

SAMARIS

Island of Adventure

A GAME SUPPLEMENT FOR
DARK DUNGEON 2nd Edition
the Fantasy Role Playing Game

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**INCLUDES SHORT
GAZETTEER TO THE
WORLD OF YADDRIN**

1. Introduction

Greystar cocked his crossbow and pressed himself against the wall. Castor followed suit, his knife slipped into his left hand. The alley district was not a place to get caught unawares, certainly not in the dead of night. The footsteps they heard before drew closer again and so did the strange humming sound. And there was this smell. A stench of sweet rot. Castor swallowed. Greystar ducked and rolled forward. And there it was. The oozing demon that Ryder had summoned to kill them.

In your hand you are holding a classic supplement for the Dark Dungeon role playing Game. Samaris.

Samaris is part of the Fantasy World Yaddrin, which was the first world the Dark Dungeon game was used with. Samaris was the most central part and as such it is the place where it all started. That's why we want you to have this part for free too.

How do I use this booklet?

Consider this booklet as a treasure trove. Skim it, look through it and read where your eyes lead you. Use what you like to jog your imagination. No need to read it all at once! Pick it up any time you like.

This booklet is arranged in sections. And in each section you'll find adventure seeds. Ideas for stories, characters and special objects. Each story seed has at least four different twists or outcomes you could use. The ideas are not finished. You'll have to do that by yourself. That's exactly where a lot of the fun is! And what's more: even if your players have read this booklet too, they will not know what endings you choose!

If you want more advice on how to run an adventure, you can find some in the free DD2 Lite rules.

Samaris is not limited to use for Dark Dungeon. If you insist you can use Samaris in any other games system (but why would you want to?) And neither is Dark Dungeon limited to Samaris. Other supplements will follow and the first big project coming up now is the long awaited hardcover. I hope to finish this in the coming year. So look out for it on the internet and the shelves of your games store!

Just one minute, what is Dark Dungeon?

Dark Dungeon is a fantasy role playing game - you should not leave home without it! A Freeware Lite version of the Dark Dungeon 2nd Edition rules can be downloaded from www.darkdungeon.ws.

If you do not know the Dark Dungeon role playing game yet, be sure to give it a try! We believe that the DD2 Rules are some of the best in the business and better than any of the commercial systems we know. And we know quite a few! The DD2 freeware version sports 25 pages of rules, examples, an introduction to role playing and tips for Game Mastering and adventure design. Within you can also find eleven character templates, ten magick disciplines, an equipment list and a full adventure!

Thanks for the Sales Pitch, But what is "Fantasy Role Playing"?

(Fantasy) Role Playing is a hobby that evolved in the 1970's in the USA and quickly spread around the world. It's a game that's played for fun by people everywhere.

To understand what a game is like, try to imagine yourself and a few friends weaving a story together. One of you is the Storyteller or Game Master, who describes the imaginary world the story takes place in, tells what happens to the heroes and plays the adversaries and supporting cast. The others each play one single hero (or villain) who features in the story. Each player chooses what their hero wants to do and say what their hero says, much like an actor would.

To decide whether a hero (or enemy) succeeds in combat, or at any other important task, dice are often rolled. What the dice rolls mean, is written in the rule system. Remember playing cowboys and indians when you were a kid? Well, this is very much like it, except that you now have rules to avoid the conflict of 'Bang, you're dead!' and 'No I'm not!'

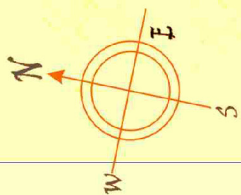
Unlike other games, Fantasy Role Playing is not about winning or losing, but about telling a heroic story together. It is about experiencing the fun, fear and excitement of your own personal hero. Games can last for a few hours or go on for days, just the way you like it best. Most games are just played in a cozy living room, like any parlour game. There is no need to dress up - although you may, if you like!

If you ever wanted to play the hero (or villain) from your favorite fantasy novel, this is your chance!
Intrigued? Why not download the free DD2 rules and find out more?

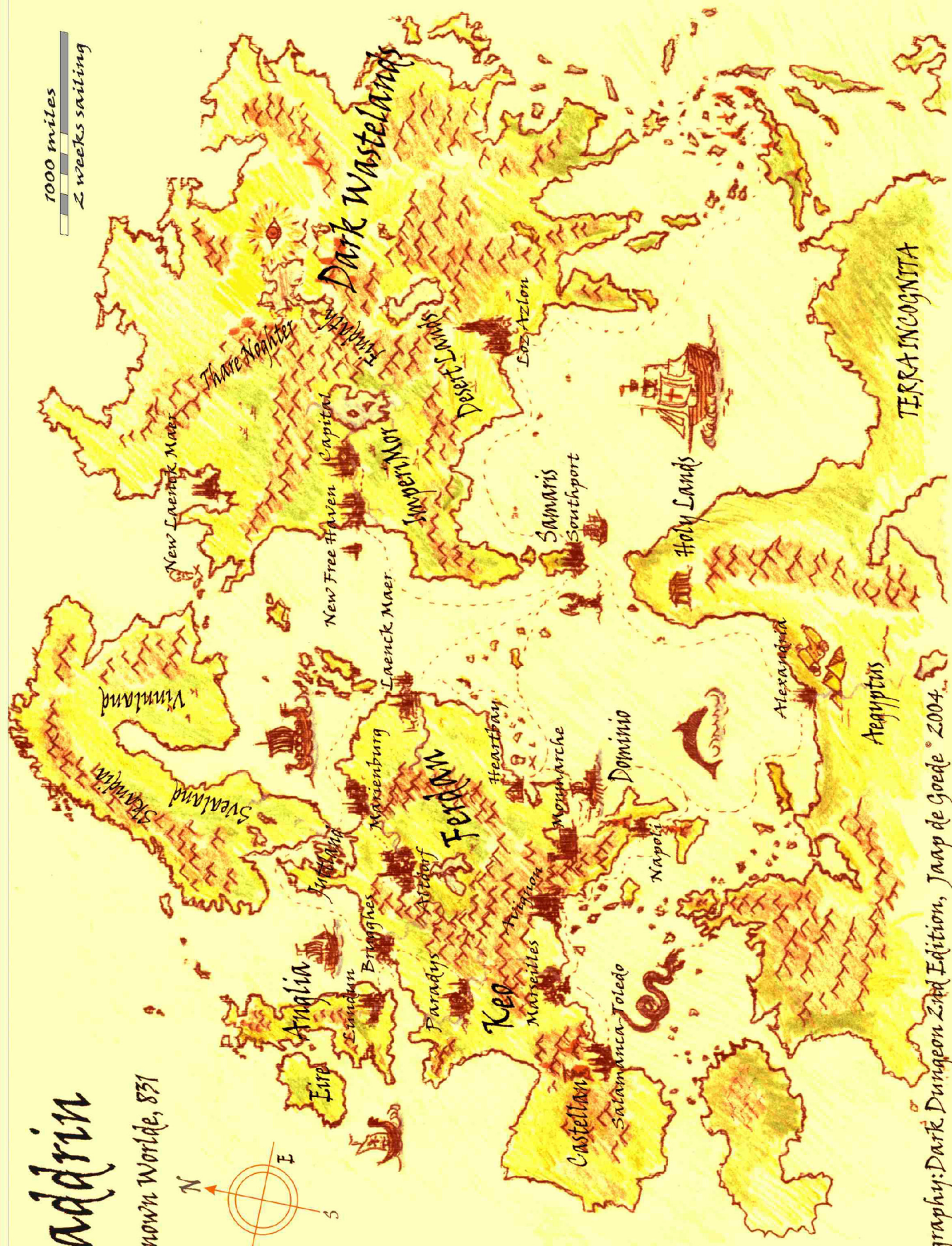
July 2004, Jaap de Goede, game designer

yaddrin

Ye known worlde, 831



1000 miles
2 weeks sailing



Cartography: Dark Dungeon 2nd Edition, Jaap de Goede © 2004

2. The World of Yaddrin

Omo Muris pulled the rudder to port. And then he first saw them. Little specks in the distance. He growled. In his gut he knew these were no ordinary ships. He had sailed his crew far accross the seven seas. He had escaped the vikings in Marienburg bay, he had misled the buccaneers of the Lanck Maer and he had hidden his vessel in the laguna near wonderful Monmarche. And now he came so near his final harbour: Samaris. He drew out his looking glass and peered through. He was right. It was them.

Samaris lies at the heart of Yaddrin: a fantasy world that much resembles our own medieval world. However, magick is for real and so are monsters, dragons, ghosts, elves, orcs, dwarves, halflings, demons and angels.

Technology is not as developed as is ours, but crossbows, castles and sailships are common. Some lords have a higher order of magick at their disposal, such as thunderdust: an explosive substance used in flintlock handguns. But the formulae of thunderdust are secret and different from those on our own world.

Countries differ in their advancement. The swords of the Celts or the Vikings are not so refined as those of the sea princes of Sicily, for example. And in Alexandria, most of the library is filled with bookrolls, while the city of Samaris has bound books and even a printing press which can print up to one book per day!

Countries of Yaddrin

As said, Yaddrin has a certain resemblance to our own medieval world and perhaps to many fantasy worlds you can find in films and novels. There is no one who will stop you if you want to use countries, creatures, monsters, villains or heroes from favorite books or movies in your own private games. And you could use aspects of Yaddrin to create your own personal world too. In fact, when we first designed Yaddrin to play in for ourselves, we were inspired by many novels, as well as the real world. And yet we trust, that now after more than twothousand adventures, Yaddrin is different enough from what we once based it on, so that we may present it to you. Of course we will only give you a rough idea of Yaddrin here. Yaddrin has many more countries. We hope you'll like it!

THE WESTERN CONTINENT

This continent most resembles medieval Europe. It is cold in the north where the vikings come from and fertile and warm in the south along the coasts of the Azure Sea.

Anglia resembles England of the middle ages. The England of King Arthur and Robin Hood. Seven kingdoms are spread across the isle in the far Northwest, where kings and queens of Celtic heritage rule from their castles, advised by mystical wizards and Anglican priests. Only Lundinium, York, Wintanceaster and Canterbury are relatively advanced cities, with thousands of inhabitants and a cathedral.

Avignon is the seat of the Pope, the head of the Crossstian church. It is the main city of the Papal states and it is guarded by angelic protection, so that it can only be found and entered by persons of good heart.

Brugghes is a trading town on the west coast, comparable to medieval Brugghes in Belgium. Brugghes tries to avoid taking sides in the many small wars between Keo, Ferdan and Anglia in order to maximise their profits.

Castellan is most like a fantastic version of Spain. Its capital is the double city of Salamance-Toledo, built around a smoking vulcano. It is both the heart of the red robed Castellan Inquisition and many strange sorts of elves and dwarves that seem to come from a completely different time and world.

Dominio is much like Renaissance Italy. It is a land of separate city states with a relatively high level of technology and art (but no gunpowder!) and strong fleets or mercenary armies. But there are also unicorns and werewolves and vampyres. Elves rule as princes and princesses in some of the cities and any human with elven blood is regarded as if they were of nobility. Monmarche is Dominio's greatest city, with a hundred thousand inhabitants. It is built in a laguna on many small islands connected by bridges, gondolas and dykes.

Eire is the land of the oldest elves, who have witnessed the coming of the Sun and the Moon and who were there before man came into being. Few humans live in Eire, as the elves keep to themselves living their almost endless lives.

Ferdan is like medieval Germany. It is an Empire, with a Kaiser who lives in Altdorf: the huge capital city with more than twohundred thousand inhabitants. On one hand, the Gross Ferdanisches Reich is technologically the most advanced country in Yaddrin. It has thunderdust, cannons and muskets and huge channels with towing boats that provide transport throughout the land. But there are also huge wild forests with terrible creatures within, such as enchanted wolves, dragons, rat men and walking dead.

Keo is in many respects like France, but in a strange mix. Paradys, the capital city with nearly threehundred thousand inhabitants is the largest city in Yaddrin and resembles Paris during the Revolution. Except that there hardly are guns, but there are vampyres and masqued balls. The south is closer to the late middle ages, Normandy is early medieval and Bryttony is like Celtic Gaul. Keo is often at war with Anglia and Ferdan for the fertile border lands they share.

The Lanck Maer (Aemstelredamme) is a trading town much like the Dutch town of Amsterdam of the 1600's, with an incredible merchant fleet. People from this town typically tolerate anything, as long as it's good for trade. Thus the town has a strange mix of political, religious and artistic freedom and great wealth. The city is rumoured to be protected by several dragons, who sleep under the Wysaert's Guilde.

Skandia, Jutland, Svealand and Vinnland are countries of the vikings, cold and inhospitable, with fjords and mountains, rugged coasts and snow covered forests. And although the ships of the vikings are smaller than the largest warships of the Ferdanic Empire, the vikings still terrorize the far coasts and travel across the globe.

Vanzyltarnia and its sister province **Transylvatia** are misty, dark lands in the mountains between Ferdan, Keo and Dominio. Here you can only arrive through inhospitable mountain passes, or upstream along treacherous winding rivers. And once you are there it may be even harder to leave. It is said that great wealth is hidden in these provinces and great magic. But it is also the place of undead, vampyres, ghosts and werewolves. A place where Vlad Tepes also known as "the impaler" lives his unending unlfe, feeding on the blood of haples travellers and poor peasants.

THE SOUTHERN CONTINENT

Here lie hot tropical jungles and scorching deserts. Most of this continent is still undiscovered. It is home to dangerous creatures, dragons and unknown cultures. Along the coasts there are many colonies of the Dominio, Lanck Maer and Samaris. But this continent is much older and it is also home to the oldest cultures of man, such as Aegyptus.

Aegyptus is an ancient desert land, with huge stone pyramids where ancient kings are buried. Its capital is Alexandria, at the end of the river Nile. There (in a pyramid on the river) is the oldest library of Yaddrin, with guarded secret knowledge about Ancient Gods and Magick from time before time.

The Holy Lands are desert lands ruled by nomadic tribes of the Mujah Hadin. Crusaders however have freed the capital of Heruzalah, where Crosstians believe the Messiah was born. In a stronghold they protect the secrets of the Temple.

THE EASTERN CONTINENT

Northeast of Samaris lies the huge eastern continent, with powerful empires and outstretched undiscovered wilderlands. This continent is perhaps more magickal and the dragons and monsters that live there are more ferocious.

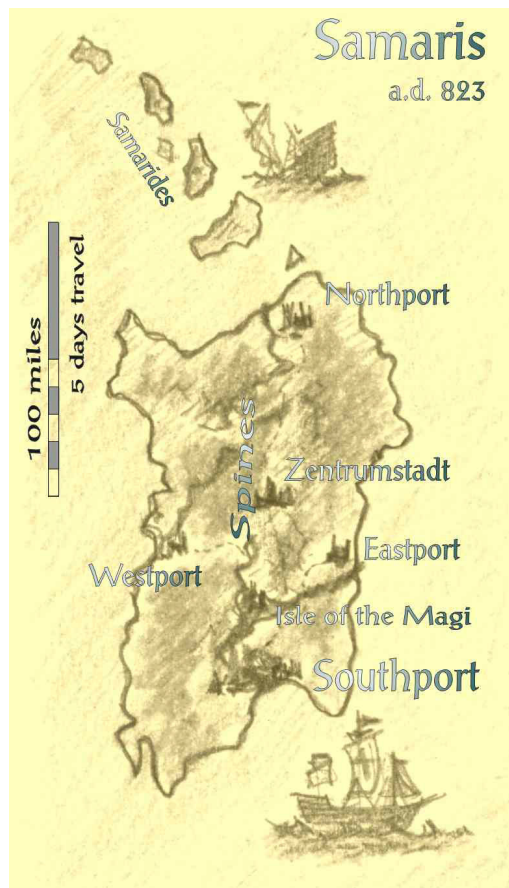
The Desert Lands are a huge desert, where nomadic people live, much like the medieval Arabs of our world. But they also have sandships and drifting oasis cities, that float on the sea of sand. And there are blue storm dragons, huge sand wyrms and maneating sand spiders in the deep desert.

ImperiMor is much like the Imperial Roman Empire. It is a warlike nation, with huge legions, dragon riders, elephaunts and deathdealing machines. From its main city Capital, the Godking rules, guided by the spirits of his deceased ancestors. Some fifty years ago, there was a Great War between ImperiMor and the rest of the world. A war that was stopped when ImperiMor had to turn east to face an even more terrible enemy: the Dark Wasteland. Hordes of orcs and trolls came from the mountains and threatened to bring down this greatest human empire.

Thare Noghter is the mountainous homestead of the dwarves. Here the great clans live in their domed underground cities, forever defending themselves against the attacks from the Dark Wasteland.

Findath borders on the shores of Lake Death. Once these deep tunnels were part of Thare Noghter but the dwarves were driven out and slain by the feared dark elves. Now it is a place of unthinkable riches and unspeakable horrors.

The Dark Wasteland is a dark, huge empire in the far east, from where the one-eyed demongod once ruled the world. Now the demongod is dead, but his half-daughter still lives and she broods on revenge from within the crypts of the vulcano capital Amon Amarth. And she gathers his armies again. Armies of orcs, trolls, dark elves, dragons and wolves that will terrorize the free world and subjugate it again if the powers of old have their way. No doubt this powerful nation is the greatest danger to come for the populace of Yaddrin.



3. The Isle of Samaris

Fire rained from the heavens. It lit up the sky above the city like a faerie tale and silence fell as the citizens gathered on the city squares and stared at the spectacle. Then the storm of fire struck down.

First on the winter palace, which went up in pillars of screaming smoke and flames.

Next on the Dam of the Dragons and a flood of fire and steam raged through the streets of the city. Nobody in its path survived. And a third struck down, destroying the northern defenses. And a fourth rained down on the fleet, smashing the proud warships that protected the once mighty Samaris.

- Death of a Godking, cc. 627

Samaris lies exactly between the three great continents that make up the world of Yaddrin. Its central position made it a powerful island and a true trade center.

Most striking about Samaris is its enormous share of ruins. Southport, the major city, is literally built on the ruins of an older city. And this older city was built on ruins itself. Everywhere you can breathe history. In this way Southport is much like real-life Rome in Italy. Samaris was once completely covered by a huge

advanced city, until it was destroyed in a terrible war twohundred years back. The war between the North and the South. The war between the demonic wizard king Acecerax and the demon witch empress Vekna.

Now only a few small cities remain, rebuilt on and between the ruins of that once great metropolis. Southport is the largest of these cities, with some 200,000 inhabitants (still huge for medieval standards). North-, West- and Eastport and Zentrumsstadt are the other, much smaller surviving towns.

But Samaris is still a ruling power in the world. And adventurers and traders still flock to its main harbour Southport, hoping that they will become rich and find some of the old magick of the Island of Islands.

Architecture:

Samarian buildings are usually of stone and mostly Romanesque or Gothic in style. Most buildings are sandcolored, or in many shades of grey and black. Samaritans like grandeur and space. But they seldom take the time to keep things in order. Beautiful buildings often deteriorate into beautiful but ramshackle ruins.

The oldest structures dating from Acecerax' time are often also the strongest. These bridges, dams, old walls and fortresses are made of the hardest kinds of stone.

A short History of Samaris

-836	Samaris is founded as centre of Acecerax' great empire of the South
0	The Messiah is born in the Holy Lands
-80-500	Samaris numbers millions of inhabitants
625-628	Most of Samaris destroyed in the Great War with the North under Acecerax' half-sister Vekna. Terrible weapon artefacts are used.
631	Acecerax' rule ends and rebuilding of the city begins, only some thousand inhabitants are left
638	Albaron the Wise becomes the Duke of Samaris, under the title of The White Lord
691	The Templar Knights are banished from Keo and Ferdan and emigrate to Samaris
723	Southport becomes a major Hanze trade city
753-761	A trade war between Samaris and Monmarche ends with the great fire of Monmarche in 761
775	Duchess Lizabet becomes the first White Lady
780	The Guild of Samaris is established and soon becomes an influential political body
788-796	Samaris is occupied by the ImperiMor Empire
793	Samarian professor of archaeology Alexander Mallory, becomes Pope Alexander Samaritanus
809-817	Years of the Vampyre Plagues
828	Fifteen year old Victoria becomes White Lady



Climate:

Samaris has a subtropical climate, but with harsh winters. Most of the year it is pleasantly warm and sunny, although it rains frequently too. In the summer it can be extremely hot and dry.

But during the three winter months a cold magical storm always passes the island and the streets are covered in thick snow. Often the canals freeze up and even in the harbour there may be ice. Nobody knows why the winters are so harsh. But it is said that it may have been a curse of Samaris' arch-enemy Vekna.

Flora and Fauna:

Samaris knows a great variety of plant life. Palm trees, figs, lemon trees, grapes and even cactae abound despite the winters. But there are also cypresses, oaks and pine trees, ferns, brambles and berries. In spring the island is particularly colorful with many plants in bloom. Samaris is further famous for its huge white winter berry, which tastes extremely sweet and is used in local wines.

Most normal kinds of animals inhabit the isle. Rabbits, rats and mice abound. But there are also wild deer, boars, foxes, ferrets and so on. Wild cats and dogs are common, even in the streets of the city. Away from the city you can also find packs of wolves, lone bears and mountain lions.

Typical birds are crows, raven, doves, sparrows, city owls, sparrowhawks and strangely enough: parrots.

Among the more exotic species are the small shiny spiderdragons and the horned rabbits. And if you are lucky you may spot a unicorn in the forest or a spine leopard in the old city ruins.

People:

Samaris knows huge differences between rich and poor. There are those who are extremely, filthily rich – and next door you can find a ghetto of beggars. For most citizens this is an unfortunate fact of life.

The people of Southport are all proud of their city and especially of its long history. People are even proud of its history if they have nothing to do with it and are not even true natives. Also, most are extremely proud that Samaris is the centre of the world – and that it is a bustling city where anyone can make his or her fortune. If you are lucky enough, or ruthless enough that is.

All Samaritians like to trade and are rather fond of money too. They are also friendly to strangers, especially if they pay. Many speak several languages, which makes life and trade easier.

Samaritians are also fond of being clean. Their house may look like a dump, the streets may stink and their wallets may be empty, but chances are that they have bathed the same day – and they are well groomed and well clad. The city has a good share of public bathhouses to cater for all these cleanly citizens.

And apart from being clean, Samaritians like make up and love luxury clothing. Even men often wear eyeliner, and women seem to put on their best face and jewelry for doing the daily shopping.

Most Samaritians are humans and most are caucasian – with dark hair and brown or blue eyes. Most men measure about 1.70, most women are a tad shorter. But as many immigrants have come to the bustling city of southport, you can also find muslims, negroes, orientals and tall vikings.

Apart from the humans there are elves and half-elves. And there are even some dwarves, halflings, elflings dark elves and half-uruk.

Adventurers are fairly common in a city like Southport. But most normal people feel they are either dangerous, arrogant or foolish. Others see them as heroes and hope to be adventurers themselves one day. Virtually all people believe that adventurers are always rich. So you can ask them higher prices and beg for more money.

Festivals and Holy days

Samarians like their feasts and festivals. And they like them especially if you can drink and dance too. Parades march through the streets during a festival and special masses are held at church.

All feasts are Crosstian, but most existed before as pagan feasts. That is probably why they are often a strange mix of old customs and new beliefs. Samaris has the following feasts every year.

Winterfest

This feast is held both at the eve of winter and at the end. It is to rever the coming and going of winter and the coming and going of the spirits. During the festival all people go onto the streets masquerading as vampyres and ghosts and they drink and sing until deep at night. It somewhat resembles our own Carnaval. The last day of Winterfest is St. Michael's day on 28th of february.

Crucifiction day and Spring Festival

This feast is held at the first full moon of Spring. It commemorates the crucifiction of the Messiah. Nevertheless it is a happy feast, as spring is welcomed in the two days after. Many people then go out of the city and hunt for rabbits, or search for the first laid eggs of wild birds.

Ascension day

Is held on the Thursday after second full moon of Spring. It commemorates the ascension to heaven of the Messiah's soul. Strangely enough it always seems to rain on this day.

Sunfest

The feast is held to rever the coming of new life after the old has died. Children are especially honored during these days and they are treated as if they were princes and princesses. Also they are often dressed up as small elves. Sunfest is held on the longest three days of the year - around midsummer.

Crossmass (Mass of the Cross)

This feast is held during the shortest three days of the year, at midwinter. It commemorates the birth of the Messiah and welcomes the waxing sun. Trees in the streets are often ornamented during these days. Samarians hang talismans on the branches with wishes written on them for good luck in the year ahead. Friends often exchange peronal gifts in these days and enemies try to forgive eachothers sins. In all churches a mass (Mass of the Cross) is held at midnight to pray for the wellbeing of all during the coming year.

The **DARK DUNGEON 2nd Edition** Rules

If you want to learn the Dark Dungeon 2nd Edition rules, you can best download the lite version of the rules from www.darkdungeon.ws. The booklet is loaded with examples and it's free! If you want a rough idea of what the system is like and understand the statistics in this booklet a bit better, here's a short impression (or summary if you will).

Abilities and Skills

Dark Dungeon 2nd Edition describes all creatures and characters in Abilities and Skills. Abilities are strength (STR), dexterity (DEX), constitution (CON), intelligence (INT), willpower (WIL) and appearance (APP). Abilities range from -4 to 10. If an ability is like that of the average human, it is zero (0) and in many cases not even listed. An ability of 3 is high, 6 is extreme and more is beyond normal human excellence. A score of -4 is abominable, -2 weak. Huge creatures may have CON and STR above 10.

Skills are only listed if they are known and typical for a creature or character. Skill levels range from 1 for a beginner, to 10 for the best in the world. There are four groups of skills: general, combat, magick and religious. Skill 1 is beginner, 3 is good, 5 is highly professional, 7 is masterful and 9 and 10 are leaders in their field. For martial arts level 6 or more would equal a black belt.

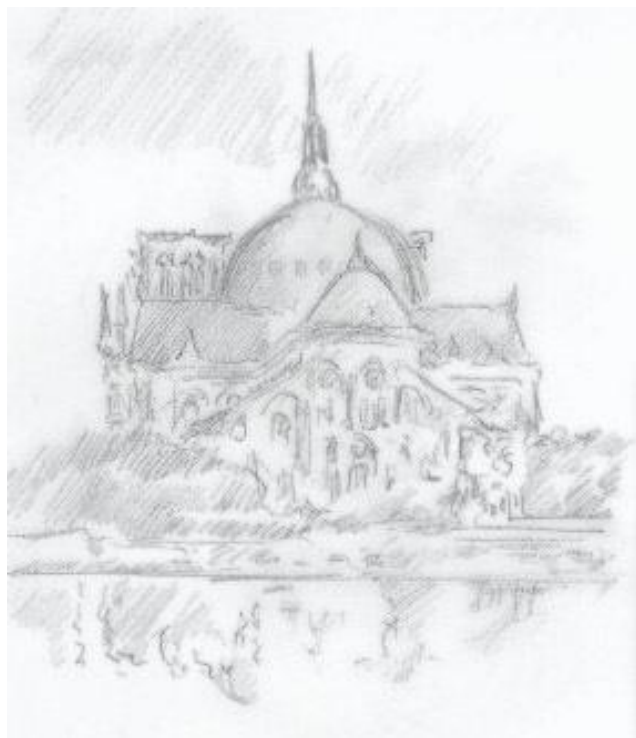
The Simple Test:

If you want to undertake any important action in the game, the Game Master will ask you to roll a tensided die (d10) and add your most appropriate skill or ability. The total is then matched against the target number for the action. If you make it you succeed, if you fail, you fail:

- 3 very easy (climb a shaky ladder)
- 6 easy (jump a three meter ditch)
- 9 hard (hit someone in combat)
- 12 very hard (disarm someone in combat)
- 15 extreme (kill someone in combat)
- 18 near impossible (shoot a fly at a hundred yards)

If you don't have a skill, you may often substitute an ability, but then the test becomes (at least) 3 points harder.





4. A Southport Tourguide

Priscilla was amazed by the size of the city. She had grown up on the isle of Samaris itself, but she always lived among the people of her small village in the forest, more inland. And now for the first time, she had travelled down the high road and saw Southport's splendour. The walls were over twenty meters high and just as thick. It was busy at the north gate and people pushed and shoved to get through. With effort she worked herself past the first guards, paid them a copper in taxes and finally emerged into the main street. There were houses and churches and shops and inns and streets and squares and houses and churches and... It was humongous. She could wander here for days, or weeks and still not have seen it all. There were people, so many people! There were beggars, sailors, damsels, friars, workers, noble ladies, strong warriors and most of all: men who whistled at her.

- The Shadow Crypt, 783

UNIVERSITY DISTRICT

One of the friendliest districts in town is that around the Nostrodomus Isle and the University. Many young people and scholars live here. Eating outdoors is relatively cheap and books are in plenty supply.

1 The Nostrodomus

This is one of the two cathedrals you can find on Samaris. With two huge towers and an even more enormous gothic main it dominates its own isle in the west of town. Gargoyles and other demonic stone creatures ornament the entire structure, giving it a

somewhat haunting appearance especially at night. On the inside it has a huge hall and colorful stained glass windows. Once the Nostrodomus was the centre of the Crosstian Religion in Southport, but now a good part of the building is used as the University Library.

Adventure Seed: "In the name of..."

*The librarians of the Nostrodomus are not amused. Some of their most precious books are missing and possibly stolen. Books like *Carceris Obscuris*, by *Il Buono* and *Unaussprechlichen Kulten* by von Zahrt. The books are never lent out and normally kept in a secured room.*

Possible Outcomes:

- dementing Brother Nostromo misplaced the books
- Brother Franzl stole them for an evil project (so he's evil after all!)
- adventurers "borrowed" the books to find a treasure
- a book-eating ghoul has eaten them and lingers in a niche

Ghoul - a ghoul is a corpse-eating, undead creature, vaguely resembling a human with long fingernails and filed sharklike teeth. Ghouls often stink like the rotting corpses they eat and they may attack lone living people as well. Some living meat for a change.

DEX 2, claw 3, bite 3, sneak and hide 5

Brother Nostromo - is an old librarian, huge, with enormous beard and depressed about the disordely state of the library

Brother Franzl - the younger librarian. He is slender, mysterious, with moustache and goatee, looking like an evil occultist (but actually he is good)



2 The University of Southport

This is one of the best Universities in all of Yaddrin, if not the best. The particular strong points of Southport University are Archaeology, History and Languages. The complex is partly built on the Nostrodomus Isle, partly in the Cathedral itself and partly on the west side of that isle. The University can only be entered freely by students, teachers and their friends. Most students receive a theological and religious training as well as a scientific one. In the Library the finest collection of books on Yaddrin can be found, with possible exception of the libraries of Alexandria, Demiluna and Avignon.

However, it is often difficult to find a book in the disorganised maze of dozens and dozens of rooms and chambers where the books are kept, especially as there is no proper index whatsoever. Even the (mostly helpful) librarians often don't exactly know where to look for things. And there always is that one room that you missed, or that extra building behind the fifth circling stairwell, where they are reorganizing the books on the shelves...

Magick books are in the library too, but they are kept locked away with strong protections, only to be used with proper authorisation from a university professor. And then, once you're on to exactly that one rare work about Ancient Black Magick you could not get anywhere else, you may find that it has been lent to the Pope twenty years ago. And he never returned it.

While the Library is one of the most complex buildings of Southport, the sheer size and myriad of rooms and chambers of the whole university is even more daunting.

CATHEDRAL DISTRICT

Just south of the great city gate lie the major churches of Southport, clustered around the impressive Square of St. Michael. Many feel how the religious energy touches their hearts as they walk through this district.

3 St. Michael's Cathedral

As the second greatest cathedral, the St. Michael's Cathedral is only fifty years younger than the huge Nostrodomus. It is dedicated to St. Michael, God's Angel of Vengeance. Taller and even more gothic than most churches, its stained glass windows and gargoyles are famous and beautiful. For almost every Saint in Crosstianity a small altar can be found inside. Beneath the ornamented bell towers there are crypts and catacombs, but these are not to be entered freely.

The blessings over the grounds are so intense, that not only demons, but anyone who is evil of heart will find it impossible to enter the Cathedral's inner works. The

holy aura of St. Michael makes them uneasy, frightened, confused and ill.

Opus Dei, also known as "the works of God" or the Inquisition of the Pope stay at the Cathedral. But they are not the Inquisition that most people know and fear. These can be found to the south, on the Isle of the Inquisition of Black (nr. 39).

4 St. Michael's Square

For many years this was the execution square for those saved from their sins by the inquisition, to be brought directly to God himself. The Inquisition now however has been strung tight by the Pope and executions are relatively rare.

5 Church of God

In the last decade of the eighth century the young Judas Montini, a personal friend of the last two popes, founded this church to bring back the true good to Southport. His knights and monks train here daily in the martial arts and spend their further lives in prayer and doing their holy work for God. In the back of the chapel of the church, there is a splendid fresco depicting Andelain, the mystic land of Good in the east, which is so lifelike that it appears to be almost real.

6 St. Mark's Church, Order of Leopold

The small, high and light church of St. Mark is since 807 the home of the young Order of Leopold. It is a small Order, with worldwide less than seventy members. The Order is devoted to rooting out the greater evils of the undead and demons and particularly vampyres. In the church itself you will seldomly find more than a handful knights of the order, but often there are priests of St. Mark or St. Michael taking care of the church, the barracks and the training grounds behind it.



A New Character Template and a New Saint

Knight Inquisitor (Order of Leopold)

The Religious Knights of the Order of Leopold are sparse and few in between and most only have joined the order after they proved that they are worthy. All have sworn to destroy and eradicate the undead and in particular the Vampyres.

Required Skills:

Read & Write 3, Latin3, INT 3, STR 3, CON 3

Typical Skills: *Longsword, Crossbow, Horse Riding, Brawling, Mace, Spear, Vampire Lore, Demon Lore, Shield, Swimming, Leadership, Crosstian Ceremony Faith in St. Mark (of fire and destroying the undead), Faith in Saint Gabriel (of visions and messages)*

Items: sword, full helmet, light plate armour (arm and leg guards, neck guard, chest plate), heavy crossbow with a dozen bolts, dagger. sturdy black clothes with red cross on the left chest, black cloak, shield, crucifix, bible, garlic buds, wooden stakes, hand mirror, horse with saddle and reigns, saddlebags with rations, 50 silvers

Knights of Leopold wear black plate armour and black robes, with a red cross on the left side of their chest. They usually carry very heavy crossbows with blessed arrows and other blessed weapons. The Order was initiated by Leopold von Marienburg in 783, after his daughter and two of his friends fell prey to vampyres.

Faith in St. Mark of Fire and Destroying the Undead

Mark is one of the Apostles preaching the word of the Saviour and the Patron Saint of the Order of Leopold and the trader city of Monmarche. He carries a fiery sword shaped like a crucifix.

- Capital virtue for Mark is to fight the undead (like Vampyres, Zombies, Ghouls and Ghosts) or any other great evil while you are really staking your own life.
- Greatest sin for Mark is if you kill an innocent (someone who has done little or no harm).

Mark grants the miracles of :

- protection against the undead (base 9),
- burning the undead with holy fire (base 12)
- strength when you fighting other kinds of evil (base 9)
- destroy any evil in a pillar of flame (15 or more).

7 The Inner Graveyard

Behind the Cathedral lies the old graveyard where all nobles were buried that were not important enough to be buried inside the Cathedral. And all merchants and clergy who were rich enough to afford a place inside instead of outside the gates. Many of the tombs here look like small buildings, so that the yard looks like a miniature city.

The Black Inquisition, in the District of Delights is often seen as part of the Cathedral District. Look under 39 for a further description.

Adventure Seed: "The Accused"

The Inquisition of Black has incarcerated the daughter of a merchant on (unjust) suspicion of witchcraft - the merchant hires the adventures to free his daughter

Possible Outcomes:

- *the daughter is truly a witch and an evil, dangerous one at that. If the adventurers free her, she will thank them and kill her prisoners with her craft*
- *the daughter is in fact a witch, but a good one*
- *the daughter is no witch, but the Inquisitor fell in love with her and she kept rejecting him (besides he cannot explain his feelings for her except through witchcraft)*
- *there is no daughter, but the merchant wants to steal important relics from the Inquisition. The heroes will provide a fantastic diversion if they break into the cellars.*

Nefarias - gemcutter and merchant, is a smart man with grey whiskers and expensive clothes

Amaranth - his extremely beautiful but cold daughter, acts shy but is very intelligent

Philippe Noir - Inquisitor of Black is a young man with piercing eyes and like fanaticism. He is dressed in long black robes and usually accompanied by one or two guards. He's always on the job...

INT 4, WIL 4, APP 2, faith in St. Michael 6, preach 4

Judith - a young sympathetic warrior at the Church of God, she believes in Amaranth's innocence and will try to help the heroes in their quest

STR 3, APP 2, brawling 4, faith in St. Gabriel 2

Law Enforcement and Slavery

Even if Southport is known to be fairly loose in the areas of crime control and a city guard is never present when you really need one, you do not want to end up on the wrong side of the law. Punishments are often harsh and the death penalty is not unknown. In addition, not only the city guard, but also some para-military organisations such as the Kinder des Lichts and the Black Inquisition, bounty hunters and all nobles and their personal guards have rights to arrest or kill any perpetrators. The normal Inquisition is usually accompanied by city guards.

Punishments

To get an idea of the maximum punishments, here are some examples from the official Codex Samarius:

- public drunkenness
 - one night imprisonment
- public fighting and misdemeanor
 - seven nights prison or public display in a block
- insulting a guard or official
 - twenty-one nights prison or public flogging
- theft
 - lose one hand, or slavery until the stolen object is repaid, at a rate of one silver per day
- manslaughter
 - seven years slavery, 100 gold “wergelt” to be paid to the family of the victim, or if the family wishes so, a duel to the death with a champion chosen by the family
- manslaughter in selfdefence or in a legal duel
 - if proven, no charges can be pressed
- murder or state treason
 - death by hanging, or lifelong slavery
- proven witchcraft with evil intent
 - death by burning at the stake

Fortunately, judges often allow you to pay a fine instead of facing punishment and sometimes victims may prefer a settlement instead of pushing charges. Official fines may amount to 1 gold for each day of prison or slavery you wish to avoid.

Slavery

If you wind up as a slave, because of your crimes, you will most likely end up on the District of Delights Slave Market, or you may be shipped to a nearby mine or work camp. In some cases you may work for your former victims if they so desire.

As long as your slavery lasts you will be chained or branded to be recognizable as a slave. As a slave you may be punished instantly by your masters, although they must treat you justly.

If you escape as a slave, you may be killed on sight. Sometimes a slave may be freed before his or her term of service because of good conduct.

WALL DISTRICT

The long district that stretches along the city walls is dominated by the City Guard. It is not the most inspiring area of the city, but relatively safe at night.

8 The Gatehouse

This heavy stone castle is not only the main gate in and out of the city if you want to travel to Eastport or Westport, but it is also the main guardhouse, where prisoners of the city are brought and where justice is dealt. Noble criminals are brought outside the city, to stand trial near the West Gate (nr. 41), but common criminals are tried right here, behind the Gatehouse.

9 The Wall

The wall that protects Southport from northern dangers used to be a part of the wall which protected the now long lost Winterpalace of Acecerax. The wall is made of huge black and grey stone blocks and at least thirty feet thick and fifty feet high in every place.

10 The Graveyard

This is the place where the rich and famous bury their dead. And because they have been doing this for quite a few centuries, it has grown rather large. It is rumoured that a lot of treasures can be found in the graves and therefore the place attracts many graverobbers. Unfortunately, one can also access the undercity and sewers from here and ghouls and other undead often roam here at night. Poorer people are buried at sea or dumped in mass graves further north.

Rhonda and her fellows finally cleared enough of the passage to enter the dank caves under the Green Dragon Inn. A foul stench rose as they descended, feet first. Max was the first to arrive. He rolled over and almost slipped again as he tried to stand up. Coins. He was standing in a huge mountain of gold, silver and copper coins. So that was the treasure of the White Witch... Jayla and Rhonda rolled in behind him, soon followed by the young tombrobber Phtai. The earth trembled. “We are rich! We are filthy rich!” Max cried, “finally we have something going for us!”. The earth trembled again. “I would not be too sure of that...”, Rhonda whispered. A huge head rose from the mountain of coins, eyes a meter apart.

It was a green dragon. An old one.

- The Green Dragon Inn, 783

11 The Green Dragon Inn

This is the most famous inn in the Wall district, having a history of more than twohundred years. The Inn is a beautiful green wood and stone building, with overhanging balconies and entrances on all sides. It is the meeting-place of the “green dragon” bountyhunters. If you want to contract a bounty hunter or assassin discreetly, you should go there. Prices are bound to be high, but you will get quality for your money. The place

is run by a young, hot-tempered woman named Culler.

12 The Old Wall

Like the Porte Negro, these are remains of the ancient city 'Samaris' that stretched over the whole island. This wall, between ten and twenty meters high and just as thick, is believed to have offered magick protection aswell.

Many deep holes and caverns have been dug out in it and the walls would have collapsed if the city counsel had not forbidden to sell wall parts as souvenirs. Strangely enough, especially mages and sorcerors once found the stones of the wall very interesting. Nowadays little shops, inns and small homes can be found in the niches in the wall.

13 The Porte Negro

“The Black Gate” is the most significant remains of the old city walls. It used to be the portal entrance to the city Samaris, before the great war between Vecna and Acecerax. During the ages the stones of the portal colored black, henceforth its name. It is believed that when the doors of the Porte Negro open, Southport will be doomed. Therefore they were sealed together half a century ago. Some scholars (including the Pope himself) believe that the Porte Negro actually harbours a magickal portal to one of the Lower Planes of Hell.

Adventure Seed: “X marks the Spot”

Our heroes acquire a map from a poor and befuddled beggar. The map tells of a huge treasure buried under the city wall, not far from the Gatehouse.

Possible Outcomes:

- the treasure is right under the Green Dragon Inn, in the underearth under the cellars; unfortunately, there also sleeps a huge green dragon on top of it once they finally get there.*
- the treasure is under the wall, near the graveyard, but it is protected by a small army of zombies, as it was the treasure of a now deceased Necromancer (an evil wizard).*
- most of the treasure is long gone, but so many people are alerted to the map, that soon two other bands of adventurers and robbers start competing with our heroes. They will try to steal the map and the treasure by any means.*
- the treasure is actually the old treasury in the gatehouse - if the heroes dig their way there the guard will not be amused. On top of that the treasury may be moved elsewhere...*
- the treasure consists mostly of copper coins and heavy gilded objects. So it's very hard to carry.*

*Culler - is the young innkeeper of the Green Dragon, she has a bad temper and can fight well
STR 3, DEX 3, APP 4, crossbow 5, sword 5*

*Mara - a wide eyed adventuress, clad in brown leather
DEX 3, whip 3, sneak and hide 4, steal 3*

*Phtai - a young tomb robber, smart and tough
STR 2, DEX 2, sword 4, intrusion 4*

*The White Witch - a mysterious lady in white
INT 3, WIL 3, charm magick, invisibility, clairvoyance*

*Green Dragon - a huge snakelike creature with a rotten temper in the morning, very possessive of its gold.
STR 7, CON 7, dragon scale hide (class 5), huge claw 4 (class 4), breathe acid 3 (class 3)*

*Zombie - is a decaying human corpse, animated into a semblance of life by an evil mage. They have almost no intelligence, but love the taste of living human flesh
STR 2, DEX -2, claw 3, carry disease 3*



EAST WALL DISTRICT

This area is also known as the Trade District, because there are several markets in this area. It is a favorite among young people, who often find easy work helping out on the markets.

14 Grand Market

Just across the channel from the Porte Negro is a huge Market Square. Here the farmers of the Promised Coast sell their trade and if you want cheap food, you can find it here from dawn to dusk. On the east side is the monumantal fountain of the White Lords, with statues of Acecerax and the first three rulers of Southport. It is a favorite hangout for young people.

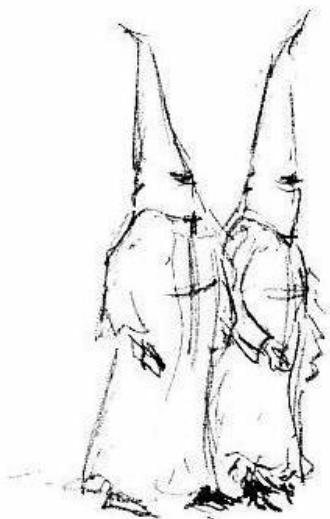
15 Weigh House

In the middle of the Master Square Market is the Weigh house, where all sorts of goods can be weighed and taxed. Just under the weigh house is an underground channel and stairs lead up from the underearth dockside so that the ships can be unloaded and loaded with ease.

There are also money changers here, where you can change foreign coins for Samarian currency and vice versa. Special guards ward of any aspiring thieves.

16 Kinder des Lichts

The Kinder des Lichts (Children of the Light) is a world wide organisation building an army in the name of St. Mary and the Lord Himself. By now they number over tenthousand world wide and are a political force to be reckoned with, especially in Ferdan (a country much like Germany, lying overseas to the west). In Southport they have but a small headquarters around the Church of St. Mary, with perhaps a hundred members in the city at all times. Members may be recognized by their white robes and white hoods that can completely hide their faces. They carry a variation of crosses, of which the most important is the "Lichtkreuz" or Cross of Light. This is a pointed cross of silvery metal worn on the chest for recognition.



Money on Yaddrin

The most common coin on Yaddrin is the silver mark, or silver piece. It has a worth of about five current dollars, or euros. You can buy a cheap meal for it, or spend the night in a cheap dorm.

Each silver mark is worth five copper shillings, each worth about a dollar or euro. You could buy a beer or torch for one shilling.

The gold libram is worth twenty silvers, or one hundred coppers. You could spend the night in a very luxury hotel and have a kings meal for a gold libram. The average citizen does not earn much more than a gold libram per month, but adventurers, scholars, nobles and merchants may make profits of tens of gold pieces a month. You may imagine how rich a hero is if he manages to find a treasure of hundreds or even thousands of gold coins!



17 Avé Orphanage

This old, sprawling ramshackle building with endless atticks and complex connecting rooms is the biggest orphanage of Southport. The Orphanage was founded in the years of the vampire plagues by the saintly lady Catherine and folk hero Jean Claude Laurent. The rich Arendszoon and Mrs. Vendeling financed the house. They felt that a place was needed for the many children who were orphaned by vampire attacks on their parents.

18 Lion's Barrage/The Lion's Dam

These waterworks are from the times of Acecerax. Nowadays it is still in use as giant watermill, owned by the Southport Milling Guild. It also controls the flow in the channels of Southport and the level of the water. The dam is under protection of the Guild and the Guard, because destruction of the dam could flood the whole of Southport. On two of the barrages there is a statue of a giant lion, seven meters high.

19 East Gate

The wooden bridge of East Gate is usually crowded with poor folk entering and leaving the city. It is the main access route from the Promised Coast. Unlike the other gates it is often still open after nightfall when the poor get free meals from the Kinder des Lichts.

Watch out! Thunderdust!

Gunpowder, or Thunderdust, is a magick substance in the world of Yaddrin. It can only be made by Alchemists who know the true secret of its manufacture and only with a special secret component which lends it its true power (if you would try to make gunpowder the way you can on earth, you would find that it does not work). With the thunderdust, one can blow up buildings and fire guns, muskets and pistols.

The secret of manufacture is now only known to the Imperial Alchemists of the Gross Ferdanisches Reich (a land much like Imperial Germany, far overseas to the west) and to a few freebooters who keep their secret well. There is some smuggling of the powerful powder however and it may be bought at high prices and in small quantities on the black market. Of course, the stuff usually gets into the hands of enterprising terrorists, pirates and adventurers.

Languages on Yaddrin

Yaddrin has many peoples and as many languages. Most people in Yaddrin only know their mother tongue. And most can not read or write. So, understanding foreigners may sometimes pose problems for travelling adventurers! Fortunately there are a few "world" languages. There is Latin, spoken by virtually every Crosstian priest, nun and scholar. And there is the "common" tongue of Samaris that is spoken by most merchants and travellers. Yet, many adventures speak three or more languages to keep their travels comfortable!

Travelling in Southport

Most places in Southport can be reached on foot with ease. But if you are tired, lazy, in haste or just decadent, you can hire a coach. Most coaches are pulled by a single horse, but there are carts pulled by a single man too. Costs vary by the distance and whether you share the coach. One to five coppers are usually enough for any ride within town.

If you are going outside the city, prices go up rapidly. Dropping you off at the White Lady Palace gates costs a few silvers and taking you to any place on the high road costs more. Boats can also be hired, by the ride, hour or day. A rowing boat typically costs ten silvers a day.

Adventure Seed: "The Dam Busters"

The adventurers stumble upon a dying kid who entrusts them that the Lion Dam will be wrecked with a bomb, at midnight. He turns out to be an orphan from Ave.

Possible Outcomes:

- the kid is delusional and was killed in a stupid quarrel about a few coins by another kid; however, the kid who killed him will make up many stories and "help the adventurers to find the bombers", just to get rid of them and cover his own terrible crime
- there will truly be a bombing, with seven kegs of thunderpowder and the terrorists (actually spies from the Dark Wastelands) hide in one of the buildings behind the orphanage.
- there will be a bombing, but it will be too weak to break the dam. If the adventurers are smart they will find that the bomber is actually a captain of the Kinder des Lichts. He hopes to sell high security measures and increased power for the Kinder des Lichts to the White Lady because she and the people of Samaris would be frightened by the "terrorists".
- if the adventurers fail to stop the bombers, the slum district and alley district will flood, possibly killing many. You may want to bring in a smart captain of the guard who saves the day if the adventurers do not. On the other hand, you may like disaster movies!

Captain Auswald - captain of the Kinder des Lichts, a man of slender build with a high forehead
STR 3, DEX 5, sneak and hide 4, sword 6, crossbow 4

Luitenant Kaargh - Dark Wasteland spy, unexpectedly handsome half-uruk, clad in dark cloak
STR 4, APP 4, sword 5, throw knife 4, sneak 3, swim 4

Sergeant Kruumsh - Dark Wasteland spy, unbelievably ugly half-uruk, clad in dark cloak
STR 6, APP -2, sword 4, blunderbus 4, sneak 5

Captain Whiteadder - dashing captain of the Guard in his forties, somewhat hasty and a bad listener
STR 3, DEX 4, sword 6, leadership 4

Jeremiah - poor dying kid, wounded in his belly

Stoke - nasty kid with crooked ear
DEX 4, APP 3, knife 2, swim 3

Special weapon:

flintlock blunderbus (class 4) - is a primitive shotgun, looking somewhat like a trombone on a stick. It's not exactly reliable, as it blows apart on a roll of 1 when firing, thus hurting the user. It takes some time to load and only works with thunderdust (which is hard to get).

OLD CITY DISTRICT

This area is also known as the Watchtower District, named after the old fortress. It is possibly the most frequented spot for adventurers, as the main employer of freelance heroes, the Guild, is based here.

20 The Guild (“Watchtower Castle”)

The Watchtower castle used to be the central fortress of the Southport harbour, protecting the island from invaders. Nowadays it has lost much of its fortress function and houses several Guild buildings and the Watchtower Inn.

Guild Buildings

Within the old fortress you can now find the Guild Trading Company, the Guild Bank and the old Templar chapel. The complex is huge and impressive, with thick granite walls of at least twelve meters high, towers of up to forty meters and steelbound six inch thick oaken doors. The place is continuously guarded. You can always see at least two elite guild guards in plate armor, with heavy crossbows and swords in front of the main entrance and you can be sure there are at least a two dozen more inside. Actually, the Guild is protected by some of the best guards in Yaddrin, especially since the Viking raids of the early 800's

Guild Bank and Trading Company

The Guild is the major economic power in Southport and Guild membership buys you a lot of things, like better possibilities to trade, lower tariffs and lower taxes. In addition, if you are a Guild member you can profit from the loans and letters of credit you can get at the Guild Bank. This is the same Guild Bank that also issues the Samarian silver mark and gold libram and trades in foreign currencies. And in the trade hall within the castle there is a primitive market in “shares”, every weekday from eight in the morning until six in the evening.

Templar Chapel

More in the back of the building is the old Templar chapel. This is only used on special occasions. Nevertheless the chapel hall has room for hundreds of people and it is one of the most beautifully ornamented in Southport, with statuettes of the most obscure of Saints and Angels and dark red and purple stained glass windows.

Rich and heavily guarded, with a mysterious past, the Guild Watchtower Castle harbours many secrets. Some say that the old Templars that founded the former Guild actually never left and only renamed themselves to become the current new Guild. Others say that old Templars still haunt the place, or that Vampyres or ancient Dark Elves are the real powers behind the Guild. It is also told that there are old magical artefacts hidden in the building complex, such as a

group of four magick portals in the cellar, which would lead instantly to some of the major cities of Yaddrin.

The Secret Magick Gates

In the days of the demonkings Acecerax and Vekna, sorcerers built portals to travel almost instantly from one place to another in Yaddrin, no matter how far these places were apart. Most of these gates are forgotten and most lie in inconvenient places, like the secret cellars of the Guild, a dungeon in the Lunden prison, or a Crypt on the Promised Coast. But many are still active and if you know the word to activate them, you can step right through them into far away cities such as Altdorf, Monmarche, Capital and Paradys. Each gate has a different word to activate and a different word to return again. Some gates connect to more than one location, but then also have different words to activate travel to these destinations.

Shimrod only just noticed the slender, darkskinned woman with pointed ears. A dark elf. She was in the back of the hall, hidden in an alcove near the stairs. And she was aiming a small handcrossbow at him. He threw the table before him and the dart struck the wood. Quickly Shimrod drew both his swords and jumped over the table. People screamed and ducked away. A panicking monk pushed a waitress into one of the fire pits. A dwarf slipped his axe from the table and sped toward the door. A group of cardplayers failed to see how one of them quickly cheated. But the dark elf woman was faster than all of those. She rolled down the stairs like the wind and avoided the men that came up the stairs. When Shimrod finally arrived, he ran right into them. They were Castellan Inquisitors. The fanatic kind that burn dangerous witches and warlocks. Warlocks like Shimrod.

- Oozy Morningdew, 791

21 Wachtower Inn (also see extra map)

This Inn is the most famous Inn of Southport, if not of whole Yaddrin. It is *the* place for adventurers, both to take up residence in one of the many small and low priced rooms, or to have a drink and a meal. It is also an excellent place to find a dangerous job, hear the latest rumour, or meet some tough people willing to take on high adventure.

The Watchtower Inn is built in the main tower of the old fortress which now has become the Guild hall, just across the street. It has many levels, secret passages, small conference rooms and large octagonal chambers for entertaining the many guests. Large fires burn in stone fireplaces keeping many foods and roasts hot.

Should the Inn itself be endangered, there is always someone to protect the building, either a guest or someone from the Guild. The Watchtower Inn is rumoured to also be the center of a mystical, secret Guild organisation with deep political influence. Some say it is the Mano Negro, the Black Hand.

22 Watchtower Plaza

This is a small market place on the old Fortress grounds. If you're after fine weapons and travelling or adventuring gear, you might well find them here. Several weaponsmiths and blacksmiths have their shops in nearby alleys.

23 Church of St. Gabriel

The priests in this church are given visions by the Angel Gabriel. They can often foretell the future and give warnings to those who are threatened. If you want to warn someone far away quickly, or send an important message with a strongly good purpose, the Gabrielites are always ready to help.

24 Courier street and Jelena Kamil's

In the twisting Courier street is the place where most messenger companies have their offices. From here you are almost sure that you can send your package to any place in the world for a fitting price. The best two companies are those of Wolff and that of Jelena Kamil, who also has her own trading fleet.

Notorious Specialties of the Watchtower Inn

Aqua de Loz Azlon - 12 silvers per glass

Much like fluid cocaine, this drink is colourless and fairly expensive and addictive. After taking the drink you generally feel capable of taking on the world and become three times more courageous than normal. And also three times more annoying.

Arltbrau Beer - 1 silver per double pint

One of the favorite, if somewhat expensive kinds of beer, brewn overseas in Lanckhmaar. Both dark and light versions available.

Heiligenwasser Beer - 4 silvers per pint

Brewn with actual holy water, this is a quite expensive, but also wholesome drink. The taste is very mild and sophisticated. Not for vampyres and black witches.

Dragonboar Roast - 1 gold for a full meal

Dragonboars are a kind of wild pig indigeneous only to the isle of Samaris. They have leathery, tough hides looking much like platemail armour, can become as big as a pony and are ferocious and aggressive. But they also make for an excellent, vigorous and tasteful meal, especially when it is prepared well. Usually a hump is served within its armourlike skin, with grapes and whole roasted onions and it's way enough to fill anyone.



Adventure Seed: "Case of a missing Suitcase"

Our heroes are robbed while staying at the Watchtower Inn and the innkeeper hires them to protect his reputation and catch the thieves

Possible Outcomes:

- the thief is actually the kleptomaniac miss Shifty, who works as head of the roommaids, she will try to incriminate anyone else before confessing. All stolen valuables are kept in the pantry

- the thief is actually one of the Innkeepers, who tries to keep his partner on his toes - it's part of a wager

- the thief is a flying monster, a harpy - half woman half bird, who steals valuables to fly to her nest high on the roof of Gabriel's church nearby

- the thief is actually Awd Ball, he is an agent from the Guild, trying to find adventurers smart enough to solve the riddle: if they do, he will hire them for a next assignment

Innkeeper Renz - realistic and charismatic man in his forties, has a no nonsense approach

STR 3, APP 3, brawling 5

Innkeeper Iago - charismatic and confused man in his forties, has a very short attention span

DEX 3, APP 3, charm magick 3

Awd Boll - gruff dwarf, secret agent for the Guild

STR 3, CON 3, axe 4, brawling 6, sneak and hide 3

Miss Shifty - impulsive, lovable head of the roommaids in her late thirties, acts first and thinks later

DEX 2, APP 2, sneak and hide 3, steal 5

Harpy - gruesome creature with the upper body of a human female and the lower body and wings of a huge vulture. Has a nasty temper and prefers the nighttime.

STR 4, DEX 2, claws 4, flight 3, sneak and hide 3

ALLEY DISTRICT

This twisting web of alleyways is the favorite home to many beggars and possibly everyone else who cannot find their way out. The ways of getting lost here are notorious and especially at night it can seem as if a nefarious mage is changing the streets all the time while you walk them.

25 The Dragon Fountain

A very old fountain in the Alley District. The Dragon fountain depicts various beautiful, ornate dragons spewing water. One of these dragons is almost real size, so you can imagine it's a large fountain.

The most common rumour is that if you lose your way in the Alley District, you always end up on the Dragon Fountain Plaza. And in practice, this rumour often proves true, especially if you are chased or do not know the district well. And there is no good map to find your way. Maybe this is also why there are a lot of taverns to be found around the fountain and many beggars end up on this square.

26 Hospital of the Greyfriars

Perhaps this is the most important place for adventurers to know of, for this is the Monastery complex of the Greyfriars, or the non-violent monks of St. Raphael. They are healers, who believe in helping the wounded and dying no matter what. They may not be able to help in all cases and if you are evil or undead, or particularly violent they may even refuse to do so, but they also saved many an adventurers life with their prayers and medical skills.

27 Fist and Stallion Inn

This luxurious and stylish inn is the place where gamblers and stylish nightlifers like to go. The Inn has a vast selection of excellent and expensive champagnes and almost as many different types of beer. The Inn is especially well known for its 'private rooms' lined with thick walls protecting against eavesdroppers and some say these rooms are protected against magick as well.

28 Dark Lords Tavern

The Dark Lords is notorious for its depressive atmosphere. Many come here for a drink when they truly feel down, or have given up all hope. There is an impressive, inverted pentacle mirror on the back wall. Some people say this is a gateway to Hell, but it's probably just a story to attract customers with a bad taste. If you seek to hear rumours pertaining to witchcraft, darkness and evil, this pub is the place to go.

Adventure Seed: “What the Crazy Man saw”

A crazed and stinking beggar keeps annoying the heroes, saying he will be killed if they do not protect him. He babbles a lot of nonsense and is highly repugnant. The locals dislike and try to ignore him. If the heroes listen to his story (and they will have a hard time not to), he says he saw a demon in the mirror of the Dark Lords Tavern and the demon will now come and get him.

Possible Outcomes:

- If they protect the man for the night he will try to steal some of their stuff and disappear.*
- If they protect the man at night they will indeed be attacked by shadowy forms, which turn out to be young vampires. The vampires will not die from normal weapons and will run if wounded. The vampires hide behind a secret door behind the pentacle in Dark Lords.*
- the beggar is actually a mage who went temporarily crazy by his latest spell: he summoned a demon from the mirror in the back of Dark Lords and trying to flee the district he kept up ending near Dragon Fountain. The demon will indeed appear at midnight.*
- same as above, except that there is no demon. But the beggar thinks Helga the Innkeeper is the demon and naturally she will happen by at night.*

Oliver - an obnoxious beggar who hasn't bathed in years, with a long beard and filthy hair
INT 3, WIL 3, steal 3

Trash - a handsome vampire in leather and chains, his name is short for Patrick
STR 3, APP 3, bite 4, fighting chain 4, seduce 3

Trish - an alluring female vampire with short hair clad in leather, her name is short for Patricia
DEX 4, APP 3, seduce 5, bite 3

Helga - current Innkeeper at Dark Lords, blonde, Ferdanic, no nonsense and strong
STR 4

Demon from the Mirror - an oozing black hound the size of a St. Bernhard, who can only be harmed by magick, faith or daylight. It finds its prey by smell. Excellent smell 3, cause fear 3, bite 5, telekinesis 5

Vampyres

During the early years of the ninth century, Southport was hit by a true plague of vampyres. At the high point of the scourge, over one hundred vampyres killed many hundreds of humans near the East Gate bridge in a few hours of frenzy. Eventually, the hiding place of the undead was found out by Jean Claude Laurent and his fellows and together with the Leopolder knights they managed to destroy most of the bloodsuckers in their graves.

But still there are vampyres that roam the city at night, even if there are fewer and they are more careful to avoid detection. There are even rumours that vampyres actually are in some high places in the council of the city and the Guild. Thus, true adventurers may still have to face the dread of the night...

Against common belief, one does not turn into a vampyre after being bitten by one. At worst, you die of blood loss and at best you will be mesmerized by the vampyre and develop a kind of lovesickness for the creature.

However, if a vampyre lets you drink from his or her blood and you die, you will become a vampyre too.

Vampyres cannot stand sunlight and dislike the smell and taste of garlic. They must feed regularly to replenish their powers and can only be immobilized by a wooden stake through the heart. Normal weapons can only harm them, not kill them, unless they are blessed. Vampyres can be banned by exorcism and destroyed in a bath of holy water.

Vampyres vary greatly in skills and powers. Below are some examples for a weaker vampyre and a stronger cousin.

Vampyre Fledgeling

STR 3, DEX 3, APP 3, bite 4 (class 1), charm magick 3, shapeshift into wolf or bat 2, night vision 2

Vampyre Lady

STR 5, DEX 6, INT 3, WIL 4, APP 5, bite 4 (class 1), wrestling 6, charm magick 6, telepathic communication 3, flying magick 3, invisibility 3, excellent hearing 3, night vision 5, urban stealth 5, read&write 3, speak latin 3, philosophy 3, poetry 3, etiquette 3, polical lore 3, speak Keo 3

HARBOUR

The harbour of Southport is quite extensive, with docks on all sides and a central island where the navy has its buildings. Usually you can find a ship here to any part of the world, to leave within a week.

29 Central Lighthouse

While the flames of the Gargoyles mark the entrance of the harbour, the central light house flame guides the captains that understand away from the cliffs. Its fire can only be seen if you are on the right route in or out of the harbour.

30 Shipyard

Several shipyards lie along the docksides and ships are built and repaired day and night. If you are rich enough you may order your own new ship here.

31 Arsenal

The fleet of Samaris has its base in the Arsenal, on the central harbour isle. Usually there is at least one warship here ready for action and several others collect Guild taxes from ships entering the harbour. Warships are also repaired at the special dock here. The Arsenal is heavily guarded by marines and navy staff sleep here while on shore duty.

Most warships from Southport are small compared to modern standards. They carry thirty sailors and fifteen marines at most. The warships are always armed with very heavy crossbows and sometimes with two to four primitive guns on the deck. The Southport navy also has a few Biremes. These are warships with twohundred oarsmen (rowers), two ballistae (heavy catapults) and fourty marines on the decks.

32 The Gargoyles

Two huge (twenty meters high) horribly-looking stone statues standing on even higher rocks in the bay guard the harbor of Southport. It is said that they will come alive if Southport is in true danger of destruction. The few who came closer to the Gargoyles know that the statues on the high rocks hide smugglers and strange, evil squid-headed creatures.

Bay of the Unfortunates

It is rumoured that the first invasion fleet to attack Samaris stranded on the toothcliffs, misguided by the sorceries of Acecerax. And indeed a ship would have a hard time reaching Southport unharmed, if it were not guided by a (pricey) pilot ship. Certainly, when the weather is clear you can sometimes see the many wrecks that still cover the bottom of the bay. And when the nights are dark, sometimes the evil dead may drift up from their watery graves to haunt and eat the living. Or at least, that is what many a sailor will tell you.

Adventure Seed: "Black Widow at Sea"

A mysterious lady in black asks the heroes if they can smuggle her out of the harbour to the ship that waits before the Gargoyles. All they have to do is row her there and protect her on the way.

Possible Outcomes:

- a storm strikes, but the lady triples her reward. Naturally their boat will scuttle either on their way there or back and sharks will attack them
- the lady is a spy and she holds important military information to sell to the Dark East. If the heroes find out, they may either turn her in or press her for money.
- the lady works for Jelena Kamil's couriers and has incriminating information about the highest guild authorities. Guild assassins will attack their boat.
- the lady is actually a ghost of a lady who died at sea and tries to lure unsuspecting fools to die a watery grave. On the way they will be attacked by sea ghouls.
- the lady is actually a foul Squidhead out for the most special object one of the adventurers acquired in another adventure. The squidhead looks like a lady because it shapeshifted into a lady form. Once at the Gargoyles the squidhead will sneakily try to kill off or knock out the poor heroes one by one - and then leave with the item.

Sea ghoul - it is said that those who were never baptised and died at sea turn into these dreaded corpse eaters. They do not need to breathe, as they are undead and come out only at night. Often they drag their victims under water until they drown.

STR 2, bite 3, swim 4, cause disease (by bite) 2

Squid Head - (also see boxed text elsewhere) A horrible creature resembling a tall human with an octopus for a head. Will go in the guise of Jessica.

INT 3, WIL 3, humanoid shape shifting 4, brawling 5, swimming 5, charm magick 4

Jessica - a driven, mysterious lady in black

INT 2, swim 3, trade 3

Marcus - bald assassin hired by the Guild, his knife is poisoned: if you are cut, roll CON 6+ or take a Severe wound in the chest caused by damage to the heart
DEX 3, knife 4, swim 3

Tom "the knife" - tall assassin hired by the Guild

DEX 2, knife 6, swim 2

Hardy - snorting smuggler who rents out his boat to the highest bidder, fancies Jessica or any other female

DISTRICT OF DELIGHTS

This district is filled with brothels, ex-convicts and ex-slaves, addicts, homeless, beggars and scum. Especially at night the area can get hairy. But its delights offer many attractions for the adventurous and the decadent.

33 Public Bathhouse

The Bathhouse on the Square of Delights is the most beautiful in Southport. It is laid in with green marble and has copper domes. The baths are kept warm with water from a deep hot spring and always smell of sulphur. On Friday evenings there are mixed baths with both men and women.

34 Slave Market or "Square of Delights"

This large market is enclosed by a surrounding gallery, protected from rain and sun. Many market stalls can be found here night and day. During most days common goods are traded here, such as spices, cloth and foodstuffs. But sometimes there is a Slave Market.

Slave markets are held less often than in the heyday of the Island, but at least one is held every season. Those people unfortunate enough to be convicted to slavery and those imprisoned on the coasts of the southern continent or caught as enemies at sea - they are all sold and bought here.

By night the place often changes into a parade of artists, minstrels and courtesans and every delight may seem to be on sale. Hence many Samaritans also call this place "Square of Delights".

Especially notable is the so-called "Bazaar of the Bizarre", a small magickal shop in a corner of the market, which can only be found at night and then only sometimes. There one can buy the most wonderful gifts and items of all. Unfortunately most visitors never realize that these objects are mere delusions hiding worthless junk. Or are they?

35 Saleia's House of Negotiable Affections

Nearby is Saleia's House of Negotiable Affections, the best courtesan house in the district. Saleia herself is in her late forties, but still one of the most sexy women in town. She also does things with knives. Two at a time.

36 The Void Inn, "Yag Shutah's Void"

Perhaps the strangest Inn of whole Southport, this is the place where strangely clad, strangely colored and strange attitude people gather each night to show off and look for kinky partners. The Inn is especially notorious with the inquisition, because seven inquisitors literally lost their heads in the direct vicinity of the Inn during the year 813. The Inn is run by the mysterious 'Drake', who seems to be both a mighty warrior and a mage without comparison. What few people know is that the name Yag Shutah actually

refers to an evil, ancient god.

37 Alchemist Rock

The old complex of mansions on top of this craggy rock is definitely spooky. It used to be a home to some of the mighty mages from the city, but now it is abandoned and only ghosts inhabit the ruinous chambers. In the evening you can find peddlers on the path up the mountain, selling all sorts of potions and magickal trinkets.

38 Blackfriar Bridge

This bridge leads to the isle on which the Palace of the Black Inquisition is built. On the bridge there are many small houses, where poor people have their homes and workplaces. Both on and below the bridge you will also find many beggars and homeless people, especially in winter time.

Why people dare to come so close to the Inquisition can only be explained by the legend of St. Martin. This legend tells that the Saint may grant all his riches to someone who lives here once each year and that he will protect the poor. Whether the Saint ever did is not sure, but in 812 young Saleia (also see nr. 35) did give a golden cross to a poor man on this very bridge.

39 Palace of the Black Inquisition

This gruesome fortified monastery is built on a black rock in the sea. It is the home of the Black Inquisition, founded by Johnathan Black in the late 790's. As it is built on an island, it can only be reached by the Blackfriar bridge, or possibly with a small boat. Below the monastery, in the dungeons, many a prisoner is kept and tortured to confess their evil deeds...



Rat People and Squidheads

During the great wars between demonkings Vekna and Acecerax, both parties created new creatures especially fit to fight in magickal and post-maelstrom environments. Most of these creatures died off, but some actually prospered in the underground tunnels of the isle. Two of the most notorious ones are the Rat Men, a ratlike humanoid race and the Squidhead (or Sh'ghull in their own tongue).

Rat Men



The Rat Men are bad-tempered, near human-size rats, who can speak several human tongues and wear rags for clothing. They are adept in using all sorts of weapons and have a special affinity for anything that explodes or burns. They hate the sunlight and typically hide in the tunnels under Southport, building new contraptions, such as greek fire flamethrowers. They are especially resistant to any diseases and poisons. Fortunately they seldom dare to venture aboveground, since they have been hunted down by ImperiMor troops. Sometimes though, they do come out and do nasty things in the night. It is certain that hundreds of them live below Southport in the sewers.

STR 2, DEX 2, claw 3 (class 1), bite 2 (class 2), butcher knives 3 (class 2), resist poison 3, resist disease 3, infect with disease (by bite) 1, swim 3, night vision 3, excellent smell 2, speak common 3

Adventure Seed: "Rats in the Void"

The Innkeeper of the Void (Drake), has encountered a small problem in his cellar lately. The heroes are asked to solve the problem. He calls it "a big rat". The rat attacked employees and actually "ate a guest".

Possible outcomes:

- the big rat is actually a huge rabid bulldog which belonged to the guard. It uses the sewers under the Void to hunt for food. It found out that the pantry in the void held plenty of easy to get food. But recently it ran into the Void's cellar and was cornered by an employee.
- the big rat is actually a group of Ratmen, who tunneled their way up here from the underground. They plan to attack the city at night and steal whatever they can before fleeing back into their tunnel. The heroes will be in the middle of the attack.
- there is no rat. Drake killed a guest himself and tries to bring credence to the idea that some creature in his cellar did it and so he is not to blame.
- the rat is indeed a big rat, but it is no match for a group of heroes and it will flee. If someone dares to go deep into the tunnels, they will find bones and some left belongings, including a strange talisman depicting many eyes.

Drake - tall, relaxed innkeeper with a goatee and piercing eyes, seems always in control

INT 5, WIL 5, APP 4, fire magick 6, charm magick 5

Rabid bulldog - very nasty, will bite at opportunity
STR 3, CON 5, bite 5



Squidhead

The Squidheads stand two meters tall and are like slippery, ill green humans dressed in robes. Except, for a head they have something resembling a green octopus. They are even more foul-tempered than the Rat Men and speak their own arcane language as well as some human tongues. They are powerful telepaths and know both charm and shapeshifting magick. Fortunately, most of the time they seem to think their own mysterious plans more important than meddling with human affairs. Then again, some say that they plan on the demise of humankind, while lingering in their wet caves underground. There may be well over a hundred there.

INT 3, WIL 3, speak common 3, speak Sh'Ghull 5, charm magick 2, telepathic communication 3, humanoid shapeshifting (change into a human male or female) 2, telekinesis 3, night vision 3



The current White Lady, **Victoria**, is very young and particularly enamoured of all sorts of heroes and heroism. She took the scepter when she was fifteen from her mother Elizabeth. Elizabeth herself was promptly killed on the very evening after the ceremony in a great explosion and fire. The killers have never been caught, but some people suspect it was a plot from the inside and that Victoria her new advisors, Janice de Tourval and Carmilla Stravisoni probably have more knowledge about the whole matter. Despite Victoria her lack of experience, she acts with heart for her people and her enthusiasm makes her loved. Current rumours say she is involved with a prince-general of the old Empire ImperiMor, named Maximilian. If she should marry him, this might also make her a candidate to become empress of the old Empire, in due time. However, Maximilian's father has been involved in mass killings in the earlier war with Samaris and many on Samaris would thus disagree with such a marriage.

OUTSIDE SOUTHPORT

Many places of interest lie outside the new city walls. The most important are mentioned below.

40 Palace of the White Lady

Or realms of the rich, for here you'll find high society living their luxurious lives. Many mansions, palaces, castles and towers are built on the hills overlooking Southport. Each is well guarded, not only against the dangers of Samaris but also against the other rich families and dynasties, for there are a lot of feuds and fights among them. The most important of the palaces is that of the White Lady herself, the Protectress, Mistress and Duchess of Southport.

The palace is the largest of Samaris, barring the original palaces of Acecerax which have now turned to ruin since the great war. There are ample guards on the premises and there are quarters for over twohundred guests, stables for over a hundred horses and a beautiful chapel of St. Gabriel and St. Michael.

Adventure Seed: "Blood in the White Palace"

Carmilla Stravisoni (advisor to the white lady) invites our heroes late at night to let them solve a delicate problem. There seems to be a vampyre on the loose on the grounds. She does not want to call in any Inquisition in order to avoid a scandal. But the vampyre needs to be destroyed before White Lady Victoria returns from her holiday in ImperiMor.

Possible Outcomes:

- *the vampyre is one of the guests staying at the Palace, he is a delegate from Romania and did not want to bite but just got hungry; slaying him might be a political incident*
- *the vampyre is one of the staff. A gardener. He is very young and fairly easy to catch. He has a new dug grave in the back of the gardens. But who bit him?*
- *there is no vampyre. But there is a burglar with a steel tool which he used as a weapon - and it leaves wounds resembling a bite mark. He will return, as he has not stolen enough jewels yet.*
- *there is a lesser vampyre. But that is just to let the Church think that the problem is solved - once it is slain. The real vampyre is Carmilla Stravisoni herself. And she intends to stay hidden! What a political scandal that would be if it is uncovered! If the heroes are smart enough to uncover her she will be very hard to deal with and if necessary flee before she is slain.*

Carmilla - a girl looking no older than twelve, but with the intelligence of a wise old woman, cunning advisor

Baron Vladimir Gulasi - an older, charming noble, delegate from Romania, near Vanzyltarnia

Gardeners (Will, Rick, Bob) - three brothers who know their art well, they live at the garden house

Lackeys (Albrecht, Berthold, Thomas) and Roommaids (Suzanne, Mary, Sara)

The Rave - a burglar with a hooked nose and a crowbar sneak and hide 4, intrusion 4, crowbar (as a weapon) 4

Crucifix of Obfuscation: this beautiful crafted cross looks like a blessed object and it will feel to any priest or faithful person like it is. However, it is endowed with strong magick to cover up any evil or undead emanations - so that the wearer can be a vampyre and be undetectable as such. Clairvoyance or faith in St. Gabriel for example will not work, or only at very high rolls (12 or 15). Sometimes a similar item is made in the form of a ring, or a brooch.

41 Westgate

The western gatehouse is the smallest gatehouse of Southport, but also one of the most beautiful. Because it is the only entrance to the realms of the nobles, it is full of ornaments and lovely towers. Amongst the guard it is considered an honor to serve here. The gate is usually closed after dark.

42 The Promised Coast

This wide strip of land east of the city Southport is where most poor people live. They live here in ramshackle huts, old ruins and caves. They live from their small gardens, catch fish in the sea, or hunt for rats and small game in the nearby forest. Some are thugs who rob travellers by, but most are just poor people who stranded here looking for a better future.

Adventure seed: "The Girl that saw the Future"

At least one of the adventurers needs to be a Guild member for this one. He and his friends will be commissioned by the Guild to recover a young lady named Amanda from the promised coast. She went missing there three weeks ago.

Possible outcomes:

- Amanda is held by a group of poor outlaws who only want to exchange her for money. They ask at least fifty gold coins more than the heroes have on them. They will resort to violence if necessary.
- Amanda fell into a deep chamber of an old ruin and broke her leg while fleeing for a wild bear. She has not eaten for over a week and needs desperate help. Only after a hard search she can be found in the abandoned ruin. The rabid wild bear still lurks nearby.
- Amanda does not wish to come. She wishes to live in poverty. She says that the Guild wants to misuse her gift to look into the future. This may or may not be true.
- Amanda does not wish to come and will violently resist. She says she will be killed by the masters of the Guild because she has been witness to their crimes. This may or may not be true.

Amanda - pretty but very strange teenage girl

CON -2, INT 4, WIL 3, APP 3, see the future 4, sing 3

Jack Rabbit - whitehaired outlaw leader with funny teeth, hates jokes about his name

STR 4, INT 2, club 4, leader 3, wears a brigantine (2) and helmet (2)

Outlaws (Dick, Harry, Bob, Frank, Zib)

STR 2, DEX 1, knife 3, club 3, throw rock 2, some wear leather (1)

Numbers 43 to 45 are not mentioned on the Southport map as they lie outside the city.

43 The Isle of the Magi

North of Southport, in an always misty lake, there lies the Isle of Magi. It is an island where a powerful circle of wizards studies magick, undisturbed by the normal folk. Most famous among the enchantresses and wizards is Amalgamus, who sometimes invites visitors. Most of the time however, the island is unfindable in the magickal mist. If you try to row there in a boat you usually end up on the other side of the lake without ever finding any wizard.

If you are invited however you may enjoy the sight of the beautiful white marble palace where the wizards live. And you may see the many strange magickal creatures that live within the ruins of the surrounding buildings. Strange creatures such as chimerae, cockatrices, twoheaded bears or cats with nine tails. Inside the palace there are strange laboratories with strange machines, magickal mirrors and glass cages with trapped demons.

Adventure Seed: "The Ravishing Apprentice"

Sylyana, a seductively beautiful young woman, cannot pay off a debt. She pleads with the adventurers if they can help her out. If they do, she says, she will invite the adventurers to a party on the Isle of Magi. Her father is one of the wizards there.

Possible Outcomes:

- Sylyana is truthful, if opportunistic. Her father is a wizard on the Isle and will tolerate the adventurers, but he does not like how Sylyana misuses her beauty.
- Sylyana tries to show off all the splendour of her father's magick gadgets. Accidentally she enchants one of the heroes and turns him into a donkey. But how will she undo the spell?
- Sylyana knows how to get onto the Isle, but she has no family there. Actually Sylyana is a thievish witch who only wishes to steal a crystal ball from her so called father. She will use the heroes as a diversion and flee once she has what she wants.
- Sylyana is not natural. She was created by a spell. Her "father" is actually the wizard that made her. He uses her to lure adventurers to capture them. He will then shrink them into bottles and use them for his experiments. If the adventurers are unlucky enough they will spend the rest of the adventure trying to escape and break the spell.

*Sylyana - ravishing, seductive girl in her late teens
DEX 3, INT 3, WIL 3, APP 5, seduce 5, knife 3, charm magick 3, clairvoyance 1*

*Lyr - Sylyana's father, wise and patient, mostly
DEX 3, INT 5, WIL 5, charm magick 3, shapeshift*

human 5, shrinking magick 5, clairvoyance 4

Crystal Ball - most crystal balls are not larger than a tennisball. Some are clear as glass, others dark and murky. A crystal ball helps with clairvoyance and seeing the future. Sometimes a ball can be so potent, that even an unskilled user can see elsewhere with it. In practice: a crystal ball adds +1 to +3 to clairvoyance rolls, even if you have no skill.

44 Spines of Samaris

The spines are the ragged hills and lower mountains north of Southport. On these hills there are many, many ruins of the destroyed city Samaris. Here are devastated palaces, broken temples and entire ruined villages. Most of the ruins are so overgrown that they are barely recognizable.

Within these ruins there only live outlaws, outcasts, wild animals and monsters. From time to time adventurers venture here to test their luck, for there must be many lost treasures here too.

The high road to Eastport runs right across the Spines. As it is dangerous to travel this road, there is often work for people who can guard merchant caravans.

Adventure seed: "The High Road"

A wealthy merchant hires the adventurers to protect one of his caravans on the high road. They will travel in three days overland from Southport to Eastport.

Possible Outcomes:

- The caravan is attacked by a band of uruk. The uruk are armed with bows and arrows.
- At night a mountain lion wanders into the camp, looking for food.
- One of the children in the caravan sneaks out and is lost. The heroes must recover her before she is eaten by wild animals or abducted by outlaws. But the caravan must arrive in time too.
- During the night the camp of the caravan is attacked by robbers. They will outnumber the heroes by so many that these will have little choice but to flee. If the heroes try to recover what is stolen, they find out that the robbers were hired by the merchant too. Actually the merchant was close to bankruptcy. He tried to steal from others in his caravan, in order to save his business.

45 The Underearth

Beneath Southport there is a huge system of sewers and underearth tunnels. In fact, there even is a huge cupola under which a complete underearth city is built. Long ago this was the original city of Southport and the current city was built on top of it.

Most of the dark underearth city is now abandoned. No humans wish to live in these damp and ruined buildings where no light of day ever comes. But there are some dwarves and some vampyres. And there are uruk and ratmen and many ghosts and monsters.

Many treasurehunters believe there are also countless treasures and artifacts from the Great War to be found. Regularly small bands of adventurers try their luck. They enter through one of the secret entrances in the sewers, or open one of the closed entrances in an old building such as the Nostrodomus. Some never return alive. Others return rich.

Adventure seed: "Lost Underground"

Carlos, a knight of the Order of Leopold asks the adventurers for help to recover a Holy Cross from the Underearth. He lost the relic while slaying vampyres.

Possible Outcomes:

- Carlos did lose the Cross there, but he was bitten by a vampyre too. Now he lures unsuspecting adventurers down to be bitten by his vampyre mistress.
- Carlos lost the Cross in an underearth river. It will not be easy to get it out and gruesome undead may lurk in the murky water too.
- Carlos did never lose the Cross. He did not have it. However he knows the Cross lies on a grave in a hidden tomb and he wants to take it. Unfortunately the Cross holds a very powerful vampyre imprisoned in the grave and she will be free if the Cross is taken.
- While the party recover the Cross, it is stolen by a band of uruk who live underground.
- When the adventurers have almost recovered the Cross, they stumble upon a dead body. The dead body of Carlos! It turns out that the Carlos with the party is actually Carlos'ghost. He was so bent on getting the Cross that he never understood he died!

Carlos - a knight of the Order of Leopold

STR 3, DEX 3, CON 3, APP 2, crossbow 4, short sword 4, latin 2, faith St. Mark 3, wears chainmail (3) steel neckband (4), sword and a heavy crossbow

Holy Cross; there are many relics and holy crosses. But this particular one is of St. Mark and it has a fingerbone of the very Saint in a glass ball in the Cross. The Cross can help hold any undead (vampyre, ghost) at bay and may strengthen prayers to St. Mark by +2.

5. Villains and Heroes of Samaris

Below you will find some descriptions of the most famous people in the history of Samaris. Also, some rumours are given for each of these people. You decide whether these rumours are true and if you want to use these in your adventures.

Vekna

Vekna was the immortal half-sister of Acecerax. Like her brother she was half-demon and a powerful sorceress. In her forehead she bore a third eye, with which she could see the future and the past. This eye also earned her the nickname “three-eyes”. Vekna ruled the North and she was Empress Supreme of the Dark Empire.



Her hatred of her half-brother turned her to war many times and she built many magickal armies to destroy him and his empire. The creatures she designed as her warriors are legendary, such as the shadowdragons, the squidheads and the ratmen.

Vekna probably perished like her half-brother in the last great war, killed by a terrible curse.

Rumour: Vekna her body was destroyed in magickal fire, but her powers and soul may survive in parts of her body that survived. Her third eye, her hand and her soul stone are possibly mighty surviving artefacts.

Kevin Woodbridge

Kevin was one of the friends of Feara and Alexander Mallory. He was a gifted priest of St. Michael and most of the time a gentle wise man. At other times he was so inspired by the Holy Spirit that he smote demons with an insane fervor. He eventually perished while fighting his arch-enemy, the demon Slaughter. Afterward, Pope Alexander declared him Saint.

Rumour: Kevin was killed fighting Feara who went insane of seeing the mysterious Old Gods. Kevin may appear as a helping ghost if the evil powers of the Old Gods are involved.



Acecerax

Acecerax was the once immortal builder of Samaris. He was the architect and ruler of the true metropolis that covered the isle. Both a powerful mage and half-demon, he made sure that his people prospered for many centuries. He also was king-priest of the Crosstian Church and Emperor of the South.

But his ancient quarrel with his half-sister Vekna turned to war many times. And finally in the 600's her armies invaded Samaris and brought it to ruin. Devastated, Acecerax conjured up his final spell and destroyed her with the wrath of the “Old Gods”. But in the process, he disappeared forever from Yaddrin.

Rumour: Acecerax' magick allowed him to be in three places at once. He may still exist and hide himself among the people as an old mage. Or perhaps his soul is trapped in a crystal in Hell.

Feara Azriaz



Feara was hero of the city in the late 700's. She was a smashingly beautiful dark skinned elf who befriended Alexander Mallory and Omo Muris. Together with other friends they were long the most successful team of adventurers of Southport.

Feara was a master swordfighter. She preferred to fight with two short katanas. Later she discovered that her memory was erased and that she originally was one of the Watchers. The Watchers were a secret clan of dark elves who protected the secret Gates behind which the Old Gods lurk. Feara was last seen in 800.

Rumour: Feara was corrupted by the insanity of the Old Gods as she was doing her duty as a Watcher. You might not want to meet her as an insane killing machine.

Alexander Mallory

Alexander was Professor at the Faculty of Archaeology and History in Southport in the late 700's. Together with Omo Muris, Feara and Kevin he was also one of the most effective treasure hunters in Southport.

But his research into the secrets of Acecerax and Vekna finally led him to Avignon, city of the Crossian Church. There he was crowned Pope Alexander I in a ceremonial trial in 793. Since then he has remained there and became known as the "Scholarly Pope".



Rumour: Alexander has a craving for knowledge and was tempted many times by Lucifer to take his side in exchange for knowledge. Probably he has not succumbed, but he often borrows books from libraries without bringing these back.

Omo Muris

Omo was one of the friends of Feara who uncovered many of the secrets of Samaris in the late 700's. He was actually a highly intelligent ratman who used to disguise himself as a human. Therefore he also knew his way around in the undercity and could help in the various treasurehunts. Omo Muris actually means "Rat Man" in latin.

Rumour: Omo Muris still lives beneath Southport as king of the Ratmen. He also has the secret of making Thunderdust.

Lady Catherine

Also known as Reverend Mother Catherine, she is one of the true heroes of Southport. Long she fought evil non-violently as a sister of the Greyfriars. She saved many an adventurer from death as a healer and she thwarted many evil plots.

Lady Catherine built the Ave orphanage and she is a major fundraiser for good causes. She now lives mostly in Avignon, at the Papal See.

Rumour: Lady Catherine is expected to be the next Pope – the first female Pope ever. But twisted tongues say that she is more often in the current Pope's bedroom than doing good deeds.

Shimrod

Shimrod is possibly the most notorious evil warlock of Yaddrin. Although he is no longer a native of the city, he still frequents it. Shimrod is a suspect in over a hundred murder cases and is known to have killed at least seven inquisitors.

Strangely enough he is also one of the protectors of Southport. He has saved the city from dangers such as vampyre incursions and magick curses. Shimrod is a powerful firemage, conjurer and illusionist.

Rumours: Shimrod is possibly a vampyre. This may also explain the inordinate number of murders he has committed. However, Shimrod is fickle and he may both help and hinder other adventurers.

Amalgamus

Amalgamus is a famous historian, alchemist and wizard. He lives on the Isle of Magi north of the city and actually gives classes in magick. He is of venerable age and usually quite scatterbrained. He now rarely uses a spell himself. His favorite project is charting the current history of Yaddrin.

Rumours: Amalgamus may be much more powerful than he seems. Insiders believe that he regularly casts powerful protection spells to save Southport and that he has many ancient magick Artefacts in his laboratory.

Jelena Kamil

Jelena is a legendary Aegyptian runner and courier. Her special mail service is famous. She is accurate, fast and expensive. She runs several businesses all over Yaddrin. Jelena is a known friend of the warlock Shimrod, but she disapproves of his misdeeds. Nevertheless she has often saved him from justice. Despite Jelena's beauty, she is unmarried.

Rumours: Jelena may well be a princess in her homeland. She also leads a secret rebel organisation called "the Jokers". She may help other adventurers with information or protection.

Jonathan Black

Black became head of the Southport Inquisition in the early 800's. He is known as a ruthless and cunning man who hates witchcraft. Soon after his installation he started hunting for certain adventurers whom he considered dangerous witches and murderers. He imprisoned many, tried several and killed a few too.

Rumour: Black has incredible powers which may or may not have been granted by God. Some believe he is actually a sorcerer himself, or worse even: a Shadowdragon.

6. Secret Societies and Religious Orders

Samaris is a city of secret organisations and religious groups. In fact there are so many different ones that it may be difficult for insiders to keep them apart too. Below is a beginners guide.

Order of Leopold

These are fanatic vampyre hunters. They are only with few and you can only become a member by invitation. They fight very well and can be recognized by their steel neck protection and their crossbows with wooden stakes. Their patron is St. Mark of the Holy Fire.

Inquisition of Black

This is the Inquisition of the Bishop of Southport, led by Jonathan Black. They are always clad in black robes and often accompanied by several soldiers of the city guard. The Inquisition of Black often seems to hate adventurers and regularly arrests suspected witches for torture and trial.

Holy Inquisition (Opus Dei)

This is the Secret Service of Pope Alexander. They are only with few and almost always in disguise. They are always seeking out corrupt priests and have sworn to root out great occult evils. You can only become a member by invitation. All operatives have a code name, which is always the name of a Saint. Rumour says that some operatives are not only priests but also sorcerors.

Kinder des Lichts

The “Children of Light” are a foreign religious organisation. Their recruits are trained in the use of arms like they were soldiers and they are housed in the barracks of the organisation. All Kinder are clad in white robes and often wear white hoods covering the face too. On their chest they wear a silver cross. All Kinder are expected to have Crosstian faith. Kinder usually are very helpful and protective of the weak. They often bring free soup to the poor during winter. Rumours are however that the Kinder actually aspire to take over the city as a military and political group. Not everyone trusts them.

The Guild

The Guild is a powerful secretive organisation once founded by the Templar Knights. The Guild is very rich and it controls much of the trade and political life in Southport. Guild members always have special tax advantages. Adventurers can become members of the Guild too. They then have access to the many special assignments of the Guild and can earn a lot of money working as hired adventurers. Guild membership is expensive and costs 20 gold crowns a year.

Greyfriars

The Grey monks run the hospitals all over Yaddrin. They are usually clad in simple grey robes and seldom have many personal belongings. Their patron Saint is the Archangel Raphael. The Greyfriars help regardless of payment or gifts, but they do expect an absolute respect and expel anyone who uses violence from the hospital.

Order of St. Michael

The priests of St. Michael protect the city from demons and evil spirits in general. They also preside as the dead are buried and they bless the earth if possible so that the dead may never rise again. Unfortunately there are so many dead and so many evil spirits that they seem to fight a losing battle. The priests of Michael wear brown or dark grey robes, often with a blue border. Their patron Saint is the Archangel Michael.

Gabrielites

These gifted priests often serve as advisors to the nobility and the clergy. They are but with few, but they are recognisable by their dark grey robes with a silver border. They also may help people by praying for visions or long range warnings. Their patron Saint is the Archangel Gabriel

City Guard

The City Guard is highly trained and well armed. But they are also understaffed and not always interested to break up fights. As everyone in Southport may bear arms fights may turn out deadly long before the Guard arrives. However, murder is not tolerated and many adventurers have had to explain themselves on trial to avoid being hanged. As adventurer you may join the Guard on special duties such as vigilance operations and caravan protection.

The Black Hand (Mano Negro)

The Black Hand is a secret organisation of assassins and warlocks. But thieves join the group at times aswell. The Black Hand teaches its members powerful secrets and deadly skills. What the Black Hand is up to only insiders know, but it cannot be good. Members are recognisable by a small black hand tattoo in the neck.



7. Adventurers from Southport

If you want to play a character that comes from Samaris or Southport, you should know where he or she was probably trained. Below are some suggestions who could have taught your hero.

Knights and Nobles

The White Lady is the highest noble of Samaris. She is a Duchess. But below her there are many smaller nobles, mostly barons and baronets and a few counts. Many of these are not so rich, but many others are. Your knight or noblewoman could be from one of those families: the son or daughter of one of them. Below are some of the larger family names.

Van Nassau family

red lion rampant against yellow golden background



The Van Nassau family is one of the most prestigious on the Island. Their lineage goes back more than 600 years and this tends to make them a bit snobby. They came on the Island with William Van Nassau, one of

the foremost Templars 300 years ago. Common names in the family are Alexander, William, Julian, Maximo, Steven, Madeleine, Emma and Giuliana.

Rumour: The Van Nassau have huge trade interests in Southport. They do not only own interest in land, fortresses and caravans, but also in shipping companies. They have private warships. Possibly they also control the Guild.

Laurent family

white unicorn rampant against blue background



Most of the Laurents fled the revolution in their home country Keo thirty years ago. They joined their cousins on the isle. Their family is scattered and small, but they are known as the most noblehearted and courageous

men and women. Typical names in the family are Jean, Claude, Jeanette and Marianne.

Rumour: Some of the Laurent family are actually half-elves. They are of outstanding beauty and live uncommonly long for humans.

Acheraix family

green leopard's face jessant-de-lis on chequered black and white



The Acheraix are probably the oldest family on the island and it is whispered that they are related to the famous founder of the city: Acecerax. They have a particular fondness for dark colors and the dark stone castles in the area all belong to them. The Acheraix tend to act gloomy, dramatic and mysterious. Typical Acheraix names are Claudius, Marcellus, Gracia, Giulia, Carmilla and Cassius.

Rumour: The Acheraix family was cursed by the death of Acecerax and all Acheraix who die must haunt their place of death until the curse is broken. There are many witches and warlocks in the Acheraix family. They may have their own covens.

Hohenburger family

white rose on blue



The Hohenburgers were once the stewards of Acecerax and that is why they own so much land. They also control several shipping companies and may officially command the city guard. They are proud and believe very much in charity and chivalry. The line of the White Lords and Ladies has traced through this family for two hundred years. Typical names in the family are Victoria, Elizabeth, Mary, Lester, Richard, Robert and Flynn.

Rumour: The Hohenburgers have a disease of the blood, which may strike one in three children. This disease makes them weak, sensitive to sunlight and it may cause early death. Or it may just be that there are vampires in the family!

Wizards, Witches, Warlocks

If you profess the magick arts, you have probably learned it from someone who knows what to do. The chances that you pick up a magick tome and teach yourself are not high, even if you do have the talent. In Southport there are three places where you could learn.

The first is the Isle of Magi. Some wizards there take promising apprentices. Apprentices usually have to work hard and do many menial tasks before they learn any spells. However, it is a way to get your hands on some magick skills and training is usually thorough.

A witch or a warlock could have been trained in one of the covens on the Isle. There are white covens, run by witches who believe in goodness and the balance of nature. And there are black covens, of witches who believe in power and might. The latter are often believed to be part of the Mano Negro (the Black Hand). Covens seldom have more than a dozen or so members and are always very secretive.

The last place where you might learn is at the University. There is not really a thing like the Magick Faculty, but a few teachers know magick. And these teachers let some students into some secrets. Also, there are magick books hidden in de Nostrodomo from which you could learn a bit more. But a University mage is never as good in the magick arts as one from the Isle of Magi.

Extra Magick Discipline:

Teleportation

With this discipline the mage can transport him or herself, or another creature or object instantaneously to another spot. The further the distance and the larger the creature or object transported the harder the spell. The mage must touch the target and have some sort of focus of the destination area (or see it). Teleportation can only be used to transport away from and not toward yourself.

Syrme clasped the stone that came from his home and chanted the words to whisk himself away. He was far from home, but at least it would be far from this roaring dragon! Only just in time. The dragon clawed through thin air right where his head would have been.

Syrme flickered his eyelids and looked around the room he just arrived in. He just hoped the dragon could not teleport too.

(Syrme is already touching himself and has a focus from his home - the stone. The GM deems the transportation hard, as his home is miles away and sets the target roll at 12. Syrme rolls 7, plus skill 5 is barely enough. He made it!)

Mercenaries

If you play a mercenary from the Southport area, he or she was probably trained once by the City Guard. Many ex-guards earn some extra money as a hired sword. Another possibility is that he or she was (or is!) a soldier in the small private army of one of the Samarian nobles.

The Kinder des Lichts also provide training in fighting. You could play one of the Kinder, with white robes and a silver cross. You would also have to have faith in one of the Saints as a skill.

Yet another way to have gained fighting skills is as a robber along the High Road, or as a brigand on the Promised Coast. Perhaps your mercenary even has a few friends who are still members in his or her old gang!

Priests, Friars, Inquisitors

As you can read elsewhere, there are many religious organisations in Southport. If you play a religious character, it is often obvious where he or she should come from.

- An Inquisitor would obviously be trained by the Inquisition of Black. He, or rarely but possibly she, would be clad in black robes with hood.

- An exorcist would be part of the Order of St. Michael at the Cathedral.

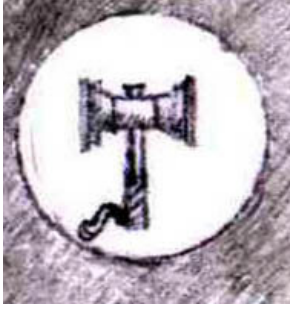
- A priest of St. Gabriel would be part of the Gabrielite Order and might also serve as an advisor to a noble or merchant family.

- A priest of St. Raphael would most likely be a Grey Friar and work at the Hospital or at the Orphanage.

Rogues

Most rogues have learned their trade on the streets. Gangs of thieves, burglars and robbers are always there. The only hard thing is not to get caught and punished. But then you probably play a rogue who got away with it. Or maybe he or she did some time in prison or as a slave...

If the Game Master allows you, you could play a rogue who is part of the Mano Negro: with black hand tattoo and secret handshakes. You might play a hired assassin, or a spy... Naturally, if you fail in your missions, other Black Hand members would be sent out to punish you.



Dwarves

There are few dwarves left on Samaris since the great war. The only remaining clan is that of the former Builders, or the Byggafolk. They live in small underground settlements north of the Spines. They are still a proud folk and they can be recognized by their weapons and tools of great craftsmanship. A few dwarves are in fact old enough to have worked for Acecerax himself.



Elves

There are more halfelves than elves on Samaris and both are few between. Elves may be so old that they remember the time that Acecerax ruled and how the war destroyed the island.

Virtually all elves belong to trader families who came to the island with their sleek sailing ships. Often they are called grey elves. Some now live in the forests around the Spines in beautiful hidden homes. Others still sail the havens in their slender swanships. These are beautiful, fast and seaworthy wooden vessels without any iron in them. The crew is seldom more than twelve in number, but there is usually room for thirty or fourty.

If you play a sailing elf, you should also select sailing and swimming skills. If the Game Master likes you may own a ship of your own, or else you would be crew on someone else's ship.

Half-elves are seldom children of married couples. They usually feel neither human nor elvish. Often they live in the city alone and keep to themselves.

Elflings

These small folk live in small hidden villages in forest groves in the Spines. They are funloving and seldomly troubled much by bandits and the like, as they seldom have much of worth. Also, it is believed to be bad luck to steal from an elfling.

Unfortunately this rarely keeps elflings from stealing from others.

Courtesans and Minstrels

Entertaining folk usually cluster around the District of Delights and sometimes the Alley District. Saleia's house offers good job opportunity to courtesans and minstrels alike.

But a minstrel or courtesan may also have been born bastard to a noble father or mother. Or maybe just have such outstanding charm or appearance that they frequent the houses of the nobles outside the city

New Professions:

Tomb Robber

A Tomb Robber has specialized in finding treasures hidden in old tombs, underground cities, ruined temples and so on. Tomb robbers often have some historic knowledge to aid them in finding lost treasures and some skills to handle traps they might find around them. A tomb robber is actually a mix between a scholar and a rogue.

Typical skills:

INT 3, WIL 3, DEX, Read & Write, Lores: history, archaeology, old runes, Latin, brawling, knife, crossbow, throw knife, club, swim, ride find and remove traps, cartography, stealth (sneak and hide), climbing

Scholar

A Scholar is someone who studies in science or arts for work. They can be students, teachers or professors and they spend much time reading and writing. Often they are connected to a University such as in Southport. Scholars may find themselves in adventures if they quest for knowledge.

Typical skills:

INT 3, WIL 3, Read & Write, Latin, Lores: history, archaeology, architecture, politics, art history, occult, old runes, vampyres, medicine, cartography foreign languages: Keo (French), Arabic, Ferdanic (German), Ivrit (Holy Lands)

The Old Gods and the Seals

Older than time, the oldest enemy of life and mankind, they are also known as the Ancient Ones or the Transient Beings. Those who know of them seldom speak about them. For they are gruesome, horrible and evil throughout. They lurk on the edge of time, just outside our known reality. They are captured, trapped outside in the nothingness, held there because we exist. But they try to escape. And there are old places where they can come into our time. These special portals, or mystical "gates" were once made as the lock on their prison.

Now the Old Gods appear in our nightmares and in our dreams and they try to lure the weak and insane among us into opening their prison. But if we would open these gates, would we then be rewarded by the Old Gods? How could they reward us if they only can exist when we do not?...

8. The Seal and The Slave Market a Dark Adventure

Below follows a full fledged adventure for two to five beginning or intermediate characters. You may run the game in one to three sessions, as you see fit. If you want to Game Master this adventure, read it well before you start and feel free to change things and improvise as you see fit. It's yours from this point on.

**If you're playing in this adventure, don't read on!
Stop now!**

The Guild Cellar

Our heroes have been hired by the Guild to recover the missing son of a high ranking magistrate. They find themselves together in the dark briefing room under the Guild and a bald man is addressing them: William the Unrepenting. If none of the heroes is a Guild member, William will explain the heroes were needed as a "special force", especially selected...

The magistrate who lost his son does not wish to reveal his name and is not present, but his son is named Cassio. His son is missing now for more than a week, but the magistrate believes he must still be in the city. He will pay handsomely through the Guild if his son is recovered alive and well. (Consider what the party will find interesting for this, or else start at 100 gold crowns per hero, plus expenses.)

Though the hiring magistrate does not wish to reveal his name in public, the heroes can find out by asking around (or pressuring William) that he is Sir Haodo Ryder, married to Graciella Acheraix. Cassio is their only heir and they are a rich family on the island.

Cassio's home

Probably the heroes will want to investigate the home of Cassio, where he was last seen. He studied at the University and lived in an expensive room on the south end of the dorm complex on Nostrodomo Isle. He lived there alone, but often entertained friends and may have had a girl friend, say fellow students.

In the room they will find some gold crowns and smaller change. The crowns however are special, because they are over threehundred years old. Also, there is a small crossbow bolt made of black iron.

A friend, Joshua, will be able to tell that the bolt was a gift by Silver Shadow, a mysterious woman. Joshua offers to join the party and find his friend Cassio. Why does Joshua say this? You decide:

- *Joshua truly wants to find his friend*
- *Joshua is hardly a friend of Cassio, but he is looking for the high Guild reward.*
- *Joshua is working for Silver Shadow, who actually took Cassio away. He leads the heroes into a trap.*
- *Joshua is a member of Opus Dei, the secret service of the Pope. He is sent to investigate in "a large kidnapping operation with occult implications". He will not reveal this until late in the adventure.*

Joshua tells that Silver Shadow frequented Dark Lords Tavern in the Alley district and that Cassio met her there. Once the party arrive there, preferably at night, Joshua starts looking around like a real detective. He suddenly says to remember a warehouse nearby Cassio told him about. Elven ships often dock nearby.

Warehouse near Dark Lords

The warehouse seems locked and abandoned, but it is not too hard to break a lock and enter. Inside there will be lots of boxes, sacks, chests and barrels. Most are filled with grain, wine or beer. While the heroes search several things may happen. You decide which and in which order:

- *the City Guard is alerted and comes to check the warehouse for thieves. They may arrest the heroes, or fight them if necessary.*
- *One of the barrels holds a dead body. It seems to be killed in a ritual, with a small black crossbow bolt. The body is naked and of a young man. But it's not Cassio says Joshua. There is a Slave Tattoo in his neck. This Tattoo means the boy would have been slave for life*

unless freed by his masters.

- One of the chests holds a living, but unconscious body of a young woman. She has a Slave Tattoo in her neck. She is Sarah.

- Silver Shadow arrives. She is an elf. She is shocked by the presence of the heroes and asks what they are doing there. Joshua will start to accuse Silver Shadow of kidnapping. Silver Shadow responds angrily and flees once she sees either of the bodies have been found. She is very fast and will try to get to her helpers waiting at Dark Lords tavern.

- Silver Shadow and her entire party arrive to get the kidnapped young people and transport them. They have a cart waiting outside. They will fight the heroes if necessary, or threaten to shoot them with their crossbows.

If the guard also has arrived, or if the party is too strong, they will flee. They will topple the cart to block the road if needed. For the adventure it is best that Silver Shadow herself and Icewind are not captured at this point.

Whatever the outcome of the investigations in the warehouse, the heroes can try several things from here. You can help the heroes a bit as a GM if you need to, by letting Joshua making some propositions. The following things might happen:

Visit to the Guard House

Whether or not the guard was present at the warehouse, the heroes may have their business here. If things really went wrong, one or more of the heroes may have been arrested! That would pose some extra problems indeed!

The guard will not be too cooperative and they will show their dislike of those who work for the Guild. However, if the heroes do their best (or pay some bribes...) a serjeant of the guard may help them.

The heroes may then find out that there have been quite a few kidnappings over the last months. All victims were young men and women and most were handsome and had rich parents. There was never a ransom though and Sarah (at the warehouse) was the only one recovered alive so far. Two others were found dead near the High Road north of town. They were stabbed to death with a broad blade and had almost no blood left in them. Pretty gruesome it was indeed. The bodies are buried two weeks ago.

Elven Ships in the Harbour

Close to the warehouse there are a few piers where elven ships dock. There is only one elven ship now: "Sereg". If anyone speaks elven, it means "Blood". "Sereg" is a 100 foot long, elegant black wooden ship with three masts. This is actually the ship of Icewind and Silver Shadow and they may be hiding on it. But of course they will not be in the mood of talking to the heroes. A few things might happen. You choose:

- The ship seems to be abandoned. If the heroes enter the vessel they will find it full with poisonous traps and a poisonous variety of spiderdragons.

- The ship seems to be abandoned, but as the heroes enter the full team of elves led by Icewind will appear from the shadows. If the heroes do not manage to escape (it will not be likely that they win), they will end up captured. The elves use nets and sleeping poison. The captured heroes will wake up as slaves on the slave market in the coming Slave Market scene.

- The ship seems to be abandoned and indeed it is. There are a few traps and a lone elven guard, but that's it. As if the owners are too busy elsewhere.

- In the captain's hut there are some letters in Elvish and a map of an old mansion somewhere along the high road. On the map there are also strange magickal runes and the note "thirteen human sacrifices before their nineteenth spring".

- There may also be a letter addressed to Lord H. Ryder, which has not been sent yet. The writer (S.S.) is asking for more precious gemstones and a higher reward for rendered services "because a magick ritual" was not in the original deal.

One of the Heroes Kidnapped

If the heroes decide to take a rest (and they should, after several nightly adventures), they may be in for a surprise. During the night, Icewind and one or two of his men will break in to the room where the fewest heroes sleep and attempt to kidnap them. They will use some cloth with sleeping poison if necessary. Of course, if things go wrong a bit the other heroes might wake up... Any kidnapped hero(es) will be stripped of all possessions and most clothes and wake up as slaves on the slave market.

If they are lucky, their colleagues may be there to rescue them!

The Slave Market

In the middle of the District of Delights there is a market that is sometimes used to sell convicted criminals and prisoners of war as slaves. In this case, there will also be an Elven slave seller. He is clad in a hooded cape and hardly recognisable, but he is Icewind. He will be selling at least two young men and a young woman, all marked with a Slave Tattoo. If Sarah was not freed at the Warehouse, she will also be here and if any of the heroes were captured they are there too... and they will have fresh Slave Tattoos in their necks... All slaves are drugged, drowsy and bound. Escaping is not an easy option. And known escaped slaves may be shot on sight.

And warning the Guard that some of the slaves are actually the friends of the heroes is not one of the easiest options either. Because these friends have authentic Slave Tattoos the heroes would become suspect. And in any case the Guard will not want to interrupt the market for such allegations. Any investigations will be (days or weeks) later.

Graciella Acheraix

When the bidding starts, every slave the Elf is selling will go for at least 30 gold crowns. But there are several rich buyers. One of these buyers is Graciella Acheraix. If the heroes did their homework, they may notice she is the wife of their patron Haodo. If the heroes did not notice, then Joshua might of course notice instead...

Graciella will attempt to buy all the slaves the Elf offers and may be ready to go as far as paying 1,000 gold crowns for the lot! So why is Graciella doing this? If the heroes try to contact her and question her afterward, she will tell that she is buying the slaves for rebuilding an old mansion her husband bought recently. Once it is rebuilt, the slaves will work there.

If Graciella was able to buy any captured heroes she will not want to set them free. However, she might be persuaded if the heroes tell they are looking for her missing son. Still she will refuse to free or sell Sarah and the other three youths. In fact these are brought to the mansion by Graciella's servants while the heroes are talking with her.

How do Graciella and her husband fit into this plot? There are several possibilities. You decide!

- *Graciella and Haodo are both practicing dark witchcraft. They bought the young people to sacrifice them in a rite to open a portal for the Old Gods. Their son will be one of the victims. Probably they are so confused by the dreams the Old Gods sent them that they are very evil indeed.*

- *Haodo is the one practicing witchcraft and the one preparing the ritual. He is completely under the spell of the Old Gods. Graciella is aware of what he is doing, but he threatens to kill their son if she does not help him. So, she is spending the family fortune to save her son... Perhaps she will accept the help of the heroes?*

- *Graciella tells the story as above, but she is lying. In fact she is the one who is under the spell of the Old Gods and she is holding her son to be sacrificed as the last in the ritual. Haodo is not aware of what his wife is doing.*

- *Graciella and Haodo are both into the ritual, but they do not plan to sacrifice their own son. In fact, Silver Shadow kidnapped their son because she felt that the whole thing was too evil. Kidnapping and slavery is one thing to her, but ritual sacrifice... No, this way she would teach them a lesson.*

- *As above, except Graciella and Haodo do want to sacrifice their son (the Old Gods compell them to) and Silver Shadow hides their son from them as she loves him...*

The Transport on the High Road

Perhaps the heroes never worried about Graciella. Or perhaps they try to hold her hostage and let her lead them to the old mansion. Or perhaps they join her as "friends". Whichever way they choose, the heroes will travel the high road away from civilisation. Anything could happen now! Feel free to extend the journey if you like or just skip to the next scene.

Joshua may at this time reveal himself as either a secret agent or a traitor.

- *If you decided he is working for Opus Dei, he will now head back to warn the Inquisition. He will come back with Philippe Noir and a number of priests and guards later. If the heroes were at all likeable he will warn them of his plan.*

- *If you decided Joshua is a traitor, he will also state that he is going back to warn the Inquisition. He might even make up a story that he is a secret agent. But instead of warning the Inquisition, he will go to Haodo and make sure that he will spring a trap for the heroes.*

The Old Mansion on the Hill

On one of the highest hills of the Spines stands the huge old house that Haodo and his wife bought. It is in desperate need of repair, but once it must have been magnificent. Now only a small wing is in use for the servants and the owners.

If the heroes come here as guests of Graciella, Haodo will grudgingly accept their presence. The heroes will be given a large chamber with several beds. The chamber might be locked from the outside. And whomever you decided is the real evil here, the heroes are of course not safe! Their food and drink could be poisoned with sleeping poison, for example. Should the heroes want to pick a fight, there are at least twice as many servants and personal guards present as there are heroes. But at night they might escape their room, knock out a few guards and explore the place...

- If the heroes are not guests, they can make up a secret camp down the hill on a ledge, or next to a nearby brook. At night they will be able to sneak in and explore the place...

- If Joshua was a traitor, Haodo will be forewarned and he will drug their meals and capture and disarm them in their sleep. Or at least he will try to. In this case, Joshua will turn out to be in the building too. If you decided Haodo is the great evil of the story, the heroes might thus well wake up in the next scene as bound victims for the ceremony...

Exploring the Mansion of Evil

Once the heroes start to explore the old mansion, they may find various things before the end of the adventure. Note that some of these things can be quite horrific. Make sure that your descriptions match your audience - don't scare your younger sisters and brothers too much!

- Most rooms are in normal use, or in such need of repair that they're not used. Superficially the whole building looks clean. There even is a normal wine cellar. However, there are a few hidden areas, hidden behind secret and concealed doors.

- If you decided Cassio, Graciella's son, is held here there will be a special prison room for him. Cassio will be somewhat drowsy, but he could give knocking signals to show where he is. Of course he hopes the heroes will rescue him.

- In one of the personal rooms of Haodo or Graciella, there will be ritual knives, strange candles and an Obsidian (black lava glass) mirror. The room will also smell of blood.

- In the hidden cellar are special prison cells for the young men and women to be sacrificed. They are bound and drowsy and still have their slave tattoos. There will be at least five in total. Of course, if things really went stupid, one or more of the heroes could be in these prison cells now too. In any case the cells are dark, moist and cold, cut out of the hard stone rock. All prisoners will be scared to death what is going to happen to them.

- The servants and personal guards of Graciella and Haodo are loyal to the most evil master. In fact most guards and servants are magickally beguiled to obey. But one of the servants suspects what is really going on and does not want to be part of the thing. This servant might help open a few doors and become a true help of the heroes.

However long the heroes are exploring the place, once they stumble on the prisoners, you should start the final Ceremony on the Seal scene below:

Ceremony on the Seal

Just behind the secret prison cells, there is a stone wall. It was broken down partly to reveal a hidden deep cave where stinking water flows down the walls. On the green stone floor of the cave there is a huge sculpted sign. Some sort of Pentacle. It is a Seal, a lock to the Portal that is here. The Portal to the Old Gods.

But the Seal might not be the first thing the heroes see. Because on top of the Seal there is a ceremony going on. The youths from the prison are brought here one by one and are bound in a circle by some of the remaining guards and servants. The guards and servants seem to be in a trance. Magickal fires are burning on the five points of the Seal.

And of course, either Haodo or Graciella or both will be there to lead the ceremony - depending on your earlier choice. Either or both will be in a black and purple silken robe and carry a ritual dagger. And they will chant in a strange and eerie voice, strange and gruesome words. They are weaving a spell that will bring all present into a trance. And after that they will ritually open the portals to the Otherworld.

Of course, you can't let that happen. And if the heroes are worth their while they will do everything to stop this evil! Yet, the odds are not in their favour... So what happens next is up to the ingenuity of your players and if anyone will come to help them:

- In the worst case the heroes are entirely on their own. They will have to act swift and decisive, or just hope they can still talk some sense into Graciella.

- If Joshua went out to warn the Inquisition, these will certainly turn up. But it's likely that they will be late. Possibly too late...

- If Silver Shadow is still alive, she and Icewind and their team may suddenly drop in and help or even rescue the heroes. With a deadly rain of crossbow bolts they will drop from the shadows.

They will be very disappointed in the "humans" Haodo and Graciella for doing such a dangerous ritual. And if their son Cassio was involved, Silver Shadow will be downright vengeful. Whether she will show her love for Cassio openly is up to you. She might just whisk away a tear and leave as soon as the party is safe and the spell on the servants is broken.

If you decided Cassio was "kidnapped" by Silver Shadow, he may come in as Silver Shadow attacks his parents... for the evil they did to him. But of course they are still his parents.

- If the heroes warned the guard, it's highly unlikely that they will come. Or it must be to arrest the heroes for murder in the first place. Perhaps their idea would change once they see what's going on.

- Maybe nobody comes to the rescue and the heroes just blow it! In that case, they probably die... while they see that demonic, gruesome, drooling creatures ooze through the stone of the Seal.

- Or perhaps they do see the creatures and think they die... and then wake up in hospital rescued by the Inquisition or a mysterious lady in black...

It is up to you and your players how this adventure winds down. Have fun. Who knows, Haodo Ryder and Graciella may even escape and lead the heroes into a new adventure!

Have fun!

Poisonous Spiderdragon - these creatures are no bigger than a sheep, but they have six spidery legs with claws and four glasslike wings. Their body is covered with poisonous spikes. Their thousand-faced eyes bulge on their small heads. They are seldom aggressive, but their poison is sought after by alchemists and assassins. Sting 3 (class 1), fly 4

Spiderdragon Poison - this poison can be smeared on knives or arrows (or crossbow bolts). Anyone hit must roll 6 or better on CON or take an S on the chest.

Joshua - a quick, hasty young man with curly short hair. He always seems to hide something. DEX 2, INT 4, dagger 4, latin 3, he may have faith in St. Michael 5, certainly if he's an agent of Opus Dei

Haodo Ryder - a rich merchant with hypnotising eyes and tall stature, may be a member of the Black Hand. Married to Graciella. STR 3, WIL 4, APP 4, seduction 5, trade 5, may have magick: charm magick 6, conjure demons 6

Graciella Acheraix - a rich, tall, pale noblewoman in her late forties and still beautiful, may be a member of the Black Hand. Married to Haodo Ryder. DEX 3, WIL 4, APP 4, leadership 5, trade 5, may have magick: charm magick 6, conjure demons 6

Cassio - brooding beautiful teenage son of Haodo and Graciella with a weakness for alcoholic beverages.

Mansion Guards - short sword 3, brigantine (2)

Silver Shadow - Darkskinned beautiful elfin woman, leader of an elfin hit team. STR 3, DEX 5, INT 3, APP 4, crossbow 6, rapier 6, brawling 4, leadership 4, sneak and hide 6, sailing 3

Icewind - is a platinum blonde white skinned elf with an iron temper. Arrogant, merciless and distrusting. STR 5, DEX 4, INT 2, APP 2, crossbow 4, rapier 5, brawling 6, sneak and hide 5, sailing 5

Dark Elf - there are between three and twelve team members in Shadow's team. These are average stats: DEX 3, INT 2, crossbow 4, rapier 4, throw net 3

Brad - serjeant of the guard, favorite with the women, but actually shy and homely, except in the field. STR 5, CON 4, APP 2, broadsword 5, chainmail (3)

City Guard - Brad takes three to twelve men with him. STR 2, sword 3, brigantine (2), brawling 3

Philippe Noir - Inquisitor of Black is a young man with piercing eyes and like fanaticism. He is dressed in long black robes and usually accompanied by one or two guards. He's always on the job... INT 4, WIL 4, APP 2, faith in St. Michael 6, preach 4

Obsidian Knife - this dagger of black lava glass is very sharp and meant to be used in ritual slayings. If it is used, it gives a +1 to +3 on conjuring very evil demons.

Sleeping Dust - this dust is made from faerie wings or young spiderdragon spikes. It is kept in small pouches. If it is thrown over a victim, he must roll 9 or better on CON or DEX (evade) or fall asleep for several hours.



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