

The  
Dying Earth

Based on the work of Jack Vance

# The Day of the Quelo

A Cugel-Level adventure for DERPG



By  
Ian Thomson

  
Pelgrane Press



Based on the Dying Earth Book Series by JACK VANCE

# The Day of the Quelo

A Cugel-Level Adventure for the Dying Earth Roleplaying Game  
Written and Laid Out by Ian Thomson

## Credits

**Illustrators:** Jerome Huguenin: Cover (pic/layout), pp 7, 13, 15, 17, 22; Andrew G. Wright: pp 3/25, 11, 21; Sarah Wroot: p5 map

**Playtesters:** Jeff Cheah, Peter Ferko, Ruth Gani, Jennifer Hay, & Stef Mathers.

**Inspiration:** Twegg, the Purveyor of Fine Beasts (*Kaim Player's Guide*. Robin D. Laws, Pelgrane Press 2002)

Similarities between characters in this game and persons living or dead are coincidental.

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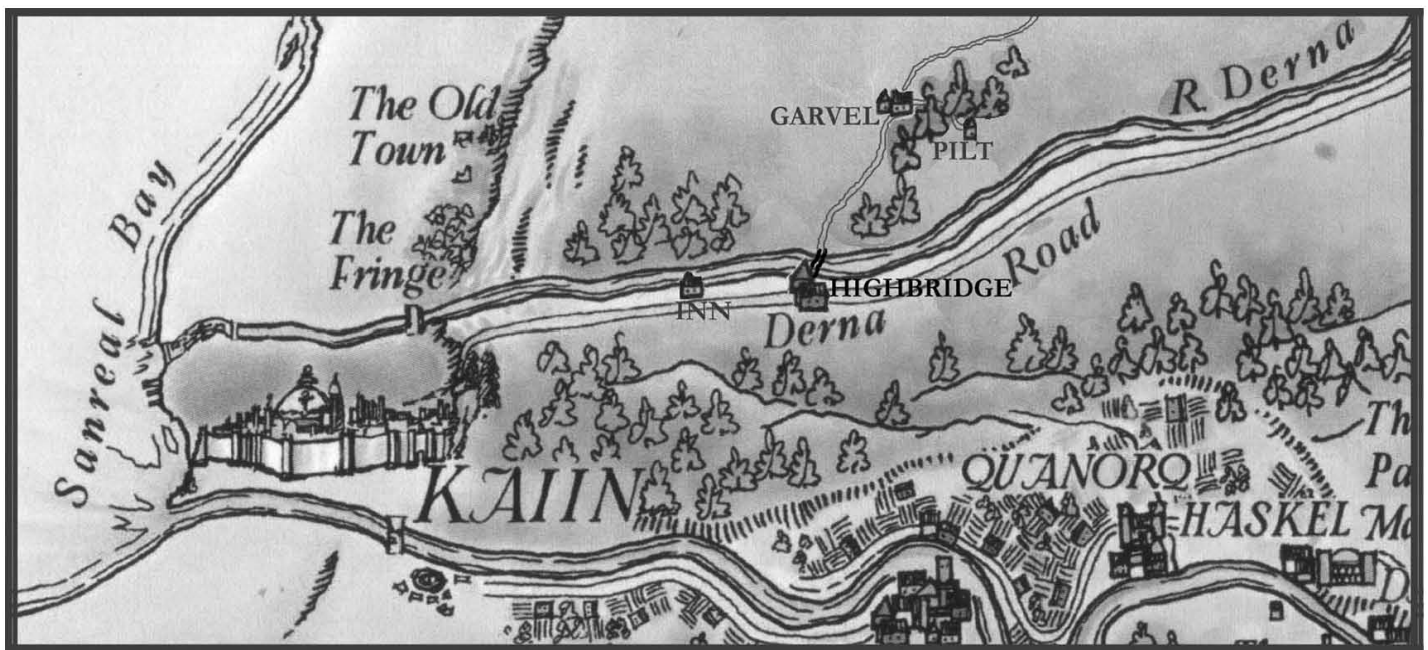


# Introduction

Originally written as a Convention Module, 'The Day of the Quelo' has now been revised for normal campaign play. It still contains some slightly unusual aspects, such as ideas on how to prevent play bogging down. Though not so essential in a regular campaign setting, such advice might still be game-useful and amusing - and so has been retained. Similarly at those places where PC death is possible we have left adjusted notes on how to conveniently introduce a replacement PC into the proceedings, should you wish to do so. Otherwise, all other notes on running this as a Convention Scenario have been removed to an appendix. 'The Day of the Quelo' serves well as an introductory scenario for Dying Earth role-playing, particularly if you then plan to explore gaming with the 'Kaiin Players Guide'. However, it will also slot into any low to medium level Cugel campaign.

Within the following text on many occasions we will simply indicate the suitability of a given ability in a particular circumstance by inserting it within brackets with this symbol, thus: (Ψ WHEREWITHAL) or thus: (Ψ PERSUASION, SEDUCTION). [NB: an indication '-1' after such a skill means that it is not entirely appropriate and a penalty of 1 need be applied.] This convention saves wordage, gives greater guidance flexibility for minimal text intrusion, and allows smoother perusal of the scenario under convention conditions. Likewise we use abbreviations in place of the full title of success and failure results. (HBS - Hair's-Breadth Success, DF - Dismal Failure, etc). In some cases, success achievements are listed in ascending order, as a Prosaic Success expands on the information given in a Hair's-Breadth Success etc. In such cases read out the entry for the character/s with the best roll, and tell any others that succeeded that their character knows similar but less precise detail. When reading such information out, simply begin at the lowest useful success and stop when the entry for the rolled success level is described. At a few points within the text you will see the symbol '⊕'. This indicates a section of linkage text that you the GM need to read out. Be familiar with where these are, and after you've read one out make sure you know where the next one is. (This helps to avoid jumping ahead of yourself or missing bits out.) Some of this information is speech from GMCs, and other parts are the GM's scene-setting remarks to the players. You will of course read out other parts of the text, or summarise the information, in response to character actions or queries, but the text marked '⊕' requires directly expressing at the apropos moment in order to explain or elaborate a situation, or link one scene to another.

Not every potential PC action can be predicted. We hope many likely and/or problematic possibilities are covered. Still, the GM may need to improvise in response to PC activities, though should strive to keep them on track. Since Twegg has withheld the bulk of their payment (including the large bonus), and has indicated possible future employment, rolls to 'Resist Avarice' may be utilised if any of the PCs seek to divert from the course of play.





## We are Proud to Present to You - The Quelo

### The Quelo

*Expanded from KPG pp71/72*

A quelo is a half-ton, quadrupedal slug-like creature. Though its slipperiness renders it unsuitable for riding, it can pull a cart with a load up to half its own weight. (They would also be well-suited for more prestigious transportations but for some reason persons of breeding refuse to have a giant quadrupedal slug in their employ.) Quelo can be teamed, but care must be taken not to mix males and females, because they are prone to sudden bouts of furious mating. Such convulsions can quickly result in your cart's tipping, which may injure riders or damage cargo. Quelo are slower than oxen or horses, but are amphibious and may without complaint ford streams or rivers that would drown other beasts. A vegetarian, the quelo devours fifteen pounds of hay, grass, or fungal matter per day. Most interestingly a quelo changes flesh coloration according to its mood. *Green – Offended; Blue – Content; Red – Hungry; Grey – Bored; Purple – Angry; Chartreuse – Amorous* Though not aggressive, the quelo will defend itself when attacked. It can, when angry or afraid, secrete a sticky, highly acidic substance from enlarged pores along its back and sides. The smell of human flesh burnt by this acid is notably putrid. If you are ever unfortunate enough to get a whiff of it, you must succeed at a Wherewithal roll or vomit uncontrollably until your stomach has emptied. You suffer a 3-point Health levy, representing your subsequent weakened state. Needless to say, any person foolish enough to attack a quelo becomes subject to this effect when his own skin is burned — that is, each time he is hit.

*Role-playing the Quelo:* The creature in this scenario is not necessarily typical of its species. It first speaks only when to do so adds fun and surprise to the scenario (see notes within). After that it speaks seldom - normally only in response to situations which it perceives as remarkable (and it takes a lot to astound a quelo), or when it requires assistance to overcome an obstacle that prevents it from following its instructions.

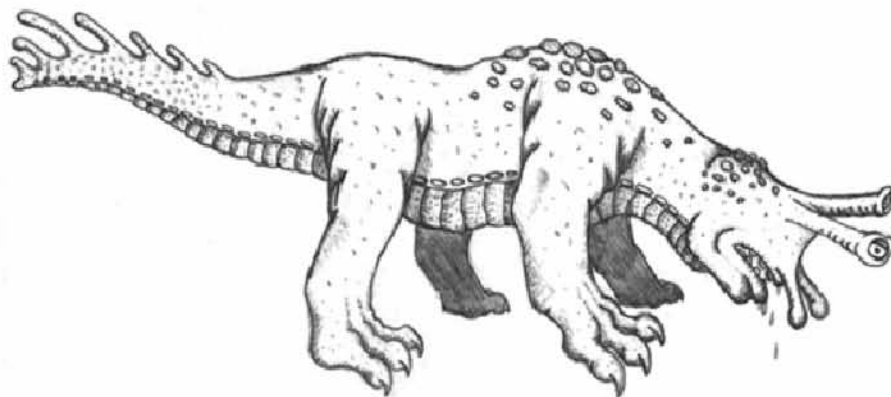
The quelo is immensely loyal, and will follow Twegg's instructions to the letter – doggedly continuing on its way (pausing only when absolutely necessary) until it reaches the stables of its new owner.

This quelo is relatively good-humoured. Not for it the recalcitrance slurs of the mermelant, nor the dire prognostications of the dryllic. Occasionally it will pause (especially when in nature) to examine a sweet-smelling roadside plant, or drink from a local pond - otherwise it simply trots or plods along (according to its directions). It is not partial to heroics, and will refuse all requests to join in escapades – explaining that “I am merely a beast of burden, such is not my role in life”, or “Your suggestion lacks appeal, and can only bring danger and discomfort”. However (as indicated in the text of this scenario) it may occasionally race to the assistance of its handlers. It does this entirely upon its own whim.

### Quelo Game Statistics:

Persuade (Forthright) 5, Rebuff (Obtuse) 17, Attack (Strength) 16, Defense (Dodge) 14, Health 10, Athletics 2, Living Rough 4, Perception 2, Wherewithal 10

*The observant may note that this quelo has a huge Rebuff pool. This simply indicates that this beast is unusually stubborn, and is not a mere author's device to make it resistant to Persuasion.*





## Scene 1: Meet the Quelo

### Setting up for the PCs

This scenario originally began without any role-playing of how the PCs are chosen as temporary employees by Twegg. As GM you have the privilege of inventing such an occurrence. In the House Campaign, the PCs had just finished 'The Case of the Exasperating Cadaver' (a free download at: [www.dyingearth.com/violetcusps.htm](http://www.dyingearth.com/violetcusps.htm)). They were looking to leave Kaiin until the 'heat died down', and had done sufficiently well to purchase new clothes. If I recall correctly they met someone who had been hired by Twegg to find suitable employees at short notice. Whether this person is merely inept, or in fact recognises the PCs for the rascals they are but has no real love for Twegg (only his money), is up to you. Either way, this person will encourage the PCs to be on best behaviour when they meet Twegg's assistant Nod - who will be the one to vet them for their suitability.

If you need further justification for such a foolish choice of employees, then perhaps Twegg doesn't want the quelo to go to Lupshank. (Although the PCs should know no trace of this fact.) This latter possibility is because Twegg knows the fate in store for it - though he is bound by professional obligation. This also works well for the PCs being able to return to Kaiin if they fail, since Twegg is hoping that this is what will occur and will hold no real grudge. Whatever you decide they first meet Twegg when the job is about to begin:

#### Introducing Scene 1

⊕ Twegg and one of his assistants emerge from the grey gloom of burgeoning daylight, leading a lumbering beast at the end of a stout rope. It is a huge quadrupedal grey-blue slug, somewhat larger than an ox. Its slimy skin glistens, and its manner seems docile as it chews upon a great mouthful of grasses. Twegg calls out instructions to you in a voice used to being listened to and obeyed: "You are punctual, and the day bodes well. This is a quelo, a placid beast of easy temperament, and your charge. Its new owner is to be one Lupshank of Pilt. Simply walk with the beast along the Derna road to the town of Highbridge, cross the Derna by the ancient stone span and continue as far as Garvel. At Garvel take the east road to the nearby village of Pilt. Lupshank's manse is clearly visible just beyond the village, only a few minutes walk. A shared room and an evening meal are booked for you in my name at Garvel's inn, where you may collect the remainder of your pay."

### Common Knowledge

This is what you can discover using Pedantry and Scuttlebutt.

#### Twegg himself

*Any Other Failure.* A local businessman of good repute...

*EF:* known for many years locally, but secretive...

*HBS:* His beasts are almost uniformly dependable, though nobody knows where his main stables are.

*PS:* Normally he uses his regular staff for all incidental work, so presumably is very busy or has some other reason for hiring outside labourers. ...

*IS:* Still, since his reputation is good, and he is respected about town, you won't find a better employer.



The Honourable Twegg

#### Twegg's Reactions to Being Double-crossed

*Any Other Failure.* Prince Kandive respects Twegg...

*EF:* since his beasts bring trade to the town. ...

*HBS:* Last year city vigils assisted him in tracking down a thief who somehow made off with three beasts...

*PS:* finally uncovering him in distant Val Ombrio...

*IS:* and returning him to be flung into the deodand pit.

#### The Quelo

*Any Other Failure.* You have seen beasts like this from time to time, pulling carts. ...

*EF:* In fact, you have seen them relatively often, and never noticed them being aggressive or recalcitrant.

*HBS:* Apparently they are vegetarians, and for some reason they are never ridden.

*PS:* You have heard that this is because they secrete a mild acid through their skin. Thus they need special harnesses as others wear out too quickly.

*IS:* They also change colour according to their mood.



## The Derna Road

*Any Other Failure.* This fast river comes to Kaiin from the east, after having swung down from the north...

*EF:* where it apparently has cut a huge canyon through the hills...

*HBS:* though you won't be travelling as far as that.

*PS:* Within a day's walk are many small villages, and farmsteads, even roadside taverns, making it a safe place to travel during daylight, though at night this can be a different story,...

*IS:* and sometimes bandits or half-men even attack people during the day - but this is unusual.

## Garvel

*Any Failure.* Never heard of it.

*HBS:* A minor town upon the Derna Road, of which you have heard no significant tales.

*PS:* Although apparently a scholar or sage of some kind lives nearby...

*IS:* whom the locals consider rather odd.

## The Village of Pilt

*Any Other Result.* Never heard of it.

*IS:* You once met a man who claimed to have come from a village named Pilt. He told you that he left due to extreme boredom.

## Lupshank

*IS:* A sage of some kind who purchases materials from the various emporiums of the Scholasticarium District from time to time.

## Talking with Twegg

Twegg is a busy man, and already has customers to attend to, but rather than repeating that perennial annoying plot device of having the employer rush away before the PCs can speak to him, he stays to answer a few questions.

*GM:* Although we cover several ideas, many will not be addressed. Do not pre-empt any of these questions through prompting or clues. Only answer those that the PCs voice to Twegg. Exceptionally he might advise them how long the trip should take.

Q: How long will the journey take?

A: Around six hours to Garvel, and less than an hour to the manse. Another hour to deliver the creature and return to Garvel brings you to the sumptuous local hostelry known as the 'Erb and Hounds' well before nightfall. Thus you need risk neither grue nor sime, and may spend the night in comfort at my expense,

Q: What do we need to feed it?

A: Nothing. It has just been well-fed and will be fine for the rest of the day. It may browse grass along the way.

Q: What difficulties are peculiar to this beast?

A: None; it is stolid and loyal. If anything, boredom accompanies its presence.

Q: So, there are no instances then that drive it to aggressive/violent acts?

A: I have never known a quelo to become aggressive/violent.

Q: Your answer lacks specificity; please confirm or deny if any quelo has ever been known to become aggressive or dangerous under any circumstances.

A: When the mating urge strikes they may be vigorous, but nonetheless this does not cause aggression - except in the single-minded pursuit of their goal.

Q: (Any question about business or profits)

A: If you are interested in the animal business we can discuss such things on your return. At the moment I have urgent duties to attend to.

Q: Can we attach a cart to the beast, in order to travel in greater comfort?

A: Definitely not. Firstly a special harness is required, since its skin excretes an acid that over time erodes even the strongest leather, and second as a condition of sale it must not arrive fatigued.

Q: Can you inform us as to the character of the recipient of this beast?

A: A wealthy and well-educated man who lives in a fine house. I have done business with him before and expect to do so again. I trust you will treat him respectfully when you make the delivery.

Q: (Any others questions about Lupshank.)

A: I am not in the habit of gossiping about clients with my casual employees, perhaps your questions would be best put to the gentleman in person later today.

Q: Who is your agent from whom we must collect our payment?

A: (See Twegg's Last Words below.)

Q: The world is far from being filled with certainty. If your agent is delayed or missing, how can we be assured of payment?

A: Return instead to me here at Kaiin. I have cantraps to register honesty, and if some legitimate problem has occurred I shall pay you the balance myself.



## Nodd

Twegg's assistant bears little usefulness to the scenario after being their conduit to employment, except as someone the PCs might surreptitiously question just to confirm that everything is above board. In terms of campaign continuity, Nod might even be someone they have previously met about town and think to be honest and without particular malice. Or you might replace him with a personality from your own campaign – a 'contact' if you will.



**Nod:**  
Nothing if not  
the soul of  
indispensibility.

## Twegg's Last Words

Twegg looks them over doubtfully and has this to say:  
⊕ *"Unfortunately I have no regular staff to assist me today, thus it falls to you to perform this duty. This beast is valuable, hence I offer a bonus of 200 terces for its safe arrival at the manse of Lupshank before nightfall. I expect no dangers upon the road; bandits rarely attack armed groups, and half-men are uncommon in daylight. Nonetheless, I expect you to deal with any irregularities. Here are two copies of the ownership papers. Give one set to Lupshank and have him sign the others for proof of delivery. On completion give these papers to Andlewurp, the innkeeper of Garvel's 'Erb and Hounds'. He is my agent and will furnish your remaining payment."*

(He hands a small leather document wallet to a PC.)

## The Quelo

At this stage the beast does not respond to questions, except with a bemused stare. If Twegg or Nod are asked whether it can speak they will confirm that it can, but add that it does not care for conversation and rarely responds verbally. If they are asked about its demeanour take information from GM's background information.

## Extra-Curricular Activities

It is possible that PCs might look for opportunities outside of the structured encounters, attempting to swindle, rob, or otherwise involve themselves with the folk they encounter upon the road. It would be unrealistic to say that they meet nobody, since the first part of the journey is through a relatively well-populated area. Men might well be seen engaged in heavy labour, such as felling trees, scything grain etc. Since distractions will slow the scenario, it is fair to say that the PCs meet few people close to the road, most are observed only in the middle distance. However, whilst the GM can assume the road is usually empty, other road-users must occasionally be sighted.

Thus if any PCs ask to be alerted when they pass someone, the GM can occasionally mention slack-jawed and suspicious peasants, surly farmers on decrepit riding animals (aged mermelants), and hard-eyed rustic youths. The latter would be only too glad to punch the heads of a few 'townies' if only they had the time to waste before their urgent agricultural duties. In particular, the PCs may wish to get their hands on a cart, despite that Twegg may have specifically warned them not to. Prior to the following encounter the only cart (drawn by a single muscular mermelant) that passes them is packed with eight of the rustic youths mentioned above - in far too much of a hurry to stop. (*Any attempt at ambush or subterfuge may well result in the PCs receiving what we northerners describe as 'a sound thumping'!*)

## On the Road

⊕ "You proceed out of the city along the winding path that ascends the Porphirion Escarpment. The morning mist eases and the aged sun at last begins to warm your skins and dry your damp clothes. The Derna road is an ancient flint-bedded construction, but this close to Kaiin it is in reasonable repair. Further to the north it cuts through a huge canyon, but not here though the banks are often steep and rocky. The river is fairly fast and occasionally passes over rapids, and it remains high after the storms that crossed this region four days ago."

*GM: After reading this out, ask if there is anything the PCs wish to do in particular as they walk along the road. (See notes above.) This is merely a chance for the players to begin to think about being in character, and if the players don't fully engage then merely move on. As much as anything the question provides a pause before the next text that you read out. (See Scene 2.)*



## Scene 2: A Broken Wagon

### Introducing Scene 2

⊕ "The old sun warms your bones and the smell of mown hay pleases your nostrils. You observe distant rustic farmhouses, and local folk tending their crops. The quelo proceeds at a lumbering stroll. After an hour or so of passing simple villagers and cheery farming folk - and with no sight of a single creditor or enemy, you begin to appreciate the delights of the countryside, though your throats are a little dry. Even the quelo is happier, as it gazes languidly at the passing scenery."

*PAUSE FOR RESPONSES*

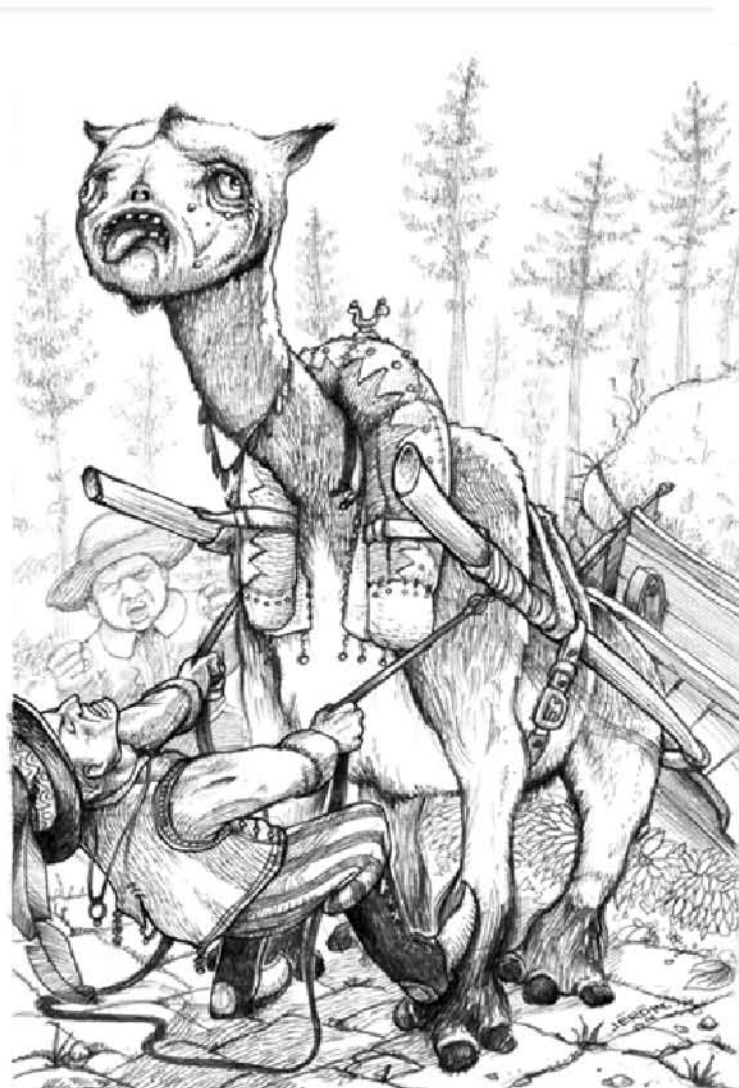
⊕ "On the road ahead a wagon with a huge load of hay appears to be stuck in a ditch, next to a large stand of pine trees. As you draw closer you see that four burly men are endeavouring to push it out, whilst a mermelant strains in harness."

### The Mermelant

'A large, long-necked quadruped, with thick musty fur, usually sandy brown, often used as a beast of burden.' This specimen is fairly typical, and groans and complains as it tries to haul the wagon free. If any of the PCs speak to it, it will protest that it is overworked, and rarely rewarded with the beer it craves so dearly (it loathes cider). It will also complain that its 'grooms' (the brothers) failed to protect it from a ravenous beast that recently bounded out of the trees. It will describe this creature vividly as large and ferocious with great pointed teeth, but will be unclear as to what happened to the creature. (Being frightened it ran away.) The wagon belongs to the men; the four brothers (Funch, Geyen, Postor, and Thadat). As the PCs draw near, the older and larger brother (Postor) calls out for assistance:

⊕ "Ho; you with the peculiar beast. Assist us for a few minutes so that we may pull the wagon free. One of our large flagons of apple-cider can be yours if we succeed."

If the PCs are reluctant, the GM may call for rolls to 'Resist Gourmandism' as they note three large ceramic flagons standing nearby. (Their rich scent of apple-derived alcoholic beverage drifts towards the noses of the PCs.) After all, the day is warm, and the trail is dry.



### What Happened?

A confused juvenile erb (long since departed) bounded out of the woods and across their trail, startling the mermelant so much that it bolted and caused the cart to swerve into the ditch. The brothers will be most aggrieved with the mermelant when they recount this. Under no circumstances will they recount how they fled in terror, hid in the ditch, cowered beneath the wagon, or soiled themselves at the sight of the youthful shaggy beast - which in reality was far more scared than they were. (Though it soon regained its courage.)





## The Brothers

These men care nothing for honour or the camaraderie of the trail. They despise city folk as work-shy progeny of the wealthy and decadent, and intend nothing more than to swindle the PCs once the cart is out of the ditch. Interactions will initially be polite enough, and the brothers may agree to even making two of the flagons available to the PCs if Persuasions are particularly effective, but will not agree to tastings prior to the task. (A penalty of 1 applies to all attempts to convince them of this, since in any case it is all moot – the peasants are being deliberately vague, as the ‘reward’ they offer is the chance to **buy** the cider.) The quelo's secretions will not immediately damage the harness, and it may be strapped in ahead of the mermelant with little difficulty. The quelo will need convincing that completing this task will make the journey easier, or that it is a altruistic action (either reason gives +1 bonus to Persuasion rolls against it). (The quelo is unlikely to speak during such exchanges, but may look dubiously at its persuader, or at the cart and mermelant, if not yet convinced.)

**Each Brother:** Persuasion (Forthright) 8, Rebuff (Wary) 10, Attack (Strength) 14, Defense (Parry) 10, Health 10, Athletics 9, Driving 3, Wherewithal 8.

**Quelo Colour:** The quelo turns pale green whilst engaged in pulling the cart and remains so for some minutes afterwards. (Before returning to its normal – as far as the PCs know – grey.)

## The Action

The PCs that fail to Resist Gourmandism all commit to the attempt to convince the quelo to assist. This will not be difficult, and the harness need merely be extended before the mermelant. (It suffers a –1 penalty on all rolls as it is a beast of burden used to such tasks as a way of life. And it gives up the argument after three rolls.) Anyone that does resist can attempt to convince (Ψ PERSUASION) their fellows not to go through with it, but will roll at a penalty of 1, since there is no pressing reason not to.

**GM:** Note that the quelo turns green the moment it has been convinced to do this task, and remains that colour until the task is completed, and for some minutes after.

With the two beasts in harness, and the brothers pushing, the cart will be easily pulled from the ditch. Once this is achieved, the brothers will offer the flagons for sale at 5 terces each. (A sufficiently cunning character may have made them actually specify earlier - rather than merely infer - that the flagon/s would be provided entirely free in return for service. If so, then one brother will instead notice the slight damage caused to their harness by the quelo's acid - and use this as the excuse to demand monies.) The PCs must either pay the brothers, or overcome them with Persuasion or Attack, or accept their losses and retire with no reward. If sabotage of the cart is attempted, or the mermelant again frightened into the ditch, the brothers will no doubt respond with physically aggressive acts.

*GM: Attack or Persuasion contests against the brothers can be played out using pools.*

## Turning the Tables

It is possible that PCs might think of a way to con the peasants, and this should be allowed if they do. However, apart from the cider, these folk have nothing of interest for persons of quality - only a few bent groats, shabby clothes, and their rough cudgels.) The cart is useless for the quelo since the harness will soon disintegrate after prolonged contact. If the cart and mermelant are taken, this beast proves too fearful to be persuaded to go further than the turn-off to the farm – which is less than 3 miles further on.)

## Getting Things Moving

Should things become bogged down during interactions with the brothers, another brother will arrive, with their mother and a second mermelant from the farm. The brothers will be so eager to please their mother (and present their continuing image as 'fine sons') that they will shamefacedly disengage from any aggressive interactions, and (if necessary) dust down their opponents apologetically.

A lively GM could play this for maximum amusement, with the PCs, brothers, and unaware parent engaging in (at the parent's insistence) a small picnic – in which the PCs of course must dine on some of the foodstuffs intended for the brothers. “Oh no, I insist.”



## Scene 3: A Royal Carriage

### Introducing Scene 3

⊕ "During the one and a half hours since your encounter with the broken cart the only notable occurrence is that the *quelo* gradually changed colour to blue. However, you suddenly observe something unusual ahead: a magnificent yellow stagecoach decorated with coloured streamers and glittering gilt-work. It is motionless, and a liveried footman stands nearby, wringing his hands, whilst another is seated upon a grassy knoll. Two magnificent horses stand proudly in the traces."

**Quelo Colour:** As noted above, the *quelo* is now blue. It stays that way until/unless it becomes engaged in combat (see below).

### GM's Information

This is the carriage of Prince Kandive. Today it does not transport the Prince, but his Chancellor, the nervous 'Petrij'. Petrij had been sent three days ago (much to his dislike) on an urgent mission to a town 'Whisik' some hours down the Derna and slightly south. The burghers of Whisik were engaged in some taxation irregularities that refused to be resolved from a distance, and Petrij was charged with a personal appearance to sort them out - which he did. Only too happy to be returning to Kaiin, Petrij caused the carriage to depart at dawn, and it reached this point less than half an hour ago.

The carriage is of course enchanted, and resists spells and mundane missiles with equal aplomb. It can also temporarily raise itself into the air to pass over obstacles in the road (such as the thorny barricades of bandits). The two fine creatures pulling it are not in fact horses but magical horse-like *ristato*. (A powerful countermagic prevents them from damaging the coach, or its accoutrements, with their unseemly habit of devouring magical items.) The carriage stopped at this point, because Petrij suffered an anxiety attack as Kaiin drew near. (Despite his dislike of the provinces, he did not relish his imminent re-involvement with the potentially-fatal machinations of the court.) Thus, he commanded the carriage to halt, and walked up the nearby rise to a large copse of trees, intent on calming himself with a pleasing stroll in nature. He has not returned.

### The Carriage Up Close

Someone may **recognise** (Ψ PEDANTRY) the carriage:  
Any Failure - Belongs to someone important from Kaiin  
HBS - In fact, someone from the Royal Household.  
PS - Wait a minute! It's the carriage of Prince Kandive.  
IS - So the Prince or one of his favoured attendants must be travelling abroad.

It is also possible that observant PCs might (Ψ PERCEPTION) notice that the creatures pulling the carriage are not in fact horses, but the magically-resistant horse-like creatures named *ristato*. (Their glowing green eyes and prehensile tails give this away.) However, since they are of no crucial importance to the story they are hardly mentioned again. (GM improvises these haughty beasts if necessary; however, they will certainly not depart from their stipulated work conditions to engage in some dubious rescue attempt at the command of suspect commoners. They are haughty and exceptionally rude to commoners.)

### The Footmen

One is designated the 'driver', but the carriage directs and propels itself (through its enchantments and its magical influence on the *ristato*). Both are mere palace footmen. They will be delighted to see fellow travellers, especially ones that seem to be well-versed in the ways of the road (their rough appearance and possession of rapiers) and folk not immediately apparent as highwaymen. Immediately the PCs are in earshot, one of the footmen will cry out to them piteously.

### Typical Footman

*Persuasion (Eloquent) 8, Rebuff (Lawyerly) 14, Defense (Misdirection) 11, Health 4, Driving 3, Etiquette 7, Physician 3, Stewardship 8.*

⊕ "Please assist us! Chancellor Petrij caused the carriage to halt so that he could take the air, or perhaps respond to his natural necessities. He entered that woodland yonder less than half an hour ago. There was some kind of commotion and he has not returned. We have called and halloed from mid-way up the grassy slope, but dare go no further. We have neither weapons nor magic, and in all frankness lack even the courage."



## What do I know about the Chancellor?

(Ψ PEDANTRY, SCUTTLEBUTT)

Any Other Failure – He is the official charged with making sure Prince Kandive's decrees are carried out.  
EF - No Chancellor has ever retired, all are executed or expire from nervous disorders.  
HBS - Petrij is a master of diplomacy and has lasted longer than any recent predecessors.  
PS - His manner when in audience with citizens of Kaiin is apparently friendly but extremely cautious.  
IS - You spoke to him once and he seemed a decent fellow, if somewhat nervous.

Folk in other gaming milieu might lend a willing hand with goodwill. However, this is the Dying Earth, and PCs that do not ask for some kind of recompense are acting unnaturally. (So much so that if some offer to help without requesting rewards, whilst some haggle for personal gain, those who chose the path of avarice will gain 1IP each - dependent on the stridency of their demands.) Of course, if it suits the game, if the PCs vacillate then the footmen will start to offer incentives.

The footmen cannot and will not make any offers of any services or segments of the carriage itself, for such would mean their execution. Nor will they make promises on behalf of Kandive or Petrij. (Though in the case of the latter they may claim to be certain that if he is rescued from some unpleasant fate he is definitely the kind of fellow to be grateful rather than vindictive.) Between them they have a number of terces equal to 16x <number of PCs>. (Actually they have 3 more terces, but rightly suspect that such a revelation might cause unseemly quibbling.) They also have two magical items that are not crucial parts of the carriage and thus can be offered to 'noble rescuers' of the chancellor.

## An Enchanted Brush

Using a point from your Magic pool activates this device. It cleans clothes through repelling dirt, grease, and dampness. The effect lasts for three minutes, usually enough to clean three sets of dusty clothes, two sets of dirty clothes, or one set of sodden and mud-encrusted clothes. It is definitely worth serious terces if sold to one of Kaiin's magical curio shops. (Ψ APPRAISAL/STEWARDSHIP: Any success reveals it to be worth at least 150 terces – none of the PCs have much knowledge of realistic market prices.)

## Amulet of Rain-Resistance

Another device that clearly incorporates a cantrap, and also requires a point from the wearer's Magic pool in order to function. Its duration is twenty minutes, and it repels rain or spray, or any other kind of water. (This effect also gives a bonus of 1 when using Athletics in order to swim, though this is not widely known.) If anyone tries to work out its value, see the Brush above.

## Convincing the Quelo to Stop

The PCs will need to convince (Ψ PERSUASION) the Quelo that they need to spend a short while responding to this emergency. If they fail, it will begin to walk on down the road. However, one of the footmen will run up to it, begging and pleading, and manage to persuade it that the Chancellor is a person of sufficient importance for the beast to delay its journey briefly.

## The Reward

The Footmen will happily give up all their coin plus the two items in exchange for Petrij's return. As mentioned above, they are certain that Petrij himself will gladly give them a more substantial reward since clearly something odd has happened. The footmen will also stress that Petrij, being Chancellor, is responsible for taxation, and those who save his life might be exempted taxes for the rest of their days (Ψ RESIST AVARICE), or perhaps awarded well-paid nominal (IE requiring no actual work) sinecures within the lower echelons of the civic administration system (Ψ RESIST INDOLENCE). Should the PCs become trepidatious at any point following, these resistances may be evoked again to cause play to proceed. (The reason why the footmen don't feel impelled by these same temptations is that they are already engaged in well-paid low-risk occupations.)

The footmen may be convinced (Ψ PERSUASION) to give up the terces in advance, but will retain the magical items until certain that the PCs have at least thoroughly searched the woodland. (+2 to Rebuff such requests, since they understand all too well that some people lack perfect integrity.) If the PCs try and take the items by force, the ristato and the carriage's magical protections will prevent this. The footmen will ask that if Petrij has been slain that some proof of this be recovered. (At least then they would know to flee the region and never return - lest they be blamed for complicity.)



### What the Footmen can tell the PCs about Petrij

“The Chancellor is of medium height, with greying shoulder-length hair. He is handsome though prematurely aged, wearing a purple cloak, dull red tunic and treads, with black boots, and three ornate gold medallions. He is known to have spells, but we do not know their nature, nor whether he’d any encompassed today. Allegedly he has some kind of magical protection also, but perhaps it is only suitable for the environs of the palace, and failed him in this natural setting?”

NB: If asked about his character, the footmen will be filled with praises for his intelligence and generosity. They will voice no complaint prior to seeing him dead.

*GM: In the first playtest this scene proved a fine example of character unpredictability. With visions of a vast cash reward from the chancellor (that they invented amongst themselves) three PCs instantly raced off to the woodlands, pausing only long enough for one of the footmen to offer some cash in return for their bravado. The magic items were never on the table, and so as GM I thought perhaps one of the footmen might spontaneously offer them in gratitude after the action was all over. However, two PCs declined to go on the rescue mission (losing 3SP each). One stayed behind to gamble with the footmen, and the other went to sleep!! The gambling character won the amulet from the footmen, so it was not needed to be offered.*

### The Action

The driver is the only one who heard the commotion. (The other footman was still inside.) He (the driver) can recount that only a minute or so after Petrij strolled into the woodland the sound of a brief shout echoed out, and something momentarily crashed through the undergrowth. Whether this was a beast leaping or Petrij running, he has no idea. Neither of the footmen will accompany the PCs, under any circumstance.

Nothing untoward is apparent as the woodland is approached. However, someone may spot (Ψ PERCEPTION) an animal trail heading into the trees. (Of course other variations of behaviour exist - for instance a clever character might ask the footman to shout directions as to exactly where Petrij entered the trees. Although in order not to alert any beast, perhaps a system of hand signals would be more apposite.)

A short distance along the path into the woodlands the PCs will find (Ψ PERCEPTION) a place where a branch if broken and marks are on the ground

in the dirt. If they examine this area they may notice several useful facts.

(Ψ Living Rough -1, Perception-1, Tracking)

EF – A struggle occurred here.

HBS – One of the persons involved wore boots.

PS – The other had bare feet that were unusually long and clawed.

IS – There is no sign of blood, indicating that the person was captured rather than slain.

Only one way forward exists along this path, and any appropriate success (Ψ PERCEPTION, TRACKING) will allow them to confirm that the bare-footed being went this way. NB: No Wherewithal rolls are required at this time because there is no actual sign of the beast, which may well be long gone. After only a few minutes they will see up ahead that the trees thin out to a small glade. Several large boulders obscure easy vision, so anyone who wants to see more will have to creep (Ψ STEALTH).

*GM: A Dismal Failure will alert the creature (see below), which will come to investigate. A Quotidian Failure will also cause it to come out from behind the boulder and peer around, but it will notice nothing (except on Dismal Failure rolls for Concealment)*



### The Erb

*Intimidating 6, Wary 14, Attack (Ferocity) 10, Defense (Parry) 11, Health 7, Athletics 6, Perception 3, Wherewithal 7.*

The creature devised for this encounter is deliberately a juvenile, so that its actions can be erratic and amusing. The GM can describe it as appearing puzzled, anxious, and whatever else makes the situation more amusing – though of course the situation still requires careful handling if it is not to have unfortunate consequences.



## The Creature

Presently in the clearing (on the other side of one of the boulders) is an odd creature that ambushed Petrij and then carried the Chancellor here. It is a juvenile erb, of a peculiar subspecies, and is currently engaged in taunting the terrified official: prodding him, sitting him up, rolling him around, flapping his arms, and making ferocious growling noises so as to watch him faint all over again. Luckily for the Chancellor this creature dined earlier (on a lone wayfarer who strayed into these woods – one ‘Fungyl the Foolish’) and although it plans to eat the Chancellor as well, it is in no rush to do so. When sighted, the GM should describe it as “a young erb-like creature, only around the size of a small human male. It is covered in thick shaggy grey fur and has a dog-like snout”.

The PCs have several options. Since the creature looks like they can deal with it, they may simply charge into the attack. Or they might arrange a plan wherein some PCs creep to the far side of the clearing – so they can engage it by surprise on all fronts. Or it might notice their presence and attack first (if they make extremely bad rolls when trying to creep up to the clearing and see what is there). Or they might devise a more complex plan. (If anyone sneaks through the trees about the clearing they will find the mostly devoured body of the erb’s previous meal. On a failure (Ψ CONCEALMENT, PERCEPTION, STEALTH) they will step in, fall on, or trip over, it. (An unfortunate event that should be milked by the GM for maximum amusement.)

Petrij is comatose with terror, his clothes ripped, his skin clawed, and having suffered other affronts to his person. Incapable of speech, he can be led back along the trail. If the PCs’ plan goes awry a number of options present themselves – which the GM may use in order to get the PCs (and hopefully Petrij) back to the carriage:

1) If the PCs defeat the creature with ease (or merely if they linger in the woods whilst it would be better if the adventure was proceeding apace), its mother (larger and of course extremely angered that her progeny has been slain) arrives. She will pause to moan in grief over the body of her child, and then pursue the - hopefully fleeing (Ψ ATHLETICS) - PCs out of the wood. They may even all take cover inside the carriage. As she tries to engage in combat with the PCs, she will be driven back by the quelo, which attacks with startling ferocity.

Any headlong flight should be played for maximum excitement and amusement, as PCs try and outpace each other through the woods. If you choose not to use pools for this piece of action, instead ask for a series of three rolls to indicate who is in front and who lags behind most badly. (Each roll indicates a third of the distance back to the carriage, with the first two rolls covering flight through the trees.) On a Dismal Failure the runner falls, but unless they have already fallen once, the erb does not reach them before they get up again. (Nonetheless, describe the beast at their heels with the utmost terror-inducing vivacity.) On any other roll grant each runner points: QF – 1, EF – 2, HBS – 3, PS – 4, IS – 5. The running total indicates positioning, with the highest at the front. (GM improvises to deal with any unusual actions, such as heroics. It may be possible for a single person to defeat the juvenile erb, but a team would be required to deal with the larger specimen.)

2) Petrij although insensible can run with amazing speed if this is required, easily outpacing the PCs – as his primal fear gives wings to his feet.

3) If any of the PCs are caught by an erb, then they might possibly be rescued by the quelo (which has come into the woodland to see what the delay is), or they might be killed and a replacement character brought into play. (GM decides based on what seems most realistic.) Certainly a character might be injured and left if the erb is chasing the other humans, and then be rescued by the quelo, or even one of the footmen, but this should only be used as an option if more than one character was caught by the pursuing erb.

4) The driver has a cantrap that heals minor injuries, and can benefit them with several applications of this if required. (He knows it because he uses it on other riding and haulage beasts that he is responsible for in his duties as one of the palace animal-handlers – the ristato of course being immune to spells)

**Quelo Colour:** The quelo turns purple when enraged and engaged in combat, and stays this way for some minutes afterwards, before returning to a blue hue.

If you feel like inventing such, Fungyl the Foolish may have had a pack with various interesting oddities inside it. This plunder will be lying somewhere nearby and might be snatched up as someone runs past.



## The Quelo Offers Aid

If the PCs show no sign of thanking it, the quelo will gently enquire in a strange and sibilant voice: "Are you injured in any way?" and add: "I hope my efforts were sufficient to avert a tragedy." If they do thank it, it will respond: "We travellers need to stick together in these dangerous times, lest one of our number fall to ill circumstance." If it took some persuading to halt here and much trouble resulted, it may also complain that: "I did indicate that halting here was not such a wise plan. We quelo are not without wisdom you know." If it serves to add amusement or feeling to the game, the quelo will admonish them for not listening to it, pompously applying 100% hindsight to their recklessness: "No quelo would leap so rashly into such potentially hazardous activities".

*GM: The quelo will nonetheless not, after this incident, become overly voluble as a travelling companion. If pestered repeatedly it will simply say: "Human speech is wearisome for me, I normally choose to remain silent."*

## Retrieving/Replacing a Character

It is possible that someone may expire during this encounter - taken by an erb. If so, then when the PCs return to the carriage a traveller has strolled up. He/she is feeding the quelo great handfuls of grass from the roadside banks, and the grateful creature has become extremely well-disposed towards them. So much so in fact that it insists this person replace the person who has disappeared. It refuses to co-operate further unless its wishes are granted in this regard.

Alternatively, should the PCs band together to go back and rescue their comrade (although rare, such things occasionally happen at Cugel-Level) this should be allowed - and Sympathy Points awarded to the originator and enthusiastic followers of this proposal. However, they may manage to rescue the character, only to find this person is so badly injured that they must return to Kaiin in the carriage. Or they may only be able to mourn them upon finding their partially devoured corpse. The GM may decide according to what best fits the scenario, or simply roll:

1-2: Character is deceased

3-4: Character found alive but too injured to continue

5-6: Character rescued with relatively minor injuries

## Getting Things Moving

i) If the PCs are not leaving the woodland swiftly, then another (larger) erb is seen or heard ( $\Psi$  PERCEPTION) approaching (see the 'erb mother' option above).  
ii) Petrij remains insensible, and the footmen are determined to take him back to the Palace immediately, for the attentions of the Royal Physician. They will depart at speed. (Amongst Petrij's possessions are stylus, ink, and parchment, so it may be possible to convince the footmen to write and sign a document acknowledging that the PCs have saved the Chancellor's life. However, if possible they will merely leave the scene as quickly as possible.) . (NB: Petrij will not die in this scenario; he is a personality in the Kaiin Player's Guide.)





## Scene 4: The Inn of the Prancing Deodand

### Introducing Scene 4

⊕ "Another hour's walk or thereabouts brings you into the proximity of a typical wayside inn. Above the door a sign swings gently in the morning breeze. It depicts a deodand cavorting happily in a woodland glade: a most unlikely scene. As you draw near the smell of fine local beer and roasting luncheon meats drifts across the trail."

Although it is yet early, their encounter with the brothers and their wagon was rather taxing, and perhaps no more suitable establishment will present itself closer to noon. Each character must Resist Indolence if they do not wish to stop here and partake of fine food and ales. A stable is available for the quelo, and the day is yet young. Thus, any attempts by those who resisted to convince (Ψ PERSUASION) their fellows not to tarry are at a penalty of 1. The quelo will also need to be convinced to pause here, and anyone that fails to Resist Indolence will feel the need to persuade it of just that. Again, since it is early in the day, anyone who uses an argument involving the need for rest or sustenance as a basis for enduring the coming day will be at bonus of 1. (Again, it will not speak, but may nod in understanding.)

### Inside the Tavern

This place boasts a large common room that is clearly used to receiving many travellers. Since the hour is early, only eight other patrons are here, plus the barkeep. The establishment is plainly decorated with horse brasses and leering stuffed heads of large fish (presumably from the Derna). Inside, the succulent scents coming from the kitchen behind the bar are overwhelming. One group is playing cards at the large central table.



"The Day of the Quelo" by Ian Thomson

### Other Folk

Saljup Hont is the barkeeper, a tight-lipped man who likes his establishment to always remain civil and clean. Birin, Grabbil, Horkion, Mandsel and Whattat are local men who work as farm labourers when they no longer have sufficient money for beer and gambling. They are the ones engaged in a card game.

Deragi, Innek, and Sophide are more respectable farmers, sitting at a table discussing matters of import such as weather and the relative success of the crops.

### Dining

Once they have viewed (and scented) the premises, each character will feel the desire to partake of fine foods and ales (Ψ RESIST GOURMANDISM). Those who fail will wish to buy the most expensive thing available. This is glazed mutton served in forest fungus sauce, and accompanied by a platter of steamed local vegetables drenched in butter, as well as a glass of violet mendolence. To follow are crisp sugar biscuits spread with berry jam, and then a bowl of fruit yoghurt. All this comes to a grand total of 7 terces, which any character that fails their resistance will spend if they have it. If the character resists, then they will settle for the second best meal of the house (5 terces), which is the same as the first but with a mug of Tatterblass instead of the wine, and no biscuits or yoghurt. A far less appetising option (available to those who are not required to resist) is the large platter of steamed local vegetables with a small cup of Tatterblass - for only 3 terces.

*GM: Anyone who fails their resistance roll, but has no money, will turn their hand to acquiring money as quickly as possible. Those that do resist will find that the simple repast serves them well enough. (That is unless those eating the more substantial meal taunt them over their meagre choice - in which case they will have to Resist Gourmandism a second time.)*

### Games of Chance

Once dinner is over, those with terces remaining may be drawn to the table of the gamblers. The GM chooses whether to tempt them (Ψ RESIST AVARICE) depending on whether a gambling match at this point is deemed to enhance or detract from the scenario.



## General Conversation

The gamblers are not interested in chit-chat, but the farmers would be. They can discuss the merits of various beasts, and of course know the local area reasonably well. However, the only thing of any real use they can convey is that the central span of the bridge at Highbridge was washed away during a great storm three days ago. They have also heard that a raft service has replaced the bridge temporarily whilst the locals wait for civic engineers to assist in the repairs. (Though they will only reveal this information about the next scene if asked directly about Highbridge.)

**Quelo Colour:** If the PCs spend long in here, the quelo becomes bored and turns back to grey. It returns to blue only after being on the road again for a few minutes.

## Getting Things Moving

The quelo itself will decide that sufficient time has passed and will remove itself from wherever it has been resting and stroll off down the road. If no character sees this, one of the stable boys will run inside and cry out that the beast has escaped. (If necessary to spur the PCs further, he may even call out that it has caused some damage, and that its owners must step forth to pay compensation.)







## Scene 5: Highbridge

### Introducing Scene 5

⊕ "Highbridge is little more than a roadside hamlet. It boasts a run-down tavern of no intrinsic merit, and of course the magnificent ancient bridge itself. This long stone span was once intricately ornate, but most of its decorative features have been worn down by the passage of centuries – leaving only tantalising hints to their former magnificence. It crosses a full eighty feet above the river, perhaps indicating that the water was once even higher. The banks are fairly steep and locally covered with thick stands of pine trees."

#### PAUSE BRIEFLY

⊕ "Near the bridge a well-worn trail heads down through the trees towards the water's edge. The bridge is supported on ten great stone pillars, now all worn by the water into smooth sided buttresses. The bridge is now missing a great chunk of its central span – creating a gap of around 20ft."

### GM's Information

This encounter is designed to separate the PCs from any remaining money they have upon them. Unless they are exceptionally cunning, the raft-keeper will probably deprive them of at least half of their funds, possibly all.

The bridge is still mostly whole, and the missing central span could relatively easily be replaced with a wooden structure. The river itself continues to run high and swift below. If the PCs investigate the bridge or even pause to examine it visually, they will see that work to this end has already commenced. Though no labourers are present (all are in the tavern having lunch), piles of wood, coils of heavy rope, and beams - perhaps intended to form construction stanchions - lie at the centre of the bridge next to the gap.

Either through observation or through information, it is useful if the PCs learn that the labourers aim to complete the repairs by early-evening. (Having been offered a bonus if they do so.) This legitimises ideas of retreat back in this direction, should things go amiss during later interactions with Lupshank.

It is not possible for the PCs to make the repairs, since such a task is beyond their skills and would in any case take far more time than they have available. However, they might try to avail themselves of

something useful like a coil of rope. (The labourers are too deep within their extended lunch hour to notice or even care.) The *quelo* will under no circumstances submit to the undignified concept of racing to leap across the gap with a rope between its teeth (nor secured to any other part of its anatomy). It will refuse point blank to have anything to do with such notions. It will also refuse to swim whilst any alternative remains available (IE the raft – no matter what the cost).

If anyone is interested enough to ask who is responsible for the repairs, they might recall (Ψ PEDANTRY -1) that the local folk are entrusted with its upkeep by royal decree, and are permitted to request assistance from city artisans if necessary.

### Swimming For It

It is just possible that some fool may attempt to swim the whole way across. Since they require three Athletics rolls to get to the middle, another roll to deal with the strong central current, and then three more to get to the following bank, this is not a good idea. (To be fair, GM's should mention that PCs can see the strong surging currents. Also a Living Rough success greater than HB confirms that such a decision is a poor one.) Nonetheless, if the water-repellent device is discovered to aid swimming then someone might try. The *quelo* will rescue anyone who gets into trouble in their first three rolls, but will refuse to go after anyone further out. Mortok will of course seek to advise against such actions if he knows of them – describing the 'eels almost as wide around as your creature, and five times as long'. (He is making this up, as no such eels exist, but only an Illustrious Success at Pedantry or Living Rough will uncover that fact for certain. A Prosaic Success will bring up the suspicion that he might be fabricating this risk for his own personal gain.)

*GM: Of course, such things may be open to variation in highly unusual circumstances. IE if you already have used up both spare PCs somehow then the *quelo* must rescue this person. Or, someone may – through exceptionally good role-playing – convince the *quelo* that the person drowning is somehow worth saving. (Grant a bonus of 1 to the *quelo*'s Rebuff unless the reason given is actually a believable – and/or exceptionally entertaining – one.)*

## The Raft

*GM: Obscured from their sight by the trees, moored down at the end of the trail is a large raft, certainly large enough to take their entire party and the quelo, plus of course the ferryman. The ferryman is one Mortok, a local dabbler and entrepreneur. Until two days ago he used to operate his raft upstream in face of annoying competition. However, upon learning of the damage at Highbridge he abandoned his former location and set up business here. Local folk he treats with reasonable respect and charges only a marginally extortionate fee for passage across the river. However, travellers – especially those who seem to be on important business – feel the full extent of his avariciousness.*

The PCs will find the raft either by exploring the path or by asking in the tavern as to how they might cross the river. In this latter instance, the surly tavern folk will seem quite amused with the request for information – but never reveal why. (They know of Mortok's extra charges.) The river is sufficiently fast-flowing that to attempt to swim it is foolhardy indeed. The PCs have no alternative but to take the raft. (Of course this is not as simple as it sounds.) Mortok is dressed in a tunic of deep red, black leggings, and a fine wide-brimmed leather hat – looking like it's seen many seasons of use.

Mortok is a chipper man of early middle-age. He greets them with enthusiasm, rubbing his palms together with glee. "Welcome, welcome, travellers. You are in the best of luck today, for although that dangerous old bridge has finally begun to collapse, a sturdy raft awaits you, for your swift and easy transportation across the Derna. Powered by small magics it will carry you safely and at speed, so that your journey may suffer only the most minor of delays." The price he charges is extortionate. It will be around a half of whatever the PCs have left. (Divide this into charges per person and per the beast – a somewhat larger amount due to its greater size.) Mortok makes a show of fairly calculating the price, jotting down numbers on a pad (chance for the GM to do the same). Then quotes. He cannot be bargained down by much, since one of the magics of his raft supports the raft owner (bonus of 1 on Rebuff) towards maximum sustainable profit. (NB: This contest can use pools.) If a character does bargain him down, it will be only by a few terces per level of success, and no more than 10% of the price in total. (He has previously also used a cantrap that reveals to him a close approximation of the total coin value possessed by each party member.)

The raft is controlled almost entirely by magic. Mortok mutters cantraps under his breath ( $\Psi$  PERCEPTION -1) and uses a long stick for direction, using it in the manner one controls a punt – though it is clearly not long enough to reach the riverbed. The river is strong, and water washes around their feet as it forges its way across. Nonetheless, it seems to be doing the job well, managing to drift only a few feet downstream as it pushes against the current. However, halfway across their transport slows down and draws to a halt. Mortok's trick is that the price includes transportation only to the middle of the river. He does not reveal this until the raft pauses at the river's centre.

*GM: If all else fails another rafter arrives, or even a barge with construction equipment from upriver. These folk can be convinced to take the PCs across – for a small fee. However, if at all possible stick with Mortok. After all, he has them over a barrel.*

## The Action

⊕ "We have now passed from the jurisdiction of the city of Kaiin into the region of the Upper Derna, and thus taxation for this river crossing is unusually heavy. I am unfortunately forced to levy separate charges in order for you to complete the river crossing. Fortunately, these charges are identical to those already calculated, and thus no unseemly haggling is required."





As far as Mortok is concerned, the haggling is already over. He will not engage in any contest to reduce his fees, and certainly not to waive them. There is no legal reason why he has to charge extra fees, although he will claim this is the case. Such will be the brunt of any minimal rebuttal he can be bothered making. Mainly he simply declares that unless the extra charges are paid he will turn around and take them back to the original bank of the river. (As indeed he will if put to the test. However, he will not put in to the bank – for reasons of protecting his own personal safety – so improvise that event from the appropriate information below.)

Characters are faced with few choices:

- i) They can offer him a magic item obtained earlier in lieu of fees. (He will accept either one, but will initially demand both if they are presented on the bargaining table.) If so he will nonetheless still deposit them some 10 yards out (see option 'iv' below), as he will also do if they simply pay up with good grace.
- ii) They can disable him by surprise somehow and attempt to operate the raft themselves. Since only Mortok knows the cantraps to control it, the craft will drift downstream in the current, soon approaching a series of dangerous rapids. The *quelo* will jump from the raft as soon as the rapids are seen some distance ahead (as the craft rounds a bend). It swims strongly and using its strength pushes the raft closer towards the shore. Those still aboard need then make only a single Athletics roll to swim ashore. The *quelo* will also return to assist those struggling (see below), though again note that if no-one has yet expired then the worst roller may vanish beneath the waters.
- iii) They can threaten Mortok by magic ( $\Psi$  IMPOSTURE) or physical violence. One cantrap he knows energetically repulses from the raft anyone and anything other than himself (and his own personal possessions – which includes fees paid). Under such circumstances, he will not hesitate to mutter this brief cantrap at the first opportunity. The effect includes a flash of sparking light, as an irresistible unseen force throws everyone else several yards into the air – in random trajectories. (He then calmly turns around and heads back.)
- iv) They can agree to his terms, with the idea that they will renege on the deal and take back the money (or magic item) with menaces, on arrival at the opposite bank. Since the raft is too small for surreptitious conversations, one of the PCs may need to take the lead. (The GM should explain that all conversation

around this incident must be in character, and insist that players restrain from casual asides just for this incident.) If they pretend to co-operate Mortok will take them within ten yards of the bank, but then explain that the raft cannot approach any closer. (“The magical field is disrupted as we close on the bank. I have yet to discover why, and for the time being am forced to ask my passengers to wade that last few yards, for which I humbly apologise.”) If they then decide to use violence anyhow, refer to option (iii). (All Athletics rolls made to swim this close to the bank are at a bonus of 1.)  
v) Someone may try and swim the distance using the magical item. If so, see notes on swimming above.

## Quelo to the Rescue

As described above PCs may end up in the river and come into difficulties (see Drowning rules: DERPG p54). The *quelo* may again show its mettle, as it plunges repeatedly into the river to retrieve its handlers from a watery doom. Play it for dogged loyalty and bravery (though of course it is in no danger of drowning). However, if more than one person fails their rolls and begins to drown, then the worst roller will be unable to be saved by the *quelo*, and will vanish amidst the waters. No need to have a corpse sighted, they just disappear. *GM: Refer also to the information 'Thanking the Quelo' in the earlier encounter with the *erb* ('The Royal Carriage'). It is important that if possible during that encounter or this one a relationship of profound gratitude is established with their charge.*

**Quelo Colour:** The *quelo* is green if offended by what occurs, and purple with anger if forced to rescue its handlers from the waters. It reverts to blue some minutes after the events.

## Replacing a Character

This new character is introduced as a GMC in the midst of the action, as PCs flounder around in the water. Abandoning their gear they swim boldly out into the torrent with no thought for personal safety. They may even assist in rescuing one of the other PCs, or at least helping them to the bank. Once all are on the other side, the *quelo* is extremely grateful for their assistance, and again takes a liking to them – refusing to go on unless this person replace the character that drowned. *GM: Purely by coincidence the new character has the same amount of money and IP as the one that the player just lost to a watery doom. (Less 1IP as a penalty for losing their PC.) Also carry over tag-lines.*



## Scene 6: Romance is in the Air

### Introducing Scene 6

⊕ “By now it is late afternoon, and you are walking at a cracking pace in order to try and catch up with your schedule. Up ahead an imposing brick farmhouse stands a short way from the road, smoke drifting lazily from one of its tall chimneys at the end of the tiled roof.

*PAUSE BRIEFLY*

⊕ “The large yard is surrounded by a stout stone wall, over four feet high, and within the yard a large grey-skinned creature walks around and around as it propels a beam that turns a water-pump attached to the well. The water from the buckets is tipped into a ditch, and presumably irrigates the crops.”

### The Farm

It looks relatively prosperous, but not enormously so. The yard gate is not at the front of the property, nor visible at the sides, so presumably must be on the side furthest from the road. The wall seems strong but can be climbed over easily. Inside as well as the ‘beast’ are several fowl, a large vegetable patch, and a wide wooden coop. A dozen wringing wet cloth smocks hang on a rope drawn tight between two poles. The irrigation ditch empties into a drainage pool over at the far side of the yard, and this has an outlet that lets water flow under the wall, which presumably feeds the ditches that run to the fields.

### The Creature

This beast is a bored female *quelo*. Such is not obvious from a distance, unless anyone makes PS or IS with Perception. It is unlikely that the PCs will have found out that the single circumstance that drives a *quelo* to forceful behaviour is the urge to mate. (If someone has, then they may try in vain to restrain or divert the beast. If nobody has, then allow the PCs a chance to marvel at this coincidence and even take their ‘*quelo*’ to meet the other. Therefore, allowing the players to believe that the PCs are responsible for the following events by being dumb enough to bring the *quelos* into proximity.)

**Quelo Colour:** As it becomes aware of the female, the *quelo* turns colour from blue to vivid chartreuse. (The *quelo* in the yard turns blue and then turns chartreuse.)

### The Action

The *quelo* with the PCs will at some point detect the scent of this potential mate, and raise its head to sniff the air. This may cause PCs to become suspicious and attempt to distract it – they will fail. Bellowing in a strange fashion the *quelo* with the PCs breaks into a lumbering lope; one that PCs will need to exert themselves to keep up with. If at this point it is already near the wall it will run round in a wide circle in order to gather enough speed before attempting its jump.

However it arrives at the wall, it will make a poor leap and smash some of the stone blocks from the top as it crashes over. (Farmyard fowl flee in a flurry of feathers and squawking.) Then it will run directly to the, now halted and curious, female *quelo*, and mount it – to the great disarrangement and injury of the elaborate harness and to the bucket mechanism of the well. The *quelos* engage in crude physical acts for several minutes, bellowing sufficiently to rouse the household. Then they cease, and the *quelo* with the PCs wanders off and starts to devour the vegetables in the vegetable garden. The other *quelo* stands as if bemused. (Both are now blue.)

### Consequences

Dame Willicent is the only adult at home. A strong-willed and physically prepossessing individual, she emerges whilst the beasts are engaged in their conjoining, and rails against the PCs. “Vandals, vandals! What are you doing, setting your creature upon our beloved Buttercup! Look, see how it savages her! Look also at the ruin wrought upon the pumping device. Hours of labour will be required to rectify these damages. What terrible glee do such acts afford you?”

Dame Willicent is convinced that the PCs roam the countryside with their creature – setting it upon other animals in order to watch in amusement at the discomfort created and to enjoy the accompanying wanton destruction of property. (Or possibly she pretends to this point of view in order to extract maximum damages.) Either way, once the beasts have calmed down, she snatches up a large trowel from the vegetable plot, and waves it around in a threatening way.



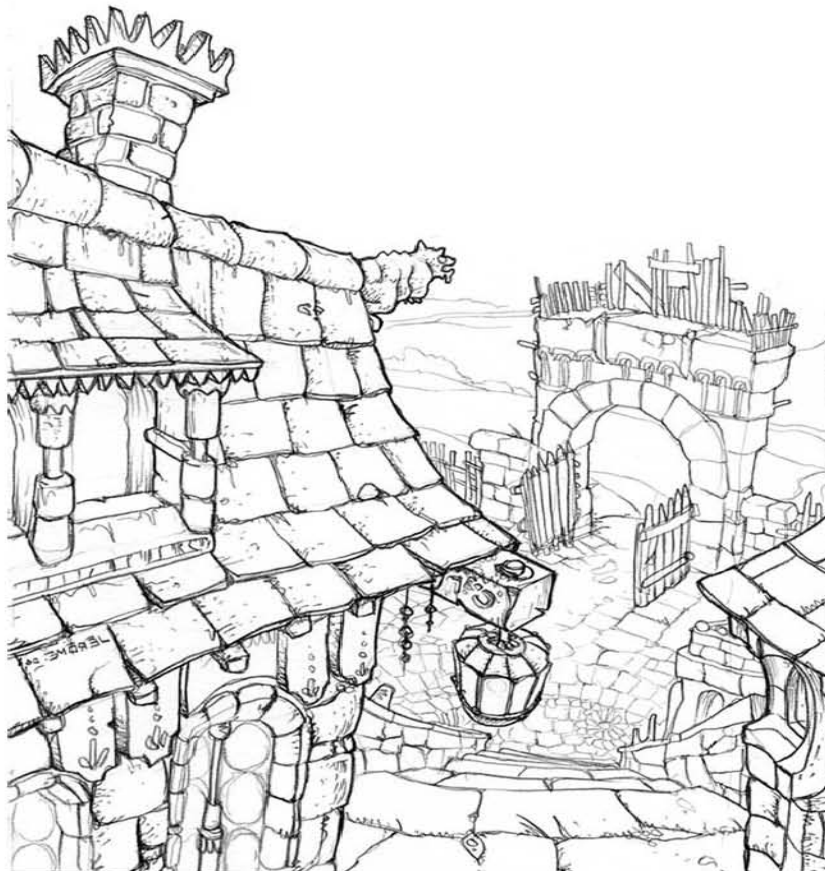
Since she's so angered, any attempts to persuade her of their innocence are rolled at penalty of 1. GM totals remaining terces amongst the party; that becomes the minimal amount she will accept as compensation. If they refuse, she threatens to fetch her son from the fields and send him running the mile to the nearby town to alert the constables, who "should be easily able to find you and your terrible creature. Then you will pay with a stay in the town gaol". (NB: She will of course accept a magical item in alternative compensation.)

*GM: In the Playtest a PC Persuaded her that the new owner would pay full compensation, and borrowed quill and parchment to write a bogus promissory note in superb prose. Excellent role-playing and a couple of good rolls convinced me to allow this.*

### Getting Things Moving

Now satisfied and quite pleased with the proceedings, the quelo decides that all this fuss and nonsense is too much to handle. It sets off down the road. (If asked about its experience, it may break its general silence merely to whisper: "Most gratifying; most gratifying.")

**GM Note:** After this encounter the quelo will become somewhat more personable, gaining the air of an optimistic (if slightly simplistic) teenager. "I think that I will like living in the countryside." & "The air is so much fresher here than in the city." & "I wonder what my new duties will be?" & "Do you know the noble Lupshank? Is he a kind man?" All of this, you will rightfully surmise as you read the rest of the scenario, is designed to engage PCs' sympathies with the beast. Thus such questions should be inserted casually into conversations PCs have with it. The quelo may even open up and talk vaguely about its previous unhappy life. Its two previous owners worked it without cease, and sold it back to Twegg after it collapsed from exhaustion. It has high hopes now for a relatively easy position, such as powering a waterpump as Daisy did.



A Fine Old Town



## Scene 7: Garvel & Pilt

### Introducing Scene 7

⊕ “You have arrived at Garvel. It is protected by a tall old stone wall, in which are two large gates, currently open. The road passes through the front gate and out of the rear smaller one. Inside the normal hustle and bustle of the residents seems convivial. A short way down the main street you can see a small and welcoming inn. Its gently-swinging sign above the door portrays a grey-furred anthropophage fleeing several large dogs.”

### Garvel Town

The PCs may elect to avoid town altogether. If time is pressing, simply allow this. Also, if time is pressing and they still wish to pass through the town, then just be brief and offhand with any descriptions and interactions. (IE: The residents are friendly enough, though perhaps a little serious and certainly very busy.) However, if you have plenty of time before the scenario is due to end, then use the both short and extended options below. If they are proceeding with haste and yet have some questions, then the watchman at the gate will be a friendly fellow obviously bored with his uneventful work – and only too glad to talk to them and have some meaningful connection during his day.

### Talking with Residents of Garvel

These people are rather formal, but nonetheless welcoming. It seems as if Garvel is the regional market town, and they are used to folk of many different types arriving to sell their goods. If asked about dangers they will say that sometimes half-men are spotted in the woods nearby, but not often. The inn sign was apparently some kind of joke, created by the original owner who established the inn after arriving from Kaiin some fifty years ago.

The village of **Pilt** is actually more of a hamlet. It is three miles away through the woods, and the people who live there are a farming community. They provide for themselves and also grow vegetables and provide mutton for the household of Lupshank the Magician whose large house is nearby. They have no unusual customs which foreigners need be wary of, though they profess to worship Wiulio, whom they declare is the deity of fields.

### Lupshank

A magician of limited potency, who has lived in this region for less than a decade. He had to employ workers from Garvel to assist him rebuilding a ruined manse, being unable to complete the process with magic. An extremely private person who only comes into town on the way to Kaiin. Since he lacks travel magic – and is thus forced to ride a horse like common folk, normally he sends a servant into town when goods are needed that Pilt cannot provide. The goods he purchases are mostly standard goods, though occasionally he wants metal implements or containers, which indicate he may be practising some kind of magical processes. He once also ordered a large amount of ceramic piping, which was brought all the way from Kaiin. In character he is direct and precise, though never deliberately rude. (They have no idea what he would want with a *quelo*.)

Nobody’s travelling to Pilt at this time of night, and nobody is interested in accompanying the PCs. Dinner time is near and only cold hard coin convinces these villagers, who otherwise Rebuff at a bonus of 2. If some PCs have retained money, a payment of a minimum of 20 terces reduces this Rebuff bonus to 1 (and 50 terces removes the Rebuff bonus altogether).

### The ‘Erb and Hounds’ Inn

The PCs may pause to confirm their booking, but all other interactions will be with people who advise them that they will indeed be able to make Pilt and back before nightfall, with probably a half hour to spare – but only if they proceed with haste. The locals are not particularly desirous of the finer things, and offer drinks at the normal price, plus a vegetable and mutton ragout. No food is as yet prepared, but some PCs might be able to convince (Ψ PERSUASION) the innkeeper to advance a mug of beer from their booking. (He was informed in the message that arrived from Twegg that he should provide their food and board only after the delivery was made – to be proven by their showing of the papers with Lupshank’s signature upon them. The man knows Lupshank’s signature from other bills seen in the town.)

### Getting Things Moving

The *quelo* is keen to proceed and sets off without them.



## The Garvel Woods

⊕ “The wood begins less than a half mile from Garvel, and the track-way is wide and well-trodden. The trees are not too thick, and you proceed with confidence as the early evening sun still blesses all with its happy radiance. A mile or so into the woods the trees become denser and the air a little darker, but nonetheless birds sing their pleasing warbles, insects buzz lazily around.”

*GM: It is important for the final sections of this scenario that the quelo has performed actions that make the animal in some way endeared to the PCs. This will likely have occurred when it protected them from the erb, or saved one or more people from drowning. If such a sympathetic interaction has not occurred, then grue attack at this point (see box). This does to some extent influence whether or not they will help the quelo, so it is far better if such sympathetic actions took place earlier in the scenario.*

### The Grue

**Ratings:** *Attack (Ferocity) 14, Defense (Dodge) 11, Health 15, Athletics 6, Concealment 3, Perception 9, Stealth 11, Tracking 8, Wherewithal 11.*

As the grue close in, the quelo bursts into action, howling horribly deep within its chest, and lashing out with its huge feet. Some kind of liquid splatters from the skin of its legs and one of the grue shrieks as it smoulders from a burn mark across its upper chest. Though only two are injured, the surprised grue retreat swiftly, and the PCs are free to race onwards through the woods. As described before, the quelo shrugs off gratitude, saying only in its oddly sibilant voice: “Companions of the road need to stand together.”

### The Grue Attack

These grue are intelligent and communal, but not of a disposition to engage in frivolous conversation. Sufficient (up to four) of them “of these unpleasant beastmen emerge blinking from the undergrowth to block the path of the PCs (half in front and half behind). They are somewhat like humanoid bats, but lacking wings: nonetheless they possess short brown fur, pointed leathery ears and huge eyes. Though quite comical in appearance, the copious evidence of dried blood around their mouthparts discourages all but the most frivolous from chortling. Bleating in a sinister fashion these creatures converge upon you.”

⊕ “Another half mile, and the trees open out into a small cultivated valley. Nearby stands what must be the village of Pilt: a group of rough but well-kept houses stand on a rocky rise, surrounded by a small palisade fence. The only easy way up the rise is by a rocky trail. Beyond the village on the other side of the valley is a large stone house of classical design. It has no ornate turrets but an impressive round tower attached to one end. It is also surrounded by a tall stone wall, and within the grounds that these enclose are three large barns of some kind, and a huge glasshouse.”

## The Village of Pilt

The villagers are suspicious of outsiders, but not violent or provocative. There is nowhere to stay here, and nowhere that the villagers will permit outsiders to bed down. Their version of Wuilio’s worship decries the ways of the heathen. All who attempt to subvert this doctrine will be soundly beaten and thrown out of town (whatever the time). However, Wuilio also abjures them to care for the absolutely destitute. Since the villagers resent having to do this, as far as they’re concerned the ‘destitute’ include only those who have literally nothing other than the clothes upon their backs - and even if clothes are fine the person might be rejected as ‘not really being in need’. (This becomes important if PCs later seek to spend the night in Pilt – see later.)

Inhabitants will respond to polite questioning, and can confirm what the PCs know about Lupshank (or fill in any blanks – particularly if the PCs have not yet been informed that he is a poor magician forced to ride a horse rather than travel by magic). They can also (if asked) let the PCs know that as well as the occasional deodand (a sighting once a month or so) a grue attacked a woodcutter last week and was driven off by the man’s colleagues before much damage could be done. (These villagers name as ‘grue’ a humanoid creature with huge ears and staring eyes, which is covered with bristly light brown and black fur. In other parts of the world a ‘grue’ might be something completely different.) If questioned cunningly enough, the villagers can inform the PCs that as far as they know, there are no magical defences around Lupshank’s manse, except during the hours of darkness when a pale blue glow surrounds the buildings within the grounds (but not the outer wall). Being typical crotchety and self-important Dying Earth denizens, they will not volunteer this information..



## Scene 8: Lupshank's Manse

### Introducing Scene 8

⊕ *(On approach)* “The walk across the valley on the faint trail takes very little time, and the building you approach is quite impressive in scale, though lacking finesse in design. The tall stone walls block views of the house, but tall ornamental wrought-iron gates allow a view of the front gardens and property's forward elevation.”

Note that in Jerome's fine picture – fully represented on the cover of this publication, we see Lupshank's manse viewed from Pilt. In the picture the manse's gates stand open – such is not normally the case.



Lupshank  
Of  
Pilt

### The House

⊕ *(When the PCs Stand at the Gate)*: “Through the magnificent gate you can see the wide frontage of the house. Several windows of leaded glass are visible, and a single wide wooden door at the top of a short flight of stairs. The garden itself is quite magnificent, with a number of large beds of unusual flowers. On one side of the house the end of one of the great barns is visible, and its big double door stands open.”

*PAUSE for potential PC observation / conversation*

“On the other side of the house you can see the end of a huge glasshouse made most impressively from enormous clear glass panels. Inside are what appear to be exotic plants. Bushes ten feet high line a path that skirts the inside of the wall, creating a shady haven. Each of the bushes is sculpted into the shape of a bird.

Next to you, protruding from the stonework around the gate is a large metal handle.”

### GM's Information

Lupshank is a very busy man, and quite short-tempered in his own house. He breeds rare and magical plants as his hobby (pedantry specialism). The ‘secret’ of this scenario is that he requires special fertilisers, and specifically in this case needs the pulped carcass of a full-grown quelo to mix with his manures in order to achieve the correct blend for an experimental species.

### Greeted at the Gate

A large metal rod with a handle on it protrudes from one of the gate-posts. When pulled a distant ringing can be heard in the house. After only a few minutes, a poorly-dressed major-domo will wander out of the house and down the gravel drive. He weaves slightly this way and that, quite possibly slightly the worse for drink. (The typical recalcitrant retainer in fact.) Canoph (for this is his name) is indeed slightly drunk, but not sodden – though can be played for amusement. He initially has no idea what they want, and believes that they are door-to-door salespeople trying to sell some ‘outlandish creature of no possibly sensible utility’. He will eventually understand (Ψ PERSUASION) that they are here legitimately, and go to fetch his master, who shortly arrives at a run with the flunky trailing disconsolately behind.

Lupshank is a gentleman of indeterminate middle age, sadly lacking fashion sense (as he sports only black and grey clothes, suitable for the flunky of a minor nobleman). He is dour and formal, clearly impatient that they have taken so long to get here. “Twegg assured me to expect this delivery some time this afternoon.” Nonetheless, he will, with minimal fuss, sign the papers, and direct Canoph to: “Take the beast at once to the mulching plant. The process will begin at dawn. I am fatigued after today's experiments, and now go to retire. Permit no more disturbances” Then Lupshank will bid them good day, express his desire that they will “bring any further deliveries with far greater despatch”, and stalk off back to the house.

If his comments didn't inspire the PCs to enquire about the nature of the quelo's forthcoming relationship with





the mulching plant, Canoph will speak as he throws a loop of rope about the quelo's neck (in preparation for leading it away). "I mistook you for salespersons earlier. You did not strike me as serious purveyors of exotic livestock. In any case it amazes me you have travelled so far with a creature that will be turned to liquid fertiliser before mid-morning. Well, I presume you are headed back to Garvel for the night. You had better make haste, as I hear grue have been sighted in the vicinity. I myself am also turning to my bed, as my exertions have been no less than those of the master of the manse!"

As he leads the quelo away, the beast turns back to the PCs and enquires in a slightly tremulous voice: "What exactly is liquid *furtoolayser*?" Canoph merely grunts and says: "Such things are of no importance to you; follow me to the plant, where a bale of finest grass awaits you." If the PCs do nothing, the creature looks back at the balefully several times as it is led towards the large barn.

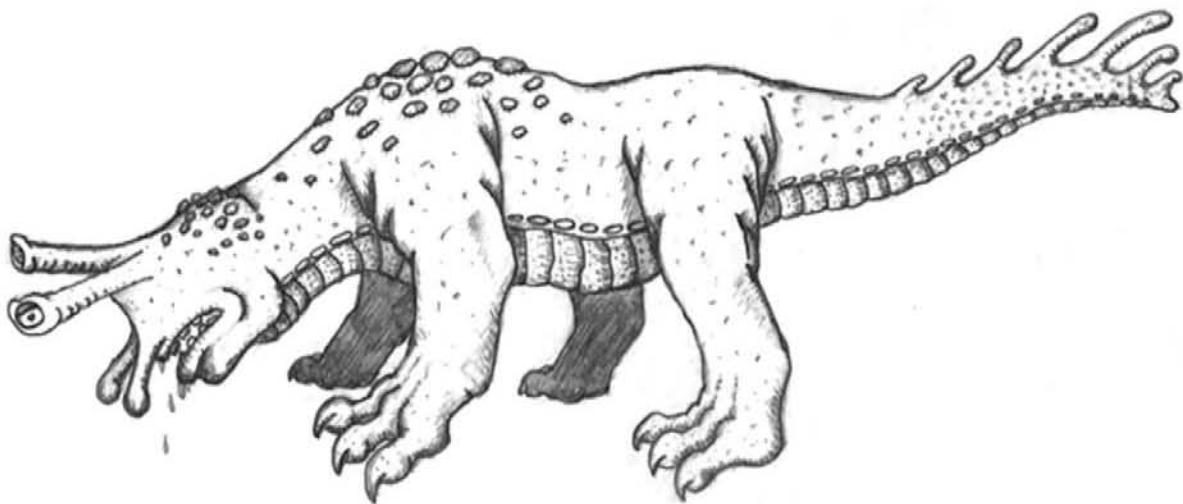
### Requesting Lodging for the Night

Those who request lodging will be rudely rebuffed. Lupshank dislikes visitors of any kind and has many odd and secret experiments that he wants to protect.

Canoph has been warned very well against allowing outsiders into the grounds. However, if they have sufficient terces (20 at least) or a magical item, he is open to bribes. He will not allow them into the house, and will explain about the impenetrable magical barrier that is active throughout darkness, but will permit them to hide in the grounds, as long as they promise not to touch anything – and to depart before dawn.

### Within the Grounds

The hothouse is as one would expect, full of exotic plants, some of which are extremely large, and some of which are semi-sentient. It is unlikely that they will explore this building, but if they do, they may have a difficult encounter with a huge flesh-eating plant. The first (and largest barn) contains stables for several horses. The huge fertiliser bins, and the large mulching machine. This machine is operated via a treadmill, which is powered by an old and blind mermelant. The other barns are places where plants are being propagated and gardening equipment is stored. For further details see the rescue options below.



## Scene 9a: The Quelo's Fate (Primary Endpiece)

*GM's Notes: We present here various options to use to wind up the scenario in a suitably dramatic style, as it always pays to end an adventure with a flourish. In the first Playtest the PCs separated. This was not a logistical problem at this late stage in the scenario, but obviously took a little longer to run. Two PCs went to rescue the quelo. The others quickly abandoned the idea of such a hazardous escapade and hurried back to Garvel. The ones who went through the forest were ambushed by grue. Through sheer luck they managed to slay the first three and then more arrived, prompting them to flight. One of them actually managed to fight and flee so well that they got out of the forest. So I had pity on this person - and had archers from the walls of Garvel slay the pursuing grue with arrows. Those left in the forest were killed and eaten by the grue (karma for their hard-hearted abandonment of the quelo - remember this adventure was designed for tournament play.) The remaining two successfully rescued the quelo and also liberated a horse. The grue still attacked them, but the quelo was sufficiently ferocious to successfully defend them all.*

### Leaving the Quelo to Its Fate

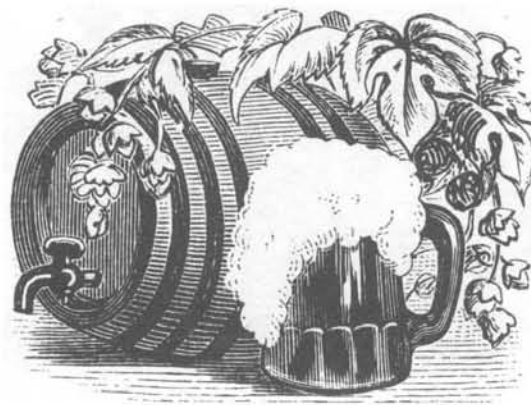
*GM: Anyone who suggests this loses 2SP; anyone who then does this loses 6SP more. Anyone who argues strongly against such a course of action gains 2SP. Anyone who goes back into the grounds against the will of at least two others gains 3SP.*

Those who choose this callous behaviour, have a choice.

i) Those who **attempt to go back through the woods** meet a party of grue. These should be improvised by the GM from the statistics given earlier, and should pose a serious threat to the PCs. Initially they lurk in hiding (Ψ PERCEPTION), and are viewed as menacing tall-eared furry shapes skulking through the trees; however such details are important only for atmosphere, and make no difference to the meat of this encounter. This potential ending should indicate to the players that certain (all?) of the PCs have made the wrong choice. Although combat is not the norm at Cugel-Level, many of Cugel's companions died horribly, and so it is a valid option. In such a situation at least half of the party may well be slain in a fight, or captured if everyone flees through the woods. One possibility is to match speed (Ψ ATHLETICS) against the grue, and let the dice decide - or if everyone fails, at the GM's whim the swiftest character may survive, leaving the forest with grue on his heels and saved by Garvel hunters with bows patrolling the forest edge.

**GM:** Judge the feel of the game as you enact this event, allowing character survival if players roll well, or role-play very well. Death is likely, but if such a thing would leave an overly bitter taste then improvise a rescue by Garvel hunters as the grue drag downed PCs back to their lair, or some other such event. Or allow the most desperate/callous to survive in a suitably Cugel-like way - leaving their erstwhile companions to perish. (This last option is especially suitable if they do all decide to leave the quelo and return through the woods. In such a case, play this final scene slowly - for maximum horror and danger - as the grue stalk them, chirruping horribly from the growing shadows.)

ii) As mentioned above, the folk of Pilt allow **only the absolutely destitute** to reside with them through the night. They will refuse to aid any PCs with wealth of any kind (all will be searched), and even those in fine clothes. (Even ownership papers count as wealth.) But, those who arrive begging dressed only in poor clothes and with no goods at all won't be turned away. "In his wisdom," (spoken bitterly and in poor grace), "divine Wiulio has decreed that those who come to our village in abject poverty cannot be turned away. However, we loathe loafers and freebooters here, and enforce the definition of 'destitute' with total rigour." *GM: Needless to say anyone who hides valuables anywhere will find them gone in the morning. Also, the accommodation given is to be bedded down with the pigs, and allowed to eat their swill. All such folk are also ejected bodily from the town at dawn. (This may still prove a tempting option for those who rightly suspect that a trip back through the forest will be a hazardous one.)*



A daring mission or back to town for beer? A tough decision indeed!



## Options for Rescuing the Quelo

*GM: Those who suggest such a course of action gain 2SP. Anyone entering with intent to rescue gains 3SP.*

- i) Staying the night **hidden within the grounds**, and rescuing the quelo shortly before dawn. GM's could discourage this by mentioning casually that Lupshank will surely be much more likely to catch them if they do not snatch the beast now. However, they may convince Canoph that they plan to do this, and use the opportunity to escape with the quelo. (The quelo itself will be strongly in favour of escaping immediately, as by the time they would reach it, it has seen the fearsome-looking mulching machine.)
- ii) **Heroic rescue** is possible, either by gaining the grounds via bribing Canoph, or by scaling the wall. If plenty of real-time remains to run the scenario then elaborate this section with several strange plant-hybrid guardians that need to be defeated and destroyed to prevent them raising an alarm. If time is pressing them only a single specimen lunges at them from the mulch

pires. Other problems can be created, such as placing the quelo in a locked cage – again if plenty of time remains. The lock can either be picked, or the door jimmied open using a metal beam taken from materials stored within the hothouse or elsewhere. The quelo and horses can be guided along the path that is shielded from the house by the trees that look like birds. The PCs may then ride back to Garvel, and the quelo (and the fact that they are now mounted on horses) will dissuade any of the grue from challenging them. (Though they may be seen lurking, and – if such excitement adds to the adventure – even ridden over at speed as they try to leap out in search of manflesh.) Once out of the woods, the quelo will thank the PCs: *“I am most grateful you have saved me from becoming mulch. I think that I shall take to the wilds. The life of a domesticated beast now seems to more readily lead to extinction.”* It then solves one of their problems - by lolloping off towards the north with surprising speed.

## Scene 9b: The Wrath of Lupshank (Extended Ending)

*This is the basic outline of a post-finale option that is applicable if any PCs rescued the quelo and returned to Garvel. It was originally designed for the Convention version of this scenario, just in case the Players managed to rave through and therefore lots of time was left over.*

Lupshank uncovers the missing quelo (and possibly the bound and bludgeoned Canoph – who foolishly allowed himself to be bribed/persuaded into admitting two or more persons for a tour of the grounds/ small refreshment break.) He will ignore his horses (if any remain) in favour of some large gangling plant-animal hybrid, and (assisted by Canoph and other plant beasts) come in search of the malefactors.

Lupshank and this odd band arrive at Garvel in the middle of the night. (Perhaps he has a charm to protect him from the grues as he travels through the forest? If so this might be recovered as spoil if he is defeated.) A PC is woken (Ψ PERCEPTION -1) by a sinister snuffling as one of the animated scout-things discovers them. This precipitates a sinister game of ‘hide and seek’ around the deserted streets of the town, across roofs, up and down alleys. At least one of the beings is a

hulking swamp-thing type (which fortunately cannot move at speed). The creatures are susceptible to fire, and Lupshank is a sage rather than a magician and has no spells for attacking foes. Thus he may be cudgelled into unconsciousness – leaving the plant-things bereft of wit (and possibly running amuck if that adds to the fun to be had here). If his slumbering form is sufficiently well-hidden, or if the PCs take advantage of the chaos, they have several hours to make good their escape. Or they may manage to ‘find’ steeds, and vanish swiftly into the night. Play this off the cuff for maximum amusement. If it fits well for this to happen, the PCs may even be apprehended for violating various local laws on privacy and sensible comportment. This could result in their incarceration and confiscation of goods – even though Lupshank is to blame. If they slay Lupshank (whether accidentally or deliberately) they may even go on trial for murder. The choice is endless.

### Minor Plant Hybrid

*Cunning 5, Dodge 4, Health 3, Athletics 2, Concealment 8, Perception 2.*



# Appendix 1: Converting the 'Day of the Quelo' back into a Convention Module

Originally the 'Day of the Quelo' was written as an example scenario to be played at RPG conventions. Since the work was done to frame it in this way, it seems a pity to simply select all that material and hit 'delete' for the conversion back into a standard module. Some amongst you might wish to run this scenario at a convention, or as an amusing sample DERPG adventure in some other isolated situation. Thus the following three pages of adjustments detail managing the scenario within a time-limit, adding the potential for a Player to 'win' through superior role-playing and/or darned good luck, and includes information on using the pregenerated PCs.

## The Characters

This is an adventure ideally for four PCs, but GMs familiar with running scenarios for more players might choose to play it with five (although this leaves only one as a spare). All of the information required for each PC (apart from a few general points in the Players' Handout) is noted on the specially adapted character sheets that should accompany this module.

*NB: In order to facilitate running the scenario, none of the PCs are skilled in missile weapons.*

Ideally, the four initial PCs will be: Erlim Stenz, Milot Wensler, Billip Fenk, and Zode Pagley. (With Calla Thrasko and Gar Shilouc as the spares.) However, if you have a female player - who prefers to use a female PC - in the group then consider replacing Erlim with Calla. (Erlim is the most likely other PC to simply be wandering the countryside looking for some good companions and a way to earn some terces.) We have deliberately restricted the number of female PCs in order to restrict acts of wanton Rakishness disturbing the course of play. This is simply because of the time restriction applied to running a convention module. Individual GMs who feel happy to deal with such distractions might write up and print a new female PC based on one of the PCs supplied.

*Purely by coincidence a replacement PC will have exactly the same amount of money and IPs as the one that is replaced. (Less 1IP as a penalty for losing their PC.) Unused Tag-lines are also carried over.*

## Rules Clarifications for GM

Because of time pressures we have adopted some optional conventions from the DERPG Rulebook:

### Rules on Rolls

- i) *The Purist Option.* Neither Illustrious Successes nor Dismal Failures can be re-rolled. These instances must stand.
- ii) Refer to the Notes for Players in order to familiarise yourself with the slightly variant manner of awarding Improvement Points (and other details). You as GM must decide before play starts what ratio of IP are awarded for terces at the end of the game (Recommendation: 20 terces = 1IP), and how you will adjust IP totals against final Sympathy Points ratings (Recommendation: 3SPs = 1IP either - or +).

*We have included at the end of this manuscript an award leaflet for the highest achieving player. All that remains is for you to duplicate as many as necessary, complete the details on venue and date, optionally laminate, and present at the end of the session. It is entirely up to yourselves as to whether further rewards are included.*

### Keeping Things Moving

As a convention module, time is of course limited. DERPG, especially at Cugel-Level can sometimes be caught up in Vancian bickering and pedantry - at the expense of the latter sections of an evening's play. To assist the GM in moving things along we have the following tools at the GM's disposal:

- i) The quelo itself is a lumbering metronome. It is too strong for the PCs to prevent from moving, too smart for them to halt by blocking the road, too dumb to stay still for long even if they do temporarily convince it to halt, and fiercely loyal to Twegg (thus immune to many distractions the PCs might test it with). It also knows the



Derna road, can read signs, and has a rough idea of where it is headed. Above all (at least until the very end of the module) it is determined to arrive at its destination before nightfall, and will not brook delay until that place is in sight. It is also reasonably intelligent and can, if absolutely necessary, act as the GM's mouthpiece - either in explaining its own actions, or pointing out the consequences of PC actions in delaying their journey.

ii) Little spare time is left to play with. The PCs will be faced with the threat of half-man activity later in the journey should they linger too much with encounters upon the road. (The GM can remind them of the passing of time at any and every appropriate point, even requesting Wherewithal checks - against fear of half-men - in order to get them on their way.)

iii) The majority of their payment is withheld until completion. They can sensibly expect to not receive a portion (or even to receive none) of this remaining remuneration should they fail to deliver the *quelo* before nightfall. The GM is at liberty to request rolls to Resist Avarice (against fear of lost income) if PCs linger too long at any of the encounters, or become embroiled in petty rivalries.

iv) The drive to accumulate IPs is in itself a goad to encourage players to keep to the track. (Notice that the very things that are rewarded support the continuation of the adventure along a reasonable course.)

### The Random Factor

Characters have some handy cantraps and some that are apparently useless. Players may think of innovative uses for the odd ones. Each PC also has idiosyncratic small possessions that they might conceivably use to get up to mischief. Such things must be dealt with if and when they arise.

## Insert 1: Inn of the Prancing Deodand

*GM: Should proceedings have dragged thus far, and time possibly being compromised for later in the scenario, this scene can be ignored. In this case, the building is closed for repairs after a recent fire.*

## Insert 2: Garvel

⊕ (if you wish to pass quickly on through this encounter): “At long last, you reach the town of Garvel. A tall old stone wall and crumbling gatehouse protect the town. Evening is somewhat nearer than is entirely comfortable, yet it seems likely that if you continue with sufficient speed – and no further distractions – you can make your delivery and be back to this town before dark. A clear track-way leads around the outside of the town, and it seems wise to use this in order to complete one’s duties within the time allotted. The town seems well cared-for and undoubtedly the ‘Erb and Hounds’ is a reasonable establishment. The *quelo* is also clearly aware of the time, and after only a brief pause sets off briskly along the path around the outside the town wall.”

## Insert 3: The Wrath of Lupshank

*GM: This scene also was designed to be added only if the GM finds extra time remaining at the end of the scenario. The true ending was designed to be the flight back to town – whether the party had split over the possibility of mounting a *quelo* rescue or not.*

### Tag-Line Distribution

Six sets of tag-lines are included, and we note which PC they should accompany. We have not included them on the PC sheets to allow for possible adjustment by the GM. It is most likely that only four sets will be used, but just in case a PC expires after having used 2 or 3 of their tag-lines already, we provide a new set for the replacement PC to bring into the game. The tag-lines are parcelled out with the idea that Gar and Calla are reserve PCs – thus their tag-lines are more neutral. If Calla becomes a starting PC (for instance because a female player is in the team), then give her the tag-lines of the person she replaces (Erlim?).

Character 1 – Billip Fenk; Character 2 - Erlim Stenz; Character 3 - Milot Wensler; Character 4 - Zode Pagley; Character 5 - Calla Thrasko; Character 6 - Gar Shilouc

**The Pregenerated Character Sheets – These are already available as a free download at:**  
[www.dyingearth.com/violetcusps.htm](http://www.dyingearth.com/violetcusps.htm)



## Introductory Notes for Players

You and your companions are all petty rogues who dwell in the city of Kaiin. Times are hard, and none of you had been able to secure employment suitable to your desired station in life. Yesterday at one of the more basic taverns surrounding Kaiin's Marketplace, you met in mutual sympathy to spend your remaining coins on large mugs of beer, hoping to make these last all afternoon. Fortunately, the market's wealthy livestock breeder 'Twegg' visited the tavern seeking folk to make a delivery into the countryside commencing first thing in the morning. Loudly crying the praises of yourself and your new friends, you claimed to be a party of professional animal-handlers, and within moments this well-paid job was yours. *'Of course, we have experience in such things'*, you cried, *'we are just the persons you require, and for suitable remuneration our many other responsibilities can be put aside.'*

Now you stand in the early-morning drizzle, on the damp cobbles at the edge of the marketplace, awaiting the arrival of Twegg and his creature. From what you have heard, Twegg is highly secretive and normally keeps his beasts at hidden locations far outside of town. Presumably this creature was stabled to the south, since he has informed you that its destination is to the north-east along the Derna road. Still, for 40 terces each (12 in advance) you care nothing for such things. Even with the minimal expenses you may incur (Twegg has arranged rooms at an inn near your destination this evening) this country walk promises to be a profitable and agreeable diversion.

### Rules Notes

- i) *The Purist Option*. In those situations where re-rolls are permitted, neither IS's nor DF's can be re-rolled.
- ii) Some PCs have cantraps. These are small spells that have minor useful effects, but are basic and cumbersome. Each of these requires the sacrifice of a point from your Magic Pool, and you make only a single roll to see if it works. They work effectively on any Success (sometimes also having limited utility on an Exasperating Failure). On a regular failure (Quotidian and sometimes Exasperating) they simply do not work. On a Dismal Failure not only do they not work but you also still lose the point from your Magic pool. After any Failure (except EF where it has some efficaciousness) you must wait 10 minutes before attempting to cast again.

These rules are variant from the cantraps in Cugel's Compendium, because the cantraps known by the PCs are of a higher quality than the small magics discussed in that publication. (More than one type of cantrap exists.)

### Winning the Game

It is possible to win this game. Thus, Improvement Points (IPs) are awarded differently. The Player whose PC has gained the highest number of IPs at the end of the session will receive acknowledgement as 'the winner'.

- i) As normal IPs are awarded for the clever use of Tag-lines.
- ii) They are also awarded for good role-playing, when a PC acts in a way that is highly amusing, or extremely character-appropriate in some way significant to the story-line.
- iii) Money talks. The amount of cash possessed by each PC at the end of session contributes towards the IP total. This does not occur on a 1:1 basis, and thus the loss of Sympathy Points (see below) accrued through mugging another PC towards the end of the game, would more than negate the gain in points for increased wealth.
- iv) Sympathy Points - These are described in detail in the DERPG rulebook. At the end of this scenario, the GM will subtract any negative sympathy points from each character's IP total, and add any positive points.

*Note 1:* We don't expect a PC to be a goody two-shoes, far from it - clever chicanery can still gain IPs. Rather, your GM subtracts SPs for unnecessarily cruel or unpleasant acts, casual betrayal of promises etc. SPs are added for assisting companions when it would be easier and less risky not to, dealing fairly with good-hearted GMCs, when one could so easily strip them of their valuables etc. (SPs aren't awarded for 'random acts of kindness' that have no relevance to the game. Such as pausing to find someone that needs help crossing the road. Such things are out of character and will instead be penalised.) Be aware in any case that SPs are the least of these three potential ways to gain IPs, and more significant in being a way in which you may lose them.

*Note 2:* The overarching purpose of this adventure is still 'to have fun'. The chance to 'win' is presented merely to encourage good role-playing amongst DERPG 'newbies' and provide incentive to use tag-lines to best advantage.



## Appendix 2: Tag-Lines for ‘The Day of the Quelo’

This scenario was originally designed for four players with the possibility that all four PCs would survive, at least until near to the end of the scenario. Thus the last two sets of tag-lines are more neutral in tone. It was also originally designed for one session rather than two – which is most likely to be the duration of the revised version. GMs are thus advised to generate 3 new taglines per PC at the start of the scenario, and hand over all 6 – with instructions that a max. of 4 can be used in the first session (thus ensuring some remain for the second session).

### Character One

Impossible! I require a minimum of one hour to complete my repast.

We require your aid. Our presence in the countryside is due only to a profound and ill-considered oversight.

Our charge evidences certain peculiarities of character, not all of them entirely decorous.

### Character Two

I am adamant! Reliability is my middle name.

Such delicacies arouse my palette. I fear I cannot resist.

The laws of supply and demand cannot be broached with impunity.

### Character Three

I wonder what demented genius originally brought such creatures into existence?

We must carefully weigh the choice of continuing our mission with unseemly haste, against the chance of substantial remuneration.

I advise you to look away, as your sensibilities may be roughly compromised.

### Character Four

Your request is extortionate! Do you take us for dunderheads?

We require the choicest wines known to humankind; instantly and in this location.

Alas - once this fine edifice was surely a marvel of engineering, but now I fear it lacks some essential element of nobility.

### Character Five

It may only be evident to myself, but I detect the subtle reek of imminent peril hanging upon the air.

Such antics are not only callous, but also indicative of singular lack of honour.

Today my roof is the open sky, tomorrow I may reside in a fine manse. Such is fate.

### Character Six

Such things repulse me; in my youth I would blubber at the mere sight of a meat vendor.

I find myself strangely impelled towards personal heroics.

An evening of fine dining at the Erb and Hounds is the least that we are owed.



## Appendix 3A - Creature Illustrations For Players

Cut out these pictures (**erb** above and **grue** below) to present as visual aids on the first clear sighting of either creature. (NB Whether they ever see a grue depends on the course of play. Appendix 3B (our Pre-Generated and ready-to-use PC sheets for this scenario when run in isolation) is available at [www.dyingearth.com/violetcusps.htm](http://www.dyingearth.com/violetcusps.htm))





Character Billip Fenk Player \_\_\_\_\_

**Appearance**

Hair (Color/Cut) Dark brown, shoulder length  
 Facial Features Clean-shaven; inquisitive air; long nose  
 Upper Costume Voluminous plum jacket, with wide rose trim, mauve chemise  
 Lower Costume Black pantaloons with red trim  
 Cloak & Belt Sturdy ochre sash in place of belt  
 Footwear & Hat Shiny black boots; ostentatious black hat with orange feather



**Abilities**

		Rating	Pool
Persuade	Eloquent	8	
(Secondary)			
Rebuff	Penetrating	7	
(Secondary)			
Attack	Cunning	6	
(Secondary)			
Defense	Intuition	7	
(Secondary)			
Health [		8	
Magic	Insightful	7	
Pedantry (	Student Life	8	
Craft'ship (			

Style/Habits \_\_\_\_\_  
 Nit-pickingly precise  
 \_\_\_\_\_  
 \_\_\_\_\_

# The Dying Earth

**Resistances**

	Rating Pool		Rating Pool
Arrogance		Indolence	
Avarice		Rakishness	
G'mandism		P'foggery	

**Unspent Improvement Pts**

**Weapons**

Melee Rapier  
 Melee \_\_\_\_\_  
 Missile \_\_\_\_\_

Tick Box Below When Spell is Encompassed  
 \* Mark Spell With Asterisk If Matches Magic Style

**Cantraps/Spells/Tweaks**

Spell/Cantrap	(Straightforward=SFD, Complex=CPX, Cantrap=Ctp)	Rge	Dtn	SFD, CPX, Twk, Ctp	PBN (Pg)
<input type="checkbox"/> Efficacious Spring (IS: 10yds; PS: 8; HBS: 6; EF: 4)		NA	NA	Ctp	CC
<input type="checkbox"/> String of Sparks (impressive but useless)		NA	NA	Ctp	CC

**Cantraps:**

It costs 1 from your Magic pool to cast a cantrap. Then roll one die. If it fails you cannot try again for 10 minutes. On a Dismal failure the point is lost. (Some cantraps have limited effect on an Exasperating Failure.)

<input type="checkbox"/> Edan's Thaumaturgical Poultrice *		Tch	Inst	SFD	DRP106
<input type="checkbox"/> Drumphilo's Adequate Illuminator		Tch	Day	SFD	TT88

**Spell Explanations:**

ETP - Heals all wounds (but doesn't refresh Health pool)  
 DAI - Makes non-living object glow like a bright torch

**Background**

Billip's parents owned a shop selling magical curios in the Scholasticarium District, but were ruined after the shop was mysteriously looted one night. They now reside in distant Azenomei, and Billip has successfully posed as a Scholasticarium student for the last two years. (This is mainly in order to partake of the free basic meals and subsidised accommodation, though he has learned a little about magic along the way - especially when bad weather kept him indoors.) It is currently the mid-term break, and his tenement rental fees are due - so he needs to generate 100 terces within a few weeks. (Thank goodness no-one has yet asked for any tuition fees!)



Appraisal	3
Athletics	8
Concealment	8
Driving	
Engineering	
Etiquette	2
Gambling	5
Imposture	
Living Rough	
Perception	9
Physician	
Quick Fingers	7
Riding	5
Scuttlebutt	3
Seamanship	
Seduction	
Stealth	7
Stewardship	1
Tracking	
Wherewithal	5

**Possessions**

	Pts
Clothes (as above)	3
Rapier	1
Book: "Grashpotel's Reader on the great Magicians of the Motholam"	1
Brass lantern (fractured oil reservoir)	1
_____	
_____	

Total of Terces Carried =

Character **Erlim Stenz** Player \_\_\_\_\_

**Appearance**

Hair (Color/Cut) Dark hair, short and tousled  
 Facial Features Clean shaven, youthful, insolent grin  
 Upper Costume Large dusty dark-blue jacket, pale blue shirt  
 Lower Costume Black trousers of a rough weave  
 Cloak & Hat Reinforced bowler hat  
 Footwear large black boots with ostentatious turned over tops



**Abilities**

		Rating	Pool
Persuade	Glib	8	
(Secondary)			
Rebuff	Wary	7	
(Secondary)			
Attack	Speed	9	
(Secondary)			
Defense	Misdirection	8	
(Secondary)			
Health [ _____ ]		8	
Magic	Daring	3	
Pedantry (Criminal Activities)		3	
Craft'ship (Locksmith)		5	

Style/Habits \_\_\_\_\_  
 Enthusiastic, Confident  
 \_\_\_\_\_  
 \_\_\_\_\_

The Dying Earth

**Resistances**

	Rating	Pool	Rating	Pool
Arrogance			Indolence	2
Avarice			Rakishness	
G'mandism			P'foggery	2

**Unspent Improvement Pts**

**Weapons**

Melee Rapier  
 Melee \_\_\_\_\_  
 Missile \_\_\_\_\_

Tick Box Below When Spell is Encompassed  
 \* Mark Spell With Asterisk If Matches Magic Style

**Cantraps/Spells/Tweaks**

Spell/Cantrap (Straightforward=SFD, Complex=CPX, Cantrap=Ctp) Rge Dtn <sup>SFD, CPX,</sup> Twk, Ctp PBN (Pg)

- Efficacious Spring (IS: 10 yds; PS - 8; HBS - 6, EF - 4) NA NA Ctp CC
- Soundless Sneaking (+1 to Stealth roll) NA NA Ctp New
- Climb Like a Spider (+1 to Athletics roll) NA NA Ctp New
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Cantraps:

It costs 1 from your Magic pool to cast a cantrap. Then roll one die. If it fails you cannot try again for 10 minutes. On a Dismal failure the point is lost.  
 (Some cantraps have limited effect on an Exasperating Failure.)

**Background**

Erlim comes from the poor Threek district. He has been a petty-thief, and smuggler, and after a narrow brush with the law is trying to establish his good character and find legal employment (at least for the time being).  
 ("Get out of town, son and keep your nose clean if you know what's good for you!")



Appraisal	6
Athletics	9
Concealment	10
Driving	
Engineering	
Etiquette	
Gambling	7
Imposture	2
Living Rough	1
Perception	8
Physician	
Quick Fingers	9
Riding	5
Scuttlebutt	8
Seamanship	
Seduction	
Stealth	9
Stewardship	
Tracking	6
Wherewithal	6

**Possessions**

	Pts
Clothes (as above)	4
Rapier	1
20ft rope	1
Metal crowbar	1
Scruffy backpack	1
_____	
_____	

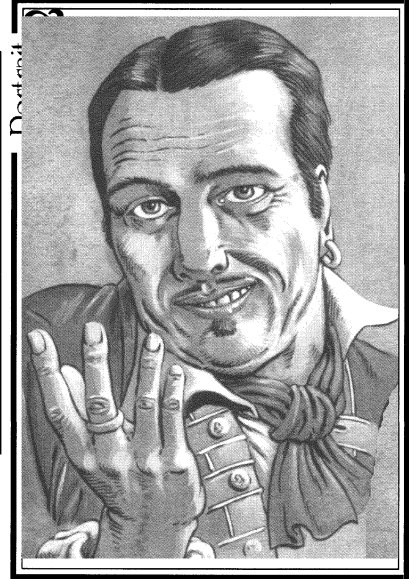
Total of Terces Carried =

Since titles in DERRPG are often long, abbreviation is recommended.

Character Milot Wensler Player \_\_\_\_\_

**Appearance**

Hair (Color/Cut) Slick Black Hair  
 Facial Features large nose and poor attempt at a mustache  
 Upper Costume Rouge neckerchief, puce jacket, blue vest  
 Lower Costume worn cloth trousers (grey)  
 Cloak & Hat \_\_\_\_\_  
 Footwear sharply-pointed dark grey boots



**Abilities**

	Rating	Pool
Persuade <u>Obfuscatory</u>	<u>7</u>	_____
(Secondary) _____	_____	_____
Rebuff <u>Obtuse</u>	<u>8</u>	_____
(Secondary) _____	_____	_____
Attack <u>Caution</u>	<u>8</u>	_____
(Secondary) _____	_____	_____
Defense <u>Vexation</u>	<u>9</u>	_____
(Secondary) _____	_____	_____
Health [ _____ ]	<u>8</u>	_____
Magic <u>Studious</u>	<u>5</u>	_____
Pedantry ( <u>Study of Magic</u> )	<u>2</u>	_____
Craft'ship ( _____ )	_____	_____

Style/Habits \_\_\_\_\_  
Optimistic, Pompous  
 \_\_\_\_\_  
 \_\_\_\_\_

# The Dying Earth

**Resistances**

	Rating Pool	Rating Pool
Arrogance _____	_____	Indolence <u>1</u>
Avarice _____	_____	Rakishness _____
G'mandism _____	_____	P'foggery <u>1</u>

**Unspent Improvement Pts**

**Weapons**

Melee Rapier  
 Melee \_\_\_\_\_  
 Missile \_\_\_\_\_

Tick Box Below When Spell is Encompassed  
 \* Mark Spell With Asterisk If Matches Magic Style

**Cantraps/Spells/Tweaks**

Spell/Cantrap (Straightforward=SFD, Complex=CPX, Cantrap=Ctp)	Rge	Dtn	SFD, CPX, Twk, Ctp	PBN (Pg)
<input type="checkbox"/> Assuage Injury (IS/PS - 2 injuries; HBS/EF - 1)	<u>NA</u>	<u>NA</u>	<u>Ctp</u>	<u>CC</u>
<input type="checkbox"/> Discommoding Dazzle (Distracting light flash)	<u>NA</u>	<u>NA</u>	<u>Ctp</u>	<u>CC</u>
<input type="checkbox"/> Repel Dirt (cleans clothes)	<u>NA</u>	<u>NA</u>	<u>Ctp</u>	<u>CC</u>

**Cantraps:**

It costs 1 from your Magic pool to cast a cantrap. Then roll one die. If it fails you cannot try again for 10 minutes. On a Dismal failure the point is lost.

(Some cantraps have limited effect on an Exasperating Failure.)

<input type="checkbox"/> Ildefonse's Accelerated Comprehension *	<u>Nr</u>	<u>Day</u>	<u>CPX</u>	<u>TTp111</u>
<input type="checkbox"/> Spojan's Thaumaturgical Discernment	<u>Tch</u>	<u>Cnc</u>	<u>SFD</u>	<u>TTp104</u>

**Spells Explanation:**

IAC helps him study harder/read faster etc

STD - detects presence and strength of magical energies

**Background**

Milot is the son of a failed merchant. Though raised in Odkin Prospect he now resides in rather poor circumstance within the Scholasticarium district, making a living fetching and carrying for the faculty members.

He has failed his entrance examinations for the Scholasticarium an astonishing seventeen times. Nonetheless, he saves up the money and applies again every time he is able to.

**Possessions**

	Pts
Clothes (as above)	<u>4</u>
Rapier	<u>1</u>
pet mouse named Jeyrolde	_____
pointed stick carved to look exactly like a magician's wand	<u>1</u>
Scroll of spells (both of his spells)	<u>1</u>

Total of Terces Carried =



Character Zode Pagley Player \_\_\_\_\_

**Appearance**

Hair (Color/Cut) Long thick, sandy-yellow hair  
 Facial Features Bristling yellow mustache, grey eyes  
 Upper Costume Fine saffron jerkin with wide cuffs, mauve neckscarf  
 Lower Costume Brown pantaloons,  
 Cloak & Hat Reddy-brown tricorne hat with pink feather  
 Footwear large black boots



**Abilities**

	Rating	Pool
Persuade <u>Forthright</u>	<u>7</u>	_____
(Secondary) _____	_____	_____
Rebuff <u>Lawyerly</u>	<u>8</u>	_____
(Secondary) _____	_____	_____
Attack <u>Finesse</u>	<u>8</u>	_____
(Secondary) _____	_____	_____
Defense <u>Dodge</u>	<u>9</u>	_____
(Secondary) _____	_____	_____
Health [ _____ ]	<u>8</u>	_____
Magic <u>Forceful</u>	<u>3</u>	_____
Pedantry ( <u>Commerce</u> )	<u>3</u>	_____
Craft'ship ( _____ )	_____	_____

Style/Habits \_\_\_\_\_

The **Dying Earth**

**Resistances**

	Rating	Pool
Arrogance _____	_____	_____
Indolence <u>2</u>	<u>2</u>	_____
Avarice _____	_____	_____
Rakishness _____	_____	_____
G'mandism _____	_____	_____
P'foggery <u>1</u>	<u>1</u>	_____

**Unspent Improvement Pts**

**Weapons**

Melee Rapier  
 Melee \_\_\_\_\_  
 Missile \_\_\_\_\_

Tick Box Below When Spell is Encompassed  
 \* Mark Spell With Asterisk If Matches Magic Style

**Cantraps/Spells/Tweaks**

Spell/ Cantrap (Straightforward=SFD, Complex=CPX, Cantrap=Ctp)

Rge Dtn <sup>SFD, CPX,</sup> Twk, Ctp PBN (Pg)

<input type="checkbox"/> 'Shining Clean Boots'	<u>NA</u>	<u>NA</u>	<u>Ctp</u>	<u>New</u>
<input type="checkbox"/> Unpickable Pockets (-1 penalty to thieves)	<u>NA</u>	<u>NA</u>	<u>Ctp</u>	<u>New</u>
<input type="checkbox"/> Repel Insects	<u>NA</u>	<u>NA</u>	<u>Ctp</u>	<u>CC</u>
<input type="checkbox"/> _____	_____	_____	_____	_____

Cantraps:

It costs 1 from your Magic pool to cast a cantrap. Then roll one die. If it fails you cannot try again for 10 minutes. On a Dismal failure the point is lost.  
 (Some cantraps have limited effect on an Exasperating Failure.)

Physician Ability:

Several minutes work, improvising bandages, cleaning abrasions, etc.  
 (IS/PS - heals 2 injuries; HBS - heals 1; EF - heals 1, but only if patient has 2+)

**Background**

Zode's parents still live in Odkin Prospect, minor figures amongst the newly wealthy, but Zode has been disowned after making several ill-advised and unauthorized investments of his parents' savings down at Kaiin's race tracks. He sometimes earns money as a bookie's runner, but this work fell through after the disappearance of a cash bag. (Unfortunately he didn't get the contents, but there are those that think he did, so leaving town right now is a smart move.)



Appraisal	<u>4</u>
Athletics	<u>9</u>
Concealment	<u>8</u>
Driving	<u>3</u>
Engineering	_____
Etiquette	<u>7</u>
Gambling	<u>7</u>
Imposture	_____
Living Rough	_____
Perception	<u>8</u>
Physician	<u>1</u>
Quick Fingers	<u>7</u>
Riding	<u>6</u>
Scuttlebutt	<u>7</u>
Seamanship	_____
Seduction	_____
Stealth	<u>8</u>
Stewardship	<u>4</u>
Tracking	_____
Wherewithal	<u>5</u>

**Possessions**

	Pts
Clothes (as above)	<u>4</u>
Rapier	<u>1</u>
Small pack	<u>1</u>
loaf of stale bread	_____
a brass horse shoe	_____

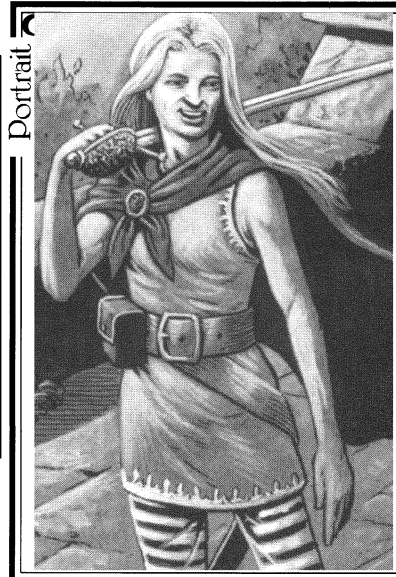
Total of Terces Carried =

Since titles in DERPG are often long, abbreviation is recommended.

Character Calla Thrasko Player \_\_\_\_\_

**Appearance**

Hair (Color/Cut) Long thick, light brown, hair  
 Facial Features Snub nose, oval face, clear complexion  
 Upper Costume Light green bodice  
 Lower Costume black & white striped leggings, leather belt with pouch  
 Cloak & Hat red cloak, and serviceable leather cap  
 Footwear short brown boots



**Abilities**

	Rating	Pool
Persuade <u>Charming</u>	<u>8</u>	
(Secondary)		
Rebuff <u>Pure-Hearted</u>	<u>10</u>	
(Secondary)		
Attack <u>Finesse</u>	<u>8</u>	
(Secondary)		
Defense <u>Sure-Footedness</u>	<u>9</u>	
(Secondary)		
Health [ _____ ]	<u>8</u>	
Magic <u>Devious</u>	<u>5</u>	
Pedantry ( <u>Southern Almery</u> )	<u>6</u>	
Craft'ship ( _____ )		

Style/Habits \_\_\_\_\_

Curious, Care-free

# The Dying Earth

**Resistances**

	Rating Pool	Rating Pool
Arrogance _____		Indolence <u>1</u>
Avarice _____		Rakishness <u>Ω</u>
G'mandism _____		P'foggery _____

**Unspent Improvement Pts**

\_\_\_\_\_

**Weapons**

Melee Rapier  
 Melee \_\_\_\_\_  
 Missile \_\_\_\_\_

Tick Box Below When Spell is Encompassed  
 \*Mark Spell With Asterisk If Matches Magic Style

**Cantraps/Spells/Tweaks**

Spell/Cantrap (Straightforward=SFD, Complex=CPX, Cantrap=Ctp)	Rge	Dtn	SFD, CPX, Twk, Ctp	PBN (Pg)
<input type="checkbox"/> Detect Coins	<u>NA</u>	<u>NA</u>	<u>Ctp</u>	<u>New</u>
<input type="checkbox"/> Handful of coins (short term illusion)	<u>NA</u>	<u>NA</u>	<u>Ctp</u>	<u>New</u>
<input type="checkbox"/> Distracting Noise Nearby	<u>NA</u>	<u>NA</u>	<u>Ctp</u>	<u>New</u>
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				

**Cantraps:**

It costs 1 from your Magic pool to cast a cantrap. Then roll one die. If it fails you cannot try again for 10 minutes. On a Dismal failure the point is lost. (Some cantraps have limited effect on an Exasperating Failure.)

**Background**

Heralding from Val Ombrio in the south, Calla knows little of Kaiin or the Derna valley, having only recently arrived in this part of the world, seeking some way to make her fortune. She will turn her hand to any relatively easy work that pays well.



Appraisal	<u>2</u>
Athletics	<u>9</u>
Concealment	<u>9</u>
Driving	_____
Engineering	_____
Etiquette	<u>2</u>
Gambling	<u>6</u>
Imposture	<u>1</u>
Living Rough	<u>1</u>
Perception	<u>7</u>
Physician	<u>7</u>
Quick Fingers	<u>8</u>
Riding	<u>7</u>
Scuttlebutt	<u>2</u>
Seamanship	_____
Seduction	_____
Stealth	<u>8</u>
Stewardship	_____
Tracking	<u>8</u>
Wherewithal	<u>5</u>

**Possessions**

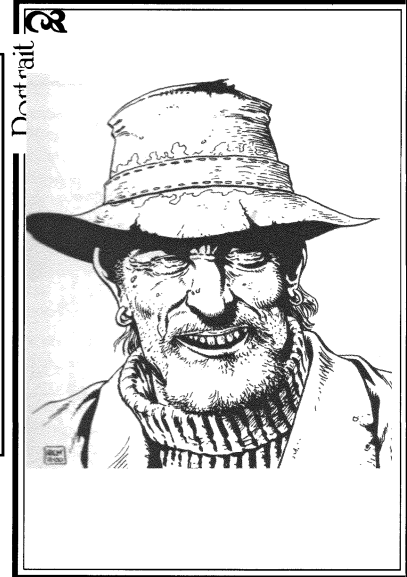
	Pts
Clothes (as above)	<u>4</u>
ball of string	<u>1</u>
bedroll	<u>1</u>
small woodcut portrait of mother	<u>1</u>
Rapier	<u>1</u>
_____	_____
_____	_____

Total of Terces Carried =

Character Gar Shilouc Player \_\_\_\_\_

**Appearance**

Hair (Color/Cut) Straggling black hair and scruffy beard  
 Facial Features Protruberant nose and lopsided grin  
 Upper Costume Thick fisherman's jumper and light brown-leather jacket  
 Lower Costume Black oilskin trousers  
 Cloak & Hat Battered labourer's hat  
 Footwear Heavy dark-brown leather boots



**Abilities**

	Rating	Pool
Persuade <u>Intimidating</u>	<u>7</u>	_____
(Secondary) _____	_____	_____
Rebuff <u>Contrary</u>	<u>8</u>	_____
(Secondary) _____	_____	_____
Attack <u>Strength</u>	<u>10</u>	_____
(Secondary) _____	_____	_____
Defense <u>Parry</u>	<u>9</u>	_____
(Secondary) _____	_____	_____
Health [ _____ ]	<u>10</u>	_____
Magic <u>Curious</u>	<u>2</u>	_____
Pedantry ( _____ )	_____	_____
Craft'ship ( <u>Farming Tools</u> )	<u>3</u>	_____

Style/Habits \_\_\_\_\_  
Proud, Impulsive  
 \_\_\_\_\_  
 \_\_\_\_\_

**The Dying Earth**

**Resistances**

	Rating	Pool		Rating	Pool
Arrogance _____	_____	_____	Indolence <u>Ω</u>	_____	_____
Avarice _____	_____	_____	Rakishness _____	_____	_____
G'mandism <u>1</u>	_____	_____	P'foggery _____	_____	_____

**Unspent Improvement Pts**

**Weapons**

Melee Staff (in place of club)  
 Melee \_\_\_\_\_  
 Missile \_\_\_\_\_

Tick Box Below When Spell is Encompassed  
 \* Mark Spell With Asterisk If Matches Magic Style

**Cantraps/Spells/Tweaks**

Spell/Cantrap	(Straightforward=SFD, Complex=CPX, Cantrap=Ctp)	Rge	Dtn	SFD, CPX, Twk, Ctp	PBN (Pg)
<input type="checkbox"/> Stay dry in the rain		NA	NA	Ctp	New
<input type="checkbox"/> Wake When danger Approaches		NA	NA	Ctp	New
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____

**Cantraps:**

It costs 1 from your Magic pool to cast a cantrap. Then roll one die. If it fails you cannot try again for 10 minutes. On a Dismal failure the point is lost.  
 (Some cantraps have limited effect on an Exasperating Failure.)

**Background**

Gar is an itinerant labourer who travels between Kaiin and the Scaum Valley towns, seeking whatever work his strong back is capable of.

This season a surfeit of such folk seems to have materialized, and he has been forced to head north to expand his horizons.



Appraisal	_____
Athletics	<u>11</u>
Concealment	<u>8</u>
Driving	<u>2</u>
Engineering	_____
Etiquette	_____
Gambling	<u>7</u>
Imposture	_____
Living Rough	<u>9</u>
Perception	<u>8</u>
Physician	_____
Quick Fingers	<u>1</u>
Riding	<u>7</u>
Scuttlebutt	<u>5</u>
Seamanship	<u>1</u>
Seduction	_____
Stealth	<u>7</u>
Stewardship	<u>1</u>
Tracking	<u>9</u>
Wherewithal	<u>7</u>

**Possessions**

	Pts
Clothes (as above)	<u>4</u>
Stout staff	<u>1</u>
10ft of rope	_____
badly worn backpack	_____
recently deceased farmyard fowl	_____
Battered metal cookpot	_____

Total of Terces Carried =



# Winner's Certificate

## The Day of the Quelo

Congratulations. By hook, by crook, or by plain good luck, you have achieved the highest number of points awarded during a presentation of the scenario *The Day of the Quelo* – adjudicated under exacting scientific scrutiny. You are hereby elevated to the ranks of the Knights of Kaiin, whose heraldic emblem is a pair of crossed dart-guns over the severed head of an erb. Should you feel this to be insufficient reward for your long hours of sustained exemplary role-playing, then all that we can say is: “Be off with you, scoundrel. We don’t need the your likes in these parts – ingrates and pedants. Be off, I say, or it’s the deodand pits for you!”

Venue: \_\_\_\_\_ GM: \_\_\_\_\_ Date: \_\_\_\_\_

Winning Player: \_\_\_\_\_

Winning Character: \_\_\_\_\_

Other Players and their Characters

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