

Lost Roads of Lociam

Circles Disrupted

An adventure for Lost Roads of Lociam



This is not a complete game. You need a copy of the
Lost Roads of Lociam Core rules to play this adventure

Lost Roads of Lociam

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Background

This is a one-shot adventure for the Core ruleset, containing elements from the Core rules, and expanding on some ideas for the future, including brand new rules and magic. It offers the characters the chance to cooperate or go at it alone, for better or worse, and fight a powerful foe by whatever means they can advise.

Some parts of the adventure are written in *italics*, and are meant to be read aloud by the gamemaster to the players. If you don't like them you are free to reword them as you see fit. As always it is a good idea to read through the adventure before you start gamemastering it, so that you have at least a basic grasp of what is happening. Enjoy.

A message from a king

The characters are spending some time in the harbourcities by the Gulves of the Moons, and hoping to find their fortune there. So far, however, they have not found the right employer, as most are deeply criminal, and wanting the characters to hurt innocents in the pursuit of money. This changes one night.

As you enter your room you immediately spot the man sitting on one of your beds. He is dressed in fancy clothes, almost flashy, and has "dressed down" for the occasion with a long dark cloak. He does not fit in here. He smiles disarmingly as you hear the clinking of chainmail on either side of the door, and notice two of the royal guards standing there, silently, grinning nastily from behind their armoured facemasks. "Please don't be alarmed. I am not here to arrest you or run any other such unpleasant errand" the man with the flashy clothes states, standing up and straightening his shirt. "I am Hewanni, Emissary to his Royal Highness Kerlowan the Wise. I am here to offer you a position in his majesty's service. Please. Sit." He smiles pleasantly while you take a seat, and he unrolls a small note from his pocket.

"This is a statement from a lord in one of our outlying provinces. He claims to be under blackmail from a 'Warlock Ettekk' who has threatened to cause a drought throughout his entire province unless he is paid a rather hefty sum of gold. Naturally the King cannot bow to blackmail from a simple con-man like this, so he sent another of his Emissaries there. That poor man went mad trying to investigate this, and when he was brought back to the capital his mind was awash with sleeping horrors. He is being cared for. However, I fear he will never again serve his Majesty.



Drastic measures are needed here. We need someone like you, someone who can handle the more ... extreme of life's problems. You have been picked because we feel there might be an informant for the Warlock in the court of his Majesty. Such an informant would not know of you, and thus not be able to inform the Warlock of your approach. His Majesty the King offers you three gold coins each as well as all the loot you can gather from the Warlock's abode if you end his pathetic parasitic life in our land.

Will you accept this charge from his Majesty?"

The characters can of course decline, but the Emissary will lament it, and offer them another gold coin to divided between them, but that is all he has. If they accept he will tell them a bit more.

"We are so grateful that you have chosen to help our citizens in this manner. We ask that you travel to the northern province of Grazegold, and there seek out the Beggar City. They have graciously informed us that they know where the Warlock lives, and will (for a small favour, I suspect) lead you there. Once there you can dispose of the Warlock in any way you see fit, but do make sure that he never bothers our great land again. If he does the King will hold you personally responsible for your failure, of course. Payment will be awarded upon your return here and the letter from the province lord stating that he has confirmed that the Warlock is dead and gone. Good luck."

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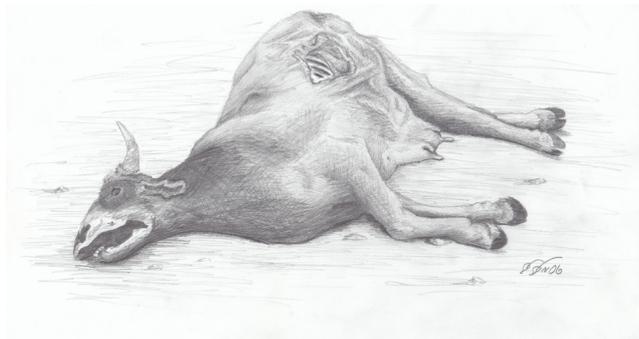
He will then leave the characters in peace to prepare for their journey.

Grazegold under fire

The journey north to Grazegold is not a difficult one, as the roads are well-built and the weather fair this time of year. The distance on the road is about 200 km, so by foot it should take no more than 6 days. For every other day the characters spend on the road roll once on the table below for a random encounter. If the characters travel during the night add +1 to the roll.

D10 Event

- 1 The characters encounter 2D10 children on their way from one village to another, but they are too shy to talk to them, and run giggling from the road.
- 2 The characters encounter 1D10/3 Courtesans travelling south, away from Grazegold, and they know a few stories and songs about how bad things are here, if the characters are willing to pay. They can tell the characters that the Warlock has passed through this area and burned things just to "leave his mark".
- 3 A dead cow is blocking the road. It seems to have died from a terrible infection in some horrific burns it has on its side and back.



- 4 The characters meet a wandering monk from the Savior's Church out doing the "good work". He can tell them that the Warlock has passed through this area and burned things just to "leave his mark".
- 5-6 No encounter
- 7 Something smelling awfully is placed in a ditch next to the road. The characters have to work hard not to gag to inspect it, and see that it is the rotting carcass of a burned bear.

- 8 By the roadside a blind beggar is sitting, muttering to himself about how he is "getting there, soon" but has very little else to say.
- 9 A man is walking in the ditch, cold water up to his knees. He smiles harmlessly at the characters, but he stinks and one can easily see the insanity in his eyes. He is a follower of the Wanderer's Path, and is on his way to the Beggar City.
- 10 The characters encounter 1D10 bandits out to get some money on their way towards the capital.
- 11 The characters encounter the Troll Shoolun who is traveling looking for his sister Ylva who is supposed to be in the area. He is a bit grumpy, and a bit hungry.

As the characters travel they will pass a few inns and taverns along the road, but these will grow less and less frequent the further north they get. At the edge of the province of Grazegold there is a tavern called "The Last Tavern" and during the last few kilometers into the province, before the crossroads, there are no more inns. Travellers are equally thinning the further north they get, and at the border to Grazegold the characters are all alone on the road.

The roads have grown almost deserted, and you have not seen a village since you left the last province, and entered Grazegold. The farms you can see from the road are either abandoned or burned down, and the fields are overgrown or barren. Trees stick up by the roadside, many showing the scars of fires on them. Something terrible has happened here. As you approach a crossroad you can see a big signpost pointing out the distance back to the Gulves as well as to the province capital from here. Nailed to the post is an ill-written sign pointing due west stating that it is 15 km to the "Beggars'es City". There is no road that way, but a well-trodden path through the hilland proves that this is a frequented destination indeed.

The characters can travel to the province-capital, but the lord is not there, but out gathering taxes to help him pay for his added expenses. The only advice they can get from his adjutant is to travel to the Beggar City and ask for direction there. If the province-lord knew where the warlock was hiding he would have sent his knights there, but the Beggar King has refused to divulge that information to him, for fear of reprisal.

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If the characters travel to the Beggar city they are off the road, and go into the hills, on a trail. This will slow their travel somewhat, but they should still not have any trouble getting there safely. The only things they can encounter on the way there are lone or groups of beggars making their way there as well.

The Beggar City is situated by the border between the kingdom and its neighbor, by a dark ridge in the hillland. It is a large, sprawling, squalid place. It was once a grand stone-city, but was destroyed in some old war a few hundred years ago. The ruins are now filled with shacks and sheds, and the city has grown.

Common sense (History): This was once the city of Harradon, and its riches were never recovered after the wars. It is now overrun by Beggars, and run by a Beggar King. It is a lawless land, and one should tread carefully.

As the characters approach they can be told this.

The stench of the city rolls down from the ridge, filling your lungs. The city itself looks like something alive, growing and pulsing in the ruins as bodies move in the dimming light and deep shadow of the hills. The old stone-buildings are partially restored and overgrown with newer, run-down buildings, sometimes in worse states of repair than the older buildings. As you get closer you can see countless faces looking at your approach on the trail, some smiling toothless smiles, others stern, or grinning insanely. Someone is moving in the crowd, and the shambling mass parts for a beggar dressed in red and green rags, tumbling out of a ruin and onto the trail before you. He straightens himself, and you can see that he is missing an eye and has a hideous scar across his face. He grins grimly at you, and speaks with a low raspy voice. "Welcome to the City of Beggars. I am the envoy of the Beggar King. You are not Beggars, so your errand here needs to be declared. Why are you here?"

The envoy will listen to the characters and use "Sense Lie" (Leader Lower Magic) on them. He will point out when they are lying and not let them pass until they have told him the full, true story. If the characters try to stall he will declare that he has no patience for such games and if they persist he will turn them away. The characters can roll a General Fathom-roll every time he does this to discover that he is "truthseeing" them. Once the envoy is satisfied that the characters are not there to assassinate the king or something similarly heinous he will lead them up to the crowd of beggars, and through the city. The characters will at all times be surrounded by hundreds of bodies, watching them. The stench is almost overpowering.



Before the Beggar King

You are brought through this filthy city, always surrounded by beggars watching you from every opening and crevice of the architecture; old and new. You are lead to a grand temple of some now forgotten deity, and escorted inside by the unwashed mass. Inside the temple a small shantytown has grown into existence, and in top of the remains of a fallen mammoth-sized statue of some deity a fancy tent has been set up. As you are lead inside you see a crowd of beggars, and the red- and green-clad one that brought you here gestures, sweeping out with his arm "The Beggar King". You can't see who he is talking about until one of them leans forward, and you can see he is adorned with a small metal crown made out or barbed wire. "Welcome to my city, adventurers. I hope you are not here to collect taxes." His voice is not a lot more than a cutting whisper. He chuckles.

The Beggar King calls his envoy to him, who tells him a summarized version of what the characters told him earlier. He then turns to the characters and ask them if they wish to add anything to this account. They are free to do so, and will notice that he will also use "Sense Lie" on them as the envoy did to confirm the validity of their story. Once they are done he will lean back, and a few other beggars will whisper advice to him. He will frown and then lean forward, whispering out to the characters.

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"Of course I will help you and his Majesty in this. We are all his humble servants, not that he even treats us like he does his dogs." The Beggar King chuckles again, a disturbing sound. "I know where the Warlock is, and I also know how you can approach his keep undetected, a trick that will save your lives. I am not going to give you that information freely, but ask for a little something in return. A few weeks ago a Knight of Pillage came through here, and stole some of my vast treasures. He got away with one box of priceless things, but we know he has not opened it." He taps his nose. "Bring it back and I will tell you what you need to know. Ignore my request and you will have to do this on your own." He smiles a crooked smile.

The characters can decline of course, and then just be pointed in the right direction to the keep of the Warlock. If they accept they will be pointed the other way, towards the eastern Poiard Gate. The Knight of Pillage is said to be staying under the arches of that ancient gate. The characters will not be escorted there, just out of the city, and then pointed in the right direction. The journey is only 27 km. The terrain is mostly comprised of open hills, and there is no clear trail. Use the random encounter-table from GrazeGold under fire once every day and once every night as long as the characters journey in this land.

Under an ancient arch

The characters will arrive safely to the Poiard gate.

Common Sense (History): The gate was erected some thousand years ago as a part of a vast wall in this area. It is just a very stable ruin by now. Noone comes out here anymore.

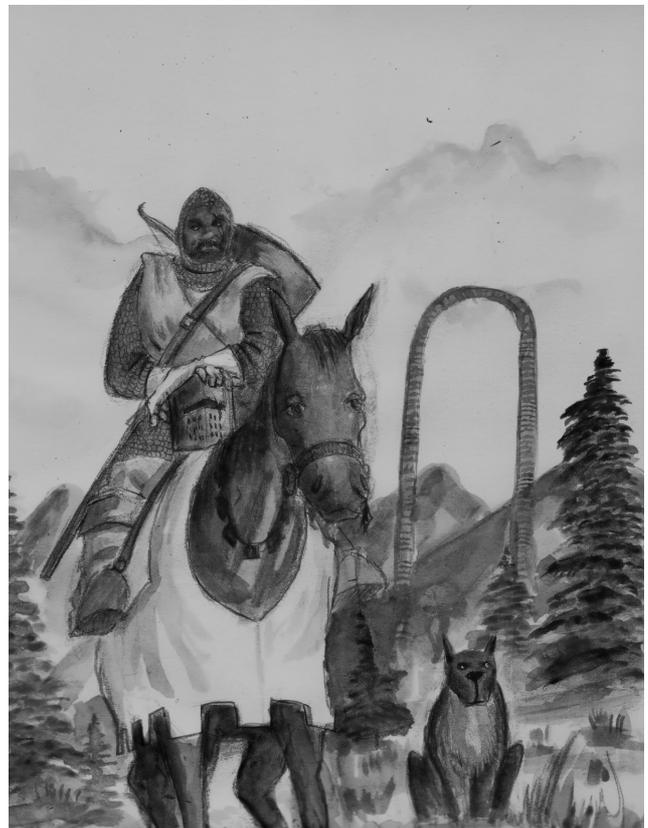
The gate itself is just a massive arch stretching up nearly 50 meters into the air in the middle of the hills. The arch shows some signs of vegetation around its base, but nothing has managed to grow up the sides of the construction, even though it must be truly ancient. Whatever wall it opened is now long gone.

If the characters arrive during the daytime they will find a small camp under the huge arch, but there is noone there, and there are signs that there was, as early as this morning. There is a small store of food, a tent and some other things, but nothing of real value.

Search - Perfect: There is something hidden under the tent. If dug up (this may take a while without the proper equipment) it will turn out to be a sack of goods the knight has stolen from various places. See "The Treasure of the Knight" for more details.

If the characters arrive during the night they will find a small fire lit, a horse tied to a stake and a large dog sleeping next to the tent. If they are early the knight will be eating or repairing his equipment, but if they are late they will find the knight asleep. The dog (count as Wolf) will alert him if anything gets close, but not attack unless in support of the knight. Sneaking up on him will be very tricky, as the dog will sniff the characters out as they approach. Sneaking will not affect the sense of smell of the dog.

If the characters stake out the place and just watch, they will see the knight digging up his treasure to add something to it. Otherwise they have to search the campsite to find it. (If they have killed the knight they might just need to succeed to find it, not get a perfect roll. This is up to the gamemaster.)



The Knight himself is not willing or likely to give up the loot he has collected. He will fight anyone who wants it, and has no sympathy for the land around him, the King, or anyone else. If he is fought the dog will fight with him. He is not running from the spot though, as he cannot leave the site without his treasure, and is confident he can best any opponent.

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Once he is unconscious or dead the characters can look for the treasure, but if he does indeed beat them in combat he will tie them up and try to sell them as slaves to the Beggar King, who will find the entire thing hilarious, and pay for the characters. That is not covered in this adventure, however.

Unless the characters leave straight away or do not spend any more time here they will be approached from a nearby hill by Farroc. If they sneak around the hills they will spot him hiding there as well (as he is pretty bad at hiding). He is watching the camp hoping the Knight and the Warlock are allies, and that the Warlock will come there. If he sees the characters fighting the Knight or they clue him in to their intentions he will help them. At some point he will ask about the Warlock, and use "Sense Lie" on the characters to see that they are not the servants of the Warlock. Once he is certain he will introduce himself to the characters.

"Greetings. My name is Farroc, Morpheunast of the Circle of Waking Dreams. I am on an errand not dissimilar to your own. The Circle of Waking Dreams has dispatched me to bring home Etekk, the warlock who is now causing trouble in the part of the land. He was part of my Circle, and my masters have told me all about him. Since our goal is the same I suggest we cooperate in this. Our strengths added together will ensure victory. You are not sent to kill him, are you, merely to stop him by any means? I am those means. Will you consider a partnership?"

The characters can of course refuse the offer of assistance and continue on their own, but they will find this more difficult than if they have Farroc with them. If they travel with Farroc he will give them a charm each (a rune of Dreamshield and one of Fire-walking on every one) to protect them from the influence of Etekk. They can of course refuse this too, but he is merely trying to look out for them.

The characters can now return to the Beggar King with his treasure.

If the characters are not accompanied by Farroc or have refused his protection they will have a rather nasty dream sent by the warlock as he has spies in the Beggar City, and now know of the approaching characters.

As you lay down to rest you do so peacefully, but the rest of the night is anything but peaceful. You dream that you are watching a campfire, and that you are paralyzed as the fire creeps towards you, slowly engulfing your feet and legs, crawling up your body, slowly consuming you, whispering horrible things in a terrible language to you as it soon feeds off you, burning your skin off, filling your nostrils with the repugnant stench of your own burning skin and flesh. Your bones are becoming bare and your skin and clothes are eaten by the fire, and as your eyes finally burn to two small lumps of black coal you cannot even scream. You snap awake, bathing in sweat.

They have been affected by Etekk's Burning Horror (Sphere of Nightmares, 50) and will suffer this as normal.

The characters get back to the Beggar City, and the Beggar King will be delighted to get his treasure back. He will not be happy if the box has been opened, but as long as the contents are intact he will be satisfied, and fulfill his promise to the characters. If they try to hold out on him he will threaten them (and know if they are lying) or else send them packing, without his promised aid.

Without the help of the Beggar King the characters can travel to the warlock's tower (the Beggar King will tell them the direction) and travel through the hilland there. With his help they will learn of a secret entrance through the riverbed by the foot of the tower. It is not too far to the tower from the filthy city, merely 70 km.

Etekk's tower

You enter an almost hidden valley among high rolling hills, and at the bottom of the valley there stands an ancient tower surrounded by equally ancient walls. You approach from the south and see that in the north the walls tower over an old riverbed and cast long shadows over the weeds and grasses growing on and around them. The walls are not intact, and the gates are long broken. The tower at the center of this ruin is in a far better state of repair. There is no activity here whatsoever, and you can see some burn-marks on the walls and on the hills surrounding the keep.

If the characters do not have instructions from the Beggar King they can poke around a bit and then enter the keep any way they want to. If they Search for another entrance than the main gate into the tower they need a perfect roll to discover the riverbed entrance.

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1 Yard

As you enter the yard you see that this was once a fortress of some kind, but time and wars have left it nothing but the crumbling walls around it. There are no inner structures left except for the tower itself. There is nothing here but tumbled-down stones and weeds.

There is nothing of value here.

2 Ford

The river under the walls is a lot smaller than it was, and has dried up with the passing of the seasons. Stones from the walls have fallen into the river creating a small ford for crossing from the other side. There is nothing here of value, and the smell of rotting weeds in the waterline is pretty bad.

Search (Perfect): There is a concealed entrance from the riverbed in under the keep.

3 Tower gate

The tower once housed a mighty gate, but it is long broken and replaced by something less sturdy. It can easily be opened, and does not appear to be locked.

Alertness (Difficult): Weeds are growing right up to the gate. It does not appear to be in use.

Alertness (Critical): As difficult + There are some small drops of wax on the ground by the gate.

Fathom (General): There is magic here.

Fathom (Focused, on gate): There are several magical effect inside and on the gate itself. They are all dormant runes.

If the gate is opened three runes of Set Aflame (Sphere of Fire, 20) are targeted at anyone touching the gate and nearby. If anyone steps into the opening a Flameball (Sphere of Fire, 45) will hit them as well. As the enter through the gate they are also affected by up to five No rest for the wicked (Sphere of Nightmares, 55) unless they are wearing Farroc's charm. The warlock never uses this entrance at all.

4 Staircase

A long winding staircase moves on the inside of the wall of the tower towards a hatch in the ceiling some 15 meters up.

Alertness (Difficult): There is a great deal of dust here. This staircase is not in use.

Fathom (General): There is magic here.

Fathom (Focused, on staircase): There are several magical effects here. They are all dormant runes.

If anyone walks the staircase they will be hit by one of the nine Heat-runes that are inscribed on the steps. As they touch the hatch the first one suffers a Melt Hard (Sphere of Fire, 55).

5 Livingquarters

This is a living space with a small foodstore, a bed, a table and a few cupboards. There is also a wardrobe and a chest in here. There is a short stair upwards from here as well.

There is nothing of great value here, and if Farroc is with the characters he will curse that Ettekk has placed his library elsewhere.

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6 Library

As you enter this space you see that the windows have been walled up, and that books on shelves and in piles fill the room. There is a small ladder to the roof in the middle of the room, and a small reading bench.

If Farroc is with the characters he will quickly glance around on the books and pull three into his bag. "These are property of the Circle and need to be returned." He states.

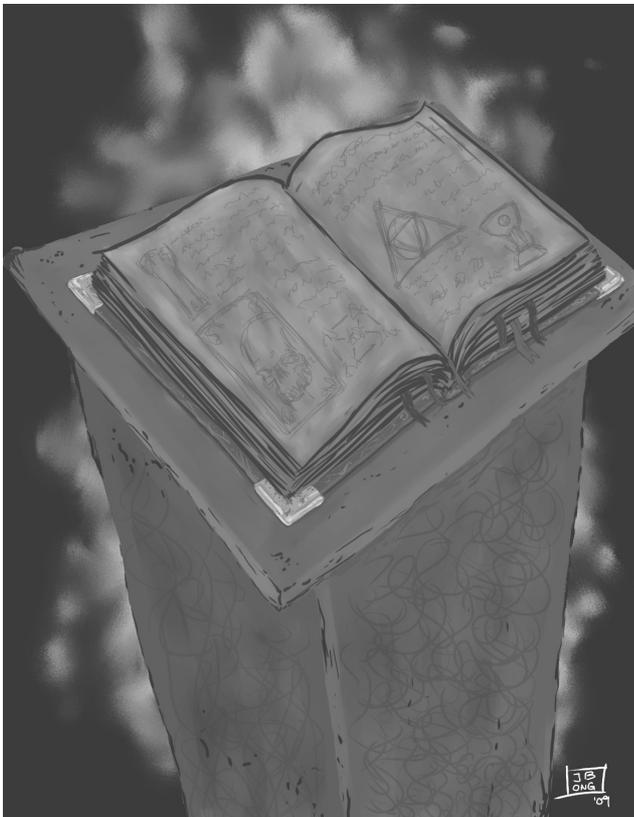
Read/Write any Tell-speak (1-2): These books are really difficult to get to grasp with.

Read/Write any Tell-speak (3): Most of these books are on magic and the study of the medicine of sleep.

Read/Write (2+) and Lore (2+): Most of these books concern the Sphere of Fire and the Sphere of Nightmares. They might be good teaching-material.

The books contain some material that can be used as a teacher for anyone with Sphere of Fire or Sphere of Nightmare 25% or more. The books are considered to have 25-40% in the Sphere, but selecting the right one is tricky. It might take a few hours. There are also some books with Medicine 30-50% in them.

The books that Farroc takes (and which can be located if Farroc is not with them and the characters can spend a handful hours sorting through them) are 45% Arcane, 60% Arcane and 55% Sphere of Nightmares.



Search (Success): One of the bookcases is in fact a hidden door leading into a hidden passage. This has a ladder leading down.

If the characters climb down then you can read the entry for the wall-tunnel, only "backwards" as it were.

7 Wall-tunnel

Leading from the hidden entrance into the riverbed is a narrow tunnel. It starts in under the walls and then climbs steeply, turning into a well-used ladder inside something you guess is the wall of the tower in the middle of the keep. The ladder continue on, and finally ends in what appears to be a flimsy wooden door. As you push this open you find that it is the back of a bookcase, and that you are in a library.

The characters have entered into the library. See 6.

8 Rooftop

The rooftop has a splendid view of the valley around it, and sports a wide burnmark across the white top. A small railing protects from falls by accident, and in the middle of the rooftop the warlock Ettekk is standing, smiling at you.

He will attack immediately, without hesitation, and without the help of Farroc this may be a very hard fight indeed.

Once Ettekk is killed or incapacitated Farroc will cut his head off and bring it back with him to show his masters. He will also take the Stone of Night, as it is Circle property. He will then insist that the tower be burned so that whatever apprentices Ettekk had cannot use it in the future. The characters can loot through it first if they want to. They are then free to return to the harbourcities if they want to, or go elsewhere. The journey should be about 270 km, and calls for rolls like the journey there. The adventure ends.

Bonus Experience

Below is a small listing of bonus experience that can be awarded to the characters upon their successful completion of this adventure.

- Working together, Making good plans +1-2
- Roleplaying the character +1-3
- General combat-experience +1-2
- Not making a fuss in the Beggar City +1
- Getting the treasure without combat +2
- Getting Farroc as an ally +1
- Defeating Ettekk, Farroc lives +2
- Defeating Ettekk, Farroc dies +1

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Dramatis Personae

The Beggar King

Race: Bamfyver

Age: 79?

STR	7	WIS	17
DEX	8	PER	14
SPD	12	CHA	18
CON	14	MAN	17
		INT	19

Notable skills: Evade/Dodge 45%, several Appraise, Battle-hardened (Initiative 6), Counting (3), Fortune-telling, Lipreading, Merchant-tongue (3), Read/Write Merchanttongue (2), Sign-language (Thieves, Beggars)

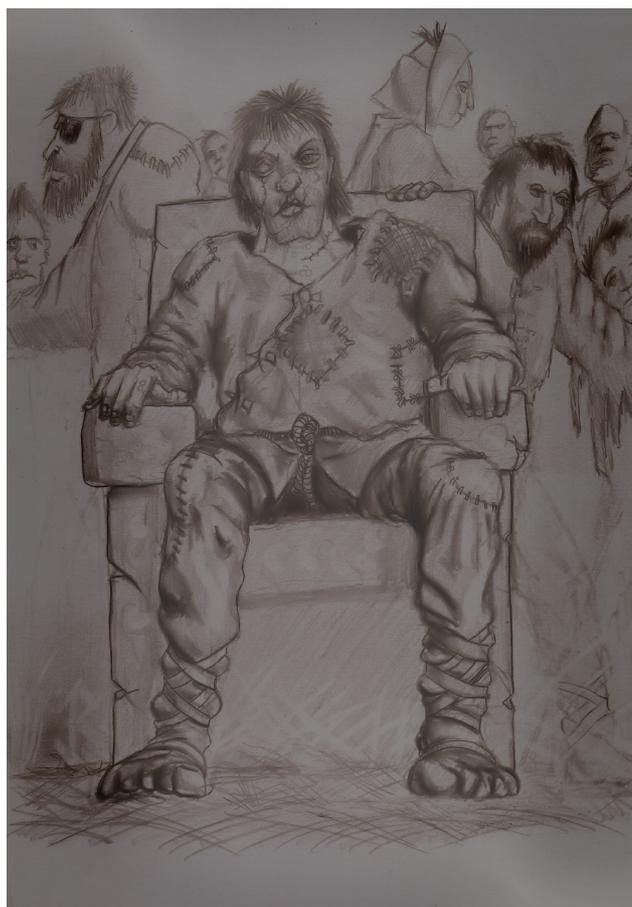
Notable magic: Arcane 35%, Sphere of Nightmares 55%, All Leader, Monk, Thief and Warrior Lower Magic.

Notable equipment: The Beggar King has a crown of metal thorns with a Dreamshield-rune on it (this is not active, so it might be hard to sense). This keeps him sane under the attack of Ettekk. He also has a very fine hardened metal-reinforced full chainmail under his clothes that he wears unhindered.

Appearance: The Beggar King appears to be any other beggar, and wants it that way. He is scarred with pot-marks, his hair is a mess, and his eyes almost white with what looks like cataract (his vision is fine though). Her carries a long stick and under his hood is a slim crown of what looks like barbed wire or thorns.

Demeanor and personality: The Beggar King was once a merchant-son down in the west, but he went into voluntary exile rather than be part of an arranged marriage. He is a genius, truly, and now runs this city through compassion, logistical miracles and petty theft. He is never intimidating, but appears humble and weak. He is surrounded by capable advisors, warriors, assassins and bodyguards, and can afford "his little fun" with anyone who is not a beggar and comes to the city. He also hates thieves (those not sanctioned by him, of course) and Ettekk.

Other notes: The King has loyal subjects ready to watch, carry, fight, kill and die for him. See "Fighting in the Beggar City" below. The Beggar King has Karma 2 in the Wanderer's Path.



Fighting in the Beggar City.

Fighting in the Beggar City is not like fighting a single opponent. The Beggars are surprisingly loyal to their King, and if the characters try to sneak into the city, or try to intimidate or harm their king, they will attack. The city is huge, and an event like the arrival of the characters draws the bulk of the beggars to watch. There are thousands of them, and fighting them using anything else than multiple powerful spells (like serial firestorms) will end up with the characters killed. They might kill a lot of beggars, but eventually the weight of bodies will become too much for even a veteran fighter. In an open space 8 beggars can attack any given character per turn, and add one per turn as they pile onto the character, adding +1 AS to the attacks of the attacking 8. That means that after twelve turns (about a minute of fighting) the 8 attacking (and 8 will attack every turn, even though some are slain they are just replaced) will be attacking with AS 13 for their fists. This is not a realistic system, but it serves the purpose of illustrating the overwhelming numerical odds stacked against the characters here.

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Knight of Pillage

Race: Kooger

Age: 34

STR	17	WIS	12
DEX	15	PER	15
SPD	15	CHA	11
CON	14	MAN	10
		INT	11

Notable skills: Bows 60%, Dodge 40%, Evade 35%, Shield - Large 65%, Sword 75%, Armour (wears his unhindered), Battle-hardened (Initiative 5), Speak/Read/Write Leafwhisper - 3.

Notable magic: None

Notable equipment: Composite longbow (28 arrows), Full padded, metal-reinforced double chainmail which he wears unhindered (made to suit him, so unless your attributes (STR, DEX and CON) are identical, you cannot wear it), Great metal shield, Longsword (wielded in one hand), Warhorse, Wolf (well, dog)

Appearance: The Knight wears his armour most of the time, and rests in it. He is not sleeping a lot, and just wants to get through the next couple of days before returning back east again. The tabard over the armour is grey and has no insignia. He has a graying brown beard and short brown hair and a few scars in his face. He is not a handsome man.

Demeanor and personality: The knight is Parralquin the fourth of Callas, and he has just come here to gather enough money to save his House from ruination. He is not going to let his family's honour be squandered by the petty morality of some beggars or some king which is not his own.



Other notes: The Treasure of the Knight: In the sack buried under the tent there are a few items.

- 4 Silver coins
- 24 Bronze coins
- 19 Copper coins and one Tin coin
- A small silver ring with a black pearl worth about 3 Silver coins
- The Beggar King's Box - This is still locked and will most likely remain so (the lock is notoriously difficult and gives a +100 on any Lockpicking-roll) and very sturdy. If rattled it will sound like containing broken glass, and if broken open the Beggar King will know it since it has a Rune of Send Dreaming Fear targeted towards him inside the lid. The contents of the box is: 4 bronze coins, 19 glass beads, 2 fake jewels, a love-letter from a Miriam to her Alfred (which the Beggar King has stolen from somewhere). If anything is missing the Beggar King will be very upset, and will just ask the characters if they know where it is, and ask them to compensate him.

Farroc

Morpheunast of the Circle of Waking Dreams

Race: Liniek

Age: 33

STR	10	WIS	15
DEX	9	PER	16
SPD	11	CHA	10
CON	9	MAN	19
		INT	12

Notable skills: Dodge 25%, Evade 30%, Search 55%, Staves 45%, Lore - 3, Speak/Read/Write Windspeak - 3

Notable magic: Arcane 65%, Sphere of Fire 75%, Sphere of Nightmares 45%, All lower magic up to Understanding.

Notable equipment: Farroc is well-prepared for this trip, and has apart from his long staff and some rations, camp-equipment and such also a suit of full soft leather and a few runes on his person, armour, staff and charms.

- 1 Dreamshield (Charm)
- 1 Fend off nightmare (Armour - Helmet)
- 2 Fire-walking (Armour - Legs, Shoes)
- 2 Firebreath (Staff, Charm)
- 3 Flameball (Staff x2, Armour - Shoulder)
- 3 Set aflame (Armour - both gloves, Shoes)
- 4 Smother fire (Charm, Armour, -Gloves x3)
- 1 Soulfire (Staff)
- 2 Spontaneous combustion (Charm, Belt)

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Appearance: Farroc is a well-dressed man in his prime. He is a bit pasty due to staying in and studying most of his life. He is dressed in a brown tunic and has his hair short, and no beard.

Demeanor and personality: Farroc is a pleasant person, and is not afraid of his task here. He does not want to talk of the circle or the past of the warlock, and will avoid it if it is brought up.

Other notes: He has Karma 1 in the Salvation-church.

Ettekk

Outcast Mage of the Circle of Waking Dreams

Race: Salgod

Age: 46

STR	10	WIS	9
DEX	10	PER	12
SPD	13	CHA	11
CON	12	MAN	17
		INT	11

Notable skills: Dodge 15%, Evade 35%, Sword 45%

Notable magic: Arcane 65%, Sphere of Nightmares 95%, Sphere of Fire 75%, All lower magic to the Magnitude of Discovering.

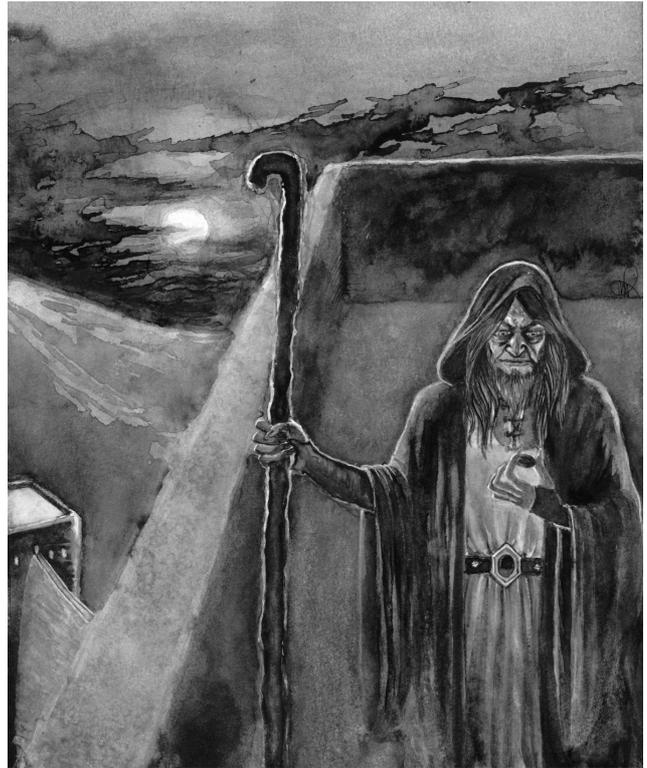
Notable equipment: Ettekk wears a rune-encrusted cloak, half hard leather-armor and a rune-enhanced broadsword.

- 1 Firebreath (armor, chest)
- 1 Firewalking (Cloak, Armor - Boots)
- 4 Flameball (Sword)
- 2 Heat (Cloak)
- 1 Melt hard (Sword)
- 3 No rest for the wicked (Cloak)
- 2 Set aflame (Sword)
- 1 Soulfire (Armor, shoulder)

He will use all of these given a chance, rather than cast spells in battle. He also carries the Stone of Night (Simple magical stone, -1 Drain to all Spell-effects of the Sphere of Nightmares).

Appearance: Ettekk is a bit worse for wear after his exile from the circle. He has a longish grey beard and greying hair. His eyes are still bright, and he has a massive tattoo over his left hand in the shape of a serpent.

Demeanor and personality: Ettekk is a grumpy man, alone and misunderstood. He will fight anyone who enters the tower, and wants to be left alone while he studies. He plans to learn enough arcane to strike fire and drought over this entire region until he is given what he wants. He needs gold to rebuild the keep and make himself untouchable to the circle he has left.



Other notes: He has tried assassinating the masters of his circle to take it over, and stole quite a bit of their library before escaping. That is why he is being hunted. He has Karma 1 in the Church of the Man-Father.

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Magical Circles

Much in the same way that religions are organized into churches scholars of magic sometimes organize themselves into groups called Circles. A circle is a strict group governed by the leading magicians among them, setting up rules and support for its members.

Ranks

Members of a circle needs to be selected, tried by trials and ranked so that their individual status to one another is secured. When a person is accepted into a circle (usually at a young age) they are at the lowest possible rank, and then through trials and deeds, support of the ruling council of the circle and donations to the common stores and libraries of the circle, rise to higher ranks, with more privileges, rights and responsibilities. Below the ranks are outlined for a normal magical circle.

Fledgling of the arts - This is the rank for all youngsters of the circle, given to them before they complete their first trials. If are not raised within the Circle but you join at a later age you are never given this title at all. They start at Practitioner, or not at all.

- Student - At first the Fledgling is confined to the study of a group, to see if they can indeed be taught at all. They are schooled in the Magician Lower Magic as well as basic Arcane. If they learn these things they automatically move on to the next rank.

- Apprentice - At this time the Fledgling is placed with a Practitioner to start learning the first Sphere. Most circles has a primary sphere it favours over all others, and this is often the first one taught. Once they are skilled in this and possibly another they go through their first trial to see if they are worthy to advance to the next rank. This is the test of the Lead-attribute that is made during Education (Chapter 3 of the Core rulebook). Normally a person who fails this test can still call him/herself a wizard or such, but will not carry the marks (or letters, or such) from a circle as proof of their skill. The test can be retaken after a year, normally, and is not that hard. Most of the time it is just casting a few spells before the Council, and recite the laws and rules of the Circle. Most talented magicians pass this test.



Practitioner of the arts - At this rank the magician is accepted into the Circle properly, and most magicians who want to join a circle and manages to do so does so at this level. It is the level of recognition that tells other magicians which circle he/she belongs to, and they are entitled to wear the Circle's symbol. Any Practitioner can take, or be given, an Apprentice by the Circle Council.

- Mage/ Wizard/ Sorcerer/ Sorceress/ Witch/ Warlock - This is the basic rank of a magician within a circle, and can be considered one among equals. The rank may be replaced by another, depending on the primary sphere of the circle, as outlined below. Any Fledgling who does not pass their test to become a full member can still be called a Mage or such, but may never use the alternate title of the sphere, nor wear the symbol of the circle.

- Colleague/Scholar - A Mage that makes advances in skill and knowledge may take a test to become a Scholar or Colleague of the Circle. This usually entails learning enough Lore and Arcane to know Runes well, as well as researching and chronicling his progress as a basic book for Students.

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- **High** - This is given as a prefix to the Mage/other title as above, after the magician has contributed to the Circle in some significant way. They can either fashion a powerful magical item, find some ancient treasure, or write a book to add to the Circle library. A High Mage/other cannot be given an Apprentice by the Circle, only be asked to take on.

Master of the arts - As a High Mage a magician can take another test, and provide more goods for the Circle to advance to another level. Those who manage to get to such a level are considered Masters, and rarely is one seen without at least 60% in Arcane, Lore 3 and at least two Spheres of 50% or better.

- **Theurg** - The first rank of master is that of Theurg. These are the ruling body of the circle when placed in the Council, and often act as guardians for libraries and such. They can also teach Students, and conduct tests. Some call upon a mass of Students, Apprentices or Mages as a staff for research, trips and such, to further the power of the Circle.

- **Lord/Lady** - Those Theurgs who contribute significantly to the Circle may be elected to become a Lord/Lady Mage/other title as above. These are chosen by the Council and are nearly always members of the Council as well. Some Circles only have a single Lord or Lady, while bigger Circles can have dozens of them.

Rank by sphere

As dictated by the Circles primary Sphere, the title of Mage or other such title may be changed to one of the below. It is never awarded to anyone who does not have at least 50% proficiency in the sphere.

Sphere of Change - Metamorphist

Sphere of Fire - Ember-mage

Sphere of the Body - Physician

Sphere of Water - Liquiditist

Sphere of Wind - Ventatist

Sphere of Nightmares - Morpheunast

Each Circle is lead by a Council of Masters. These are the founders of the Circle and their successors, and as the Circle grows in number so does the Council. A small Circle with just a dozen members may have a Council of three, whereas the bigger Circles of a few hundred magicians and nearly as many others (craftsmen, guards, builders and such) might have a Council of forty. When a member of the Council leaves (either through illness or other reason) they usually name a successor to his seat which a majority of the Council must ratify. If the Council needs to expand the Council itself elects a candidate from its masters.



The Council decides on what trials should be used, how much of their time a member has to give up to the Circle, what sort of donations (think of them as taxes) the members have to contribute, what rules shall govern the Circle, and so on.

Libraries

Each Circle has a library in some central location for the circle, or a collection of books circulating among its masters, split up if the Circle is spread out a lot geographically. These are often the chronicles over travels and expeditions as well as texts for instructing students and others in Arcane and the favoured sphere(s). These are the treasures of the Circles along with whatever artifacts and relics they have managed to gather. Some of the larger and more influential Circles store their libraries store their books, or the bulk of their books if not all, in Wisdom's Halls.

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Example

Below are outlined two Circles, so that you can get a general idea of how they work.

The Circle of Waking Dreams is situated geographically to the south-east of Maoc, stretching over a few kingdoms and clan-territories. It is comprised of about ninety members, and has a Council of nine. There are also a dozen Fledglings being trained in the Circle Hall in Hammi's Deep and out among its Practitioners. The Council has agreed that all members that want to pass into Colleague/Scholar-rank needs to write a book on the power of the Nightmare, which is the primary Sphere of the Circle, as well as another book on Arcane. Lore is not particularly favoured in the Circle as an important area of study. All members are also obligated to donate 1/10th of their total income per year to the Circle to maintain the hall in Hammi's Deep where the Council meets twice per year, and where the library of some 70 volumes is stored. Anyone who steals from this library are hunted down, the books retrieved, and the thief killed, like the rogue warlock Ettekk was just hunted down by one of his brethren.

The Circle of the Waking Dream is an ordinary Circle in most respects. Below is a rather more... unusual one.

The Silver Circle of Seww is one of the more influential and powerful organizations on Lociam. It has some nine hundred members, spread out all over Maoc. To be admitted into the Circle's higher echelons of power is to be recognized as one of the most powerful magician on Lociam. The standards are astonishingly high for admittance, and the work of those wanting to become Masters or even Scholars of this Circle are becoming legends in their own lifetimes. The Council consists of fiftyeight masters, among them the nineteen Lords/Ladies of the Circle. They have decided that 1/4th of all income of all members should be contributed to the Circle, and any recovered relics, artifacts and books from any Circle-expedition should be submitted to the Master of Studies in the Halls of Seww in Starground. This hall is also the seat of one half of the stationary library of the circle. The other half is in Wisdom's Halls. Much of the library is however wandering from Practitioner to Practitioner or Master in the Circle. In the Halls of Seww can also be found some of the more powerful magical artifacts of Lociam, guarded there by the Master of Studies. They are indeed a powerful magical Circle. They are rivaled by the Gold circle of Seww, and indeed some Lords and Ladies are members of both circles.



Magical rocks and crystals

In the world of Lociam the forces of magic run through everything, and influences everything. Even minute living things can draw upon magic, as was recently uncovered by the Scholar-mage Herenassi of the Circle of the Dark Sun that ants, when grouped in a sufficiently large hill, can regenerate fallen and wounded warriors through use of rudimentary magic. As magic influences the soil and plants, animals and spirits of the land magic also influences the very rock under the ground and within the heart of mountains. Mostly the magical currents harmonize within the rocks, and they are stable as the rock formed. However, in some cases, the current shift and become unstable just as the rocks form, and produce an impression of that warped magic in the very rock itself. This means that such rocks are rare, in some cases even remotely and exceedingly rare, but they can be found.

Rocks of this nature can lend power to a magician who knows how to use them, but do not act well in harmony with other rocks, and most magicians are therefore limited to carrying one, as they "short each other out" if more than one is in the same vicinity.

Most of these rare stones are crystals formed in geodes; hollow stones lined on the inside with a crystal. Others are xenoliths; a radically different sort of crystal or stone formed within another stone. This makes mining for these stones impossible as you are looking for something that isn't supposed to be there at all. It is like looking for limestone in a goldmine. However, the limestone found in a goldmine would be a sort of xenolith.

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Stones like this (some are crystals, but for ease of reading we will just call them all stones) are divided into three categories; simple, complex and synergic. Simple stones are rare, maybe ten found every year or so of constant mining all the mines of Maoc. Complex stones are even more rare, and maybe three are found per generation in mines and by accident on Lociam. Synergic stones are exceedingly rare, and one is found per century, approximately.

Simple stones decrease the Drain (but not the casting-time) of an effect of Higher magic, a group of effects or sometimes an entire sphere, by 1-3, depending on its size and purity. If two simple stones are kept within (total bonus of both stones x number of affected effects) meters of each other both cease to work. Stones only affect Higher Magic, never Lower Magic. When Drain is affected it is calculated normally and then one is removed from it (to a minimum of 1). Note that the time (Drain +1 turns for casting a spell for instance) is not modified because of the decrease from the stone.

Example: If the stone of Nor (-1 Drain to all Sphere of Fire-effects) gets close to the Crystal of Yniard (-2 Drain to all Thought-effects within the Sphere of Water) they cancel each other out if they get within $((1+2) \times (20+4))$ 72 meters of each other.

To randomly generate a simple stone consult the chart below.

D100	Effect-span	D10	Drain-mod
1-70	Single Effect	1-6	-1
71-85	Effect-group *	7-9	-2
86-94	Sphere	0	-3
95-97	Major effect-group **		
98-99	Universal effect-group ***		
00	All effects ****		

Determine effect or effect-group randomly as well.

* Effect-group = "All Thought-effect within the Sphere of Water" or "All Spell-effects within the Sphere of Nightmares" for example. This can be determined randomly.

** Major effect-group= "All Thought-effects on any sphere" (however, only real Thought-effects, not other things channeled as Thoughts) (count as 100 for the purpose of canceling other stones)

*** Universal effect-groups= "All effects cast as Thoughts of any sphere" (count as 200 for the purpose of canceling other stones)

**** All effects= Any and all Higher magic effects. (count as 1000 for the purpose of canceling other stones).

In order to use a simple stone the user has to have at least Arcane 35% and Lore 1.

Complex stones are generated with 1D10/2 pairs of rolls on the simple stone tables above (a pair of rolls for Drain-mod and effect-span).

Example: The Tear of Akkara is a complex stone that has -1 Drain to all Spell-effects in the Sphere of Change, -1 Drain to all Runes (true runes) and -3 Drain to "Ever-dread" of the Sphere of Nightmares.

A complex stone cancels simple stones within 200 meters and other complex stones within (total number of pairs of rolls for both stones) meters.

In order to use a complex stone the user has to have at least Arcane 50% and Lore 2.

Synergic stones are the rarest of them all. These stones do not have any power of their own, but if they touch simple or complex stones they allow them to function together, and become immune to the canceling-effect of other stones, while still canceling other stones. A synergic stone can link 1D10+1 stones together, where a complex stone counts as two stones.

Example: The Crown of Annian the Fair has a synergic stone called the Galler-stone in its center, and this can hold four stones. She has a simple stone and a complex stone, leaving room for another simple stone in there.

In order to control the synergic energies and use any stone connected to it the user has to have at least Arcane 75% and Lore 3.



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Now stones like this are not for sale, but sometimes they turn up embedded in artifacts or relics. Some simple stones have been sold for as little as 40-80 Silver coins. A complex stone would, if priced in a similar fashion (power and rarity) fetch about ten to twenty times that. Synergic stones would be even more expensive.



Effect-list

Level	Effect
5	Troubled sleep
10	Sense dreaming fear
15	Send dreaming fear
20	Sense waking fear
25	Lengthen troubled sleep
30	Send waking fear
35	Dreamshield
40	Falling horror
45	Crawling horror
50	Burning horror
55	No rest for the wicked
60	Fend off nightmare
65	Control nightmare
70	Summon nightmare
75	Waking nightmare
80	Startled awake
85	Walking nightmare
90	Feed off nightmare
95	Landscape of nightmare
100	Ever-dread

New Magical Sphere

Below is a new sphere for higher magic to be used with the ones appearing in the core ruleset.

Sphere of Nightmares

The realm of nightmares links all thinking beings, and is a pool of vast power to those who can tap into it. This sphere concentrates on the land between the not-quite dead and the not-quit alive and awake, the space we call dreaming.

When a "victim" is called for for this sphere and nothing else is specified, a victim is a target that either the magician can see or touch, or has a personal possession of. The possession has have been owned by the target by more than a month, and has to be something that has been handled regularly. A lock of hair will also work. Many of the effects hinges on getting this personal item, or the sphere is without power.

Troubled sleep

The simplest of effects allows the magician to intensify nightmares the victim already has. The victim has to be asleep, dreaming nightmares and within MAN km when the effect starts, and will last the rest of the night.

Sense dreaming fear

This Thought allows the channeler to sense if a victim is having bad dreams, and if they are magically assisted or not.

Send dreaming fear

This effect allows the magician to make a victim already asleep within MAN km have nightmares for the rest of the night. If Troubled sleep is channeled afterwards the nightmares are so bad that the victim wakes with 1D10 less Cool than normal (regained after a night of uninterrupted sleep).

Sense waking fear

This Thought allows the channeler to probe a victim to find out his/her fears, a knowledge needed to use some of the other effects later on. To use the effect the victim needs to be within MANx100 meters.

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Lengthen troubled sleep

This effect can only be cast on a victim within MAN km which is having nightmares, normal or magical in nature. It will cause the victim to sleep deeply and dream horribly, oversleeping by 1D10x10% of their sleepingtime (8 hours for a human). The victim can be waken normally by someone else, but will be disoriented for the remaining duration of the effect.

Send waking fear

Once the waking fear is discovered (with the effect above) this effect will conjure hallucinations of this fear in the corner of the victim's eyes over the course of the following hour. Any attribute-roll or task that requires the use of senses (well, any except praying and meditation) is done with a +20 modifier for this hour, and any Knowledge requires an easy WIS-roll to be attempted (with the modification).

Dreamshield

If cast on him/herself, the person affected is impervious to nightly intruders into his/her dreams. It will last a full night and cancel any effect directed at the individual with the dreamshield during that night.

Falling horror

This spell sends a vivid nightmare to a sleeping victim within MAN km. The dreams are of falling and heights, and if the character is faced with any height (a flight of stairs is enough) or fall before the next night the character has to roll a Fear-check with a total modification of +2 (+4 if they fail a difficult MAN-test).

Crawling horror

This spell sends a vivid nightmare to a sleeping victim within MAN km. The dreams are of bugs and small animals, and if the character is faced with any small critters (anything from an insect to a rabbit) before the next night the character has to roll a Fear-check with a total modification of +3 (+6 if they fail a difficult MAN-test).

Burning horror

This spell sends a vivid nightmare to a sleeping victim within MAN km. The dreams are of fire and burning, and if the character is faced with any open flames (a candle is enough) or fire before the next night the character has to roll a Fear-check with a total modification of +4 (+8 if they fail a difficult MAN-test).

No rest for the wicked

This effect is a startlingly potent nightmare lurking under the eyelids, and does not allow a victim within 300 meters to sleep at all for 2D10+2 hours. The victim cannot even rest properly, and will not regain any Cool or Sway during the time of effect, except through magical means. The victim can rest somewhat through Meditation (if he/she has that Knowledge) if he/she passes a Difficult WIS-test.

Fend off nightmare

This rune, placed anywhere, will fend off any effects directed to anyone within scribe's MAN meters meant to disturb their sleep in any way. No effect of this sphere (except Dreamshield) can affect any within the radius.

Control nightmare

This rune controls a specific summoned nightmare during the course of the night or the coming 1D10/2 hours (whichever is longer). The nightmare will obey any order, and travel as quickly as its form allows it to and will affect anyone it is directed towards by the controller.

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Summon nightmare

This rune draws a nightmare from a sleeping victim within visual range, forming it into smoke-like matter, shaped into whatever the dreamer is imagining, whether it is a fire, bugs, or a dead relative. The summoned nightmare is confined to a single form, and cannot become a swarm of bugs, or an undead army. The nightmare will remain until the sun rises but will not be under the control of the summoner, and has to remain within 100 meters of the sleeper to pester whoever it can reach. It can invade other sleepers, and frighten waking persons as "Send waking fear" above). The dream can invade other sleepers and give them horrible nightmares unless they succeed with a critical MAN-roll to resist it. The original sleeper will sleep peacefully, without nightmares for the night.

Waking nightmare

This rune, if written within MAN meters of a summoned nightmare (it has to remain within the distance) it can remain active for a total of MAN hours, no matter if the night ends or not.



Startled awake

This effect can only be used on a person sleeping and having nightmares. The ritual has to be completed while the victim is still asleep, otherwise it does not work. When it takes effect the victim is snapped awake, and will find him/herself transported through the nightmare to another location, 1D10x4 kilometers in a random direction. If the performer of the ritual has written a Summon nightmare-rune within range the dreamer can be sent to that location.

Walking nightmare

This ritual has to be completed while a summoned nightmare remains active and within MAN meters from the performer of the ritual to take effect. If used successfully the nightmare will become mobile, and can move freely (even through structures like walls) at a speed of 100 meters per minutes. It no longer needs to stay near the sleeper, but is "unleashed" as it was.

Feed off nightmare

Once completed this ritual will feed off the energy of any victim within MAN km dreaming nightmares during the night. For every victim within range the caster regains 1D10/3 points of Sway and 1 point of Health per hour they sleep. That means that if the performer has multiple victims he/she can heal and regain sway very very rapidly ((1D10/3)x3 Sway per hour and 3 Health per hour with three victims, for instance).

Landscape of nightmare

This terrible ritual must be completed while a victim remains within MANx100 meters and dreams nightmares. The victim and anyone within performer's MAN meters of the victim are affected by the ritual and are pulled into the victim's nightmare. The landscape of nightmares is a world onto itself, limited but endless, looping back onto itself and being filled with the horrors of the victim's deepest fears. The victim and whatever companions he/she is with are trapped in there, and escaping is really tough work, sometimes utterly impossible, leaving the victim to starve to death trapped in this eternal kaleidoscope of fear. Some who have managed to escape never sleep soundly another night of their lives, or are utterly insane until the day they die miserably. It is truly a personally devastating effect.

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Ever-dread

This ritual has to be completed while a summoned nightmare remains active and within MAN meters from the performer of the ritual to take effect. If used successfully the nightmare will become alive and physical. Whatever the victim dreamed will be made fully manifest, and with the proper added effects of this Sphere it could mean that potentially the magician could control a day-active dragon able to move through walls and defences without effort, a truly distressing potential for damage.

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Map
Ettekk's tower

