribesmen once almost wiped Tyros from the map. Their invasion was checked and repulsed at great cost. But everyone knows all it takes is one strong leader to emerge and unite the tribes and the Sikkar will be back.

Yar: While Yar is not an overt threat, the land of the priest-kings schemes and plots to weaken the old kingdom at every opportunity. These threats are almost always covert. The agents of Yar have refined espionage to a fine art form.



Yar

To the east lies Yar, a mysterious island kingdom. Few have ventured there. Fewer yet have ever returned. The bleak island kingdom of Yar is the last vestige of an ancient empire that once stretched from across the Broken Lands, past the Moors of the Witch-Queen, and down to the Desert of Skulls. The people of Yar are the descendents of that once great race. They brood on their cold island - plotting, communing with their Demon-Gods, and waiting for an opportunity to regain their former glory. The people of Yar are distinctive in that they consider body hair filthy - the priesthood and nobility especially go to great pains to rid themselves of all growth. The government of Yar is a highly structured Theocracy consisting of followers of the Demon-Prince, Yago.

Strengths

Sorcery: The Priest kings of Yar are demon worshipping sorcerers and they are proud of it, revel in it, and dare anyone to try and do something about it (defeated foes make especially succulent sacrificial offerings).

Masters of Intrigue: What the Priest-Kings lack in military strength, they more than make up for in the realm of espionage. Agents of Yar have infiltrated every royal court, key government post, and guild house in the known world.

Weaknesses

Unliked: Because of their blatant worship of demons, most people are uncomfortable around Yarians. They are always the first ones suspected of any crimes or wrong doings and are always blamed when ill fortune or pestilence strikes.

Closed Society: The Priest-Kings go to great lengths to keep their aura of mystery. It is rare to ever encounter a Yarian outside of a few traders or diplomats. Yarian ports are closed to all but authorized traders. Any non-Yarians visiting the island are closely watched and only allowed in certain areas of the cities. The only non-Yarian that one would encounter in the interior of Yar are slaves or escaped slaves.

Opportunities

Gathering Power: Slowly but surely, through their plots and intrigues, the Priest-Kings are widening their web of influence and power through the known world.

Just about every government and organization has been infiltrated by at least one agent from Yar. They influence the direction of policy and steer many heads of state.

Become an Agent: The Priest-Kings of Yar are always on the lookout for a few men and women who are able to check their ethics at the door and join one of the most powerful organizations in the known world. When the eventual conquest is complete, the rewards for those who have shown their loyalty will be beyond belief.

Threats

Demons: The Priest-Kings of Yar treat with demons regularly. The arcane powers that the Priest-Kings have been given are great. But this is all at a horrendous cost. The demons demand souls for their services and the Priest-Kings aren't very particular where the sacrifices come from. If they stop coming though, there will be consequences.

Counter insurgency: not all nations are simply allowing the Yarians to have their way. There is a concerted effort by several kingdoms such as Tyros and Al-Khalid to ferret out nests of Yarian spies and other agents. Their success has been limited up to now, but they are gaining ground.



Zandara

Known as “The City of Golden Chains,” Zandara is the nexus of the slave trade in the southern lands. Kumar and Padjistan have a constant need for strong backs to work the mines, and the slave masters of Zandara are more than willing to keep their demands met. In addition to slaves for labor, Zandara also provides exotic slaves from all the known lands to fulfill any desire or vice, from expertly trained gladiators to amply endowed pleasure slaves. Slave Raiders from Zandara are feared throughout the lands of the known world. Zandara is governed by a council of merchants who elect one of their number to act as Prime Minister for a ten year period.

Strengths

Economic Power: Zandara has profited well from the taxes on the slave trade. Whatever the city needs it is more than able to buy.

Merchant Fleets: In addition to the trafficking in human lives, the fleets of Zandara travel the known world carrying

trade items such as walrus ivory from the northern seas to cinnamon of the fields of Jandahar.

Weaknesses

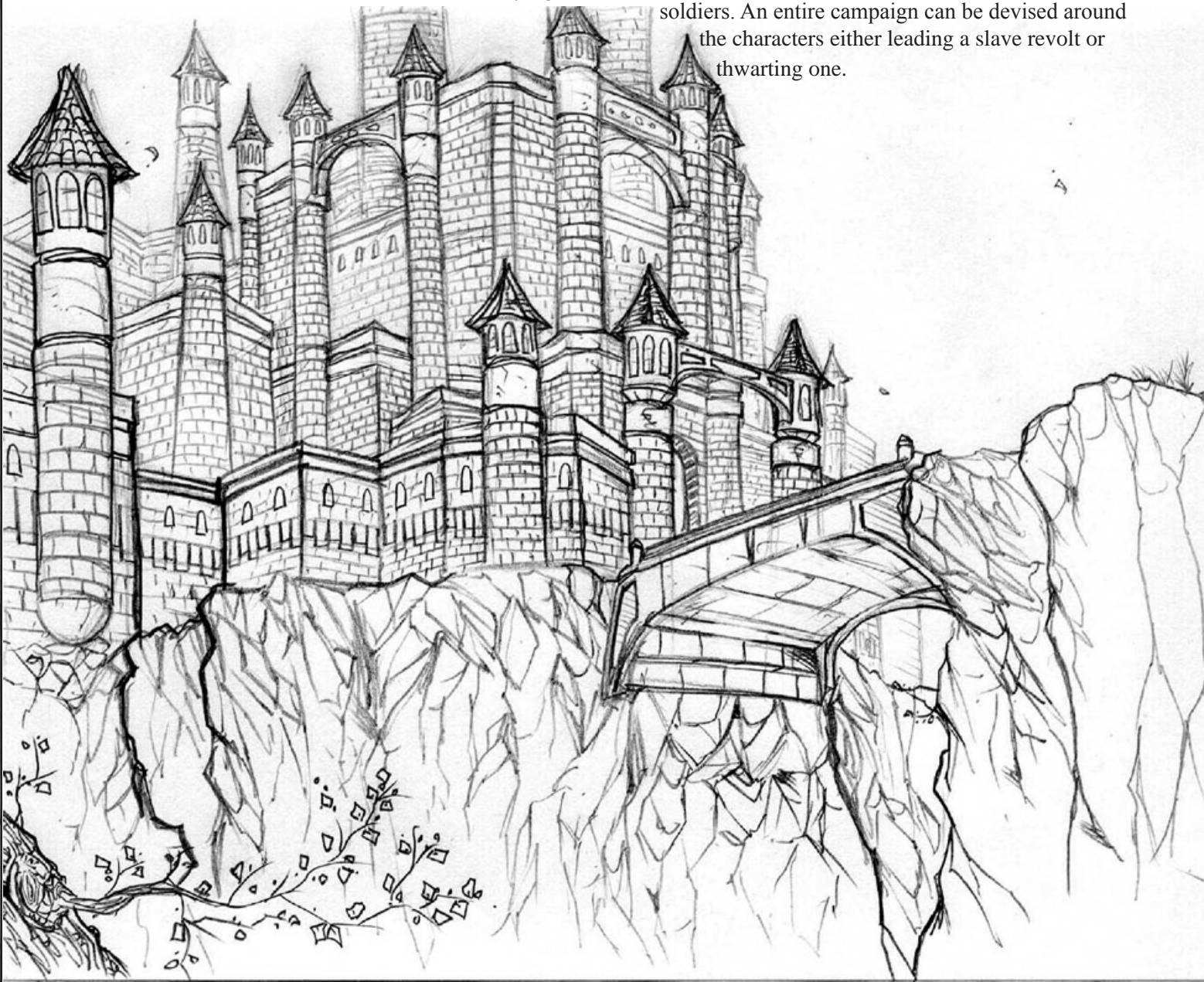
No Respect: Though much of the known world profits from trade with Zandara, they are generally condemned as slavers and pirates. Zandarans are considered by many governments a necessary evil that must be tolerated for the economic good.

Opportunities

Raiders of Zandara: The slave trade is a dangerous yet very profitable endeavor. Few know the oceans, seas, and major waterways of the known world as well as Zandaran sailors. Many hidden coves and uncharted islands are used by the raiders. Some of these sanctuaries may hold long lost secrets and treasures of their own.

Threats

Slave revolt: Whenever you have large amounts of slaves, you will have revolts, especially if the slaves are former soldiers. An entire campaign can be devised around the characters either leading a slave revolt or thwarting one.



LOCATIONS

Broken Lands

These lands were once part of the ancient empire of Yar. Three major cities were located here, but their names—once cursed and forbidden, have since been forgotten. Whatever transgression the people of the forgotten cities committed, it was enough to have the gods wipe them and their civilization from the world of man. Today, these lands barely sustain life at the most basic and barbaric level. Escaped slaves from Yar eke out a living of sorts here, and, from time to time, treasure hunters brave the Broken Lands to search the ruined cities.

Corsair Coast

The Coast is so named because of the slave fleets of Zandara which raid the villages and towns in this region.

Darklands

The Darklands are a collection of deep forests that lead into the great Ice Spires. These forests are home to savage tribes of were-beasts and other monsters. Many of these tribes have fallen under the influence of the sorcerer who rules Radu. They worship the sorcerer (who is himself said to be part beast) as a god, and serve him with fanatical loyalty.

Deathlands Swamp

The Deathlands swamp is nearly impenetrable. The air is humid and oppressive; the water is fetid and as thick as sludge in some places. The insects are large and carry death. Carnivorous plant life struggles with huge reptilian creatures for dominance in this emerald tinged hell.

Desert of Skulls

The Desert of Skulls is an unforgiving place. Unlike the rocky scrub desert of the Broken Lands, the Desert of Skulls consists of endless miles of sand dunes, with only an occasional oasis or monolithic ruin to break the monotony.

Drujistan Mountains

The Drujistan Mountains are home to the ancient tribes of the Juna, Morgal, Jaga, and a hundred other bloodthirsty tribes. The mountains are treacherous and filled with treasure for anyone brave enough to test their luck against the wicked steel of the mountain tribesmen.

Great Forest

This ancient forest lies in the kingdom of Tyros but it has in no way been tamed by civilization. Semi-barbaric tribes

and monstrous beasts call the Great Forest home. There are also areas littered with the haunted ruins of long forgotten kingdoms.

High Mountains

These are the located in the center of the northern continent. The mountains are home to many dangerous creatures and extremely territorial tribes. Even the Sikkar and the Legions of Tyros avoid tangling with the tribesmen of the High Mountains.

Ice Spires

The Ice Spires are the tallest of the mountain ranges in the world. Living in this frozen and inhospitable land are hardy tribesmen who eke out a living in a state of semi barbarism.

Moors of the Witch-Queen

Whether she is a witch, a queen, a demon, or a goddess, she has lived in the moors since the kingdoms of men first arose. In her moors, her power is supreme, every living thing from the swamp cats to the giant willow trees pay her homage and obey her commands. There are several tribes of escaped slaves and other outlaws who now make their home in the moors and pay the Witch-Queen tribute.

Sikkar Plains (Sea of Grass)

The mighty Sikkar call the “Sea of Grass” their home. Dozens of tribes travel in their wagons following the herds of bison. Each tribe is as free as the wind. They live for the simple pleasures of hunting and raiding. They worship the Bull-God and talk of a day when the tribes will unite and plunder the stone walled cities of the south.

Silver Coast – Jungle of Green Death

It is known as the Silver Coast because of the profit it brings those who can survive its dangers. Slaves, spices, ivory, and rare woods are here for the taking if you can survive the ancient ruins, monstrous beasts and bloodthirsty savages.

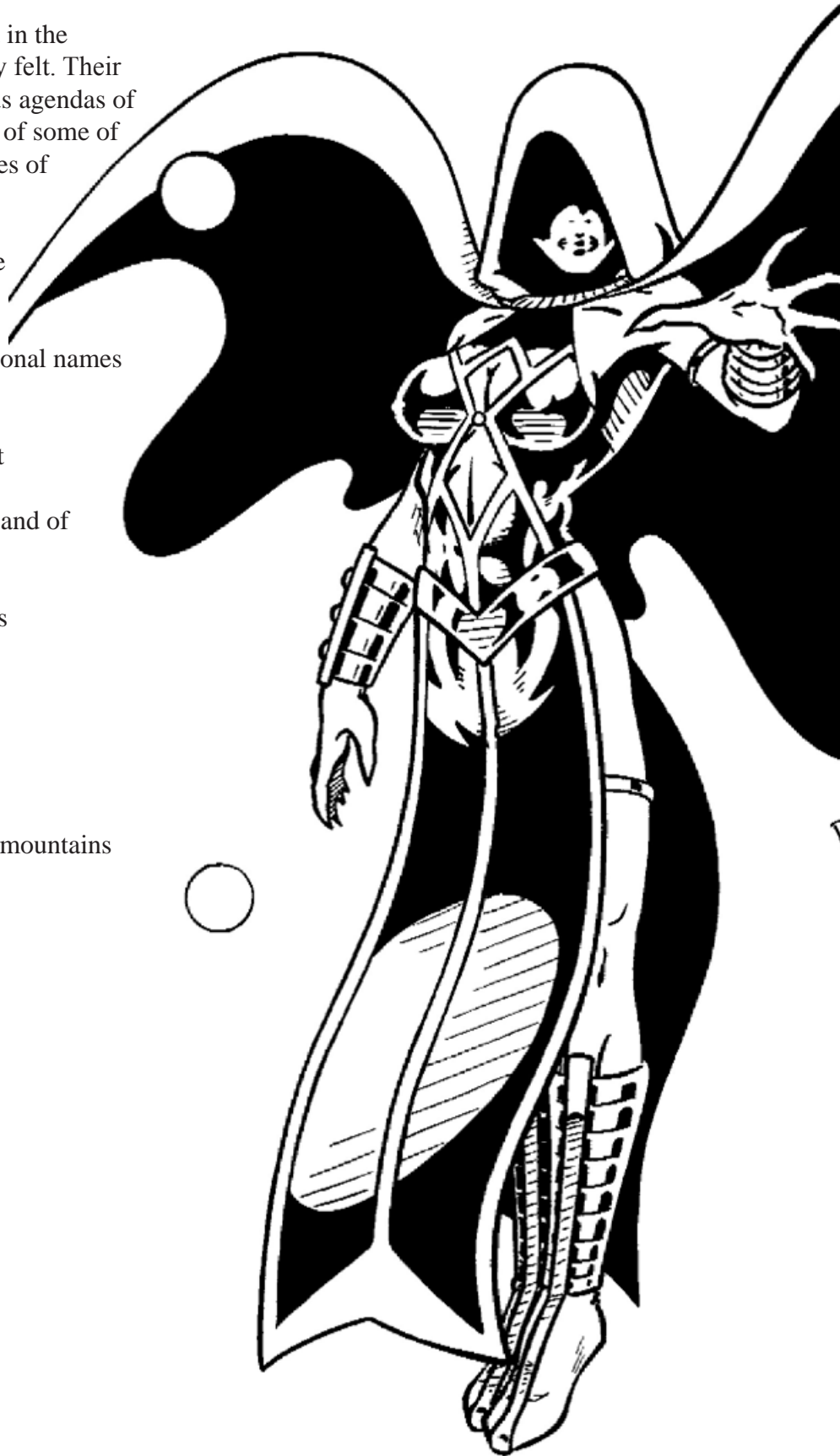
Waylander’s Pass

Waylander’s Pass has been the avenue for several invasions of Sikkar hordes in the past. After the most recent invasion half a century ago, a series of fortifications were built to defend the pass against further incursions from the Sikkar.

THE GODS

Though the Gods rarely play a direct hand in the known world, their influence is undeniably felt. Their agents are abroad furthering the mysterious agendas of their masters. The following is a brief list of some of the major deities worshipped by the peoples of the known world. The list is by no means complete as many demi-gods, hero-gods, family gods etc. are venerated as well. The names given are the ones most associated with the deities in question - different cultures, however, may have different regional names for the same deity.

- Ashar** - Goddess of Thieves and the Night
- Aviva** - Sea Goddess
- Bol-Vy "The Bull god"** - God of Strength and of the Sikkar
- Hala** - Death goddess
- Honir** - God of nature, beasts, and hunters
- Inisa** - Fire goddess
- Jeris** - Goddess of Lust and Vengeance
- Kai-na** - Goddess of Fortune
- Kesh** - God of Warriors
- Obar** - God of Honor and Perfection
- Oram** - God of Rivers
- Nako "The Scorpion"** - God of the earth, mountains and desert folk
- Roneth** - God of the Sky, rains, and crops
- Yago "Prince of Demons"**



RIVER PIRATES OF THE BELSA

by Jeff Mejia

The PCs have arrived in the city of Belsa, located on the river of the same name. They have just been hired by a local merchant, Dagoberto, for the purpose of bringing a bandit named Joubert to justice.

Dagoberto is a moderately successful business man who owns several wine shops in and around the city of Belsa. His only son, Murillo, was killed in a raid when the river pirates, headed by the bandit Joubert, attacked the caravan he was leading. The authorities of Belsa made only a half-hearted attempt to investigate. But Dagoberto suspects that Joubert has connections within the government who protect him.

Joubert and his men are based in the forest and strike quickly from the river bank in their fast moving canoes. They disappear into the woods and reappear weeks later further up or down river from where they last struck, to raid again.

Dagoberto has agreed to pay the PCs 300 pieces of silver if they bring Joubert to justice. In addition, there is a bounty of 100 silver pieces sponsored by the river men's guild.

A spy

Dagoberto has (at great cost) found a man who can provide an “in” for the PCs. Jonah is a brigand who has worked on Joubert’s crew, but holds no love or loyalty to the bandit leader. Dagoberto has paid to have Jonah vouch for a number of the PCs to join the river pirates. Jonah will lead the PCs into the great forest to a large campsite where over 30 brigands are preparing for some mischief. Jonah will remain with the PCs and aid them in getting back to Belsa with Joubert.

BLOOD in, BLOOD out

Unfortunately, even with Jonah vouching for them, the PCs can't just "join up" and become trusted members of the band. There will be an initiation. Though Joubert is not present, the initiation is conducted by his lieutenant, a pirate by the name of Madoc.

There are several ways that the PC's may prove their worth in joining the river pirates, they can choose from the following:

- Trial by combat – They must best Vitar, the band’s “Master at Arms,” using cudgels to zero BLOOD

- Trial of skill - they must insert their hand in a puzzle box and unlock it from the inside. This entails three PERCEPTION rolls. If all three rolls succeed, then the box is unlocked. If any of the rolls fail, the PC's hand is severed by a razor sharp trap in the box (the victim will lose ¼ of their BLOOD points in addition to their hand).
- Trial of bravery - stripped of clothing and weapons, they must cross the "Pit of Death" which is a very slim plank over a pit containing two alligators. Three successful BRAWN rolls are needed to cross the pit safely.

Alligator

BRAWN: 3 (Fighting: 2) BLOOD: 20. *Attacks:* Claws (4 damage), Bite (8 Damage)
Hide: AV 2

If they refuse a trial then they will be killed outright.

If the PC's attempt any one of these trials and succeed, they will be accepted into the band with much drunken revelry.

If they fail any of the trials and yet somehow survive, they will be beaten half to death and left for dead in the wild (which would be a great way to introduce a “man in the wilderness” scenario, with the PC surviving, tracking down the pirates and exacting revenge). Additionally, any PCs with sufficient woodcraft or survival skills could remain hidden and silently track the pirates back to their lair while the other PCs “join” the pirate band.

River booty

Once they are accepted into the band, they will be expected to participate in the upcoming raid.

Madoc has learned that a shipment of slave girls is being brought to several of the city brothels by a slaver from Tyros. There are 2 river barges, 8 river men, 20 slave girls, and 15 guards. The pirates, led by Madoc, will wait till late night and then attack under the cover of darkness.

The riverboat men will flee if they can, but will fight if cornered. The guards are well paid and will fight. In addition to the slave girls, there is assorted loot aboard: foodstuffs, cloth, spices, tobacco, etc.

At the Lair

Following the successful raid on the river barges, the bandits gather the slaves, load them with loot, and lead them into the forest.

Madoc leads the pirates to their base, a complex they call "The Lair." It is not so much hidden as it is out of the way, lying beyond the forest in the hills. Awaiting there are about 30 brigands and a dozen or so slaves. The Lair itself is a maze of smaller interconnected caves fed by the cavernous maw entrance. The pirates have made this into a home of sorts. A spring provides fresh water, and, if one considers fungi as edible, there is food aplenty! A slight draft can be felt moving back and forth through the caves, though not strong enough to rid the caves of the smell of smoke, cooked meats and unwashed bodies. Outside the cavern at the base of the hill is an earth and wood stockade. This contains a shed for the canoes and a small corral for livestock.

There is much celebration as the loot and the new girls are brought into the main cavern. Word of their arrival was sent ahead, so, by the time the raiding party reaches the lair, a raucous feast is well underway and the PCs are finally introduced to Joubert. He is a tall, handsome rogue with dark features and an aristocratic air about him. Joubert wears a Legionnaire's short sword, dirk, and under his shirt can be seen the glint of fine chainmail. While not rude, he is not overly friendly, at least not to those he doesn't know yet.

Amongst the carousing brigands are several huge hairy men in buckskins, sporting all sorts of knives and weaponry. These are members of the Bear Clan - one of the savage tribes that live in the wild lands of the great forest. Joubert is courting their friendship.

There is also a very exotic looking woman at Joubert's side petting a leopard.

Leopard

BRAWN: 2 (Fighting: 2) BLOOD: 12.

Attacks: Claws (2 damage), Bite (4 Damage)

The woman is clad in skins similar to those of the wild men but of softer pelts and cut so as to expose her curvaceous charms. If any ask, her name is Puna. She is Joubert's "advisor" and a witch woman. Anyone inquiring is advised to give her a wide berth, as it is common knowledge she cavorts with demons.

The celebration goes on well into the night and

everything one can imagine happening with drunken brigands and helpless slaves happens. There are fist fights, knife fights, and food fights. There is singing, dancing, and gambling. The brigands waste no time in taking their pleasure with the slaves and they aren't gentle about it. One slave girl and two brigands don't live to see the next day. Joubert watches it all with an evil grin, and participates in most of it. But, if anyone takes care to notice, he drinks nothing stronger than cider.

The following morning most of the pirates are hung over and pretty much useless. The half dozen that are on guard duty are sober enough, but even they are inattentive as they take their turns with the slave girls and sneak in a cup or two. Joubert had taken his leave of the revelry in the early hours, taking a slave girl and Puna with him. He retires to his private quarters; a side cave that has been fitted and secured with a heavy oaken door. Puna's pet leopard rests on a pile of furs outside of the room, next to the entrance.

At this point, the PCs should have enough information to formulate a plan of action. Jonah will insist on being kept informed. He intends to stay with the PCs until he can collect the rest of his reward and get far away. He knows that if he stays behind someone might remember that he was the one who brought the bounty hunters into the band to begin with. This isn't to say that Jonah is in any way reliable, but, as long as the PCs present the best odds for his survival, he's steady enough. The only person Jonah is loyal to is Jonah.

Following the latest raid, the Pirates will lay low for several weeks while the authorities in Belsa go through the motions of sending out extra patrols along the river and the river barges are more vigilantly guarded. This will generally be "downtime" for the pirates, who will feast every night and enjoy the fruits of their labors. Eventually though, the wine will run low and the slave girls will start to lose their novelty and freshness. This is where Joubert and his lieutenants will begin to enforce discipline and initiate make-work gangs to keep the men from getting bored as the boss plots the next raid.

If the PC's decide to stay a while and get to know the Lair and the surrounding area, they will discover the following over the course of several days.

- The alliance with the Bear Clan (the delegation at the feast) is tenuous at best.
- Security at the Lair is rather lax. The pirates have such a fierce reputation and their base is so well hidden that they have become complacent.
- The Lair is about three days travel from the nearest civilized village at the edge of the forest. The dense woods make travel by horse impractical.

Rumors at the Lair

(these rumors could be true or false as the GM sees fit to expand the adventure)

- Joubert is rich and has treasures in his room. He is attempting to amass enough to buy a title and relocate to Tyros or Pyrani.
- Joubert has a secret identity in the city of Belsa and is courting a noblewoman named Vorena. He's hoping her father's connections will help him realize his own goals.
- Puna is insanely jealous of Joubert's "fancy girlfriend." She knows she can't compete with a noblewoman and is getting increasingly bitter.
- Madoc has been promised command of the pirates once Joubert leaves, but he is getting impatient. He is also in love with Puna but, despite several dalliances with her, Madoc knows that Puna only has eyes for Joubert.

If and when the PC's manage to bring Joubert to the city of Belsa, the bandit will hang for his crimes. The river raids will continue as someone else (Madoc perhaps) assumes leadership of the pirates.

If Joubert is slain by the PCs, Madoc will make a show of swearing revenge but, in reality, the PCs have done him a favor and, once tempers cool, it will be business as usual on the river.

DRAMATIS PERSONAE

Joubert

Joubert is the leader of the river pirates. He is a handsome rogue who exudes a definite quality of leadership. Joubert is charming and an accomplished bladesman. Rumor has it that he is an exiled

member of a minor noble house from Emesa. He has occasionally mentioned his time as a legionary so many assume he may have served as an officer at one time. Joubert is a callous man and will use whomever he needs to in order to attain power. The activities of his band of river pirates serve as a means for him to build a quick fortune so that he may live the life of privilege that he feels he is entitled to. To this end, he has assumed an alias of a young gentleman trader in the city of Belsa and is currently courting the daughter of a powerful noble, hoping the connections will pave his way to a life amongst the quality.

Jonah

Jonah is a willow thin bandit with a hook nose and a nasty disposition. His one talent is survival and his only loyalty is to himself. Those around him seem to come to bad ends eventually. Jonah is a coward, but has some skill with a knife, usually demonstrated when stabbing an unsuspecting victim from behind.

Madoc

Madoc is an escaped slave and gladiator. He has been with Joubert for three years, Madoc is a steady lieutenant and a strong enforcer with little imagination. However, he has recently acquired a desire for Puna, the boss's woman. And this has led to thoughts that maybe he could run the outfit as good as or better than Joubert. Though Joubert has spoken of retiring and handing leadership over to him, he is becoming impatient.

Vitar the "Master at arms"

Vitar is a defrocked Warrior-Priest of Kesh and an outlaw. He is a mountain of a man standing over 6' in height. Vitar is skilled in the use of just about any weapon and uses a large war club in combat. His loyalty, such as it is amongst bandits, belongs to Madoc who once saved him from drowning in quicksand.

Puna

Puna is a true mystery. She appears to be from one of the many savage tribes that call the borderlands home, but she seems to hold no allegiance to any of them. Her beauty is wild and exotic but no one besides Joubert (and more recently Madoc) has ever sampled her charms. When other savages encounter her, they give way and make warding signs when she passes.

The pirates think of her as a sorceress or witch. She has uncanny powers over beasts in the forests and has been known to brew both poisons and healing elixirs for use by the pirates. She wanders the camp in next to nothing, flaunting her beauty and daring any to react to it. The pirates benefit from the potions that she brews for them, but they worry about the plans she might be planting in their leader's ears at night. Also, seeing all that beautiful flesh walking around, but never being able to touch it makes them surly. They do not understand her ... what she is or where her powers come from ... and what they don't understand they dislike. Puna's constant companion is a large forest leopard who she can apparently communicate with. She loves Joubert but, as of late, she is realizing that he may not be as in love with her as his honeyed words declare. Feeling spurned by him, she has begun a dalliance with Madoc to try and get a rise out of the pirate leader.

As stated earlier, Puna is a mystery. The referee is encouraged to use her as a wildcard in the adventure. At the referees discretion, she could be given several magical charms or spells to bend the will of men, control beasts, or command nature (vines that bind victims at her command or ground that turns to quicksand come to mind). Also, Puna's loyalties could vary as it suits the referee and the direction of the adventure. Feeling spurned and wrathful, she could take her revenge on all the band including the PCs, She could be loyal to Joubert and hunt down the PCs using her own unique skills, or she might possibly fall in love with one of the PCs and open a whole new set of complications.

Joubert's Pirates

The river pirates are a collection of bandits, deserters, convicts and slaves, with a spattering of out of work mercenaries. They are a bit harder than most outlaw gangs since Joubert insists on conducting "initiations" to weed out the weak and inept. Under Joubert's leadership, they have had a run of good fortune lately so morale is high. The wine and women have been flowing freely and even the lowliest of the band has silver in his pocket and meat in his belly. Among the crew of cutthroats the PC's will encounter are :



Unger

Unger is pretty much despised by everyone (and among this bunch that's saying a lot).

He has a nose for trouble and enjoys fanning the flames of discord. Unger has dirt on everyone and will not hesitate to use his knowledge to his advantage.

He always seems to be slinking around, listening and eavesdropping. The only thing that keeps him alive is that for some reason the boss has taken a shine to him. Joubert knows Unger's true nature but, as long as he remains loyal, Joubert will protect him.

Koll

Koll is a young boy about six-years-old. His mother was taken in a raid two years ago; by her dress and demeanor it was believed she was a noblewoman or the wife of a merchant. The plan was to ransom her and the boy but the abduction and subsequent abuse addled her mind and she died before revealing her family name. Koll was allowed to live and has been cared for by the slaves of the camp and the occasional gesture of kindness by the pirates. Koll earns his keep by emptying the slop buckets, gathering firewood, and doing anything useful to earn a scrap of bread to eat. He admires the pirates and longs to be one of them. He has one possession that no one knows of: a locket with a picture of his mother and that of a man, possibly his father. He keeps it hidden behind some rocks near his sleeping place and often looks at it when the others sleep.

“Fat Ethel”

“Fat Ethel” is a repulsive, ugly, she-beast. Weighing close to 300 lbs, towering near six feet and sporting a shaven head, Ethel is a sight to behold. She is in charge of the day to day running of the Lair, a job that she takes to with an iron fist and a rawhide bullwhip. The slaves tremble in fear of her and even the pirates give her a wide berth. To Joubert and Madoc she is respectful, but to all the other pirates she is a hellion. Fat Ethel is a bully and a sadist. She is happiest when applying her lash with glee to the backside of a squirming slave girl. The only person in the lair she noticeably avoids is Puna.

Ingko

Ingko has been a soldier, a pimp, a thief, and an assassin. His last occupation ended badly and brought him here. He is a bit paranoid since the man he killed was connected to a powerful criminal guild - a guild

that is known to be vengeful. Ingko seems to see something familiar in one of the PCs. It may be his usual paranoia, but still...

Bear Clan Savages

The closest of the tribes to the Pirates Lair is the Bear Clan. Joubert has been trading with them regularly and has even lent them some of his men and canoes when the Clan crosses the great lake to raid other tribes. However, there are still older members of the clan that feel “city men”, of whatever breed, only bring more “city men” who will eventually cut down the trees, fence off the land, and begin building stone houses. They are advocating the pirates be wiped out.