

Questers of the Middle Realms

A fantasy role-playing game of vaults and vermin

by

Silver Branch Games

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The **Prose Descriptive Qualities (PDQ) System** has been designed for evocative simplicity, speed, and flexibility in play. Three levels of resolution, suitable for any type of situation.

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Questers of the Middle Realms

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Introduction

This game is written as a somewhat tongue-in-cheek reworking of common fantasy elements, poking affectionate fun at the conventions and stylings of fantasy games. Especially *That One*. So groups of characters with widely disparate backgrounds and personalities charge round the countryside, poking into Places Man Was Not Meant To Poke, slaying hapless Things and accumulating Stuff - but with a particular flavour.

The setting is the world of Median and the continent of Ludor. There are other continents, not detailed here, but Ludor is thought of (by its inhabitants at least) as the centre of the world, hence its lands are known as “the Middle Realms”, or often just “the Realms”.

It’s a world where people are flawed, from the gods on down, to be played in an atmosphere of cynical humour mixed with daring adventure. It also draws on the crazy, grab-bag side of fantasy, where a setting has multitudes of weird monsters drawn from any and all mythologies and the sugar-sozzled brains of the authors; ranks of gods directing people’s fates from on high; magic flying around on a routine basis and enchanted items under every rock; and various organisations and factions pursuing different agendas.

What is a roleplaying game?

A role-playing game (RPG) is basically a fun way for a group of people to sit round a table and play “let’s pretend” using a particular set of rules and background/setting/game world.

The **players** (real people) each have a **character** (an imaginary person), with information about how good that character is at doing various things. The character is in a setting detailed by the **Game Master (GM)**, who describes events to the player. The player says what the character does, and the GM says what happens as a result. This often involves rolling one or more **dice** (the singular is “die”), based on information about the character, to see whether the action succeeded. As the characters interact with each other and their setting a story is woven in which the players participate through their characters.

Player characters are often referred to as **PCs**, and non-player characters (the people they meet, controlled by the GM) as **NPCs**. A **session** is a real-world measure of time when the players get together to play, perhaps over an evening. A **scene** is a game-world measure of time when the characters pursue a set of actions at a particular location. A **story** or **adventure** is a set of scenes; a set of stories is sometimes called a **campaign**.



Making it your own

The trick is to have the feeling of lots of wild and wacky stuff in the background, yet keep it manageable in actual play. We do this through the **“build it yourself” approach**.

There are multitudes of gods representing the many facets of the world, and much of its strangeness can be blamed on them. However, rather than going to the bother of making huge lists of them that players would have to wade through, there’s a small set group of greater gods and your play group will invent lesser gods as you go, so that the ones who become important in your stories are the ones you’re interested in having. Anybody can call for little bits of divine aid, so folk are careful about who they please and who they annoy.

Similarly, there are many organisations out there but you will decide which are important in your game. There are some examples later to get you started.

This approach gives your group control of the level of detail: define a lot if you like complexity, or focus on a couple of important gods and organisations if you like simplicity. The “default” style is a sense, at least some of the time, of struggle against a fickle and increasingly complicated universe, for instance as you try to balance the desires of a growing number of deities. Characters have a hard time, in a way that amuses the players.

Adventures published for other games can be dropped into QMR by taking a loose, qualitative approach to conversion. The setting will accommodate fairly grimy stuff as long as there’s room for occasional tension release (which the players will probably provide), but also the whimsical monster melanges common in early fantasy adventures (if something seems weird just blame the gods, for they are petty and cruel and plague mankind with unsustainable ecologies).

Ways to play

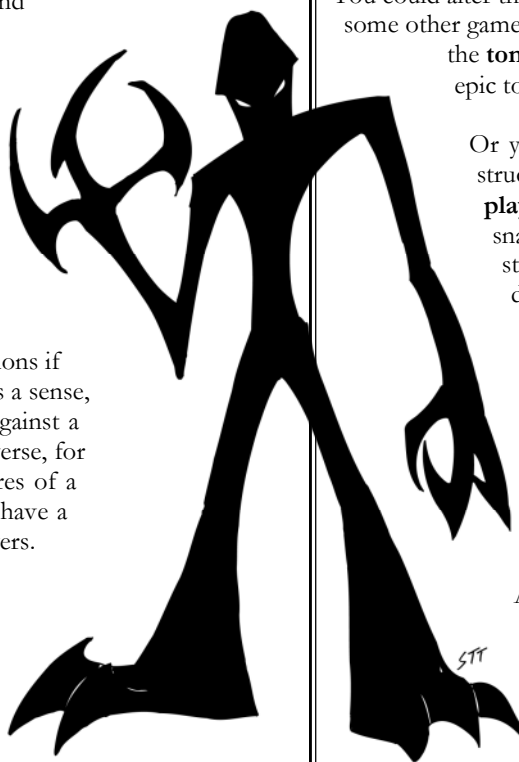
You don’t have to play in the “default” style: apply what’s here in the way that suits your group best. You could run a straight-laced traditional fantasy game, or epic swords and sorcery, or tweak it to suit new gamers or youngsters. QMR is adaptable: it reflects back the flavour and detail you decide to put in.

Most games will probably run in the setting provided here, with some degree of the humorous tone. You’ll play a character fully immersed in the setting and cultures of Median.

You could alter the **setting**, using the rules with some other game world you like. You could alter the **tone**, from silly slapstick to serious epic to grim and gritty.

Or you might play with the very structure of the game. You could **play yourself** as a character, snatched from our world by strange metaphysical means and dropped into Median (on the Plains of Plap?) with some suitable changes and maybe some useful possessions. The overall quest of the campaign might be to get home if possible, and you could have loads of side-quests along the way.

Another option is to play fantasy characters who, on some level, **realise they’re characters** in a story or game. This allows humorous metacommentary about how the rules affect the world, snarky comments about Certain Other Games, and a certain cracked perspective that can be fun for players.



So it's like this...

Here's a quick run-down for getting started in **Questers of the Middle Realms**. GMs, use it as a handout to give to your players and save your voice!

The **setting** is the world called Median, and the continent of Ludor. It's a world with lots of weird creatures and magic and generally low technology.

The **rules** are developed from the PDQ system, which is simple, fast and flexible. Key aspects and abilities of characters are all defined as "Qualities", with simple ways of deciding conflicts. You'll need two six-sided dice, and maybe a spare or two.

Build-it-yourself approach

The *Questers* book outlines the setting and encouraging game groups to fill in as much detail as they want to work with.

There are vast ranks of **gods**, powerful and capricious entities with their own spheres of influence and complicated relationships within the cosmic hierarchy. Fortunately we take the approach of only detailing the ones you want to focus on in your game, invented by the players or GM. Lesser beings earn **Favour** for pleasing a god (or lose it for angering one), and anyone can draw on this for little bits of divine aid. Trained priests can do more impressive miracles.

There are also many different **organisations** pursuing agendas and providing skills to members.

Places

Ar-Karap - the great desert, with deadly sands, oases, nomads and the city-state of Veribah.

Arrganarr - bleak rocky land where evil creatures lair; runs the town of Shiny Gate for trade.

Dwarfholds - dwarf cities burrowed into mountains.

The League of Groth - central land of city-states with a taste for darkness, occultism, art and fashion.

Helongor - rolling grasslands in the east, ruled by the proud and warlike Weasel Riders.

Kadink - western land of dangerous swamps and shrewd, suspicious folk known as spies and traders.

Ko-Sha - the greatest city in the world, or at least the largest, on the west coast.

Logrin - an island nation off the west coast, noted for its class structure and mighty navy.

Murklemere - biggest lake, with distinctive wildlife.

Norwast - harsh, unlivable icy land in the far north.

Orthedia - a realm of hills and forests in the north-west, with feudal lords, knights, castles and ruins.

Plains of Plap - flat, grassy, things fall from the sky.

Plunder Port - an island pirate settlement that grew into a busy trading town.

Scata - north-eastern land of gloomy forests and hills, with dour people and many strange creatures.

The Snaggles - broken rocky landscape in the south-west, with rugged settlers and prospectors.

Tek Wei - the Amber Empire of the east, known for a love of intricacy in skills and etiquette.

Valharia - icy, mountainous land in the far north-west, inhabited by strong, tough barbarian hunters.

Wochilat - warm southern realm of plain and jungle, ruled by an ancient, cultured people.

Yrisriel Forest - the ancient refuge of the elves; shunned by all right-thinking folk.

Races

We've provided several well-known fantasy races as the main options for your characters.

Humans - the majority species, a passionate-natured lot with no special talents or weaknesses.

Elves - too-perfect immortals, eternally regenerating, indulging in dubious "hobbies" to relieve the tedium.

Dwarves - stocky, resilient chaps sculpted from the very earth, sexless, with an affinity for crafts.

Orcs - animalistic, brawny, unsophisticated tribesfolk, great survivors, created to hunt elves.

Hoblings - small rodent-people with hearty appetites, talented at getting into and out of trouble.

Questers

Everyone has their place in society. Some people, by choice or accident, find themselves trekking to places avoided by folk with a keener sense of self-preservation, taking on toothsome and peculiar creatures, fiendishly cunning traps and just plain unfriendly folk with sharpened ironmongery in pursuit of glory, power and - most of all - negotiable currency. That'd be you then.

Questers
of the Middle Realms

Rules

The *Prose Descriptive Qualities (PDQ) System* has been designed for evocative simplicity, speed, and flexibility in play. It has three levels of resolution, suitable for any type of situation.

The core element of PDQ is the concept of a prose, descriptive, do-it-yourself, wide-ranging **Quality** standing in as attribute, advantage, merit, flaw, skill, or incapability.

The version of PDQ found in QMR has been adapted for a play experience reminiscent of Certain Well-known Fantasy Games, while keeping the simplicity and flexibility PDQ provides. One of the common ideas in fantasy gaming is that characters start off as insignificant pond scum with low abilities and limited wealth and equipment, and develop over time to big fish with fearsome competence, extraordinary wealth and, strangely, lives no less beset by trouble and uncertainty. Characters are in kit form: players create them a little at a time, aiming for an effective “build”, and each increment of character power is an exciting point in the game. Characters also build up a collection of loot – gold, gems, enchanted backscratchers, Wands of Ineffable Doom, grateful princesses and so on.

Qualities

Qualities describe your character’s particular talents, skills, and flaws. They also provide game mechanics for how those abilities or disabilities work in play (see below, *Task Resolution Basics*). Qualities should grow out of the character concept and game setting (for instance, as this is a fantasy setting you couldn’t have anything depending on modern technology).

Qualities are often drawn from five general areas:

- † **Physical.** Having to do with the body, athleticism, or natural talents;
- † **Mental.** Areas of study, intellectual acuity, education;
- † **Social.** Groups the character is a member of or associates with, skills in dealing with people;
- † **Professional.** Knowledge and skills picked up on the job;
- † **Other.** Esoteric skills, magical powers or physical resources.

PDQ Master Chart

LEVEL	AS QUALITY RANK	MODIFIER TO 2D6 ROLL	AS DIFFICULTY RANK	TARGET NUMBER
Poor	Notably inept.	-2	A trivial task.	5
Average	Typical human capability.	0	Straightforward task.	7
Good	Better than usual; most professionals or talented newcomers.	+2	Complex task, requiring attention to detail.	9
Expert	Noted/famed professional; talent with skill to back it up.	+4	Intricate task, difficult and requiring sharp concentration, hard for a typical untrained person (Average).	11
Master	Acclaimed genius: talent with substantial skill behind it.	+6	Extremely difficult task, hard for most professionals in the field (Good).	13

Task Resolution Basics

When your character tries to do something, the GM will determine if the situation is *simple*, *complicated*, or *conflict*. Let's take each in turn.

Simple Situations

In *simple situations*, the task is clear-cut, there are no outstanding issues interfering with the attempted action, or randomness would bog down the game. In a simple situation, the GM looks at the *PDQ Master Chart* and determines the Difficulty Rank of the task. Then, the GM compares that Difficulty Rank to the character's most appropriate Quality Rank. The higher Rank of the two "wins". If the Difficulty Rank of the task is equal to or higher than the character's relevant Quality Rank, the task becomes a *complicated situation*.

Examples: Jefferson wants to climb a wall using his Good [+2] Outdoorsman Quality (he successfully convinces the GM that climbing a cliff face is similar enough to climbing a wall for it to count). He'll automatically succeed in scaling Poor [5] and Average [7] Difficulty walls.

If another character, Kristov, wanted to climb a wall, he has no applicable Quality, and so would have the default Quality Rank of Average [0]. This means he can only automatically succeed in climbing Poor [5] Difficulty walls.

For Jefferson, Good [9] or higher Difficulty Rank walls are complicated; for Kristov, Average [7] or higher Difficulty Rank walls are complicated.

Complicated Situations

Dice rolls are made in *complicated situations*: where comparisons of Rank are inconclusive, or when randomness is desired. Complicated situations are when Quality and Difficulty Ranks are tied, or when Quality Rank is lower than Difficulty Rank. To attempt a complicated situation, the PC rolls two regular six-sided dice (2d6), adds the two results together and adds on the Modifier for their Quality Rank. To succeed, the PC must match or roll higher than the Target Number of the task's Difficulty Rank.

Examples: Jefferson the Barbarian is trying to climb a Good [9] Difficulty wall using his Good [+2] Outdoorsman Quality. The Target Number of Good [9] Difficulty – as noted in the brackets – is 9. Jefferson must roll 2d6 and add his Modifier of +2, trying to match or beat a 9. He rolls a 3 and a 5, giving him $3+5+2 = 10!$ He succeeds in climbing the wall.

Kristov wants to follow Jefferson up that Good [9] Difficulty wall: again, he has no applicable Quality, and so must use the default Quality Rank of Average [0]. He must match or beat a 9 when rolling 2d6. He rolls exactly the same thing that Jefferson did: a 3 and a 5, and since Average Rank Qualities have no Modifier, that's a total of 8. This is below the Target Number of the wall, so Kristov fails.

When a character's Qualities are set against the Qualities of other characters this isn't just complicated, it's a *conflict situation* (see below).

Conflict Situations

Conflict situations involve active resistance by another to a character's attempts to perform a task: trying to punch a guy in the face, out-thinking a chess player, running a race, or convincing a guard that you weren't really breaking in. Conflict situations include more than just the immediate success or failure of an attempted action; here, conflict includes the back and forth of an active contest, out-maneuvring the competition and wearing down an opponent's resistance. Examples of conflict situations include combat, seduction, haggling, debating, and so forth - the same rules apply in each case. (Note that some groups won't necessarily want to use the conflict situation mechanics to resolve social interactions, and will want to rely on pure roleplaying instead. This is fine – the rules structure is there if a group wishes to use it.)

In conflict situations, the characters involved compare the results of 2d6 plus Modifier rolls; the highest successful result wins and does "damage" to the loser. (PDQ uses an abstract form of damage, reducing characters' Qualities, rather than simulating bruises, stinging retorts, etc.) The conflict goes back and forth in exchanges, with opponents wearing each other down until one of them is out of the contest. Conflict situations have a set of specific rules, presented later.

Sample character: Jefferson the Barbarian

Jefferson (a name of great honour in his tribe!) appears in some of the examples in the rules sections. Let's work him up in detail as a starting character.

For a character concept, let's say that rather than majoring in fighting and posing in bearskin underwear like many of the men of his tribe, he's become a competent and rugged wilderness traveller - maybe a hunter or tracker. But he's still fairly big, burly and intimidating.

He's Human, so from *Races* (see below) that gives one Good personality-type Quality. Let's go for Superstitious.

We also need the personality hooks. I go for a traditional barbarian Vice of Hot-tempered. But he's a simple man and doesn't hold a grudge. Virtue might be Honest, but we'll go for True Friend.

The obvious place for him to come from is Valharia (see *Places* below), so that's his Good (+2) Homeland. Organisation is a bit trickier. There are Valhar Rangers, but they're all women. Perhaps an enterprising retired Ranger has started the Wilderness Adventure Guides Guild, which takes money from soft southern travellers in return for routine tasks like navigating in a snowstorm or fighting off the narwalrus.

For basic Qualities I'll lead with Expert (+4) Barbarian, convincing my GM on debatable grounds that this is who he is, not what he's learned to do (well, it still spends the ranks, but the GM wouldn't let me take it at Master). I'll add Good (+2) Outdoorsman, Good (+2) Herbalist, Good (+2) Toughness. That accounts nicely for the 5 ranks: each Good is one, and the Expert is two.

For Weakness we'll have Poor (-2) Reader - his people aren't big on the written word.

We know that he'll be Level 1 and have 1 Fortune Point to start. That's everything we need!

Jefferson the Barbarian

Race: Human

Level: 1

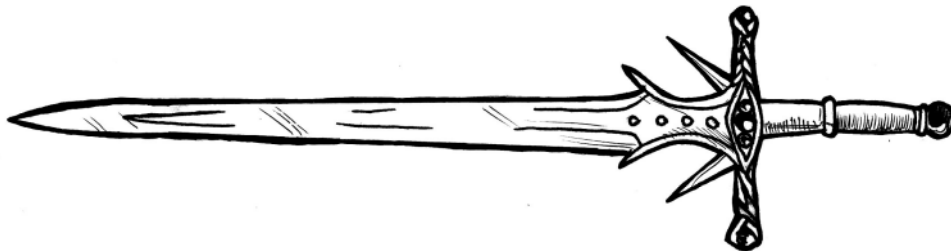
Virtue: True Friend

Vice: Hot-tempered

Qualities: Good (+2) Homeland: Valharia, Good (+2) Organisation: Wilderness Adventure Guides Guild, Expert (+4) Barbarian, Good (+2) Outdoorsman, Good (+2) Herbalist, Good (+2) Toughness, Good (+2) Superstitious

Weakness: Poor (-2) Reader

Fortune: 1





Draymar's Dregs

This mercenary company has a good reputation for getting the job done, even if most people don't want to be seen associating with it. Orc founder Draymar has a simple policy of bringing in outcasts whom no-one else wants to work with, as long as they are good at what they do. There's a high proportion of non-humans: orcs, hobblings, even a couple of dwarves and elves. As well as getting their hands dirty they have to be willing to get along with each other, so it's not for everyone. They work for whoever will pay – defence, demolition, raiding – but draw the line at harming innocent minorities, as that's where many have come from.

(Members tend to be gritty survivor types. You should end up with at least basic combat ability, and intimidation or stealth skills. Most members have another couple of physical-type skills like climbing, riding or survival. Specialisms like working with traps and other devices are welcome.)

The Houses of Finance

The Houses of Finance exist in all major cities. They are run by followers of Zurik, god of wealth and trade, and the temple is usually part of the same building or complex. Their motto is: "The gold must flow." They mint coins, make loans, and preserve local markets from the effects of dumping large caches of ancient gold by moving resources between settlements. (Attempting to dispose of amounts above a certain limit without going through the Houses is an offence, often punished by guard duty on resource-transfer caravans in dangerous areas.) Each House has a staff of

priests and clerks, led by a senior priest titled "Gnomon" as they show the way to prosperity like the pointer on a sundial.

(Priest of Zurik is an Arcane role, though temple clerks are more guild types. They are good at dealing diplomatically with a wide range of people as well as scholarly calculation and record-keeping; they'll often have a good grasp of current events, especially in higher circles of society. Followers of Zurik tend to rely more on minor Blessings than flashy Miracles.)

The Phlogistic Symposium

This thaumaturgic college is located on Ablarang, a small volcanic island in the group called The Swarm. It wasn't always volcanic, of course; just as the Symposium wasn't always here. But these magi specialise in fire magic, and the good citizens of their previous home gave them a generous grant to move somewhere with pleasant surroundings free of distraction from their scholarly pursuits. The Symposium seeks to understand the fundamental energy of the universe, which it believes drives all physical processes. Harnessing this energy could have all sorts of exciting applications, say the magi, and tapping into it could connect with the whole universe.

(This is, of course, an Arcane occupation. You must end up with at least one fire-related power. It would be good form to hold back on Qualities that might make it seem like you actually know what you're doing. Most members are kindly but absent-minded, with a knack for surviving the carnage they cause.)

Ko-Sha

On the western coast lies the great Bay of Wush, notable for the orange-garbed members of the Beachcombers' Guild who are often seen running across the sand to escape some mutant beast or cosh stubborn shipwreck survivors. The traveller following his nose will soon discover the city of Ko-Sha, the largest in the world (or so it says, and would it lie to you?). Pretty much anything you'd want in a city can be found here for a price, though it might have had several previous owners. Things you don't want might find you as well.

Ko-Sha is a city-state in its own right. In times gone by it was a feudal kingdom, but it has moved toward a somewhat more metropolitan and democratic model, adapting its old institutions along the way. Today it is led by a Steward, Humphrey Abelard, theoretically responsible to the Council of Bastards (the result of long-ago inheritance negotiations) but usually able to tie them up in internal wrangling to get what he wants.

The city is mostly made up of tightly packed streets in neighbourhoods with quaint and alarming names, from the busy craft workshops of The Hive to the petty crime of Fiddler Street to the greater temples round the paved square colloquially known as Godsyard. Inhabitants develop urban survival instincts that enable them to get on with their lives and skirt possible sources of trouble, like not going to certain places at certain times and knowing who to be polite to.

The Classic Inn is known as a place where adventurers meet others of their ilk and find assignments to undertake. It's more roomy than one would guess from the outside, with plenty of discreet booths. Several of the stout wooden ceiling supports are used as noticeboards, with various advertisements pinned up with knives, tent pegs, candle wax and orc spit. Free beer and chair legs are provided during Angry Hour from 9 till 10. The Inn is owned by Dun Mastrin, a very short fellow with balding white hair and piercing blue eyes, usually dressed in red. He might almost be a gnome, but thankfully seems to be of some other species. Mastrin is often seen lounging around smoking a pipe and observing events. He has great magical powers (of uncertain type) and sometimes uses them to protect himself, the Inn and his staff, but he enjoys watching patrons struggle along for themselves.



Logrin

This small nation is an island in the Western Sea. The people, polite and reserved (when sober at least), are divided into an upper class with a hierarchy of noble titles who drink wine and plan Expeditions; a middle class who drink tea and handle bureaucracy; and a working class who drink beer and keep the country running. They are good at many crafts, but excel in few. They have an extensive network of trade routes, protected by a strong navy.

The island is also home to **faeries**, little magical creatures that are occasionally glimpsed, especially in rural areas. Most are about a foot tall, preferring green clothing. They live in communities under hills. Mortals encountering them had best be wary, as they're not particularly keen on being observed, but if good manners are used it's said one might even benefit from the experience. Faeries have many magical powers, particularly of illusion. They enjoy using these to play tricks on mortals.

The Logrin Navy is the most powerful in the Western Sea. Their forests give good timber, their shipwrights know their craft, and a surprising number of the upper-class officers are capable commanders. Sailors do all manner of tasks from swabbing the decks to manning the ballistas. The

Wochilat

At the southern tip of the continent is this land of jungle and plain. The people are dark-skinned, usually dressed in brightly woven robes. The land is so abundant that subsistence is no struggle and they're a cultured and easy-going lot, often found sitting outside the eating houses or on the temple steps, discussing philosophy or the issues of the day over pipes of jungle leaves. There are still some jungle tribes who preserve their traditions of cannibalism, but it's strictly regulated these days.

The city of **Kangura**, with its block houses and step pyramid institutions in white and gold stone, is probably the oldest in the Realms and a centre of learning. The **Catacombs**, remains of older versions of the city, lie below the streets and is said that there are openings from here into still older and darker pathways.

The Ancient and Dedicated Order of Custodians – the Great Library of Kangura extends throughout a large building and the vaults beneath, and contains writings in a wide variety of forms, from paper books to clay tablets, as well as all sorts of intriguing objects. Those who serve must understand interpretation and cataloguing, be able to navigate the maze of passages and chambers, and occasionally deal with Things from both within and without the vaults. One danger is that potent items can infect the space around them with the qualities they embody. An ancient book of natural history, for instance, sometimes generates animal noises and might even cause physical animals to stalk the stacks. The effects are more pronounced for older items, items of similar provenance kept too close together, items containing magic knowledge, or if magic is used nearby (the items feed on the energy released).

You should certainly look at skills of knowledge, being well-read, finding things and concentration. Librarians usually have Good [+2] Custodial Lenses*, enchanted spectacles that improve visual senses permanently whilst worn and can illuminate an arc out to 20 feet ahead of the user for up to 4 hours a day. (They're primarily an Enhancement, so Good is the first Rank.)

Yrisiriel Forest

This ancient and beautiful woodland has survived all the agriculture and industry of the outside world because it is the great refuge of the elves and no-one wants to go there. People respect their ancient ways, like torture and experimentation.

In the deep glades the elves make their homes within living trees. Over centuries these Treehalls have been sculpted, twisted and enlarged by pruning, potions and magic until they form palaces of unnaturally convoluted form, unsettling for non-elves to navigate. Their chambers house the owner's various interests and projects, from current to long-

forgotten. Those that are sealed should probably be left that way – it's amazing how flesh-eating centipedes can multiply in a decade. Some of these "projects"

roam the rest of the wood: wolves with second heads grafted on, bears with magic blasting gems in their eye sockets, hopping brambles, aphid golems, all sorts of strange nastiness. Not all the surprises here are living things: some are enchanted or crafted objects or even places, like the Cell of Critical Laughter, pesticidal ornithopters or lounge furniture upholstered in several different *unusual* leathers.

And, to be fair, not everything is nasty. It's just that those are the things the PCs will tend to find.

The Treehalls are mostly arranged in a sort of city, but well spaced out from each other to avoid the neighbours – you can usually see a few others from each. Some, however, are off in the woods on their own or in small groups. Some are occupied; in many cases the owner hasn't been back for a long time, but is still considered to be in residence; and in some cases they've just forgotten about their former homes.



Sample characters

Here are some personages, august and otherwise, whom one might find when travelling about the Realms. They arose during the playtest and review phase of game development, and it seemed like a fun idea to put them in the book. They show how players can bend the rules and setting to fit their ideas.

You could use them as starting player characters, and their stats are given accordingly. Alternatively you could use them as NPCs for the players to encounter as patrons, allies or even opponents. In that case you might want to level them up a few times.

Tibbir, Priest of Slobop

By Chad Underkoffler

DESCRIPTION: A short, squat man with a shaved head, protuberant eyes, a pug nose and a grin. He carries a quarterstaff and wears a jacket of mottled green leather (crafted to look like leopard frog skin). Slobop, of course, is the god of Frogs, Swamps, and Flying Insect Pest Control.

RACE: Human

LEVEL: 1

VIRTUE: Unprejudiced

VICE: Likes His Drink

QUALITIES: Good [+2] Homeland: Kadink, Good [+2] Organisation: the Temple of Slobop, Good [+2] Jolly (free for human), Good [+2] Ordination* (Slobop), Good [+2] Lizardfolk-Friend, Good [+2] Staff Fightin', Average [0] Channel the Divine Frog Nature*, Average [0] Healing Slime of Slobop*.

WEAKNESS: Poor [-2] Not a Spy, Dammit!

FORTUNE: 1

NOTES:

† **Channel the Divine Frog Nature*** is a miracle granted by Slobop that allows Tibbir to take on the abilities of his froggy brethren. This highly flexible miracle can cover anything from permitting miraculous jumps, extensible sticky tongue, water breathing, amphibian communication, underwater sight, exude poison through skin, etc. - so long as Tibbir himself is the conduit for the power.

† **Healing Slime of Slobop*** is a miracle causing the user to exude a healing glop from their hands and feet. It can treat many ailments, injuries, and diseases. It's gooey and sticky and a bit stinky,

though (a downshift for many social interactions for at least a scene).

† **Not a Spy, Dammit!** means that Tibbir suffers unjustly by many people assuming that his affability is a subtle facade over the cold, paranoid mien of a Kadinkian Intelligence Service agent... which he emphatically is not.

Enos Tik, Darque Duellist

By Chad Underkoffler

DESCRIPTION: Tall, slim, handsome elf with raven-black hair, amber eyes, and a sneer. Favours well-cut black outfits, spilling with lacy ruffles. He is a member of The Salle of Darque Heroes, a duelling society that is popular in the League of Groth; there are clubhouses in every major city of the League, as well as some in foreign climes.

RACE: Elf

LEVEL: 1

VIRTUE: Daring

VICE: Cynical

QUALITIES: Good [+2] Homeland: League of Groth, Good [+2] Organisation: The Salle of Darque Heroes, Good [+2] Elf (MOD: Flawless; DS: Immortality, Superior; Innate: Night Vision), Expert [+4] Charming, Good [+2] Acrobatics, Good [+2] Fencing, and Good [+2] Rapier Wit.

WEAKNESSES: Poor [-2] Elf (MOD: Jaded, Reputation; Innate: Luckless) and Poor [-2] Extravagant.

FORTUNE: 1 (max 5)

Ronkar the Red - Wizard of the Prismatic Order

By Tim Gray

DESCRIPTION: He is a magus, one of an order whose members each style themselves after a particular colour. The Prismatic Order has access to a wide range of general magics, but they each tend to use ones in keeping with their colour theme. The leader of the Order is the venerable Coronel the White.

Ronkar appears as a human in late middle age with a bristling ginger beard and fierce eyebrows, with battered russet and crimson travelling clothes, a pointed hat and a wooden staff. His manner may be abrasive and impatient, but deep down he is a good and kindly soul. As long as you don't piss him off.



