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A Brief History of the World

After the seven Gods created the World, it is said that they and those races of men they had chosen dwelt together in peace and harmony. But UL remained aloof, until Gorim, leader of those who had no God, went up on a high mountain and importuned him mightily. Then the heart of UL melted, and he lifted up Gorim, and swore to be his God, and God of his people, the Ulgos. He accepted the monstrous creatures to him, after the Gorim showed him the beauty in each one.

The God Aldur remained apart, teaching the power of the Will and the Word to Belgarath and other disciples. And a time came when Aldur took up a globe shaped stone no larger than the heart of a child. men named the stone the Orb of Aldur, and it was filled with enormous power, for it was the embodiment of a Necessity which had existed since the beginning of time.

Torak, God of the Angarak peoples, coveted lordship and dominion over all things, for to him had come an opposing Necessity. When he learned of the Orb, he was sorely troubled, fearing that it would counter his destiny. He went therefore to Aldur to plead that the stone be set aside. When Aldur would not give up the stone, Torak smote him and fled with the Orb.

Then Aldur summoned his other brother, and they went with mighty army of their followers to confront Torak. But Torak, seeing that his Angaraks must be defeated, raised the Orb and used its power to crack the world and bring in the Sea of the East to divide him from his enemies.

But the Orb was angered that Torak should use it this and it lashed him with a fire whose agony could not be quenched. Torak's left hand was burned away, his left cheek was seared and charred, and his left eye took flame and was ever after filled with the fire of the Orbs wrath.

In agony, Torak led his people into the wastelands of Malloreia, and his people built him a city in Cthol Mishrak, which was called the City of Night, for Torak hid it under an endless cloud. There, in a tower of iron, Torak contended with the Orb, trying in vain to quell its hatred for him.

Thus it endured for two thousand years. Then Cherek Bear-shoulders, King of the Alorns, went down to the Vale of Aldur to tell Belgarath the Sorcerer that the northern way was clear. Together they left the Vale with Cherek's three mighty sons, Dras Bull-neck, Algar Fleet-foot, and Riva Iron-grip. They stole through the marches, with Belgarath taking the form of a wolf, whose fur was touched with silver where the bitter frost had left its mark. He guided them and they crossed over into Malloreia. By night, they stole into Torak's iron tower. And while the maimed God tossed in pain-haunted slumber, they crept to the room where he kept the Orb locked in an iron casket. Riva Iron-grip, whose heart was without ill intent, took up the Orb, and they left for the West.

Torak woke to find the Orb gone, and he pursued them. But Riva lifted up the Orb, and its angry flame filled Torak with fear. They company passed form Malloreia and returned to their own lands.

Belgarath divided Aloria into four kingdoms, better to protect the Orb from Torak. Over three he set Cherek Bear-Shoulders, Dras Bull-neck and Algar Fleet-foot. To Riva Iron-grip and to his line he gave the Orb of Aldur, and sent him to the Isle of the Winds.

The Gods left the world then, realising that should they ever go to war with their mad brother Torak, then the world would surely be destroyed. They would remain in spirit only to guide their peoples, and they were saddened at leaving.

Belar, God of the Alorns, sent down two stars, and from them Riva forged a mighty sword and placed the Orb on its pommel. And he hung the sword on the wall of the throne room of the Citadel, were it might ever guard the West from Torak.

When Belgarath returned to his home, he discovered that his wife, Poledra, had borne him twin daughters, but had then passed away. In heartsick sorrow he named his daughters Polgara and Beldaran. And when they were of age, he sent Beldaran to Riva Iron-grip to be his wife and mother of the Rivan line. But Polgara he kept with him and instructed in the arts of sorcery.

In rage at the loss of the Orb, Torak destroyed the City of Night, and divided the Angaraks. The Murgos, the Nadraks and the Thulls he sent to dwell in the Wastelands along the western shore of the Sea of the East. The Malloreans he kept to subdue all of the continent of which they dwelt. Over all, he set his Grolim Priests to watch, to scourge any who faltered, and to offer human sacrifices to him.

Many centuries passed. Then Zedar the Apostate, who once served Aldur, but now served Torak, conspired with Salmissra, Queen of the Snake People, to send emissaries to the Isle of the Winds to slay Gorek, Riva's descendant, and all his family. This was done, though some claimed that a lone child escaped; but none could say for certain.

Emboldened by the death of the guardian of the Orb, Torak gathered his hosts and invaded the West, planning to enslave the peoples and regain the Orb. At Vo Mimbre on the plains of Arendia, the hordes of Angarak met the armies of the West in dreadful slaughter. And there Brand the Rivan Warder, bearing the Orb upon his shield, met Torak and spirited it away. Then the High Priest of Ulgo, named Gorim as all such High Priests had been, revealed that Torak had not been killed, but bound in slumber until a king of the line of Riva sat once more on the throne in the Hall of the Rivan King.

The Kings of the West knew that meant forever, for it was held that the line of Riva had perished utterly.

Thus it was, and has been for five hundred years.

The Seven Gods, and UL

The world was created by Seven Gods. They each took a part in the creation, and then took peoples to themselves. They remained on the world for many thousands of years, leading their peoples, until they decided to leave, rather than face Torak in battle. They still guide, though from a vast distance. Some take a greater interest than others, of course.

Below is a brief description of each God.

- **Torak, the Dragon God, God of the Angaraks**

Arrogant and beautiful, Torak's pride was total. He needs to be worshipped and loved, though all his people, the Angaraks, fear him. The Grolims carry out human sacrifices in his name. Many Angaraks would prefer not to have Torak as their God at all, but all are loyal.

Torak still abides in the world, slumbering in some unknown place.

- **Aldur, the Wise, God of the Sorcerers**

Old and wise, Aldur took only a handful of people to himself. He taught (and still teaches) the power of Sorcery (or the Will and the Word) to them. Aldur's spirit still resides in the Vale of Aldur, and he is in regular contact with his children.

- **Belar, the Bear God, God of the Alorns**

Young and handsome in appearance, Belar is God of the Alorns. When he dwelt with his people, the four Kingdoms were one, called Aloria. He loved his children, and was known to speak for days to them. He is distant now, but his pride and love has not diminished.

- **Chaldan, the Bull God, God of the Arends**

Noble and strong, Chaldan guides his fractious people to be strong and honourable. He is distant now, and that might explain the troubles his people seem to be having.

- **Issa, the Snake God, God of the Nyissans**

Issa married a human female when he existed on the world. She was named Salmissra, and thus all Queens of Salmissra have been named in her honour. Issa slumbers in spirit for most of the time, and has become very distant from his people.

- **Nedra, the Shrewd, God of the Tolnedrans**

Nedra taught his people to record all, and to let nothing pass that may be important. He is intelligent and particular, and so his people are the same. Nedra is also the God of law-makers and judges all over the West.

- **Mara, the Childless, God of the Marags**

Mara's children are gone some two hundred years. The Tolnedran's wiped the race out in an attempt to secure the vast amounts of gold in Maragor. Mara set the ghosts of his children to guard the Kingdom, and so no one can enter the land and leave with their sanity. Mara's spirit sits in the centre of the spectral capital city, wailing and weeping for his children. He and Nedra are almost enemies.

- **UL, God of the Ulgos**

Far from being apart from the creation of the World, UL created the Gods. It is said that when he discovered that they had created the world, and the peoples, he set them the task of being responsible for their creation, and forced them to take peoples. When some peoples remained, the Gods told them to seek out UL, as they did not wish to take more peoples. It took the first Gorim a hundred years of sitting on a mountain to persuade the God to agree. UL has a very close relationship with his people, and lives in spirit with them in the Caves below Ulgoland.

Priests, and the Worship of the Gods

The Gods, apart from Torak, do not demand worship. Instead, they are so closely linked with the personalities of their peoples that respect and worship come naturally. The peoples are forever changed by the fact that their Gods lived in harmony with them, even if it was four thousand years ago.

There are many Holy days, specific to each God, but the one that is common to all is Erastide, the day the world was made. This occurs in the middle of winter, and is the start of the new year.

Priests of the Gods are respected members of the community, and often fulfil important social roles.

Grolims, Priests of **Torak**, are often powerful Sorcerers, but many are not. They fulfil the role of both Police and Social Controllers. Torak is not a kind God, and his Grolims reflect this.

The worship of Torak involves shrines, alters and the burning of human hearts. This is clearly an abhorration, and proof that Torak is/was mad. Even though he sleeps, the Grolims still carry out his wishes, if only to keep his people (the largest of any population in the world) firmly under control.

Aldur is respected by his children. The Sorcerers might be seen as Priests of Aldur. They act for the good of all, however, and are generally respectful of all peoples and Gods. Aldur's children are likewise respected by the Gods.

Belar was always close to his people when on the world, and they still love him dearly now he has gone. They are aware of the sacrifice he made when leaving. They generally worship him with toasts in bars, battle cries in fights, and with sober

respect after both. His temples are filled regularly, but a cult has grown up around his memory. The Bear-Cult, once a harmless group, are now trying to gain political power. Belar has not commented on this, but their lack of success so far might be an indication of his attitude.

Chaldan is still widely respected amongst the Arends. While the country is divided, they are not when it comes to religion. Shrines exist in every town and village, and everyone places Chaldan first, even the King.

Issa is worshipped at small shrines all over Nyissa. As he is the Snake God, reverence is due to these reptiles. It is advisable to respect them at all times regardless. His popularity has waned because of his distance from his people, and the current Salmissra does nothing to keep his memory alive.

Nedra is worshipped throughout Tolnedra, and there stand shrines to him in every village and town square. Being a logical and careful God, Nedra made sure his Priesthood was a hierarchical, exact and proper sort of affair. He ordered taxes to be taken, and records to be kept. He loved money, and his people have followed in his footsteps. Even a Drasnian Lawyer will whisper a quick prayer to Nedra, and he is considered to be the patron of Merchants and Traders.

Mara has no peoples left. Some might exist in far off places, as the Tolnedrans were rumoured to have sold many as slaves during their invasions. His people faithfully followed religious texts he had laid down. His Priestesses (for the population was mostly female) were in charge of everything.

UL is represented by the Gorim, the traditional name for the Ulgo's spiritual leader. The current Gorim is very old, and is awaiting the birth of the new Gorim (notable because of the bright blue eye colour, unusual for the Ulgo's). UL himself often visits the Caves below the mountains. The Ulgos are very spiritual people- the worship of UL is foremost in their minds.

A Quick Tour around the Kingdoms

Alorn Kingdoms (*Aloria*)

- **Cherek** (*Chereks*)

Physical	Mountains, Fjords, Glaciers, some Forests
Social	Robust, Friendly, Social, Violent
Economic	Shipbuilding, Fishing, Furs, Ores, Wood
- **Drasnia** (*Drasnians*)

Physical	Moors, Farmland, Fens, Marshes
Social	Suspicious, Sturdy, Careful, Quiet
Economic	Furs, Food, Information, Trading
- **Algarria** (*Algars*)

Physical	Grasslands, Hills, Plains
Social	Nomadic, Clan-based, Quiet
Economic	Horses, Cattle, Leather, Meat
- **Riva** (*Rivans*)

Physical	Island, Mountains, Farmland
Social	Sober, Respectful, Artistic
Economic	Wool, Fishing, Crafts

Neutral Kingdoms

- **Sendaria** (*Sendars*)

Physical	Rolling Hills, Farmland
Social	Sensible, Farmers, Post-Feudal
Economic	Food, Iron Goods, Manufacturing
- **Arendia** (*Asturian Arends, Mimbrate Arends*)

Physical	Forest in North, Plains in South, Mountains in East
Social	Feudal, Civil Unrest, Noble, Stagnant
Economic	Arendish Fair, Wood, Iron Goods
- **Tolnedra** (*Tolnedrans*)

Physical	Mountains to East, Forest. Farmland
Social	Imperial, Precise, Money Orientated
Economic	Trading, Taxes, Coin Mints
- **Nyissa** (*Nyissans*)

Physical	Jungle, Mountains to South and East.
Social	Noble Families, Insidious, Untrustworthy
Economic	Slave Trade, Poisons, Exotic Plants & Goods
- **Ulgoland** (*Ulgos*)

Physical	Caverns, some cultivated land
Social	Religious, Academic
Economic	Gems, Gold, Infrequent Traders.

Angarak Kingdoms

- **Cthol Murgos** (*Murgos*)

Physical	Mountainous, Hugh Unknown Expanse to South
Social	Military Rule, Religious Control. Spartan, Strict
Economic	General Trade. Gold, Military.

- **Mishrak Ac Thull** (*Thulls*)

Physical	Mountains in West, Slopes into the Sea of the East
Social	Strict rule by Grolims. Dull, dim-witted.
Economic	Food, Ores, Wood

- **Gar Og Nadrak** (*Nadraks*)

Physical	Mountains, Forest, Farmland
Social	Raucous, Greedy, Corrupt
Economic	Mining, Furs, Wood

- **Mallorea** (*Malloreans*)

Physical	Vast, Varied. Unknown
Social	Imperial, split into districts. Unknown
Economic	Military based. Trade, but Vast. Unknown.

Character Races

Since there are no demi-human races within the Kingdoms, a character must be human. There is enough racial character within each Kingdom to allow for attribute and other gaming system differences. The effects of each Kingdom on character generation is discussed below, as well as a thought towards their alignment.

Alorn Kingdoms (*Aloria*)

Cherek (Neutral Good)

A race of large, Nordic humans. They are very tough, used to the freezing winters of the north. They are often burly and foul mouthed, but what they lack in grace, they make up for in brute strength. Their King, the tall and bearded Anheg, is well respected by his people.

Game Effects:

Chereks get +2 to their Strength, and +1 to their Constitution.

They suffer a -1 to their Dexterity, and a -1 to their Charisma.

Chereks get 2 extra weapon slots, and gain the Sailing non-weapon skill.

Chereks, as Alorns, also gain a +2 bonus to hit & damage against Angaraks.

Recommended Classes:

Fighter, Ranger.

Prohibited Classes:

None

Drasnia (Neutral Good)

The Drasnian people may once have been nomadic, but now live in villages and small towns across the flat plains and rolling moors. Their lands lie just below the tundra. They are generally small as a people, but are wiry and graceful. They make the best spies, assassins and traders. Their King, the vast and obese King Rhodar, rules wisely and kindly with his young wife, Porenn. The Drasnian Secret Service is the best in the world.

Game Effects:

Drasnians get a +2 to their Dexterity.

They suffer a -1 to their Strength.

Drasnians gain +2 with daggers.

Drasnian thieves may specialise with Dagger.

Drasnians get two extra non-weapon and two weapon proficiencies.

A Drasnian Thief probably works for the DSS, and may take the Drasnian Secret Language as a proficiency

As Alorns, they gain a +2 bonus to hit and damage against Angaraks.

Recommended Classes:

Thief, Ranger

Prohibited Classes:

None

Algaria (Chaotic Good)

The Algars are horsemen, living off the land in large nomadic clans. They have a close link with their horses, and spend most of their lives out in the open. They are cold to outsiders, and as a rule, are uncomfortable in company other than their own. Their King, Cho-Hag, was crippled as a youth, but still rides. He holds a particular hatred for the Murgos.

Game Effects:

Algars get a +1 to their Dexterity and Wisdom scores.

They suffer a -1 to their Intelligence and Charisma scores.

Algars can be Sha-Dar, able to communicate telepathically with horses.

Algars get Ride, Landbased (Horse), and two extra non-weapon slots also.

As Alorns, they get a +2 bonus to hit and damage against Angaraks.

Recommended Classes:

Ranger, Fighter

Prohibited Classes:

None

Riva (Neutral Good)

The Rivans are unique amongst the Alorns, as they live apart from the main continent, upon the Isle of the Winds. They are quiet, reserved people, interested in their own affairs. The grey wool of the Isle's sheep does not accept dyes, and is renowned across the world for its quality. The Rivans are without a King, and the Rivan Warder, Brand, looks after the Island, and represents them at Alorn Councils.

Game Effects:

Rivans get a +1 bonus to both Intelligence and Wisdom scores.

Rivans get two extra non-weapon slots.

As Alorns, Rivans get a +2 bonus to hit and damage against Angaraks.

Rivan Rangers may add their bonus to their racial bonus against Angaraks.

Recommended Classes:

Ranger, Fighter

Prohibited Classes:

Thief

Sendaria (Lawful Good)

The Sendars are known for their common sense and wisdom, and above all, a practicality that is renowned. They are not an especially violent race, and have no organised army. They grow food, their Blacksmiths are skilled, and their carpentry is excellent. King Fulrach rules wisely and quietly with his wife, Layla. Sendaria is aligned with the Alorns, and enjoys a close relationship with them. Sendars revere all seven Gods, but do not worship any.

Game Effects:

Sendars get a +2 bonus to their Wisdom.

Sendars get three extra non-weapon slots, due to their practical nature.

Recommended Classes:

Fighter

Prohibited Classes:

Mage

Neutral Kingdoms

Arendia (Lawful Good)

The Arends are split into two distinct groups. The Mimbrates are from the south of the Kingdom, and the Asturians from the north. They are both split further into noble and serf classes, although the Asturians are ruled by the Mimbrates, after a civil war left them in charge. The King and Queen of Arendia, Korodullin and Mayaserana, are named after a Mimbrate and Asturian. The original pair married to sew the country together, but there is still a vast gulf between them. The only difference between the two groups are in behaviour- the Mimbrates use an older form of speech. The Arends are brave and foolish. Many have died because of this.

Game Effects:

Arends get a +1 bonus to their Strength and Constitution scores.

They suffer a -2 penalty to their Intelligence and Wisdom score.

Asturian Arends get +2 with all bows. They may specialise with bows regardless of class. Fighters can take this as a second specialisation.

Mimbrate Arends get +2 with either longswords or two handed swords, and may specialise regardless of class. Fighters can take this as a second specialisation.

Recommended Classes:

Asturian - Ranger, Fighter Mimbrate- Paladin, Fighter

Prohibited Classes:

Mages

Tolnedra (Lawful Neutral)

The Tolnedran People are civilised and greedy. They will do almost anything for a price. They are, at the same time, a people who pay a great deal of attention to details. Everything in Tolnedran has to be 'just so'. It is an exact place. Their Empire is successful, and allows safe trade across the world. The Tolnedrans own and maintain the Highways, a web of roads across the continent. The standard of education in Tolnedra is very high. Universities rival their Melcene and Mallorea counterparts, and Tolnedra is the seat of learning in the West. Their Emperor, Ran Borune XXIII, is frail, and may not last another decade. The noble houses (the Borunes, the Honeths, the Vordues, the Anadiles and the Horbites) are always fighting for supremacy. The intrigue often results in assassinations, murders and political dealings going on in open view. It is an unpleasant country to live in, but nice to visit.

Game Effects:

Tolnedrans get a +1 to their Intelligence and Charisma scores.

They suffer a -1 to their Wisdom scores.

Tolnedrans gain four extra non-weapon proficiencies

A Tolnedran fighter has probably spent time in the Legions, and get three extra non-weapon slots, and a Rank in the Legion.

Recommended Classes:

Fighter, Cleric

Prohibited Classes:

Mage

Nyissa (Chaotic Neutral)

The Snake People are not highly regarded. They have a predilection for drugs and other vices. A Nyissan lives for indulgence and greed, and like a snake, only bites when it's cornered. They have no morality, except a kind of 'honour amongst thieves' attitude that disappears when it suits them. Their Queen, Salmissra, has an hunger for men that Issa might find distasteful. They are good traders, as a rule, and rival the Tolnedrans and Drasnians for top-spot. Most Nyissans, male and female, are either bald or closely shave, due to the habit insects have of nesting in hair.

Game Effects:

Nyissans get a +1 bonus to both Intelligence and Constitution scores.

They suffer a -2 to their Charisma score.

Nyissans may take three extra non-weapon slots.

Nyissan thieves may specialise in Dagger.

Nyissans are experts with poisons, and gain the new proficiency,

Poison Use

A Nyissan PC gains the ability to speak with snakes.

Recommended Classes:

Thief

Prohibited Classes:

Cleric

Ulgoland (Lawful Neutral)

The Ulgo People live entirely in the caverns below Prolgu. The caves extend for leagues, and no one knows the true extent of the caves. Beautiful crystalline veins spread the dim light throughout the city, and the hymns to UL, sung once an hour, reverberate permanently throughout the caverns. The people spend most of their time worshipping UL, or studying. Ulgo warriors are fanatics, however, and are lethal in combat. The spiritual wisdom of the Gorim guides the Ulgos well. The Gorim, and so the Ulgo people, are friendly with Belgarath the Sorcerer. Apart from him, they have little contact with the outside world. They trade rarely, but when they do, they bring delightful gems and purest gold into the world.

Game Effects:

An Ulgo gets a +2 bonus to their Wisdom, and a +1 to their Intelligence

They suffer a -1 to Charisma and Constitution

The Ulgos may take three extra non-weapon slots due to high standards of education.

An Ulgo fighter gains a +2 in all attacks due to religious fervour.

A PC Ulgo may possess the abilities of a Diviner, being able to sense caves, and move through rock.

Recommended Classes:

Fighter, Cleric

Prohibited Classes:

Mage, Thief

Angarak Kingdoms

Cthol Murgos (Lawful Evil)

The Murgos are a sturdy race, warlike and strict. They are also good traders, if given the chance. They are ruled with an iron fist by King Taur Urgas, and by the High Grolim of Torak, Ctuchik. The Murgo people live a difficult life, and all males spend at least ten years in the military. Torak is a cruel God, but the Murgos have no choice but to follow him. They are the warriors of the Angaraks. Cthol Murgos is a huge country, second only to Mallorea in size. Most in the West do not realise the extent of the country. Most of the population live in the south.

Game Effects:

Murgos get a +2 bonus to Strength and Constitution scores.

They suffer a -2 to Charisma, and -1 to Wisdom and Intelligence.

Murgos get four extra weapon proficiencies

They may specialise in a weapon regardless of class.

They gain a +2 bonus against Alorns.

Recommended Classes:

Fighter, Ranger

Prohibited Classes:

Mage, Cleric

Mishrak Ac Thull (Lawful Neutral)

The Thulls are a slow and dim-witted people, taken advantage of by the rest of the Angaraks. That said, they are built like bulls, and are very strong and sturdy. Their country is fine and fertile, and is the breadbox of the Angaraks Kingdoms. King Gethell barely commands his people. They suffer badly at the Grolims knives.

Game Effects:

Thulls gain a +3 bonus to Strength and Constitution scores.

They suffer a -2 to Intelligence, Wisdom and Charisma scores.

Recommended Classes:

Fighter

Prohibited Classes:

Cleric

Gar Og Nadrak (Chaotic Neutral)

Almost cousins to the Drasnians, the Nadraks are scheming, greedy and corrupt people. They are on the edge of the Angarak Kingdoms, and hate the rule of Torak. They have an uneasy relationship with the Alorns, and may even end up allies. Their King, Drosta lek Thun is a small, unpleasant greasy man, but is very popular with his people. Gar Og Nadrak is a beautiful country.

Game Effects:

Nadraks get a +2 bonus to Dexterity and a +1 to Intelligence

They suffer a -2 to Charisma, and a -1 Wisdom

Recommended Classes:

Thief, Fighter

Prohibited Classes:

Cleric

Malloreia

'Boundless Malloreia' produces a range of people so varied that it is impossible to classify them. It is a vast place, perhaps twice the size of the Kingdoms of the West put together. The Emperor, Kal Zakath, is a young man, whom holds a great hatred for the Murgos. He seems intent on ruling the world, and so will eventually pose a threat to the Kingdoms of the West. He is currently waging a campaign against the Murgos in Southern Cthol Murgos.

Game Effects:

Due to high standards of education in Malloreia, 4 extra non-weapon slots are gained.

Malloreians get a +2 bonus against Murgos.

A Malloreian thief may specialise in dagger, and gets a +2 with that weapon.

A Malloreian fighter gains two extra weapon proficiencies.

A Malloreian PC may take a Military Rank, since it is for sale in Malloreia.

Recommended Classes:

Fighter, Thief, Ranger

Prohibited Classes:

Cleric, Mage

Character Classes

Some individual classes are handled slightly differently in the Kingdoms. Below are some ideas, suggestions and rules regarding character class.

Remember that all characters are human, and so may not be multi-classed. This will required imagination on the players part to make one fighter different from another. Classes are just guidelines for the personality of the character.

Fighters

This is a general description. Most humans have this potential, and indeed, even serving in a militia for a short time constitutes this class. However, most fighters are so in a very part time basis.

What is most important is the characters proficiencies, since this is how they will be perceived by others. Weapon specialisation is no longer limited to class, and now has an influence by country. Arendish fighters may take an additional specialisation (see Arendia entry).

Fighters are recommended to use the weapons most applicable for their country (see Proficiencies, below)

Paladins

This class is mentioned specifically in conjunction with one Kingdom, Arendia. They are more likely to produce such a class, since they are a feudal society. However, the most important aspect of a Paladin is his or her spiritual side. Such a warrior will be rare, and though most likely to appear in Arendia (under Chaldan), other Gods will produce Holy Warriors. Indeed, Ulgo Fighters could be classified as Paladins. Torak will produce Paladins, though obviously the alignment changes to Lawful Evil.

Rangers

Rangers are found in Kingdoms with a mixture of farm-land and wild-land. Their job is to patrol and protect the farm-land, either for the King, Lord, or out of their own sense of justice. Sendaria is just too specialised to justify Rangers, whereas Algaria is perfect. The Isle of the Winds is another good example.

Thieves

Thieves are like rats- they'll be found wherever people are. However, this class describes well the skills of the Drasnian Spy, or indeed, of spies from any Kingdom. Such a character will be in employ of the King of that land, although he or she will work on their on most of the time. Such a trade is far from honourable, but it does add some sense of right to an otherwise dodgy class.

Of course, famous spies such as Prince Kheldar, shows an ability towards assassination as well. All thieves thus undergo a slight alteration. Their backstab ability is changed into a separate thief skill, which may be raised with the same points allocated to other skills

Bards

Not mentioned with any particular country, Bards come from all over. Obviously, with a Charisma prerequisite of 15, certain countries will produce fewer bards than others.

Remember that bards, as well as musicians and singers, include story-tellers. They are the entertainment of the people, and good ones can become quite famous. Any PC bard would really need a good working knowledge of the novels to be convincing.

Mages

There are many different sorts of magic. Some mages practice Necromancy, others summon spirits, elementals and demons to do their bidding. Some use illusions to gain their ends. And then, of course, there is Sorcery.

Eddings did not go into detail with magic, except for those mentioned above, but it was made clear that other sorts existed. There is no limit of being a Mage.

However, magic is very rare. Mages are feared, if they are taken seriously at all. A Mage will need to be very careful in their activities.

Incidentally, 'magician' is an insult used between Sorcerers.

Priests

The Gods do not, in the novels, grant spells. Aldur lends a hand to Belgarath and Polgara at times, but nothing is seen of the other Gods. This does not matter, since it is AD&D. Priests may serve the Gods, and will be given spells. The exception, noted above, is Issa, since he slumbers. Torak and Aldur are exceptions also, and will be dealt with below.

Occurrences of such Priests (ie, ones with spells) are rare. Each God may only have a few dozen such people.

Sendar Priests, although they do not worship a single God, seem to get spells from all of them. It does require willpower not to put one above the other.

Priests are limited to certain spells. They do not get to 'pray' for a set number of spells during the coming day. They must ask for each spell as and when they need it, and the God will decide. The lower level spells are easy enough to get, but there is never a guarantee of getting the higher level ones.

Grolims & Sorcerers

These are the 'Priests' of Torak and Aldur respectively. They do not receive spells, but rather are users of Sorcery, the power of the Will and the Word. They do not gain power directly from their God, except in exceptional circumstances.

Not all Grolims have the ability, as most are just administrators of the Religion. The ones that do are powerful and influential. The handful of Sorcerers are more students- Priests exist to bring the religion to others.

No PC may be a Grolim, and a DM must decide carefully before letting a PC be a Sorcerer.

The ability of Sorcery will be dealt with later, in a separate section.

Proficiencies

Weapons, by Kingdom

- | | | |
|---------------------------|------------------------------|---|
| • Cherek | | Axes, Hammers, Long Swords |
| • Drasnian | | Short Swords, Bows, Daggers |
| • Algaria | | Bows, Sabres |
| • Riva | | Longswords, Bows |
| • Sendaria | | Hammers, Clubs, Flails, Polearms, Swords |
| • Arendia | <i>Mimbrate
Asturian</i> | Two-Handed Swords, Lances
Longswords, Bows |
| • Tolnedra | | Longswords, Bows |
| • Nyissa | | Daggers, Blowpipes |
| • Ulgoland | | Daggers |
| • Cthol Murgos | | Scimitars, Bows |
| • Mishrak Ac Thull | | Hammers, Axes |
| • Gar Og Nadrak | | Shortswords, Bows |
| • Mallorea | | All of the above |

New Non-Weapon Proficiencies

Drasnian Secret Language DEX -2 4 Slots

This is a very subtle finger sign language developed by Drasnian Spies. It allows two conversations to be carried out at once- one verbal, the other with the Language. It is very quick, and quite verbose, and can only be learnt from a willing teacher. Larger finger movements are called 'shouting' and accents can be discerned by the expert user, telling where and when they language was learnt.

Drasnian Thieves may learn the language at half-cost.

Bird Language WIS -4 1 Slot

Birds in the Kingdoms actually have their own language. They don't say much that is interesting, but they do talk. If one is patient enough, it might be possible to get some information out of them, or get them to carry messages. Birds are not known for their reliability.

Wolf Language WIS -4 3 Slots

Wolves are very intelligent and social animals. Such a species needs a language to maintain relations. The language, just growls and yaps to non-fluent speakers, is stately and formal in style, and is very difficult to learn. If a wolf encounters a human speaker, they will react with surprise, and with civility, since the only way to learn it is to be taught it by a wolf, or by spending a great deal of time with them.

Poison Use INT -2 3 Slots

This skill is linked with the Herbalism proficiency. It indicates a characters knowledge of the myriad poisons that exist, whether they be animal, vegetable or mineral. It also describes the skill the character has in using such poisons effectively.

At first glance, this may seem like an evil and immoral skill to possess, but this skill also includes the ability to administer antidotes to poisons, and not all poisons are fatal.

New Weapons

Adder Sting

This is a Dagashi weapon, used by the secret society of Angarak assassins. It is a three sided steel blade, about the size of a large leaf. It is thrown like shiruken, but can be made to go around corners. It is often coated with Poison.

Piercing Weapon. Speed Factor 1. Damage: 1-4/1-4

New Thieves Skill

Backstab

The ability to successfully backstab an unaware opponent is based upon many things. Experience, nimbleness and knowledge all add up, and the best assassins are the most intelligent.

		Adjustments for	
		Dexterity	Intelligence
Base Skill 20%	9	-10%	-10%
	10	-5%	-5%
Roll Made By	11	---	---
	12	---	---
	13-15	---	---
	16	+5%	+5%
	17	+10%	+15%
5----- Damage x 2	18	+15%	+25%
10----- Damage x3	19	+25%	+50%
20----- Damage x4			
40----- Damage x5			
80----- Damage x6			

The Drasnian Secret Service

The Secret Service answers to the King of Drasnia, currently King Rhodar. Both he and his wife, Porenn, have a keen interest in the gathering of secrets, and the DSS does this very professionally. The Service has spies in every court in every Kingdom in the West, and indeed, a few in Malloreia as well. There are also a number of roving agents, acting as merchants and traders.

The Head Spy is a tall thin man named Javelin. Whether this is his real or code name is no longer known, but he runs the Operations from Boktor. The Service is responsible for the safety of the Alorn Kingdoms, and are as valuable as any Navy or Army.

Training

Training begins at 16. Each class has an enrolment of around twelve to fifteen Apprentice Spies. The Academy, in Boktor, handles the schooling of potential spies, and quickly weeds out those suited to less exotic jobs. Students are given subjects to follow, usually Master Spies of the Service. If they are spotted by their quarry, a rebuke is given and the Student is told where and how they went wrong. A flogging often follows.

The Junior Spy is given a mission to carry out at the end of their fourth year of study. This is usually a reconnaissance or courier mission, and Javelin personally oversees each student's progress. He usually sets up a few surprises for the student, and these can often be very dangerous. If the student survives, they are given full Professional Spy status, and are then sent off on regular missions for the Service.

Training does not end here. A Professional Spy is expected to follow courses of study on their own, as knowledge is power. They are welcome back at the Academy, and a Professional Spy passing through Boktor is expected to drop by and give a lecture or two.

Javelin also has in his service, at any one time, a very special spy. Their code-name is Hunter, and only Javelin knows his or her identity. They are not trained spies, at least not in Drasnia. They are rarely Drasnians, and have been Murgos from time to time. They retain the title until they have finished whatever jobs have needed doing. Hunter does not have to be a thief, but can be a fighter, a cleric, a mage... anything. The power of Hunter is their anonymity.

The only other spy service on the continent is the Dagashi, a secret order of Murgos, although some say that they are actually a separate race of Anagarak. They are trained in a hidden city in the southern deserts, and seem to be natural assassins. They answer only to the High Priest of Torak, and even then, only when it suits them. They are experts in poison use, and their stealth seems almost supernatural. Many rumours abound concerning the Dagashi, and very little is actually known.

Ranks

There are a number of different ranks that an agent will progress through in his or her career. They are outlined below.

- **Apprentice Spy**

The Apprentice joins at 16 and spends three years at this rank. They have no responsibilities as such, and are being tested in order to discover what they will be best at in their career.

- **Junior Spy**

The Junior is in his final year of study at the Academy. In this year he or she will have spent six months with a Master Spy, learning the finer points of their trade. The last thing a Junior does in this capacity is his Final Year Mission. If this is successful, the Junior progresses to the rank of Professional.

- **Professional Spy**

The Professional Spy has completed his course at the Academy, and now answers only to Javelin. He or she now undertakes missions for King Rhodar, and may spend years away from the city. They will be the Spies, the Couriers and Intelligence officers that are feared and respected all over the World.

- **Master Spies**

Only a few ever reach this Rank. Prince Kheldar, otherwise known as Silk, is probably the best known amongst the Intelligence Community. These spies operate mostly on their own. They are free agents, keeping the interests of the Alorn Kingdoms in mind as they get on with their lives.

Sorcery

Sorcery is the ability to affect the world with the power of one's will. It is not granted by any god, or demon, but seems to crop up naturally from time to time. Some never discover their power. Others may fall into the company of others who have. Most of the time, this means either the Disciples of Aldur, or the Grolims, but there are many others, non-aligned, Sorcerers, who pay homage to no one.

Few mortals possess this power. It exists in many as a potential, but most die without ever having discovered their potential. However, fewer Sorcerers than might be expected have ever been discovered.

Most, if not all Sorcerers, discover their ability in a moment of anger or irritation. They lash out with their will in a dangerous and uncontrolled manner, and the result is usually spectacular. Belgarath discovered his ability whilst trying to move a stubborn boulder, whilst his brother, Beldin, redirected his anger towards Belgarath at a now long gone tree. As will be theorised later, this might explain the unusually small number of Sorcerers.

Sorcery consists of the ability to focus ones Will, to then release it upon the world with a Word of action (thus, the Will and the Word). This can allow a human to do almost anything. As Belgarath says, "You can turn the clouds green, plant the mountains upside down if you like, but you have to decide whether or not you should."

With Sorcery, then, comes tremendous responsibility. Any sorcerer, once they realise their power, generally treats it with great respect. You can do anything, but usually it's easier to actually do that thing without Sorcery. The Will and the Word is quicker, but can be stressful, difficult and in fact dangerous.

The procedure is as follows;

- Gather the Will from all around (but not from people)
- Hold the Will within.
- Have an understanding of what the energy is going to be used for
- Release it with a Word and/or gesture.

Actions have consequence. Tampering with the weather can be disastrous if one is not careful, and lifting a large rock when standing on soft ground will only result in you sinking as the weight of the stone is transferred to you. The Will must be balanced- if you throw something, brace yourself, otherwise you'll be thrown back an equal distance. Physics is still a law- Sorcery may bend it a little, but it still applies.

Also, a Sorcerer can try to apply himself to a task that is beyond his abilities. If he is not strong enough, or does not know what he is doing, then he may strain himself. This can often be fatal. Different peoples minds work in different ways, and something that one Sorcerer wouldn't even dare to attempt might be well within the reach of another, and vice-versa. You cannot (and should not) meddle with things you do not fully understand. The weather, for instance, is very easy to alter, but can have disastrous effects elsewhere in the world. No two minds are alike. A mind, and so ones abilities are as individual as fingerprints, except for two acts that are forbidden to all.

You cannot unmake something, and you cannot alter emotions.

To unmake something is against the laws of the universe. The universe exists to bring things into being, and to go against that is forbidden. Setting fire to

something, or blasting it into bits is not the same. To want to completely obliterate an object, to wipe it out of existence is forbidden. The Will that is gathered is unable to be released, and consumes the Sorcerer in a huge explosion. You can see why, if the first experience of Sorcery is born of anger, so few Sorcerers exist. They may have obliterated themselves. Emotions are also exempt from tampering. They are mysterious and spiritual, and so are beyond even Gods to alter.

Game Mechanics

Sorcery is very, very, very powerful. It should be used sparingly, and with care. A sorcerer can be of any class, even though they are technically Priests. Since the ability is based on Hit Points, a fighter will be able to do more, although the ability also relies on Intelligence and Wisdom, which are unlikely to be a fighters best stats.

Characters will also have to choose areas of Sorcery which they find easy or difficult. This will affect the mechanics, insofar as a Sorcerer will find Easy things less damaging, and Difficult actions more dangerous.

There are two ways to simulate Sorcery. They both use Hit Points to simulate the tiring aspect of the art, but cannot simulate the 'drawing in of Will'.

The first method, which is also the easiest but least 'realistic', uses a simple scale of Hit Point costs, relating them to Magic User and Priest spell levels. The Hit Points thus spent can simulate a spell of the equivalent level (Table I). The second method uses a similar scale of Hit Points, but relates them to a number of different tables, each relating to a particular field, such as moving things, changing things, etc (Tables II-VIII).

The use of Hit Points keeps the power in line with experience, and stops a beginning character being too powerful straight away. Certain items, such as the Orb of Aldur, and the Sorcerers Amulets, cut the cost of some Sorcery.

Hit Points spent in this way are regained at a rate of point per hour. A strained Sorcerer (see below) regains the points at a rate of one per week.

Sorcery also makes noise, noise that only another Sorcerer can hear. This aspect will be dealt with later.

Procedure

- Character decides upon the action he wishes to take.
The DM decides if it is within the characters power. If the DM decides that such an act is either foolish, overpowered or a danger to the character and others, he may force a Wisdom roll.
- If DM and Player agree, the character spends the required HP
- The character makes an Intelligence roll, based upon the characters Areas of Expertise, to see if he understands the action.
If the character fails the roll, nothing happens
The Will so Gathered is lost
The character loses Hit Points in accordance with the Areas of Expertise Rules.
The character may make another Intelligence roll next round

- If the Intelligence roll is made, the action takes place.

If the Character expends Hit Points to the extent that they fall to zero, then they pass out. They regain Hit Points at a rate of one per hour. They may not use Sorcery again

until they have regained at least half their Hit Point total. If they do, then they fall unconscious, and must make a System Shock roll. If it fails, then they lose the power forever. If they succeed, they must rest until Hit Points reach normal. They are now strained, and regain Hit Points at the slower rate of one a week. They again may not use Sorcery until they have regained at least half of their Hit Points.

Areas of Expertise

In the novels, it is implied that individual sorcerers have different 'minds'- they can do different things. In terms of Game Mechanics, a Sorcerer's abilities would be split into four levels of expertise. For a summary, see the table below.

- **Easy**

The Sorcerer finds these concepts very simple to understand. This may drive other Sorcerers mad, if they have placed this in another area. This Sorcerer can do these things almost without thinking.

In these things, the Hit Point cost is as stands in the rules. Spell effects which emulate these actions are also at normal cost. No INT roll is necessary from the player, as his character is considered to have a natural affinity to these actions.

- **Normal**

The Sorcerer must place some times of action in this grade. These actions can sometimes be hard for the Sorcerer to figure out, though he rarely makes mistakes. He will know when he is overreaching his abilities, and thus these actions pose little danger to his abilities.

A standard INT roll is necessary for these actions. Follow the rules as they stand. Such actions are unlikely to harm the Sorcerer.

- **Difficult**

The Sorcerer must be careful when reproducing these actions. They are either dabbling with forces he does not fully understand, or his mind just isn't capable with dealing with what might be a simple thing for another Sorcerer. Regardless, when he tries to focus his will on these actions, he is placing himself in danger. A roll under half the character's INT is required for full success. The character is thus more likely to lose Hit Points than reproduce an effect.

- **Impossible**

The Sorcerer finds these few things to be forever beyond his reach. As a result of education, sheer disbelief or a more mysterious reason, these actions are impossible to him. He may try, if desperate, but is almost certainly dooming himself. Such actions are generally impossible for most Sorcerers, and most will share these inabilities. But sometimes even simple things are beyond a particular Sorcerer, for no apparent reason. A roll of under a Quarter of the character's INT is required, and if the roll fails, the Hit Points lost are doubled. This could conceivably kill the Sorcerer. If the loss of Hit Points brings the character to 10 Hit Points or less, then they are considered to be Strained, using the standard rules above.

Action Areas

What follows is a chart of the areas of Action, including a suggested Difficult area for each. The impossible ones **MUST** remain so, unless a player can make a **VERY** good case otherwise.

The Noise Level is also suggested for each area of Action.

PLEASE NOTE:

Each Area of Action has many levels within it. The titles used below are merely guidelines, and very wide ones at that. Do not forget that there are Hit Point costs for each, and that they vary widely in power. If a Sorcerer does not understand Translocation (and has placed it in the Difficult area), then he has difficulty moving a pea as well as moving a person. The difficulty in this case is not to do with scale, but with conception.

Finally, a character can only do something with Sorcery if they **KNOW** they can do it with Sorcery !

General Action	Difficulty	Noise Level
Moving Objects	<i>Easy</i>	Soft
Telepathy	<i>Difficult</i>	Soft
Translocation	<i>Easy</i>	Loud
Shadow Sending	<i>Normal</i>	Soft
Weather Control	<i>Difficult</i>	Loud
Burning Objects	<i>Easy</i>	Normal
Freezing Objects	<i>Easy</i>	Normal
Blasting Objects	<i>Easy</i>	Loud
Healing Animals	<i>Normal</i>	Soft
Healing People	<i>Difficult</i>	Soft
Raising Dead	<i>Impossible</i>	Loud
Speed up Time	<i>Difficult</i>	Loud
Plant Control	<i>Difficult</i>	Soft
Create Liquid	<i>Normal</i>	Soft
Create Vegetable	<i>Normal</i>	Soft
Create Mineral	<i>Difficult</i>	Soft
Create Metal	<i>Diff/Imp</i>	Soft

Sorcerers begin with 3 **Easy** Slots, 2 **Normal** Slots and 1 **Difficult** Slot.

Each time a character would gain a new non-weapon proficiency, they may instead spend these slots on their Sorcery Areas of Expertise. The costs are as follows;

Easy	2 Slots		
Normal	3 Slots	Impossible (if allowed)	6 Slots
Difficult	4 Slots		

TABLE OF AREAS OF EXPERTISE BY LEVEL

The character must select from the table above, according to the ratios below. As a character's level ascends, so they find that they can do more than they used to. Again, as mentioned above, this table only describes the MAXIMUM number of Action Areas a character may find easy, normal etc. If a Sorcerer is unaware that something can be done, they may not find it easy, difficult or otherwise !

Table I Scale of Costs- Spell Simulation

A	1 Hit Point	Simulate Any First Level Spell
B	2 Hit Points	Simulate Any Second Level Spell
C	4 Hit Points	Simulate Any Third Level Spell
D	8 Hit Points	Simulate Any Fourth Level Spell
E	12 Hit Points	Simulate Any Fifth Level Spell
F	16 Hit Points	Simulate Any Sixth Level Spell
G	20 Hit Points	Simulate Any Seventh Level Spell
H	40 Hit Points	Simulate Any Eight or Ninth Level Spell

This table may seem to make a Sorcerer very powerful at a low level. However, using the Areas of Expertise rules above, a character may find certain low level spells very dangerous, regardless of the low Hit Point cost.

Table II Costs- Moving Objects

A	1 Hit Point	Make Dagger fall off table, Move Stone across floor
B	2 Hit Points	Make Sword fall off table. Move Table across floor
C	4 Hit Points	Throw Dagger, lift Table in air
D	8 Hit Points	Throw Axe, throw Table, lift Rock
E	12 Hit Points	Throw 2 Ton Rock, Lift Horse
F	16 Hit Points	Throw 10 Ton Rock, Throw Horse
G	20 Hit Points	Throw 1000 Ton Rock, lift Legion of Men
H	40 Hit Points	Throw Castle, lift Mountain, Part Sea

This table, as many that will follow, may seem to make a few arbitrary leaps of costs for only a small leap in ability. This is, unfortunately, a reflection of game mechanics, so apologies.

Table III - Telepathy

A	1 Hit Point	Sense presence of unknown amount of other people
B	2 Hit Points	Sense people, specific number. Sense emotion
C	4 Hit Points	Sense number, sex, race. Sense thought
D	6 Hit Points	Sense Grolim/Sorcerer. Send Thought
E	10 Hit Points	Cloak Mind (+1 HP per other)

Some of these abilities may need to be sustained. The cost to do so is 1 Hit Point per round, except for Cloak Mind, which is 1 HP per Hour. The costs stop at Level E.

Table IV Costs- Translocation

A	1 Hit Point	Small Object, 10 feet
B	2 Hit Points	Small Object 20 feet, Large 10 Feet
C	4 Hit Points	Small Object 40 Feet, Large 20 Feet
D	8Hit Points	Small Object 80 Feet, Large 40 Feet
E	12 Hit Points	Small Object 1000 Feet, Large 100 Feet
F	16 Hit Points	Small Object 1 Mile, Large 500 Feet
G	20 Hit Points	Small Object 10 Miles, Large 1 Mile
H	40 Hit Points	Small Object Anywhere, Large 10 Miles

A Small object is up to Man-Sized, and a Large Object is anything else, to within reason. If it isn't attached to anything else, then it counts. Stop counting at a large ship, or small hill.

Table V Costs- Shadow Sending

A	1 Hit Point	1 League for ten seconds
B	2 Hit Points	1 League for ten minutes, 10 Leagues for 10 seconds
C	3 Hit Points	10 Leagues for ten minutes
D	5 Hit Points	100 Leagues for ten seconds
E	10 Hit Points	1000 Leagues for ten seconds
F	12 Hit Points	Anywhere for ten seconds
G	16 Hit Points	Anywhere for ten minutes
H	18 Hit Points	Anywhere for anytime

Shadow Sending is usually a Grolim Trick. By placing themselves into their shadows, a Grolim can travel great distances. No damage can be done to a Sorcerer whilst in this shadow form, but if the shadow is destroyed (by shattering it- nothing can be destroyed, of course), then the Sorcerer suffers damage equal to the Hit Point cost of sending it (which can be fatal). If this is done, then the Sorcerer's shadow is destroyed forever.

A Sorcerer may, if he has chosen the Sending as an Easy Area of Action, use Sorcery whilst in this form. All Areas of Action are counted as one degree harder, however.

Table VI Costs- Weather Control

A	2 Hit Point	Create breeze (or disperse)
B	4 Hit Points	Create stiff breeze
C	6 Hit Points	Create Cloud, light rain
D	10 Hit Points	Create Storm Cloud, heavy rain
E	12 Hit Points	Create Thunder, Hail
F	14 Hit Points	Create lightning, Gale
G	18 Hit Points	Create Tornado, Major Storm
H	30 Hit Points	Create Hurricane

Beware !!! Tampering with the Weather, unless a character is very knowledgeable and careful, can disrupt weather and climate on a Global Scale. It is best used gently, to disperse carefully effects already in place. Rain in a desert is more likely to cause problems than rain a sea would.

Table VII Costs- Burning Objects

A	1 Hit Point	Small Flame, for 1 Point of Damage. Fire Lit.
B	2 Hit Points	Small Flame, for 1d6 Points of Damage
C	4 Hit Points	Substantial Gout, for 3d6 Points of Damage
D	6 Hit Points	Gush of Flame, for 6d6 Points of Damage
E	8 Hit Points	Fireball, for 8d6 Damage
F	16 Hit Points	Firestorm, for 10d10 Damage

This chart stops at Level F for obvious Reasons. Clever characters will use 2 Gushes of Flame instead of the Fireball, but that takes two rounds, after all. There is only so much damage that fire can do, and remember, that fire in a confined space eats oxygen. The Sorcerer and his party may suffocate unless precautions are taken.

Table VIII Costs- Freezing Objects

A	1 Hit Point	Cool Burst, for 1 Point of Damage. Ice Cubes.
B	2 Hit Points	Chill Burst, for 1d6 Points of Damage
C	4 Hit Points	Icy Blast, for 3d6 Points of Damage
D	6 Hit Points	Freezing Blast, for 6d6 Points of Damage
E	10 Hit Points	Freezing Gale, for 8d6 Damage

As with Fire, there's a limit to how much damage you can do. After a certain point, things can't get colder. Thus the chart finished at Level E.

Monsters and Creatures

There are a number of unpleasant beasts that inhabit the world. They were once all beautiful and intelligent, and the children of UL, but then Torak cracked the world with the Orb of Aldur, and all the monsters went mad. They now hunt and feed, and live in the fears and nightmares of men everywhere.

Algroths

These monsters are native to the Ulgoland mountains, but can often be found in the surrounding foothills and forests. The Tolnedran Legion are particularly worried about attacks on the Highways, as the Algroths seem to be attacking more travellers every year.

The Algroth is related to the Mountain Trolls that are found in the Cherek Mountains, and the mountains of Cthol Murgos. They are tall beasts, eight feet in height, and weigh as much as three men. They are grey and scaly, reptilian in appearance. Two small horns project from the creatures forehead, giving it an almost goat-like face. They attack with poisoned claws, and give no quarter. They are scared by magic and fire, and are not particularly brave creatures.

They attack in packs, sometimes of more than a dozen. The Tolnedran Legion are currently paying a bounty for Algroth heads, and will pay 3 Silver Crowns per head.

Algroths

No. App	: 2-12
Morale	: 7
Intelligence	: Animal
Armour Class	: 6
Hit Dice	: 3+1
Attack Type	: 2 Claws, 1 Bite
Damage	: 1d4/1d4/1d6
Spec. Attacks	: Poison Claws
Spec. Defenses	: None
Treasure Type	: None
XP	: 270

Mountain Trolls

These creatures are found in almost all mountainous areas. They are related to the Algroths, but are more massive and violent. They are hunted by the Chereks, who find the quarry particularly enjoying to fight.

A Troll is over ten feet in height, and weighs as much as a horse. It is a furry black beast, and its eyes glow red in the darkness. It sports two long horns, giving it a demonic appearance, and attacks with long claws and a frightening array of teeth. They are not poisonous, unlike the Algroth claw, but are capable of rending steel.

Trolls cause little havoc, as they stay in their mountain lairs for most of the time. The Chereks, whom are at odds for hunting areas with the Trolls, tend to fight them the most.

Mountain Trolls

No. App	: 2-8
Morale	: 11
Intelligence	: Animal
Armour Class	: 6
Hit Dice	: 6+1
Attack Type	: 2 Claws, 1 bite
Damage	: 2d4 / 1d6+4
Spec. Attacks	: None
Spec. Defenses	: None
Treasure Type	: None
XP	: 420

Hrulgin

The Hrulgin resemble large horses, but are in fact unrelated to the horse. They are carnivorous, and where a horse would have hooves, the hrulgin has sharp claws. Their mouths are armed with cruel curved teeth, and they remind an observer of a rodent. They hunt in packs, and some brave Algars often attempt to tame them. A Shad-Dar once described them as being on the edge of madness, and there might be some hope for these once noble creatures.

Hrulgin	
No. App	: 4-36
Morale	: 10
Intelligence	: Animal
Armour Class	: 6
Hit Dice	: 2+1
Attack Type	: Hooves, 1 Bite
Damage	: 1d4/1d4/1d6
Spec. Attacks	: None
Spec. Defenses:	: None
Treasure Type	: None
XP	: 65

Eldrakyn

Very distantly related to Trolls, the Eldrakyn are actually another species of intelligent creature. Eldrakyn inhabit the Ulgoland hills. They are stupid and slow, not to mention huge and ugly. They fight with clubs (and swords, if they can get them) and wear armour pieced together from bits they find. They can speak, although their jaws are not the right shape for speech, and so they sound very strange.

An Eldrakyn is between eight feet and ten feet in height, and are covered in coarse brown and grey hair. They live in tribes, making their homes in the caves that riddle the Ulgoland Mountains.

These creatures are found in almost all mountainous areas. They are related to the Algoths, but are more massive and violent. They are hunted by the Chereks, who find the quarry particularly enjoying to fight.

Eldrakyn	
No. App	: 4-12
Morale	: 12
Intelligence	: Low
Armour Class	: 4
Hit Dice	: 4+1
Attack Type	: By Weapon
Damage	: By Weapon +2
Spec. Attacks	: Thrown rocks
Spec. Defenses	: Armour
Treasure Type	: Poor
XP	: 270

Fenlings

Native to the Drasnian Fens, the Fenlings are animals on the edge of sentience. They are three feet long, and hunt fish in the Drasnian Fenlands. Many local people fear the Fenlings, but they are essentially harmless. They are intelligent enough to understand speech, and have a wicked and mischievous sense of humour.

Fenlings	
No. App	: 2-20
Morale	: 8
Intelligence	: Low
Armour Class	: 8
Hit Dice	: 1-1
Attack Type	: Bite
Damage	: 1d3
Spec. Attacks	: None
Spec. Defenses:	: None
Treasure Type	: None
XP	: 15

Claymen

A horrible creation of some unknown Nyissan Magician, the Claymen are large lumbering man-shaped forms of clay, matted with plant fibres, that exist in the Nyissan Jungles. They are not alive, but are in fact animated by intelligent snakes that exist within the Claymen's head. This makes them very difficult to kill, and they are usually immune to fire. When limbs are cut off, they retain the ability to move and attack. Only when the snake is removed from the head, does the body stop making. They attack with massive fists, but are slow.

They are easy to control, and the Queen of the Serpent People often uses them for delivering messages and for other more violent tasks.

Claymen	
No. App	: 2-12
Morale	: 18
Intelligence	: Medium
Armour Class	: 8
Hit Dice	: 4+1
Attack Type	: 2 Fists
Damage	: 1d4+2/1d4+2
Spec. Attacks	: None
Spec. Defenses:	
Immune to blunt weapons.	
Edged Weapons do half damage.	
Regenerates 2 HP per round	
Must be reduced to Zero, then head removed.	
Treasure Type	: None
XP	: 650

NP: Attacks lost every

Snakemen

Created many centuries ago by the same minds that made the Claymen, the Snakemen are a race of half-men, half-snakes. This blasphemy would not be allowed to exist if Issa was still in the World. They have been breeding in the Jungles for five hundred years now, and even the Nyissans' fear and hate them. Queen Salmissra, of the Serpent People, has ordered that the Snakemen be wiped out. Some think that she would rather make use of them.

The Serpent People live in the many ruins that still exist in the Nyissan jungles. They have a society that resembles that of the Nyissans. Snakemen are unable to breed amongst themselves, and so kidnap human females for that purpose. The captive women are kept prisoners for many years, sometimes giving birth to dozens of Snakemen. This abomination would offend every other Kingdom in the world, if they knew about it.

Snake-Men	
No. App	: 2-12
Morale	: 16
Intelligence	: Medium / High
Armour Class	: 8, or Armour
Hit Dice	: 2+1
Attack Type	: By Weapon
Damage	: By Weapon,
+1 Spec. Attacks	: Poison (can lick blade of weapon), Poison Spit
Spec. Defenses:	Immune to Poison
Treasure Type	: Good
XP	: 420

The Arendish Fair

History

Every summer, a great city of tarpaulin sprouts up on the grassy Arendish plain. At the junction of the Great West Road, and the High Road to Prolgu, a vast gaudy sprawl of tents and pavilions gathers together and is the Arendish Fair.

For some centuries now, the Fair has been the yearly highlight for traders and travellers alike. The rows of tents have been in the same places now for most of that time, and the families and trading companies that rent them are willing to pay a lot of money for the privilege. The Tolnedran legions originally let traders rest on the hundred yard wide tract of Tolnedran Highway that stretched here. The Tolnedran Empire then made a deal with the Arendish crown to allow the use of land measured a league in radius from the Tolnedran Hostel at the branch of the two roads. The deal was made without any real idea that the entire tract of land would eventually be used up- noone could have guessed the popularity of the Fair.

The Tolnedran Empire, founded on trade, may have started the Fair for their own purposes, but regardless of the reason, it caught the imagination of the whole world. Traders come from all over the world to ply their goods here. Indeed, it is considered an honour to have an annual pitch at the Fair. Murgos and Alorns mix uneasily in the rough streets between the rows of tents, patrolled by Tolnedran and Arendish knights. Malloreans and Melcenens from the other side of the World spend months travelling to the Fair, and some only manage to make it every other year.

The Fair is open all the year round, but is the most popular in the Spring and Summer. In Autumn and Winter, the Fair might be half the size, but still offers unparalleled trading.

Geography

The Fair was originally based around the Tolnedran Hostel, at the junction of the Great West Road, and the High Road to Prolgu. This spread along the Road for a half-mile north and south of the Road, in the hundred yard verge (fifty yards on either side of the twenty yard wide highway) owned by the Tolnedrans. When the trade accords allocated the one league radius area to the Fair, it quickly spread out. The oldest pitches are nearest the Hostel, and like the rings of a tree, the younger pitches (and so traders) are deposited in rings outward. The Fair is like a huge wheel, six miles across. In the centre, the pavilions are large and well established, to the extent that many are now permanent buildings. Wood is banned from any structure, except for support, due to fire risk, and to a lesser extent, tradition. The temporary sites for passers-by make up the furthestmost rings of the Fair, and are usually scarcely populated. As the rings get closer to the centre, so the density of traders gets greater. The tents are well spaced out, as pitches up and move regularly, and need more space to move equipment and horses around. It is like a town market, with maybe three or four times the space between stalls and tents. The atmosphere is far from claustrophobic, except within the first two hundred yards of the Hostel, where the tents practically touch each other.

The most successful pitches are nearest the Great West Road, or the many dirt tracks that run like spokes out from the centre of the Fair. Few customers are willing

to walk more than a mile from their place of abode, so inns were set up halfway down each spoke. This way, most of the Fair was within walking distance of an inn, and many people treat the Fair as a huge shopping-cum-pub crawl. Alorns, for some reason, find this especially attractive.

Regardless, the pitches most used run alongside the spokes and the wide circular paths that trace ever-decreasing-circles inwards to the centre of the Fair.

It is a vast and awesome sight, no matter how many times you see it. There is an attempt at classification, something which has sprung up only in the last few years. The Fair is split into five sections, four quadrants and a centre. The centre is the Tolnedran Hostel, and the first three hundred yards out. It is here that the Legions are based, and all administration is controlled from here. There are a few traders, but these are the very well established ones. There are a large number of services here, such as inns, horse pens, guides, mapmakers, and blacksmiths.

Each of the four quadrants are classified into a mixture of race and product. This is only usable as a guideline, as the true nature of the trade means such classification is almost impossible to adhere to. **Quadrant A**, the 9 to 12 o'clock section is made up of Tolnedran and Arend traders. **Quadrant B**, 12 to 3 o'clock, is for the Alorn traders. There are a great deal of inns in this Quad. **Quadrant C**, 3 to 6 o'clock, is for independent Merchants. Usually this means Nadraks and Drasnians, who both should technically be in other sections. **Quadrant D**, the 6 to 9 o'clock section is set aside for the Anagaraks. This section is usually very sparsely populated with that particular race, and instead is the place where smaller merchants set up. The products that are found in each section reflect the country that occupies it. The Alorns sell wood and iron products, very little of it luxurious. The Nadraks and Drasnians sell more refined products, as they tend to travel more. The Tolnedran and Arend areas sell local produce, such as food, and Tolnedran luxuries. Academics find the Tolnedran Quad most interesting. The Anagarak Quad is home to the most exotic items, such as perfumes and wines from all over Southern Murgos and Mallorea. In the last few years, tensions between the Murgos and Malloreaans have made traders in this Quad feel uneasy.

Setting a Tent up

The prospective candidate, whether trader or customer, must first contact the Administration Officer at the Arendish Fair Administration Pavilion. The AFAP is situated near the Tolnedran Hostel at the center of the Fair, and though a tent, is a permanent building. It is run fully by the Tolnedran Trade Office (or ToFO, as it is unaffectionately known). The AFAP is responsible for all the Fair, and the AO's have lists (theoretically) showing every tent, and lists (theoretically) of every person registered at the Fair. In actuality, they could not possibly track every person coming in and out of the Fair, and they wouldn't want to. Since half the trade at the Fair is in theory illegal, it would not be in the Tolnedrans interest to alienate half the traders. They insist upon having note of every tent at the Fair, however. If a tent is discovered by the Legion without a license, the tent owner is arrested, and held at the AFAP until they either pay up (with a hefty fine), or the Fair breaks up in the Autumn. It is much cheaper just to pay.

The rates are based upon two factors. Firstly, there is the size and number of tents to consider (or, in other words, the size of the pitch). Secondly, there is the

location of the pitch. A new trader has no chance of renting a pitch within a mile of the Great West Road. These pitches have been secured by centuries of bribery and tradition. The minimum bribe needed to secure a pitch here ranges from 1000 GP for between a mile and a half-mile of the Road, up to 100,000 GP for at the Road itself. These may seem like extremely high figures, but a good trader will gladly pay for the opportunity to make ten times that amount back. There is no charge for time, since the taxes take care of this (the longer you're there, the more you pay), but a trader must specify the length of tenure when applying for the pitch. This is enforced.

For the poorer trader, the rents range from 10 GP for a small two man tent (maximum frontage of two metres) to over 1000 GP for a pavilion (twenty or more metres frontage). For a serious trader, with a couple of tents, a few people and a four metre frontage, a sum of 100 GP is due. Someone who is at the Fair to buy only (a customer) is charged a nominal fee of 1 GP per person and horse in their party. They are taken to a pitch on the furthest outskirts of the Fair, since they are not expected to stay more than a few days. Most people who fall into this category usually stay in one of the inns, and there is little enforcement of this 1GP rule, since most people setting up tents are going to want to buy as well as sell.

This is paid at the AFAP, and the trader/customer, after being given their licence, is then escorted by a guide (costing 10GP) to their allocated pitch (or are handed a map, and left to their own devices). They are then visited on a daily basis by AFAP representatives. The day before the end of the tenure specified on the licence, the AFAP representative visits, and checks the sales paperwork. The amount of money to be taxed is worked out and the amount paid on the spot. This takes about ten minutes, and most paperwork is very well done. The tax amounts to 10% of the total profit made by the trader, and is supposed to pay for administration and policing costs. Traders are invited to pay more, and large bribes can be helpful in moving the process along. Incidentally, the tent itself cannot be taxed. The above is a trade and administration tax. Permanent buildings may be taxed, however.

The trader, once finished, leaves the Fair, taking his tent or pavilion with him. If the pitch was a good one, he is offered the same pitch the following year, for a figure double of the usual amount. No other trader is offered the pitch until the existing trader has been given the chance to secure the pitch the following year. There is honour amongst both thieves and honest businessmen.

The Trade

Everything is for sale at the Fair, and not all of it legally. The traditional things make up the bulk of the Fair- the things people make, whether food, metal, cloth, wood or stone. Then there are the luxuries- perfumes, gems, jewellery, cloth, books. Weapons are bought and sold, some very exotic, others not so. A few wily merchants even buy and sell money.

Services are also for sale at the Fair. From practical services like Blacksmithing and Carpentry (usually dealing with customer problems as they come up, but sometimes hand-making expensive items at customers requests), to less obviously useful services like portrait painting or tapestry making.

Other services include inns (very large pavilions, sometimes, sleeping several hundred), eateries, water-sellers (on every street) and make-shift temples and shrines.

Then there are the less tangible goods, such as news, information, rumours and secrets. This changes hands as paper and maps, but more often as whispers and nods.

Finally, there is the slave trade. The authorities policing the Fair are of mixed opinion on this matter. The Arends do not understand the trade, as it confuses them. They sense something vaguely unpleasant about the trade, and so stop it when it is discovered. The Tolnedran Legions are under orders to wipe out the trade, and it is their actions that have forced the trade of people underground at the Fair. The Nyissans and Murgos, the two countries most involved in the trade, dislike using the Fair for any more than discussing business, and so one might be able to make arrangements to

Perhaps the most interesting trade is that of buying and selling pitches at the Fair. It is rumoured that some Tolnedran families have retired from trading altogether by renting out pitches in prestigious locations at the Fair. This is technically subletting, but the maze of bribery and favours that hundreds of years of trading has left is beyond most people to try and navigate.

Places of Interest

The Fair is packed with interesting tents and pavilions. The traveller needs to know but a few to begin with.

Greldeg's Inn

A huge, sprawling tent in the Alorn quarter, the inn of Greldeg is a home away from home for the hundreds of Alorns at the Fair. The beds are cheap, the ale cheaper, and the fights legendary. Many traders only come for the brawls, some of which last days. The Legions tolerate this behaviour, since the Alorns spend money like water.

Heldig's Stables

Most inns do not have stables. Heldig, an Arend nobleman, started a horse stable to fill this gap. Horses are well looked after, and it is rumoured that many Algar Sha-Dar have worked here over the years. The current Heldig is the third to run the stables.

The Joust

Beside the Inn is a large jousting field. During the summer, over ten tournaments are held here. Entry is 1 gold crown, and many Arendish nobles make use of the tourney to polish their skills. Grudges are settled here, and it is the first chance of many squires to joust. The Fair is seen as the highlight of the years regional tourneys.

Anrin's

A brothel, no less. This large pitch is made up of over twenty luxurious tents, each as well decorated and stocked as an expensive inn. Fees vary, depending on the tent and the girl, but Anrin's girls are generally expensive. Cheaper thrills beckon in the corners of most inns and streets.

Sample Goods and Traders

The finest, and the worst, of the world's goods are found at the Fair. A few of both are given below, along with the Traders who sell them.

Weapons

The Murgo trader, Urgil of Rak Hagga, sells the finest weapons in all Murgodom. His battle-axes are very fine, and he is rumoured to sell enchanted axes. Such things would be very expensive. He deals with Alorns in a civilised manner, but is not noted for his charm.

Felro, a Sendar smith, brings his idea of weapons to the Fair. They are cheap, and popular, but tend to snap when put under any real strain. His weapons have often been found the dead hands of many who have fallen after their weapons broke.

Armour

The Arend Blacksmith, Doroon Melchar, makes suits of armour fit for Kings- indeed, the King of Cherek has bought several sets from him. Doroon has placed a large sign on his tent proclaiming his Royal 'status'. His armour is expensive, but he makes very good shields and helms for bargain prices.

Tristain, another Arend smith, was apprenticed by Doroon, but was expelled when his complete lack of talent cost Doroon several hundred Tolnedran Crowns. He now trades on his own, making terrible armour that is only attractive because of its price- over half of what one would normally expect to pay. Beware...

Books

The Tolnedran Librarian, Lucien, brings his collection of tomes and books to the Fair every other year. He spends the rest of his time travelling the West, hunting the books down, and then hand copying them. He is looking for a magical method of copying books. He has a printing press at the Fair, one of the few in the Western Lands, and prints leaflets for other Traders. There is sure to be something of interest to anyone who can read.

Clothing

Jereby, a Rivan tailor, brings his Rivan wool to the Fair every summer. He and his people make clothes from the grey wool, and makes a fine profit. The Rivan robes are bought up by other traders in the summer, and taken across the world that Autumn to keep hundreds warm through the winter.

Horses

Alanra, an Algar woman, brings her families herds across the Ulgo Mountains every spring to sell at the Fair. The Algar horses are hardy and strong, and are prized across the world.

Food

Apart from the perishable foods that sustain the traders, some exotic preserves and seeds can be bought here. The Nyissan jam-maker Keliss is renowned for her 'interesting' products, and will also provide the discerning trader with seeds and herbal potions for making their own 'jam'.

Perfumes

Again, it is the Nyissans who are the most famous here. The musky scents of their perfumes are famous for their aphrodisiac qualities. Woman and men alike flock to the Nyissan tents to buy the tiny glass vials for hundreds of Crowns a go.

Personalities

Radek of Boktor

A Drasnian merchant of some renown, Radek visits the Fair twice a year. His arrival is greeted with fear and suspicion by most other traders, and Radek's keen mind has crippled several less bright merchants in his time. He is a merciless card player, and even the Legions hate him. He bribes well, however, so there is little they can do.

Delvor

Another Drasnian, Delvor is well known for his ability to seemingly hear about everything in the Fair. Although technically a fur trader, Delvor probably makes most of his money buying and selling secrets. He charges double if you don't want anyone to know you were asking.

Narrid of Dalasia

A quiet Mallolean, Narrid comes every year to sell his musical instruments, and to buy information. He works for the Mallolean University, a huge institution whose sole aim is to gather information. He will buy any information- political, military, art, rumour, legend- it doesn't matter. He buys stories and pictures, as well as diagrams and notes. Many suspect him of being a spy, but he is so obvious a suspect, that he couldn't be. He is respected, and he seems to enjoy discovering new things.

Mistro

An entertainer of unknown origin, Mistro's magic tricks and lewd songs make him a popular addition to any inn. He is rumoured never to have spent any of his own money at the Fair, due to people's unusual habit of wanting to pay for his food, lodging, clothes...

Headwater - Tolnedran Mining Town

Headwater is a ramshackle place. It doesn't have to be good-looking, so it isn't. There are a few buildings of note.

When travellers cross the ford, they will notice a sign before a bend in the road. It reads

Welcome to Headwater.
Stealing is forbidden, punishable by stoning
Murder is forbidden, punishable by stoning
Enjoy your stay.

The Rapids

This is one of the two taverns in Headwater. This is the rough one, even by Alorn Standards. The beer is cheap (half standard prices), so is the food. The fights are bloody and dangerous, and allows the miners and slavers to blow off steam. The Inn is run by a Murgo called Haggachek, but he is no longer aligned with his country. His wife, an attractive Murgo called Galak, is a first level thief, but she also has healing skills.

Last Chance Inn

If possible, this is the more civilised of the two taverns. It is the only one with bedrooms, so it demands a quieter atmosphere. Slavers without goods will stay here, as will more wealthy travellers. The rooms, as with the rest of the Inn, is frugal but comfortable. Prices are high, however, reflecting the service (sort of).

The Last Chance is run by three ex-adventurers. Two are fighters, one is a Grolim. They are;

- Mellid (female fighter Lvl 3), a Nyissan N.E.
- Gilthalad (male fighter, Lvl 4), a Tolnedran N.E.
- Ranrit (male Grolim, Lvl 4), a Murgo N

The Last Chance acts as a listening post for the Murgo government. As soon as the characters enter the Inn, Ranrit will contact his masters, who have warned him to look out for the group.

The Temple

For pious traders and travellers, this allows worship for all deities, including Torak and , more interestingly, an old statue of Mara (indicating the age of the Temple).

This one chambered building is very old, and dates back to the time before the splitting of the world ! Any character who looks around the Temple, and works this out, deserves some XP.

The Temple is one of perhaps a dozen such buildings left in the world. It was granted power by all the gods, and is aligned to none in particular. Grolims learnt to leave the place alone millennia ago.

Each character who enters, and spends time praying or meditating, regains all lost Hit Points (once per character), and is under the effects of a Bless spell for the rest of the day (once per character).

Headwater Emporium of Goods

This is one of the best stocked hardware shops in the West. However, nearly all goods are second hand- chains, shackles, whips, slaver cloaks, packs, other clothing- you name it. Even weapons and armour. The shopkeeper, a Nyissa ex-slaver called Ussus, prides himself of buying and selling only used goods.

Traveller's Supplies

A more conventional shop, this also sells rations. No fresh foods, unfortunately, as only the inns can afford to do so. The shop is run by a Sendar woman called Marion. She has been here for twenty years after escaping from a Nyissan Slaver.

Other Places

There are a few other buildings within the town. They are either private homes, or large barns for storing slaves or horses.

When in Headwater...

It is permissible to camp just outside the village, but it must occur downriver, and on the other side.

Crime and Punishment

Headwater is self-policing. If trouble (of a non-military kind) occurs, then they usual wait for those involved to beat each other up and then get them both. If thieving occurs, then the penalty is stoning. It's been a long time since this has happened.

Timeline for the Belgariad Campaign

5075 *September-October*

The Orb of Aldur is stolen by Zedar with Errand. Belgarath meets Polgara and Garion, Silk, Barak and Durnik, beginning the *Belgariad*.

October-November

The group move around Sendaria, until they are met and asked to meet with the Alorn Council in Val Alorn

November-December

In Val Alorn, they meet with Anheg, Rhodar, Cho-Hag, Brand and Fulrach. The group start the journey to Arendia. Erastide spent at sea.

5076 *January*

Group travel through Arendia. They meet with Lelldorin, but are attacked by Algoths.

February

Group arrive at Arendish Fair, then travel to Vo Mimbire, where they meet with the King. Garion reveals Murgo plot against the King

March

Group enter Tolnedra, meet with Ce'Nedra. They get involved in Politics, a little.

April

Group move through Woods of the Dryads, and enter Nyissa. Belgarath and Silk leave, to follow Zedar. Garion uses Sorcery for the first time. Zedar has the Orb taken from him. Belgarath and Silk witness event.

May

Garion meets with Salmissra.

Zedar moves Torak from Cave. Volcanic Eruption.

Group leave Nyissa, travel through Maragor. Storms in mountains. The Colt is brought back to life in the Cave.

June

A restful time for the group. Spent in Vale of Aldur. Group meet with Aldur, Garion begins practising his Art.

July

Party enters Ulgoland. Relg joins group. UL meets with them. Ce'Nedra is told to wait behind.

August

Group travel through Algaria

September

Cthol Murgos, and Rak Cthol. Ctutchik is destroyed, and Rak Cthol collapses.

October-November

Back the way they came, to Ulgoland. Belgarath collapses.

November-December

Through Sendaria

Late December

Travel to the Isle of the Winds

Erastide

Belgarion is coronated as the Rivan King

5077 *January*

Garion gets used to his position

February

Garion spends more time as King

March

Garion, Silk and Belgarath leave Riva, and begin the journey to Mallorean
Ce'Nedra begins her plans to lead an army

April

Garion & Co. reach Drasnia

Ce'Nedra enters Arendia, begins speaking to vast crowds

May

Garion & Co. reach Gar Og Nadrak

Ce'Nedra enters Tolnedra, steals her fathers legions

Army begins march across continent

June

Garion & Co. enter Mallorean

Ce'Nedra's army arrives in Mishrak Ac Thull. War begins

July

Ce'Nedra, Polgara, Durnik and Errand are taken to Mallorean by Zakath

Garion fights Torak, and wins.

August

Group returns to Riva

September

Weddings of Polgara and Durnik, Garion and Ce'Nedra