World guide

This scenario is set in the Young Kingdoms (the world of Elric of Melniboné, from the Michael Moorcock novels). It’s Dark Fantasy: cruel, deadly and brutal. For the purpose of this scenario, everyone is human, although there are many different countries with different cultures and customs. There is a common language but the accents from different countries are very easy to identify.

The central theme is “Law vs. Chaos”. It can be seen as a religion: different countries have a major one, there are priests, churches and gods, ... Note that Law is not “good” and Chaos is not “evil”, but often the most evil people worship Chaos gods.

Magic exists only as rumours for most people. They may have heard of invocation of elementals (air, water, earth, fire), and demons. Sorcerers are scary: extremely intelligent and powerful people.

Vilmir

Vilmir, where the PCs come from, is a bit like medieval Spain: brutal ruling class, taxes and religion (extreme Law), with the wealth concentrated at the top of society. Due to this, civil wars, and extreme poverty, many leave the country looking for a better life.

Scenario intro

About a year ago, Toemas Dassom went to Bakshaan, an Ilmioran town, to look for work. After not receiving any news from him, his father decides to send Toemas’ middle sibling Avan, together with a small party, to find out how he is. They will part from Nadsokor, Vilmir, for a two-day trip.

The party includes Avan himself, a blacksmith and Toemas’ older brother; Elgere, a two-spirit soldier and Toemas’ ex-lover; Janna, a musician, friend of the Dassoms and the only one that has been in Bakshaan before; and Fodric, Janna’s brother, a taciturn miner.
Themes

This scenario is a metaphor for how fascism starts: Lord K’aarna is the newcomer that promises a better future, but only wants to produce chaos and profit from it, consolidating power. His curse made people who ate the food (mostly poor Ilmiorans) hate Vilmirians, to the point of becoming violent and buying weapons. Lord K’aarna is also importing weapons from Pan-Tang, earning even more money in the process.

The city is split, with many supporting Lord K’aarna, and many opposing him, but mostly passively. Simply taking down Lord K’aarna won’t solve the problem because there will be a shortage of food short-term, and many people will still boycott the Ardonnis, which aren’t saints, either. The epilogue should bring the PCs news about what happened with Bakshaan.

Narrator tips

The final part inside Lord K’aarna’s mansion will probably take at least 1.5h, so make sure you give the players enough hints and support to find it. There are many ways in which they can get the information they need, so just be creative with the NPCs.

Remember all PCs are, to an extent, religious. Except for Janna, no one has travelled outside of Nadsokor before. Things should not feel familiar, and it should be hard for them to know who to trust or what is acceptable. Also, they have a common language but the accent is markedly different: it’s very easy for the PCs to spot Ilmiorans, and for others to spot that they are Vilmirians.

Feel free to make up scenes to push the PCs in interesting directions. It’s perfectly possible that they would meet “horns” in the street, and those encounters or scenes can be used to give hints about the origin of the weapons they use (axes are not common in Vilmir or Ilmiora), their disdain for the Ardonnis (if the PCs haven’t heard that name yet), their support for how Lord K’aarna and how he is getting rid of the “dirty clovers” (if the PCs haven’t heard of Lord K’aarna yet), etc.

Make sure you finish with a proper epilogue (see tips at the end of the scenario). Five or ten minutes should be more than enough.

Backstory

About one year ago, Toemas Dassom (Avan’s brother) emigrated from Vilmir to Bakshaan, Ilmiora. He was part of a wave of Vilmirian immigrants coming to town. He started working for the Ardonnis, the food producers for the city, as many of them.
A couple of months later Lord K’aarna, a Pan-Tangian sorcerer, arrives in Bakshaan and intends to take over the city. He (obviously) hides his origin, and before really mingling with anyone he unleashes a curse on the Ardonnis crops. The crops start giving less and less food, and many people fall “sick” from the food and get cursed.

Slowly, many of those working for the Ardonnis start leaving. A handful started working for Lord K’aarna, but mostly they leave the city, are killed, or become homeless. Some stay with The Ardonnis, who suspect that Lord K’aarna is behind everything.

The Ilmioran locals start losing jobs and hating Vilmirians, who they nickname “clovers” because they’re obsessed with the number three.

Lord K’aarna starts to produce food, giving an alternative to The Ardonnis, whose food people start suspecting and fearing, seeing the effects of the curse. The Ardonnis are on the verge of bankruptcy and most people still blame them for the curse and the lack of food. They will gladly help the PCs try to take down Lord K’aarna...

However, ultimately the food/crops will not stop being cursed. There’s no way to know, though, and the Ardonnis will be confident this will be the case. Deep down they don’t care much because they just want people depending on them again: getting rid of Lord K’aarna, the competition, is enough.

The curse

Many people have been hit by the curse. Mostly poor Ilmiorans, although there might be some richer Ilmiorans, and some Vilmirians.

The cursed look thin, old and sick, with dark vein-like marks coming from their eyes and their mouths, almost as if their skin was cracking. They have lost hair and have bumps in their heads, similar to horns (hence the nickname “horns” some people give them), and are usually aggressive and somewhat irrational, especially against Vilmirians.
At first, it shouldn’t be clear to the PCs if people looking like they are normal in Ilmiora or Bakshaan, or if it’s a disease, or they are demons, or what. Many locals behave as if they’re normal, if they’re asked. Many will feel offended if they are referred to as “horns” or “the cursed” or similar, even. If pressed, they might say they feel a bit sick. In fact, if the PCs bring up any concern about the food or the horns, people will react negatively, maybe to the point of calling them “clovers”.
Many of those people think that the clovers brought the curse.

Farewell

The scenario starts with the party ready to leave, outside of the Dassoms’ house. Leen Dassom, the stern father, says some last words to the group, and to Avan in particular:

*You will depart soon, son. You know that normally I wouldn’t ask you to do this, but your sister Nara is supporting our country against Pikarayd.*

*I trust that nothing bad has happened to your brother, but ultimately it’s your responsibility to protect him and make sure he is safe. Bring him back if he is in trouble.*

*Good luck. Don’t forget your family’s honour depends on you.*

Lara, the grave mother, nods and tries to comfort herself with the idea that finally someone is going to check on Toemas.

This is a good point to do two things: first, drive the point home to Avan’s player that it will be a big disappointment for the father if something has happened to Toemas. Second, they should decide what they are bringing in the trip.

The trip itself takes around three days. That means staying two nights outside. It should be encounter-free (feel free to roll dice to pretend there might be some, though), but it may be a good idea to decide who takes the watches those two nights, and make them roll CON to see if they fall asleep. That should help warm up roleplaying.

Arriving in Bakshaan

On arrival, things should be unfamiliar for everyone but Janna. There are several things that will catch their attention. For starters the city’s walls have a weird shape (not a triangle). This should be especially jarring for Avan. Once inside the city itself they notice chaotic buildings, with many different shapes in the buildings. Many are not triangular and there aren’t any signs with decrees. Is there even a church here?

Janna knows two inns: one on the west/poorer side of town, that isn’t very expensive (“The Bumpy Jester”); and one
on the east/richer side ("The Ram"). Much better but a bit too expensive for them. She used to go there to get more money for performances.

The kid mob
Before they arrive anywhere, though, they will hear children’s voices (around 10 years old, maybe three or four kids) and see a grown-up man, probably homeless, running away scared. The kids will talk to the man, in a menacing pose. “Sing with us, old man!” the leader says. The group of kids is very confident and dominant. The man will resist, scared, but in the end he will do it after the kids threaten to throw stones at him.

How can there be a cherry
That has no stone?
How can there be a chicken
That has no bone?
How can there be a story
That has no end?
How can there be a clover
With no crying?
The kids will then say “here’s your stone, clover!” and throw stones at him, referring to the man as a “clover”. He will be hurt, and the kids will escape. If confronted, the kids will also throw stones at the PCs if they talk enough to recognise their accent ("clover-lover!"). If not, they will say “what do you care, he’s only a clover!”

Amlis Nairon
He is the homeless Vilmirian attacked by the kids. Messy beard, looks in his forties but is younger. His eyes have lost their brightness. Walks with a slight limp. He’s a former worker of the Ardonnis who knows the whole story, including the Lord K’aarna bits, but no one ever believes him.

Initially he won’t mention anything about his theory, as no one believes him.

Interesting places
These are some places the PCs are likely to visit, including NPCs they might meet there. This scenario builds mostly on character interaction, both between them and with the NPCs, so use them wisely. Some of them will be useful mostly as colour, but they will make the story richer and more believable.

The Bumpy Jester
From the beginning it should be clear that there’s racism against Vilmirians: their accents and clothes should be a hindrance.

Asking in an inn about the Ardonnis or about jobs (with Vilmirian accent) will make someone ask if they have come to steal more jobs. Maybe they will be kicked out, and maybe they will be made to pay more. Avoiding their Vilmirians ways should get them better outcomes. If they
get Vilmirian prices, they could hunt outside or whatever.

On the first or second night, a group of “horns” is going to attack the PCs’ rooms in the tavern, trying (and possibly succeeding) at stealing/setting something on fire.

After that night, the PCs could notice that there were some “horns” in the tavern, probably even from the first day (hooded or similar, so not immediately obvious before seeing them clearly first).

Karlo Remati
They are likely to meet Karlo in The Bumpy Jester. He is an openly racist, poor Ilmioran. Quite overweight, short neck. He is an overconfident loudmouth. Gesticulates a lot while talking, trying to give importance to his own words. Has a cousin affected by the curse. Hates the Ardonnis and isn’t sure about Lord K’aarna. Pretends his cousin is completely normal, and will take offence at the use of “horns” or “cursed”. Mostly agrees with the cousin, wants to get a job and to have fewer clovers around. Most people “know” that the problems started a couple of years ago, when the “clovers” started to arrive. The curse was brought by the Vilmirians (false: the curse is much newer, just a couple of months old). The Ardonnis have lost a lot of power lately, everybody knows they can’t abuse people anymore. Have bought some weapons lately to “lead the fight”. The old barracks, which used to host the Ardonnis workers, are now full of clovers (it’s not true, they’re half empty).

The Ram
The more expensive inn on the east side of town. It could be good for Janna to try to earn a bit of money, and to get information, but staying there will burn through their budget in a couple of days. It’s unlikely, but possible, that there are any “horns” in this inn.

Battista Pilarmo
Rich Ilmioran who sneers at poor Ilmiorans, disgusted by the cursed (“ignorant monsters”). Very well groomed beard and hair; nice, clean clothes. Somewhat cynical. Worried that they have weapons now, and wonders where they got them from. Doesn’t do anything about it, though. Will brag about mostly eating imported food, eg. by ordering at the tavern and mentioning it.

Inago Kelos
Another relatively rich Ilmioran. Okay clothes and no facial hair. Wide open, blue eyes. A tad naive. He is the husband of a woman affected by the curse. They ate a mix of food, and more local as prices went up. He laments what has happened and is convinced that the Ardonnis are at fault.
for the curse. He is desperate to get his wife back but doesn't know where she is now.

The Law church

There is at least one Law church. It's on the west side, and a group of around twenty homeless Vilmirians are staying there (including Amlis).

It could make sense to have at least one more Law church, possibly on the east side of town. The rest should be Straasha worship places, maybe other elementals. The PCs won’t necessarily identify them as places of worship unless they’re looking for them: they don’t look “holy”, they look like regular buildings (again, not triangular-shaped).

Ninta Valario

The church priest. Young but confident and patient. Calming aura. Knows that, years ago, most poor Ilmiorans worked for the Ardonnis, but after more Vilmirians came to the city, around one year ago, they started getting those jobs. When the curse came, people started hating Vilmirians: many were killed, many more left the city, and some are still living here.

The sea port

They might hear something about strange imports: weapons from Pan-Tang, or food. That might lead them to the sea port, where foreign ships come. Nothing much interesting except for talking to the person that registers the ships.

Giulia Forli

Poor Ilmioran who works at the docks, possibly coordinating who enters to get what. Rough appearance, hair in a ponytail but still messy due to the wind in the docks. In the end of her thirties, chubby. Not someone to mess around with. Can confirm the imports of food (from all over) and weapons (mostly from Pan-Tang: “those dogs are tough traders, sometimes violent”).

The city guards

In general, the burgomaster and the city guards have little incentive to stop Lord K'aarna. He’s feeding half the city and most citizens are either neutral or positive towards him. The only illegal thing he does is having slaves and it’s not something people know, let alone that they have proof of (after all, no one ever sees those slaves). The guards don’t particularly want to confront him and they will pretend to care while rationalising, justifying, or asking for proof. This asking for proof could prompt the PCs to search for support, eg. from the Ardonnis.

The head of the city guards is Larelia Cellini.
Streets of Bakshaan

At some point it might be interesting for the PCs to find a circle of people in the middle of the street. They stop for a bit and talk, but ultimately don’t seem to care so much about what’s happening.

If the PCs get close they will see there’s a dead person on the ground. He was probably a homeless person, most likely Vilmirian (maybe Amlis). Some people might make insensitive comments about him; some people might stop and look at the PCs with disdain, at least if they talk; and some people in there will be cursed (and those will make racist comments). This is probably a good chance to produce some kind of conflict, probably connecting to Fodric’s complication (“Afraid of aggressive mobs”).

The Ardonnis’ mansion

Has two guards in the entrance, plus some of the employees (servants and other workers) have weapons and are trained to use them. They sometimes receive attacks from “horns”, so they need to fend them off when it happens. In fact, the situation is getting worse because more and more often they have weapons, and they are more and angrier.

Caterina and Tertzia Ardonni

The couple that used to control a good chunk of the food production in Bakshaan. Caterina is the calmer, political one, and Tertzia is more passionate and a fairly good warrior. Both have blonde, short hair. Caterina has fairer skin, and Tertzia has shorter, more practical hair.

They are somewhat desperate, and want to take down Lord K’aarna if they can. For example, if the PCs tell them that the guards want proof of Lord K’aarna’s deeds, they will support the PCs in infiltrating his mansion. Will send Tertzia and one more with them, and weapons if they need, to reveal the conspiracy.

Lord K’aarna’s mansion

As this is an important location, better defined than the rest and likely to host the climax of the story, it has its own section.

It is a big mansion, bigger than that of the Ardonnis. Lord K’aarna is often out, although it’s where he lives. There are two guards in each entrance, and two outside of Lord K’aarna’s room. They are the only ones in the whole house.

Characters

Ludovico Benenti

One of the people who transports food to and from Lord K’aarna. He is a timid young boy who tries to stay out of trouble and not ask many questions. However, he
does know there are some stairs in the pantry to the right of the entrance, and that no one is allowed there. He always talks to a certain Toemas, the servant of Lord K’aarna that brings the food from downstairs.

Toemas Dassom
Avan’s brother, the person they are looking for. Still young, and in reasonably good shape. He keeps his handsome features, and his eyes reveal he has seen bad things that he cannot forget. Almost apologetic when he meets the PCs. He used to work for the Ardonnis until he was fired, and then started working for Lord K’aarna. He is the person who takes the traders to the big pantry and receives their goods, and gives them whatever they want to buy. He will be very surprised if he sees the PCs, especially Elgere. This should be an emotional moment for whoever plays Elgere. Toemas will be surprised, scared and somewhat embarrassed when he sees them. He realises the bad Lord K’aarna has done, but he cannot escape by himself. If the PCs somehow convinced a guard to let them enter, Toemas will send the guard back to their post, and ask them the PCs what they are doing there.

Eustorgio and Nira
They are two slaves working in the basement, making the food from a dark, gooey substance. He is beginning his 20s, and she is beginning her 40s. They are loyal to Lord K’aarna and don’t want to be “saved”. In fact, they will fight the PCs, possibly to their deaths. They will also try to alert the guards by shouting.

Lord K’aarna
He is a Pan-Tangian who currently has control over a lot of the economy: he controls a good chunk of the food production (most of what the Ardonnis used to control) plus he is earning money by importing and selling weapons brought from Pan-Tang. Very proud, impressive build and presence. Dark grey hair to his shoulders, cold stare. It’s mostly the cursed and their families who buy the weapons, “to defend themselves against the clovers”. Most people in the city are neutral or positive towards him.

If he somehow meets the PCs in a non-hostile situation, he will be polite and friendly, but somewhat reserved. If the situation is hostile, he won’t hesitate or have mercy. He will escape if badly hurt, though.

Locations
The most important rooms and locations are described below.

Outside doors
There are two entrances: a regular double door in the front, for visits, and a big door in the back for carts and such, to trade
food. There are two guards on each door, plus two more guards inside the house, outside of Lord K’aarna’s room.

Both doors have demons bound to them: they don’t let Toemas or any of the slaves go out of the house. When closed, if anyone tries to break them with a weapon, the doors will make 2D6 damage to the weapon. Assume a weapon has a many hit points as its maximum damage.

Destroying the chaos sign with Lord K’aarna’s sword will kill this demon. Toemas knows this.

Rest room
Small room with a bed, a small table and a couple of chairs. There are some playing cards on the table. Seems like a room for someone to rest temporarily (it’s used by the guards sometimes).

Pantry & Kitchen
The pantry is full of food and spices, many of them foreign. For all they know, some of them might be poisonous. It has stairs that lead down, to the underground floor.

The kitchen looks pretty normal. It’s reasonably clean and well-stocked.

Living room
Pretty fancy, full of paintings of strange style (clearly not Law-abiding). Some comfortable chairs and tables, and a small stage.

Toemas’ room
There is nothing much here: the bed, some small chest with some clothes and little else. Specifically, there are no coats or outdoor clothing because Toemas never goes out.

Armory
Full of weapons, most of them axes or other not usually found in Vilmir, and probably not in Ilmiorea, either.

Library/studio
This is a very well stocked library. There are many books about diverse topics, including a whole section of the library with books written in a script they don’t recognise. The latter books seem very old. If they open them, they will look esoteric: they are full of strange diagrams and drawings of hellish creatures. They will see some chaos symbol in there if they look for more than ten seconds.

Lord K’aarna’s room
There are two guards in front of the door, at all times. If they are defeated, and Toemas is with them, he will enter and approach a special stand with a sword.

The stand is like no other they have seen before: clearly of foreign construction, probably not from Ilmiorea, either. It has a weird, uneven shape; some inscription in a language they cannot read (it’s Pan-Tangian) and some chaos signs engraved
in both the stand and the sword. They will not notice the latter unless they look for them or roll a solid success (under half the rating) in a PER roll.

If anyone who isn't Toemas tries to take the sword, the room door will close (it's another demon; 1D6 damage to weapons; Toemas taking the sword will fix it).

Underground – lobby
The stairs in the pantry lead down to the underground floor. The first room, or "lobby", has several boxes and utensils to carry them. Some boxes are open and empty. Some are closed, containing grain produced in the harvest room, which is indistinguishable from any other grain they have seen.

There is a single door that leads to the harvest room. It's locked but Toemas has the key.

Underground – harvest room
The door from the lobby leads to a relatively narrow passage with steps that go down. The whole harvest room is carved in some kind of dark stone, and it's fairly irregular, almost like a natural cave.

Soon, the passage steps reach a fork: on the left side there's a circular room. There is a huge chaos sign on the floor. The floor in here feels somewhat organic, not made of stone, as if they were inside the mouth of a giant wolf. Toemas, if present, will claim that the symbol on the floor will keep them from escaping. It's impossible to remove or erase, and covering it won't make any difference. The walls and ceiling of this room are covered in some kind of dark, wet, slimy substance. If examined, the PCs will realise it has small pods and bumps all over.

On the right side of the fork there's a corridor with three tiny room-like cavities on each side (completely open, though; no doors or anything in between the corridor and the cavities). In each cavity there is a Vilmirian slave working on some kind of tall table, treating and cleaning the viscous, slimy substance with some strange tools they had never seen.

Presumably some characters, especially Avan, will react to some of this. When asked, Toemas will try to brush it off, saying that "they wouldn't understand" and asking them not to worry about it.

Escape plan
If the PCs say that they want to rescue the slaves, Toemas will take them downstairs and show them everything.

Whether they are trying to free all slaves or just Toemas, he will insist in taking Lord K'aarna's sword from his room in the second floor. This is partly due to revenge, and partly because he correctly suspects that he cannot leave without it, because of
the sign on the floor in the basement.

He will need help to retrieve the sword because there are two guards besides Lord K’aarna’s room door. See the location description for more information. Once he has the sword he will want to go down to destroy the sign with the sword.

**Lord K’aarna’s sword**

This is the only sword that can destroy the chaos sign, and thus allow them to leave the building. It is a demon sword that will try to control the thoughts of whoever wields it. Toemas will be more affected than the PCs due to the long term exposure to the demons and Lord K’aarna, so when he uses it to destroy the chaos sign, he will transform (see next section).

If any PCs try to wield it, the sword will try to control their thoughts and make them kill the rest of the party. A simple POW roll suffices to resist, but failing will force the PC to try to kill the rest. The PC can try to resist again after several turns (two, three... whatever seems appropriate and dramatic).

**Destroying the chaos sign**

When Toemas goes back to the chaos sign with the sword, he will kneel in front of it, raise the sword and pierce the sign.

At this moment Toemas will stand still for a minute, mutter something to himself and, shortly after, become one of the horns and attack the group with the stolen sword. A demon in the sword is controlling him (“You cannot wield the sword. You are too weak,” the master would say to him).

**Lord K’aarna**

When they try to escape Lord K’aarna will arrive. Depending on the situation, he will ask what’s up, or directly fight, likely to the death, together with his two guards. He will also shout for any other guards that are alive.

He will attack anyone trying to escape, but won’t run after them. Instead, he will try to get the city guards, who are on his side, to capture the PCs and make them pay.

**Epilogue**

Whatever happens, the epilogue is important:

- If they save Toemas, will they bring him back home? In any case, how will they explain what happened? Unless they wait for several weeks (for which they will have to look for jobs, and explain the extended stay), he will be a “horn”.
- If Toemas dies, what will they say to the Dassom family?
- If they kill Lord K’aarna, will they leave the city immediately?
- If they escape Lord K’aarna, will they leave the city immediately? Will they try to go to the city guards?
Remember that the Ardonnis’ crops \textit{will not stop being cursed} even if Lord K’aarna is driven out of town or killed or whatever, so unless somehow they discover this is the case, the situation in Bakshaan will not actually improve much.

If Tertzia Ardonni joins them in Lord K’aarna’s mansion raid and Lord K’aarna escapes, the Ardonnis will both die in mysterious circumstances after a couple of weeks.

If they go back to Nadsokor, they might receive news of Bakshaan. What has happened to the city after a couple of months? Did the Ardonnis take over? Did the city completely collapse into chaos after so many “horns” got armed?
The Ardonnis (Caterina and Tertzia): If they hear that the guards want proof of Lord K’aarna’s deeds, they will support the PCs in infiltrating his mansion. Will send some people with them, maybe weapons to reveal the conspiracy.

Lord K’aarna: Has also been secretly importing weapons from Pan Tang selling them to the cursed people and other idiots that want to “defend themselves from” Vilmirians.

Amlis Nairon: Homeless Vilmirian attacked by the kids. Former worker of the Ardonnis who knows the whole story but no one ever believes him. Initially he won’t mention anything about his theory, as no one believes him.

Karlo Remati: Openly racist, poor Ilmioran. Has cousin affected by the curse. Hates Ardonnis and Lord K’aarna. Pretends his cousin is normal, will taken offence at “horns” or “cursed”. Agrees with cousin, wants to get a job and have fewer clovers. Most people “know” that the problems started years ago when they arrived (“they brought the curse”). The Ardonnis have lost a lot of power, they can’t abuse people anymore. Has bought some weapons to “lead the fight”. The old barracks, which used to host the Ardonnis workers, are now full of clovers (it’s not true, they’re half empty).

Ninta Valario: Law priest. Knows that, years ago, most poor Ilmiorans worked for the Ardonnis, but after more Vilmirians came to the city they started getting those jobs. When the curse came, people started hating Vilmirians: many were killed, many more left the city, and some are still living here. Around 20 sleep in this church, including Amlis.

Battista Pilarmo: Rich Ilmioran rando who sneers at poor Ilmiorans, disgusted by the cursed (“ignorant monsters”). Worried that they have weapons now, but doesn’t do anything about it. Mostly eats imported food.

Inago Kelos: Rich Ilmioran, husband of a woman affected by the curse. They ate a mix of food, and more local as prices went up. Convinced that the Ardonnis are at fault for the curse. Desperate to get his wife back. He doesn’t know where she is now.

Giulia Forli: Ilmioran port worker. She checks who enters/leaves port. Probably poor. Can confirm the imports of food (from all over) and weapons (mostly from Pan-Tang: “those dogs are tough traders, sometimes violent”).

Larelia Cellini: City guard. Not much incentive to stop K’aarna. The only illegal thing he does is having slaves and they don’t particularly want to confront him. Partly because he’s feeding half the city. They will pretend to care but will rationalise, justify, or ask for proof. After all, no one ever sees those slaves.

Ludovico Benenti: Transports food to/from Lord K’aarna. He knows there are some stairs in the pantry, and no one is allowed there. He always talks to a certain Toemas.
**Avan Dassom**


Has two siblings: Nara (27 years old, soldier) and Toemas (21 years old). Nara became the soldier in the family. She is currently away from home, helping with an incursion in Pikarayd. Avan is very religious and doesn’t even want to hear about these elementals they say they worship in some parts of Ilmiora. Anything which doesn't follow Law is blasphemy!

_Nara is the father’s favourite. Avan wanted to be a soldier, too, but father never had trust in him. Toemas could never finish any apprenticeship so it’s not clear what he would work as. He was pious and hard working, though, so he surely didn’t have problems finding a job._

**Elgere:** Good to have them with us, as the road to Bakshaan is probably full of bandits. Once we get there, it might be easier for Elgere to figure out where Toemas is because they know him well.

**Janna:** Good friend of both Toemas and me. She has travelled a bit around and is the only one who has been in Bakshaan before. Hopefully she has contacts or can otherwise help us.

**Fodric:** Janna’s quiet brother. Know him less well than Janna. He mentioned that he wanted to see if Bakshaan was a good place to look for work. When we find Toemas maybe we can help Fodric find something.
### Black Wolf

**Name:** Avan Dassom  
**Age/Sex:** 25/M 
**Occupation:** Blacksmith  
**Cult:** Law  
**Place of Origin:** Vilmar

**Description:** Compulsive, vigorous. Long, messy auburn hair, full beard. Dresses in black, relatively simple and tight clothes. Hammer. Good natured, warm, somewhat naive.

Has two siblings: Nara (27 years old, soldier) and Tomas (21 years old). Nara became the soldier in the family. She is currently away from home, helping with an incursion in Pukamuy. Avan is very religious and doesn't even want to hear about these elements. They say they worship in some parts of Limona.

### Complications
- Naive
- Law fundamentalist

### Drama points
- 60

### Mental stability
- 30
  
  **Note:** Having half or less of your mental stability gives a penalty die to all rolls.

### Hit points
- 30
  
  **Note:** Having half or less of your HP gives a penalty die to physical rolls.

### Skills
- **Ambush (10%)**  
  - 30
- **Arts & Crafts**  
  - 30
- **Athletics (1/2 DEX)**  
  - 45
- **Charm (10%)**  
  - 60
- **First Aid (10%)**  
  - 40
- **Hide (20%)**  
  - 40
- **History (10%)**  
  - 30
- **Intimidate (10%)**  
  - 30
- **Natural World (10%)**  
  - 50
  - **Minerals**
  - 50
- **Navigate (20%)**  
  - 40
- **Perform (10%)**  
  - 20
- **Persuade (20%)**  
  - 20
- **Pick Lock**  
  - 20
- **Psychology (10%)**  
  - 20
- **Religion (10%)**  
  - 20
- **Ride (20%)**  
  - 50
- **Sleight of Hand (10%)**  
  - 30
- **Survival (10%)**  
  - 30
- **Swim (20%)**  
  - 40
- **Track (10%)**  
  - 30
- **Forge**  
  - 70

### Combat skills
- **Brawl (30%)**  
  - 50
- **Two-hand weapons (15%)**  
  - 50
- **Short blades (20%)**  
  - 40
- **Bows & crossbows (10%)**  
  - 30
- **Medium weapons (20%)**  
  - 60
- **Thrown weapons (15%)**  
  - 35

### Combat reference

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>Damage</th>
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<th>Defense</th>
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<td>Dodge (1/2 DEX)</td>
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<th>Armor name</th>
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Elgere Astran


Friend of the Dassoms. They suggested Toemas, their ex-lover, to go there look for a job. Feels responsible to keep everyone safe in an unfamiliar, potentially dangerous situation.

Still has feelings for Toemas. Guilty for his “disappearance”. Hopes that he’s fine, but fears the worst. Toemas wasn’t the most disciplined person, but when in need he must have found some job. Maybe even become an apprentice of something. At least he isn’t as religious as the rest of the family, so it wouldn’t be a shock for him to interact with Ilmiorans or be exposed to elementals.

*Avan:* Toemas’ brother is a bit naive. He has his heart in the right place but we’re going out of the country. Have to be careful with where we go. Hope he doesn’t get us in trouble, especially if we find any places of worship for elementals.

*Janna:* Old friend. Very brave, as her scar shows. She’s travelled and has been in Bakshaan before. Hopefully that will help us find Toemas quickly.

*Fodric:* Haven’t talked to him much lately. Probably can’t help much in finding Toemas. Has said that he wants a job in Bakshaan, but it seems a bit early to make such judgements.
**Black Wolf**

**Name:** Elgere Astran  
**Age/Sex:** 23/M

**Occupation:** Soldier  
**Cult:** Law

**Place of Origin:** Vinna

**Description:** Muscular, fit, androgynous. Short, practical hair. No facial hair. Half plate, otherwise good, thick, leather clothes/armor. Introvert, distrustful, concerned.

Friend of the Dangerous They suggested Toomas, their ex-lover, to go there. Looks for a job. Feels responsible to keep everyone safe in an unfamiliar, potentially dangerous situation.

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<tr>
<th>STR</th>
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<td>70</td>
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<td>80</td>
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**Complications:** Overzealous protector of Toomas

**Drama points:** 60

**Mental stability:** 70

**Hit points:** 26

- **Note:** Having half or less of your mental stability gives a penalty die to all rolls.
- **Note:** Having half or less of your HP gives a penalty die to physical rolls.

**Skills**

- **Ambush (10%)**
- **Arts & Crafts**
- **Athletics (1/2 DEX)**
- **Charm (10%)**
- **First Aid (10%)**
- **Hide (20%)**
- **History (10%)**  
  - **Vulnar**
- **Intimidate (10%)**
- **Natural World (10%)**
- **Navigate (20%)**
- **Perform (10%)**
- **Persuade (20%)**
- **Pick Lock**
- **Psychology (10%)**
- **Religion (10%)**
- **Ride (20%)**
- **Sleight of Hand (10%)**
- **Survival (10%)**
- **Swim (20%)**
- **Track (10%)**

**Combat skills**

- **Brawl (30%)**
- **Two-hand weapons (15%)**
- **Short blades (20%)**
- **Bows & crossbows (10%)**
- **Medium weapons (20%)**
- **Thrown weapons (15%)**

**Combat reference**

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<th>Weapon</th>
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- **Defense**
  - **Dodge (1/2 DEX)**
  - **Armor name**
  - **Protection**
  - **Armor name**
  - **Protection**
Janna Jeldan


Childhood friend of the Dassom siblings, old friend of Elgere. She’s the only one who has been to Bakshaan before (in one of her tours; that makes her the best travelled by far, and can take care of herself better than her profession would suggest). The scar on her face is due to an attack by a group of road bandits years ago.

Bakshaan is generally a good place. Ilmiorans are a bit different from us, but the city is more prosperous than Nadsokor. It’s split in two (east/west; rich/poor sides). Remembers two taverns: The Bumpy Jester, on the west side; and The Ram, on the east side. The latter is too expensive for them, but used to go there to perform because she would get better payment. Ilmiorans aren’t as pious as Vilmirians, and she hopes no one in the group is shocked by the relative lack of Law churches.

Avan: First time he’s travelling outside of Vilmir. He might be shocked by the places of worship for elementals. Hopefully his narrow ideas won’t be a problem while we find his brother.

Elgere: Old friend, and a life-saver when we are a bigger group. Hopefully his relationship with Toemas won’t be a problem once we find him.

Fodric: My dear brother. Wants to find a job in Bakshaan but let’s focus first on our immediate goals.
# Black Wolf

**Name:** Janna Jeldan  
**Age/Sex:** 27/F  
**Occupation:** Musician  
**Cult:** Law  
**Place of Origin:** Vilmir

### Description


Childhood friend of the Dassno siblings. She's the only one who has been to Aikalhaz before (in one of her tours, that makes her the best travelled by far, and can take care of herself better than her profession would suggest). Has a scar in her face after an attack by a group of road bandits years ago.

### Complications

- Protect the weak

### Drama points

**Mental stability:** 60

Note: Having half or less of your mental stability gives a penalty die to all rolls.

### Hit points

18

Note: Having half or less of your HP gives a penalty die to physical rolls.

### Skills

- **Ambush (10%)**
- **Arts & Crafts**  
  **Musical instruments:** 50  
- **Athletics (1/2 DEX)**
- **Charm (10%)**  
  60  
- **First Aid (10%)**  
  40  
- **Hide (20%)**
- **History (10%)**
- **Intimidate (10%)**

### Combat skills

- **Brawl (30%)**
- **Short blades (20%)**  
  60  
- **Medium weapons (20%)**

### Combat reference

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<td><strong>Dodge (1/2 DEX)</strong> 50</td>
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Fodric Jeldan

Janna’s brother. Knows the Dassoms, mostly through his sister. Had considered emigrating, probably to Bakshaan, following Toemas’ lead. After what happened he wants to know what’s going on, and to check whether Bakshaan is such a good place to work as people in Nadsokor think.

Avan: He has always been so naive. We’ll have to keep an eye on him or he will get us in trouble. I hope we find Toemas soon and he can find me a job.

Elgere: Efficient and quiet. Good friends with my sister. Not sure how much they will help once we get there but good to have them while travelling.

Janna: My dear sister. Her knowledge of the town should help us. Besides, she’s the only one that has really travelled so we depend on her to move around.
**Black Wolf**

**Name:** Rodric Jeldan  **Age/Sex:** 24/M  
**Occupation:** Miner  **Cult:** Law  
**Place of Origin:** Vulmar

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<th>STR</th>
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**Description:** Somewhat short and slim, but well built. Ponytail. Lean, leather armour. Axe practical, self-sufficient, shy.

Jenna's brother. Knows the Dassons, mostly through his sister. Had considered emigrating, probably to Bakshaan, following Toemas' lead. After what happened he wants to know what's going on, and to check whether Bakshaan is such a good place to work as people in Nadisoker think.

**Complications:** Afraid of aggressive mobs

**Drama points:** 80

**Mental stability:** 2.0

**Hit points:**

Note: Having half or less of your mental stability gives a penalty to all rolls. Note: Having half or less of your HP gives a penalty to physical rolls.

**Skills**

- **Ambush:** 10%
- **Arts & Crafts**
- **Athletics:** (/2 DEX) 50
- **Charm:** 10%
- **First Aid:** 10%
- **Hide:** 20%
- **History:** 10%  
  - **Vulmar**
- **Intimidate:** 10%
- **Natural World:** 10%  
  - **Minerals**
- **Navigate:** 20%
- **Perform:** 10%
- **Persuade:** 20%
- **Pick Lock**
- **Psychology:** 10%
- **Religion:** 10%
- **Ride:** 20%
- **Sleight of Hand:** 10%
- **Survival:** 10%
- **Swim:** 20%
- **Track:** 10%

**Combat skills**

- **Brawl:** 30%
- **Two-hand weapons:** 15%
- **Short blades:** 20%
- **Bows & crossbows:** 10%
- **Medium weapons:** 20%
- **Thrown weapons:** 15%

**Combat reference**

<table>
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<tr>
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<td><strong>Dodge:</strong> (/2 DEX) 30</td>
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**Armor name**  
**Protection**
NPC Stats

Guards
STR 70 / DEX 60 / CON 70 / PER 60 / INT 60 / POW 50 / CHA 50
Hit Points: 28 / Armour: Half plate (1D4)
Sword 65% (2D6) / Bow 45% (1D6+1D8)

Lord K’aarna
STR 60 / DEX 50 / CON 60 / PER 60 / INT 70 / POW 80 / CHA 70
Hit Points: 24 / Armour: Leather (1D2)
Falchion 60% (2D6+1D4) / Main Gauche 70% (2D4) / Punch 35% (1D6)

Lord K’aarna’s weapons
Lord K’aarna fights with a falchion and a main gauche-like dagger (for parrying). His falchion does extra damage, and leaves burned-like wounds. His dagger is only used for parrying. It has a demon that, on every successful parry, will grab the opponent’s weapon and the next attack won’t be possible (and next time Lord K’aarna attacks, the opponent will have to dodge).

Tertzia Ardonni
STR 60 / DEX 80 / CON 70 / PER 50 / INT 70 / POW 50 / CHA 50
Hit Points: 26 / Armour: Half plate (1D4)
Sword 70% (2D6) / Punch 30% (1D6)

Toemas Dassom
STR 60 / DEX 70 / CON 60 / PER 70 / INT 60 / POW 50 / CHA 50
Hit Points: 24 / Armour: none
Sword 60% (see demon sword below) / Punch 40% (1D6)

Lord K’aarna’s demon sword
The only weapon Toemas is likely to use (unless the PCs give him one) is Lord K’aarna’s demon sword, found in his room. This sword does 3D6 damage, even if it’s just a one-hand sword. After it’s used to destroy the chaos symbol in the basement, it will try to control the mind of anyone who wields it (POW roll to resist, allow re-rolling after a couple of turns). If it succeeds, it will get the wielder to try to kill any Vilmirians around or any enemies of Lord K’aarna.

Aggressive cursed person
STR 60 / DEX 50 / CON 70 / PER 40 / INT 50 / POW 40 / CHA 40
Hit Points: 26 / Armour: none
Battle axe 50% (2D6) / Punch 40% (1D6)
Credits

This scenario was written by Esteban Manchado Velázquez. The cursed woman illustration is by Mar del Valle (http://mardelvalle.com/).

The font is “Old Style”, by the H.P. Lovecraft's Historical Society:

http://www.cthullulives.org/toybox/PROPDOCS/FreeFonts.html