

THE ARMS OF NARGASH-TOR

ALTHOUGH ADAPTABLE TO ANY GAME SYSTEM, "THE ARMS OF NARGASH-TOR" IS SPECIFICALLY DESIGNED FOR THE PALLADIUM ROLE-PLAYING GAME. REFERENCES TO "THE BOOK" IN THE FOLLOWING TEXT REFERS TO THE PALLADIUM ROLE-PLAYING GAME BOOK.

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THE ARMS OF NARGASH-TOR



The Arms of Nargash-Tor

Introduction

This is a Palladium scenario for up to eight first-level characters, six second-level characters, for third-level characters or any combination thereof. It is designed to be an introduction to those players with little or no fantasy role-playing experience.

The scenario itself takes place near the western edge of the Timiro Kingdom. While Timiro is basically populated by human beings, there is a scattering of other races, most predominately Ogres and Elves, with a few Dwarves and a handful of others. All races are therefore available for player character use in this scenario. However, most of the non-human races will be met with mistrust, fear, or even hate by the human population with the exception, of course, of Elves. Especially mistrusted are Trolls, Kobolds, Orcs, Goblins, Hob-Goblins, and Ogres. Wolves also fall into this category, though they are extremely rare in this part of the world.

The major cause of these hard feelings, natural racial antipathy aside, is the continual raiding which takes place from the Old Kingdom, inhabited mainly by the above mentioned races, who continually strike deep into Timiro, wreaking havoc, despoiling farms and killing all who get in their way.

The mountain range, which separates the Old Kingdom from Timiro, is infested with Kobolds, Orcs and especially Ogres. Who often cross from those border mountains to the mountain range on Timiro's eastern border.

No determined effort has ever been made to clear out either of the mountain chains, due simply to the fact that both cover large areas with a thousand places to hide and wait in ambush.

As these creatures cross from one mountain chain to the other they create a definite hazard to travelers and those who live in the area. This is particularly true for the area near the tip of the eastern mountain chain, for the paths of many of these wandering bandits converge near this point. This threatens the caravan routes which run through the area to the Eastern Territories.

It is on one of these caravan trails, in a border town which grew up around Fort Ac, about thirty miles from the first large mountain of the eastern chain, that this scenario takes place.

The fact that most non-human races are met with hostility does not mean that players who take non-human characters will be attacked wholesale by the population.

Nor that they will be killed on sight by patrons from the fort. They will, however, be met by prejudice, with some inns refusing to rent them rooms, storekeepers may charge them more for an item than they would charge the humans in the party. Women and small children may scream and run at the sight of them. While older children may throw rocks and/or rotten fruit. There might also be the occasional encounter with someone who had a loved one killed by an Ogre or some other race, who may attack on sight, but such is the exception, not the rule.

It must be remembered that Ac is a border caravan town, with peaceful members of all races passing through it at one time or another. Only if an unjustified attack is made by one of the players on a townsman or child would a lynch mob develop. Tensions will usually run high.

Introduction to Fort Ac

Fort Ac is one of the major towns of the eastern section of Timiro, a base for military patrols and an important rest stop for the caravans which go to and from the Eastern Territories. The Fort itself is somewhat separated from the town proper, lying a few hundred yards north of the town walls and houses. It consists of some 300 soldiers and a detachment of the 14th Timiro Cavalry Regiment. These soldiers normally travel in patrols of ten or more and guard the caravan routes to the north and south. The Emeras forest to the west and Northwoods to the east are left basically unpatrolled, being considered too large and the Northwoods too dangerous to control with the limited number of men available.

As a caravan town, Fort Ac sees to the wants and needs of the many passing merchants, having a large number of inns and taverns; many more than the size of the town suggests. There are also a large number of wheel-

wrights, blacksmiths, carpenters, one or two armourers and several resident Healers.

As the players investigate the town they will discover that there is no Alchemist in the area. There is, however, a 40% chance that one of the passing caravans will have any magical item the players are looking for at the standard cost plus 2D6 X 100%.

With the large number of merchants which use this route, normally 2D4+2 caravans will be found resting in the specially created and fenced area just outside the main gates of the town. Merchants are allowed to sell their wares here, and with the exception of magic as above, all items normally available will be sold by one of the merchants at slightly more than the price listed in the Palladium Role-Playing Game rule book.

A large number of transients and undesirables (that is to say adventurers), combined with the great amount of wealth moving through the area has fostered the creation of a thriving Thieves Guild. In the performance of its functions the Thieves Guild has, to a large extent, corrupted most of the members of the garrison, though by no means all. Being used to receiving money for silence, there is a 70% chance that any player character arrested can bribe their way out of trouble for 1D4 X 100 gold. Their captors will not hesitate to ask for money, nor in informing them if they are not offering enough.

The Adventure Begins

While passing through the town of Fort Ac, in the eastern regions of the Timiro Kingdom, your party is approached by a distinguished looking human, between 35 to 40 years of age. He is dressed in standard traveling clothes; tunic, leggings, boots, and a cape. With a large silver pendant around his neck and a ring on the middle finger of his left hand.

He introduces himself as Morgan, a Priest of the Gods of Light. He inquires if your party is employed or seeking employment. If given an encouraging answer, he will offer to buy dinner and drinks for the party while explaining the situation. He will then escort them to the Grey Mist Tavern and will select a table far from any other of the bar's patrons.

His story unfolds as such; his church, situated far to the west, near Tanis, had during the last few months fallen more and more under attack from the wandering Orcs, Ogres, and Trolls moving through the forest regions. In order to save a number of holy relics from desecration, it had been decided by the church elders to have the relics transported to a church in the eastern part of the kingdom. Morgan had been sent ahead to arrange transportation and safe havens for the relics as their journey progressed. To make the relics less suspicious, and thus less susceptible to banditry, they were to be carried by one of the regular caravans from Karowyn's Merchant House.

Unfortunately, it appears that the caravan itself, without public knowledge of what it was carrying, was considered a good target, Karowyn's being known to deal in precious silks, spices, and gems. Two days ago, as the caravan approached within eight miles of the town it was attacked. All members of the caravan appear to have been killed, though several of the bodies are still missing. The caravan wagons were gutted and burned.

By communing with the Gods of Light and asking questions around town, Morgan has been able to establish the identity of the bandits and the location of their hideout.

Rhaznor's Bandits

The bandits themselves are a mixed group of Ogres and Orcs, so it is not unusual that several of the bodies were missing. The leader of the bandits is a renegade human by the name of Rhaznor, famous for leading attacks on caravans and human outposts in the area.

According to eyewitness accounts garnered from survivors of earlier raids, Rhaznor keeps control of his motley band by the use of an apparently powerful magical sword, rumoured by some to be a minor Runesword. All witnesses agree that the sword glows yellow even in daylight. Also that it can leave Rhaznor's hand and fight by itself and that, on occasion, has been heard to speak. Powerful fighters have been reported to have been killed with one blow and the sword almost definitely defends the bearer against some physical attacks.



Rhaznor's base of operations is in a deserted Kobold outpost some 40 miles to the east, at the base of Mount Nargash. It is in an area between two rows of hills known as Nargash-Tor to the Kobolds, or simply as "the Arms" to the locals.

Morgan will supply the players with a map of the area and a simple explanation of the lay of the land. The area to the north, west, and south of the Arms is the wet, swampy land of Rldmarsh, an extremely dangerous area. Directly to the north of Mount Nargash is Lake Magnys, whose gentle waves roll in directly at the foot of Nargash. Between the caravan route and the mountains some 40 miles distant, lies a large densely wooded area called Northwoods. It has an unsavoury reputation, with only one known clear way through. Even this path is reputed to be dangerous. This path, known as the Kobold Road, is a ten-foot wide road, made of sections of stone ten feet long and two feet wide. It cuts almost directly east across the forest and into the Arms of Nargash-Tor. No living greenery grows on or over this road. Apparently a magical device to keep the road clear. Though this road is free of plant life, local animal life and creatures which have crawled down from the mountains are not affected by the magic and can be a major problem.

On top of this, the road is suspected of being under a curse. For the last few months individuals, and even some small groups which were traveling on the road, disappeared and remain unaccounted for.

In addition, Northwoods is known to be the home of many of the Faerie who, though not vicious, are definitely mischievous.

To the west is the Emeras Forest. This area is inhabited by a large number of human cottagers and is relatively safe, though wolf packs are known to occasionally hunt in the area.

In the south there are the Brown Plains. There is little in this area with the exception of wild animals, especially wolves.

The Reward

In return for attempting to recover the artifacts, Morgan is willing to give each member of the party a 500 gold down payment, and 2000 gold each on completion of the mission. However, Morgan will insist that each player swear on their true name to recover the holy artifacts and return them to him.

In addition to the money, Morgan will give the party five clerical scrolls which can be sold for market value or kept for use during the adventure. The scrolls are;

Carpet of Adhesion, Fog of Fear, See the Invisible, and Wisp of Confusion, (all second level), plus Commune with Spirit (third level) and Part Waters (fifth level).

Only after the players swear will the money and scrolls be given to the group. At this point he will describe the holy artifacts to them. They are a gold thurible about six inches high and four inches across, inscribed with the figures of the gods Osiris, Set, Isis, Ra, and Anubis. This ancient item is purported to be from the first church of the Gods of Light, therefore being over 10,000 years old. The next is an ornate bronze candle holder which has the bones of Saint Ornal encased in the base. The final artifact is a small iron box, four inches long by three wide by two deep. This holds ashes of Saint Simar, a holy man who was burned by the Orcs some 200 years ago.

Morgan will go to great lengths to insist that none of the items are magical in themselves, but that they only have great sentimental value and religious significance to his church.

Finally he will recommend that the players check with some of the locals about the surrounding area. As he has only been able to find out about the major geographical features nearby.

GAMEMASTER INFORMATION

Morgan is a Priest of Light, in a manner of speaking. When he introduces himself as a Priest of Light he means he serves the forces of good. He is actually a Priest of Osiris, a member of the Cult of the Great One. He is telling the truth when he says that the church decided to have several holy artifacts moved away from danger. However, what he will not tell the players is that the item in the iron box is not ash, but an actual part of the sundered body of Osiris. To be exact it is the Tongue of Osiris which enables the holder to understand all languages and detects lies 56% of the time. The box itself is warded with 10 Death wards which will activate sequentially each time the box is opened. The wards were cast by a 10th level Diabolist, so each ward does 20D6 damage or 20 to 120 points. Two of these wards will go off if the tongue is actually touched, in addition to the ones which activate when the box is opened.

The other two items, the thurible and the candlestick are not holy items at all, but are simply camouflage for the Tongue.

Morgan's attributes are:

IQ 15 / ME 10 / MA 9 / PS 9 / PP 11 / PE 12 / SPD 11

6th level Priest

Hit Points: 33

Remove Curse	42%	Prayer of Strength	60%
Ressurrection	23%	Communion	60%
Exorcism	42%	Prayer of Intervention	54%
Turn Dead	45%		

Spells:

Sense Evil	(1st level)	Phantom	(4th level)
Darkness	(2nd level)	Shadow Walk	(5th level)
Resist Fire	(3rd level)	Sorcerers Seal	(6th level)

Number of spells per day: 6

Skills:

Medical	78/82%
Locate Secret Comp./Doors	36%
Prowl	50%
Read/Write Southern	80%
Speak Southern, Eastern, & Goblin	100%
Western, and Elven	86%
Demon/Devil Lore	90%
Play String Instruments	50%
Sing	90%
Recognize Poison	38%
Recognize Precious Stones	40%

Morgan has Weapons Proficiencies in Mace and Large Shield only. In combat he wears studded leather armour, A.R. 12, S.D.C. 38 (normal), 100 (magical). Normally he wears no armour. If attacked without his armour he will run into a shadow and cast Shadow Walk. If no shadows are around he will use Darkness to create his own. If no other way out exists he will summon a Phantom to fight for him, or more than one if necessary.

With the Mace Morgan is: +3 to Strike,
+2 to Parry,
+1 to Throw

With the Large Shield Morgan is: +2 to Strike
+5 to Parry
+1 to Throw

Provided the players recover these items they have a choice of several actions. The first and most obvious, especially for characters of Good or Unprincipled alignment, is to return the items as promised to Morgan. The Cult of the Great One would be grateful for this. Morgan will give each returning player, in addition to the promised rewards, a small silver medallion engraved with the sign of the Great One. This signifies that the person who wears it is a friend of the cult and presented to any priest of the Great One at any shrine, will gain the bearer immediate sanctuary, aide, and assistance.

If however, the players decide to abscond with the "artifacts", Morgan will wait for 2D6 days, just to make sure the players are not returning. He will then hire another group to check the situation out and recover the items from the bandits. They will return within 1D8 days, informing Morgan that the bandits are dead, the items missing and the players nowhere to be found.

Once he has realized that he has been swindled Morgan will send messengers to all the other shrines in Timiro, telling them to send out spies and informants to seek out the players. The entire might of the Cult of the Great One will be bent upon searching out the players and recovering the sacred artifacts. Morgan himself will act as a field commander, organizing the spies, bounty hunters and the like. These emissaries will be told what it is the players are carrying, just that they must be captured or killed and everything they are carrying returned.

If the players have not been found within two weeks, all shrines in the countries neighboring Timiro will be alerted. By the end of two months, if the players have not been found and the Tongue of Osiris returned, the entire Cult of the Great One, world-wide, will begin searching for them, and they will not stop until the tongue is recovered.

If captured alive, a player (players) will be first interrogated and then ceremoniously put to death for sacrilege. If, however, they have a change of heart, either because of feeling guilty or because of to many encounters with bounty hunters, they can elect to return the tongue voluntarily. If they do so, they will be required to do the following: First, they will be made to undergo a special purification ceremony and then be made to join the cult. Refusal to do so will put them back on the sacrificial table.

Next the leaders of the cult will assign the players a dangerous mission for their "penance". What this will be is left up to the gamemaster. Though it is suggested that while it should be dangerous, it should NOT be the equivalent of a death sentence. The players should definitely have some chance for success.

Alignment Considerations

Players who intentionally decide to take off with the tongue (stealing it), if of Good alignment, should immediately have their alignment dropped, to either Selfish-Anarchist or Evil-Miscreant, gamemasters choice. Players

of Selfish-Unprincipled alignment should also suffer this fate. The theft of a known holy item when the player has sworn to return it is a definite change of behaviour. A good alignment character should not even seriously consider taking the artifacts. Should this situation arise the gamemaster should first point out that a good character would not take it. Then if the player still takes the item he/she suffers the alignment change. Also, a good character will not allow an evil or selfish character in the group to take the relic. Should this happen the good character(s) will be forced to prevent the theft even if it means combat with his fellow adventurer.

THE TOWN

The Town of Ac

Gamemasters Note: Much of the town of Ac is left undescribed, with only the inns, tavern, and a few other major businesses filled in. This is done purposefully, so that each gamemaster can add their own special touch to the scenario, making it an integral part of their campaign instead of an obviously tacked on adventure.

Gamemasters are invited therefore to use their imaginations to create new characters, businesses, and adventures for the town. To use this scenario as either a passing adventure or as a base for future explorations of the area.

The gamemaster using this scenario as part of a campaign can have the players approach the town overland and let them choose their own accommodations and make their own adventures. A gamemaster with new or inexperienced players might prefer to have the scenario open with the players seated around a table in one of the local inns. For this purpose it is recommended that either the Owl and Stag or the Green Griffin be used.

The town of Ac itself is relatively small, with no more than 600 inhabitants living behind its wooden walls. Most of the town is made of wood, including most of the buildings and the eighteen foot high palisade which surrounds it.

The town has no permanent garrison stationed in it and instead relies on soldiers supplied from the fort to protect it. There are normally 30 soldiers stationed in the town while the gates are open, basically from sunrise to sunset. There are normally ten guards placed at each gate and ten walking the parapets on the walls. At night there are only 15 guards, ten keeping watch on the parapets and five patrolling the town itself. These soldiers are there mainly to protect the town from bandit attacks and to subdue and take into custody anyone caught brawling in the streets or thieving or otherwise disturbing the town. Unless a Prejudiced Guard result is rolled on the Town Encounter Table (See Appendix 1 - Encounter Tables) the guards on the gates will let anyone into the town. However, if provoked they will place those responsible under arrest and take them in for questioning. Anyone resisting arrest will be dealt with severely.



Town Encounter Areas

A - Caravan Rest Areas: These two large well kept pastures, surrounded by split rail fences, are designed for the use and comfort of the many passing merchant caravans. They are supplied free of charge and can also be used by travelers who arrive at the town after the gates have been closed for the night. By day many of the merchants bring out their wares for sale. The are however, not allowed to hawk their wares in the town itself. There is little chance of a bandit attack here, with the fort so close and patrols passing often both day and night. The guards on the town walls keep a close eye on this area by night as well. Thievery, on the other hand is quite common here.

B - Temple of Light and Darkness: This is the main religious center of the town, with room in the church itself for a congregation of up to 200 people. The outside of the temple is decorated with wooden carvings of the gods and goddesses of this pantheon.

The temple is run by Nesta Lotan, a human priest. He is 5 feet 10 inches tall and weighs about 200lbs. He will always be impeccably dressed in the full ceremonial robes of a Priest of Light and Dark. Along with running the temple, he is also the actual master of the town. Though there is a mayor for the town, Nesta is respected and feared enough for his powers both of healing and otherwise, that the townspeople will listen to him over anyone else.

However, in the use of his powers he tends to be a little mercenary. While freely giving the use of his Healing Touch once per person, per day, anything over that he will charge for per the following scale: 100 gold per Healing Touch, 1400 gold for Remove Curse, 7000 gold for Exorcism, and a base of 14,000 gold plus 1000 gold per level of victim for Resurrection. Scrolls of course cannot be bought, though a deal for services may be able to be made. Wizards can attempt to gain spells with the standard fees applying. He has all of the temple's money, 4000 gold in rubies, hidden in a secret compartment in the base of the main altar.

Nesta Lotan's attributes are:

IQ 14 / ME 9 / MA 14 / PS 10 / PP 9 / PE 12 / PB 14 / SP 10

7th level Priest

Hit Points: 38

Spells:

Paralysis bolt	Words of Truth
Sense Evil	Magic Net
Tongues	Sorcerers Seals
Armour of Ithan	Geas

Number of spells cast per day: 8

Skills:

Read/Write Southern	100%
Use Poison	64%
Horsemanship (general 7th level)	
Forgery	60/25%
Recognize Poison	68%
Demon/Devil Lore	95%
Racial Histories	64%
Religious Doctrine	100%
Speak Southern, Western, Eastern	100%
Elf, Dwarf, Goblin, Ogre	85%

Lotan has Weapons Proficiencies in Mace only. He normally wears no armour, but will cast Armour of Ithan on himself when needed.

With the Mace Lotan is: +3 to Strike
+2 to Parry
+2 to Throw

C - The Grand Venue Inn: Run by Eran Orstra, a second level human merchant. The Grand Venue specializes in fine and rare foods and drink. Particularly in dragon steaks and Gnome ale, when they are available. Catering to a higher class of people, the cost of both rooms and food reflect the atmosphere of the inn. Rooms vary from 20 gold to 250 gold per night for the grand suite, decorated in silks and satins in the style of the Western Empire including two slaves to wait on the renter. Meals usually

run three times the normal rate. Teh specialty food cost even more. For example, dragon steaks run 100 gold per ounce, while Gnome ale, reported to be one of the most delicious drinks ever invented, costs 70 gold per ounce. Eran is always on the lookout for adventurers who might be able to supply the special needs of his establishment. So, if the party visits his inn, he will approach them offering up to 20 gold per pound for the meat from any exotic animal which they might kill in the forest, provided that it is not more than 8 hours dead when brought to the inn. Dragon meat is a special case and he will pay up to 100 gold per pound for any part of a dragon.

There is a small stable attached to the side of the inn which always has 1D6 fine riding horses in it. There is also a 40% chance of a average warehouse. (Horse theft is punishable by death).

There is always 2D6 X 100 gold hidden in Orsta's living quarters, and 1D4 X 100 on his person.

Eran Orsta attributes are:

IQ 10 / MA 14 / PE 10 / all other attributes are average.

2nd level merchant

Hit Points: 19

Skills:

Mach	45%
Forgery	26/12%
Hand to Hand: Mercenary (2nd level)	
Read/Write Southern & Eastern	36%
Weapon Proficiency Blunt	
Recognize Precious Metals/Stones	27%
Recognize Weapons Quality	25%
Tailor	43%
Speak Southern	100%
Speak Northern, Goblin, Dwarven	70%

With the Mace Orsta is: +1 to Strike
+1 to Parry

Orsta always carries 2 daggers and normally wears no armour.

