

# The Peanut Gallery

(by John Taber, 2/11/01)

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## Basic Game Information

### Background Information

In the realm of Melderyn, on the Isle of Harn, magic is not a thing of myth of fantasy but a part of everyday life. Almost everyone in Melderyn has seen magic at work in some form or another. The infamous Council of the Eleven controls this mystical province of Harn. The Council is composed of a secret group of politicians, artists, and mages of great renown. Council members are selected by the existing members when a position becomes “available”. One of these great and powerful council members is Obris of Ueld.

Obris of Ueld is a reclusive mage who follows the teachings of Save-K’Nor. In fact, Obris is secretly the Primate of Save K’Nor in Harn and leader of the Shea-al-Accor. The Shea-al-Accor are a small faction of the most elite Save K’Nor worshippers. Obris has a strange attraction to the creatures that reside on Harn. His specialty is the Ivanshu, or Harnic monster races.

### Copyright Information

This adventure is made purely for personal use. All references to Champions, Harn, or Earthdawn are purely for fun only. Enjoy!

### Character Information

It seems like a day just like any other. Obris is traipsing about the tower going about his spells and mumbling...Obris likes to mumble. He leaves for the afternoon to gather some spell components. This is a little unusual as normally Obris gives this humble task to Bartholomew but today he decides to get some air. Well...he has not returned and it has been over 18 hours. Something must have befallen the master. Obris has “meaning” in your life. Is it right that you should sit and watch fate snatch your master!?! NO! You must set out to find Obris and see that he is safely returned.

### Player Character Information

The party is composed of characters that are considered Obris’ “familiar”. Rescuing Obris from his perilous fate will require the teamwork and skill of all of the player characters. Thinking and role-playing are a must. Most situations can be resolved in several fashions and creativity is encouraged.

## Character Details

### General Information

The game has 5 characters. These are detailed below. Hero Maker/Creation Workshop sheets will be provided to all players.

### Bartholomew, The Apprentice

#### *Introduction*

Every great mage must have an apprentice of great skill and cunning who will take over when the master leaves. Well you are an apprentice...but skillful and cunning you are not. In fact Obris rarely teaches you anything except the most mundane “cantrips”. Obris just says, “Bartholomew...you push too hard. First you must crawl...then walk...then run. Running headlong into danger will just cause you to fall.” It always sounds good but it sure is frustrating.

#### *Description*

Average teenager full of vim and vigor. Naïve to the extreme. Wears rags and loose fitting tunics for the most part. Carries a shoulder sack with odds and ends.

You are an expert in herb collection and more importantly, the only human in the entire party!

### Sultan Ahmet Attaturk, The Flying Carpet

#### *Introduction*

It took seven years to wrest control of the Sultanship from Besta Ganameyde and only seven seconds to lose it forever. Over 500 years ago you ruled the fabled city of Sarkum on the western shores of Harn. Everyone loved you and thought you a very noble ruler...everyone except for Besta’s suitor, Darum the Gray. Darum the Gray a powerful mage trapped your soul in a flying carpet as revenge for

taking the throne from his love. Years later through many owners you have passed to Obris. You like Obris if he would only listen to your advice more often...

*Description*

A 3' x 4' flying carpet with a really terrible ego problem. Although the world sees you as an intricate kalim, or Turkish carpet, you understand that you are really much more than that. With you as an "advisor" somebody could go far! If only they wouldn't keep calling you "carpet"!

You fly at good speeds and can carry the weight of a full man without burden!

## **Bok, Ivanshu Hru**

*Introduction*

You are an Ivanshu Hru, "Rock Man". Actually you are more of a rock child. In an effort to discover the origin of the Hru Obris started to experiment with common granite. In one of his lab tests he created you. It took Obris only 5 years to teach you to be sentient! Now that you are sentient you carry a lot of the emotions of your larger kin. You have a very tender caring heart and a great desire to protect things under your care.

*Description*

Imagine the comic book "Thing" but made of gray mismatched stone and a height of about 3 feet. You eat rock, don't breath, and don't smell or taste. Although nobody can accuse you of being bright many think you have a great sense of stating the obvious.

You are a very tough cookie, can sit still and look like a small boulder, and can meld with stone.

## **Thorn, Ivanshu Vlasta**

*Introduction*

You are an Ivanshu Vlasta, "Pack Imp". Obris summoned you from the woods to get a dose of your blood. He has not had need of you since your "calling" but you have an "unnatural liking" to him. Without your original pack only your thief skills will keep you alive and allow you to find Obris. If these clods weren't around your job would be a lot easier...

*Description*

You are 18" of pure nasty. The others in the group are pansies but they are your new "pack".

You have a strong tail that allows you to jump and fine delicate hands with long fingers and sharp talons for picking locks. Your stomach juices are a potent acid.

## **Maiden L'Ni, Pixie**

*Introduction*

You are in debt to Obris for saving your grove and Sindarin companions from a terrible Gargon raid. Obris let's you freely roam around the place singing and frolicking as you see fit. Your home is a tree that Obris grew magically from a small acorn he acquired from your grove.

*Description*

You have a beautiful 8" figure, wisp-like butterfly wings, delicate white hair, radiant azure eyes, and a "priceless" attitude. Everyone should wait on you hand and foot right? You are a Pixie maiden!

You know about the forest and can talk to growing plants and animals. Your song soothes most beasts and can put grown men to sleep.

## Adventure Outline

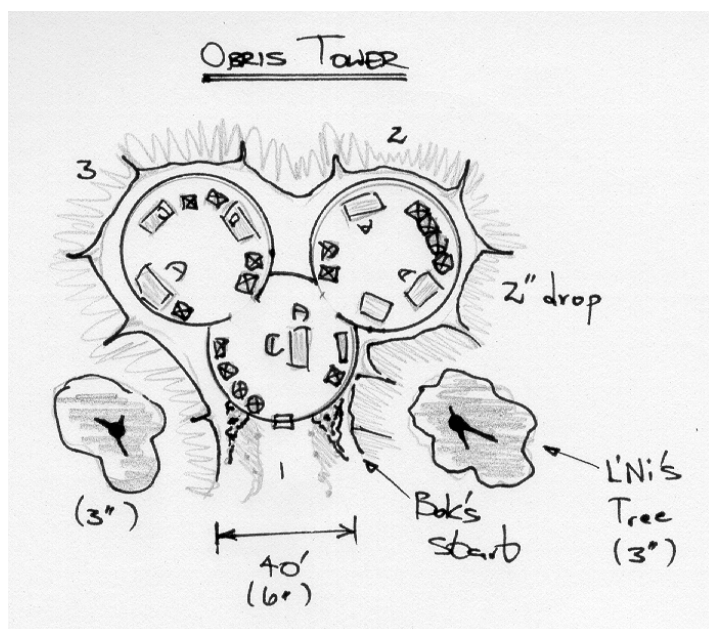
### 1. The Escape

The party begins the adventure in a variety of places. The first goal of the party will to gather and decide to start looking for information. Some of the PC are actually captured and must bargain or gain their freedom! Here is the starting location of the various player characters.

- Bartholomew - Bart will be in the tower getting really nervous. He also knows that Obris deals in heavy powerful spells and that he will need help to find him. The game should start with Bartholomew musing that Obris has been gone for quite a while.
- Bok – He is outside sleeping. Bok really doesn't think Obris has gone too long but he will hear commotion inside and knock to enter the conversation.
- Sultan Ahmet Attaturk – The Sultan is in a locked chest in the main workroom. He will have to convince the party to release him. Bartholomew has never seen the carpet! It should be interesting for the Sultan. Note that Bartholomew does NOT have the key to the lock on the chest. (The chest is Def 6 Bod 4.) The chest is not trapped.
- Thorn – The little pack imp is in a special glass cage. It has no apparent door and hangs in the workroom with all of the rest of Obris' things. Thorn will have to convince Bartholomew and the other PC that he should be released so that he can help. His cell is hardened with magic but it actually very brittle once penetrated (Def 12 Bod 1, 1.5x Body from Blunt Attacks).
- Maiden L'Ni – L'Ni will show up outside and start talking to Bok when he starts moving around. It should be an interesting conversation. L'Ni will get very concerned when she discovers that Obris is missing.

### 2. Gathering Information Around The Tower

Here is a map of the tower and the information of the various areas and clues that can be discovered.



Room #1 – Entry/Library/Spell Component Room – This is the main sitting room for the small tower. It has a table with two chairs, a rack of spell components in labeled jars, and random boxes of food and funny household items. The Light Of The Morning Glory and Oak Root bottles will be empty.

Room #2 – Main Workshop – This room is the main workroom for the tower. It is filled floor to ceiling with bizarre scripts, open books, and cluttered work areas. Around the floor are bits of strange material. The boxes on the NE wall are filled with pieces of strange creatures and arcane looking chests and things. The Sultan is in this pile of stuff in a chest. Thorn is hanging from the ceiling near the W wall. Thorn

CAN'T see the Entry room from his cage but he can hear into the room quite well. Note that Obris' latest workbook is sitting open on the latest page. The latest journal entry looks like this...

22<sup>nd</sup> Day Of The Year Of The Jackal – I've almost got the details of the third circle gateway. [With a roll at +1 Bart knows that this is a VERY powerful earthshaking type spell.] With that information I'll have a direct channel to the Portal of Laws and dimension 6sws9. [With a roll at even Bart knows that dimensions are opened to call creatures.] Here is my current thought on the Door to Onyx... [The next few pages are filled with strange magical script. The script includes a detailed component list. The components include the following elements... Eye of Bat, Oak Root, Tears Of The Night Willow, Light of Morning Glory, Black Lily Petal, and Bass Belly.]

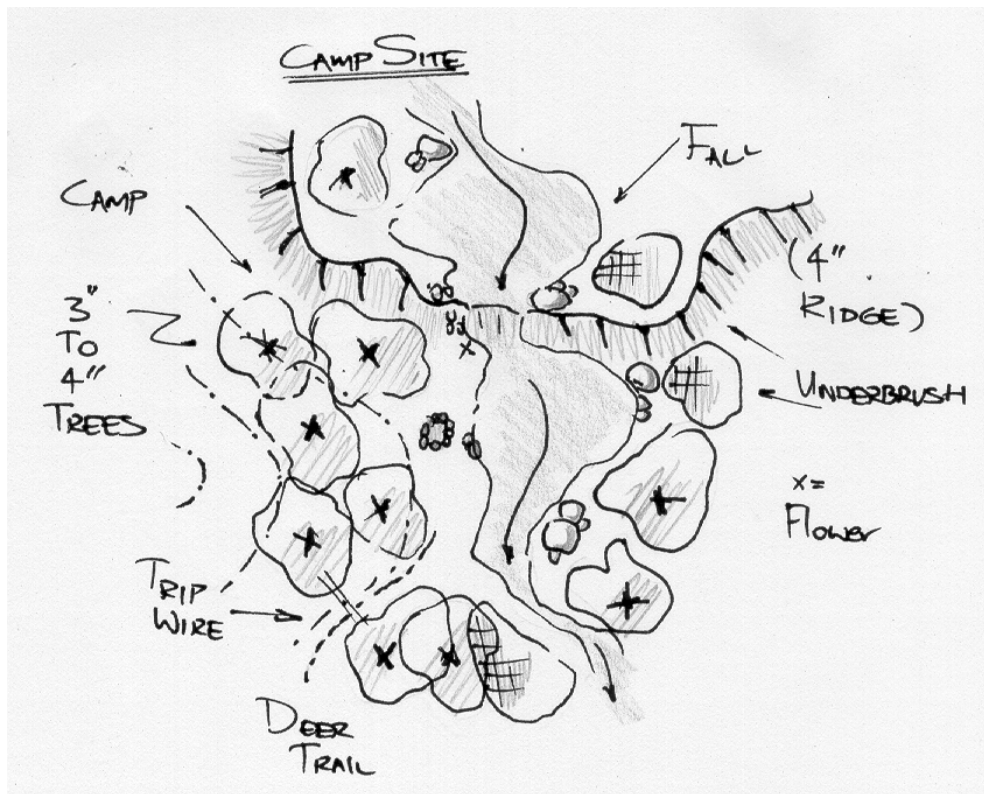
With rolls Bart will know that the Light and Petal are pretty rare spell components. Bart will NOT know what the spell does or remember anything Obris said about it. He kept the big stuff secret. L'Ni will know that Golden Glory is the name of a flower on Melderyn. She will not know if it is the same thing. With tough rolls Bart may know that they are the same component.

With a forest roll from L'Ni and possible combination from Bart they will be able to remember a remote area of Melderyn where the component grows. If not the party will have to go to the closest town, Aketh, to talk with a local spell component vendor. See below if that happens.

Room #3 – Bedrooms – This room has beds for Bart and Obris. Bart has a small footlocker with 4 silver pennies. The rest of the treasure owned by Obris is held in secret. It is under a loose stone under his bed. It is magically trapped as well.

### 3. Gathering Morning Glory

At this point the party will be travelling out into the wooded swamp to gather the Morning Glory. It is near a small waterfall in the swamp called Silver Creek because of the way the sun glints off the swamp and the strange blue-green tinted undergrowth. Below is a rough map of the campsite.



As the party approaches the area they will be on a small deer path through the area. There is a sound alarm on the path. The party will trip the alarm unless they setting special precautions. If they are

taking precautions or flying give them a chance to see the trip wire (-4 roll). The alarm is a simple tied branch that slaps a nearby brittle tree. The noise is loud. The alarm alerts a group of three bandits and their war dogs that wait nearby.

Near the small falls there is a small camp of three men and their three war dogs. Here is a map of the area. If the men are alerted they will be ready for attacks. If the men are surprised they will be in armor but lounging. The men are very good at fighting mages and strange creatures.

They are bounty hunters. Their orders are to kill anyone else who tries to get the flower. They only have to stay for one more night then they can leave. They have already been well paid. Their leader is a man named Bazral. With a good roll the Sultan or Bart will know that he is often called Bazral, The Beard Slayer, because of his great skill at capturing mages. The men know that Bazral has Obris and is headed to Cherafir to make the delivery. The middleman was contacted at a bar called the Church Bell in the Halain area of Cherafir. On an AK roll the party will know that Halain is a den of thieves and scoundrels.

#### **4. The Herb Shop At Aketh**

The only thing of note in Aketh is a small hostel, The Broken Cask, and a very small family run component shop. The party will be interested in the shop.

The component shop is actually a room in the house. It has a couple of chairs and a table. On the table is a quill and paper. There is a curtain to a back room. The place is completely filled with bottle and bottle racks.

The component vendor is a clean looking middle aged man with wife. His name is Denth and his wife is Vale. They know Bart quite well.

When Bart enters the cluttered store they will say hello and seem friendly but they are somehow “reserved”. Have everyone make perception rolls. Give the curious types a better chance to notice that Denth is being apprehensive. (Conversation is the skill that should be used.)

If the party is observant have them notice that the shopkeeper is out of Light Of Morning Glory. This is kind of weird for somebody so close to the source of a rare herb? If asked about it Denth will say that he is out of Morning Glory. He will NOT check the shelf even though the room is filled with bottles. Denth will then offer to draw a map for the party to let them know where Golden Glory can be located in the nearby swamp. He will sell the map for 2 silver pennies.

When the party leaves he will hug his wife as if consoling her. If the party can hear what they are saying he will say, “Don’t worry Vale. Bart and Obris are powerful men. They will be ok.”

If Denth and Vale are accosted they will break down and tell Bart what happened. Two days ago some strange men came into town. There were four of them. The leader wore a set of leather studded leather armor. The studs were pieces of teeth bound with white hair. He told them that he would destroy their little shop if Denth did not tell any customers looking for Morning Glory that he was out. It was ok to give them directions to the strange flower. Denth didn’t see the harm of it since Morning Glory is in such rare usage. Thus Denth told Obris and Bart what the man wanted. Denth and Vale do not want to lose their little shop and the request did not seem that difficult or dangerous. The man seemed VERY powerful. A day ago Denth saw Obris enter the shop and ask for the herb. He sent Obris into the swamp.

#### **5. Gathering Information At The Church Bell**

At this point there are several ways that the group can discover information about the location of Obris. At this point they can talk with Bazral, talk with other patrons of the Church Bell, and/or run detect spells to locate the rare herb. Let the party be creative. Don’t give them an easy way out but make it fun for them to gather the information. After gathering information the party should learn the name, profession, and fate of Bazral’s contact. This will lead them to the next step.

- The Church Bell = The Church Bell is anything but a place of peace and tranquility. The patrons of this establishment are the scum of the earth. Everyone in the place is dirty. The bar gets its name because they have an old bell mounted behind the bar counter in the center of the bar. Under the bell is a small mallet. If somebody gets thrown out of the bar the bell rings. It has become a nightly tradition for the locals the “ring the bell” at the Church Bell. Surprisingly enough during the day the place gathers a crowd of bounty hunters, thieves, and ruffians that might be hired. They are actually well respected in this regard. In fact most people of Cherafir will attest to the reliability of the men hired from the Church Bell. Many suspect that the Church Bell is the center for the thieves guild and that the bartender, Sturgard, is their leader. In fact Sturgard is not their leader but a defunct barbarian thief/bounty hunter who get paid by the thieves guild to run an honest meeting place. Sturgard has

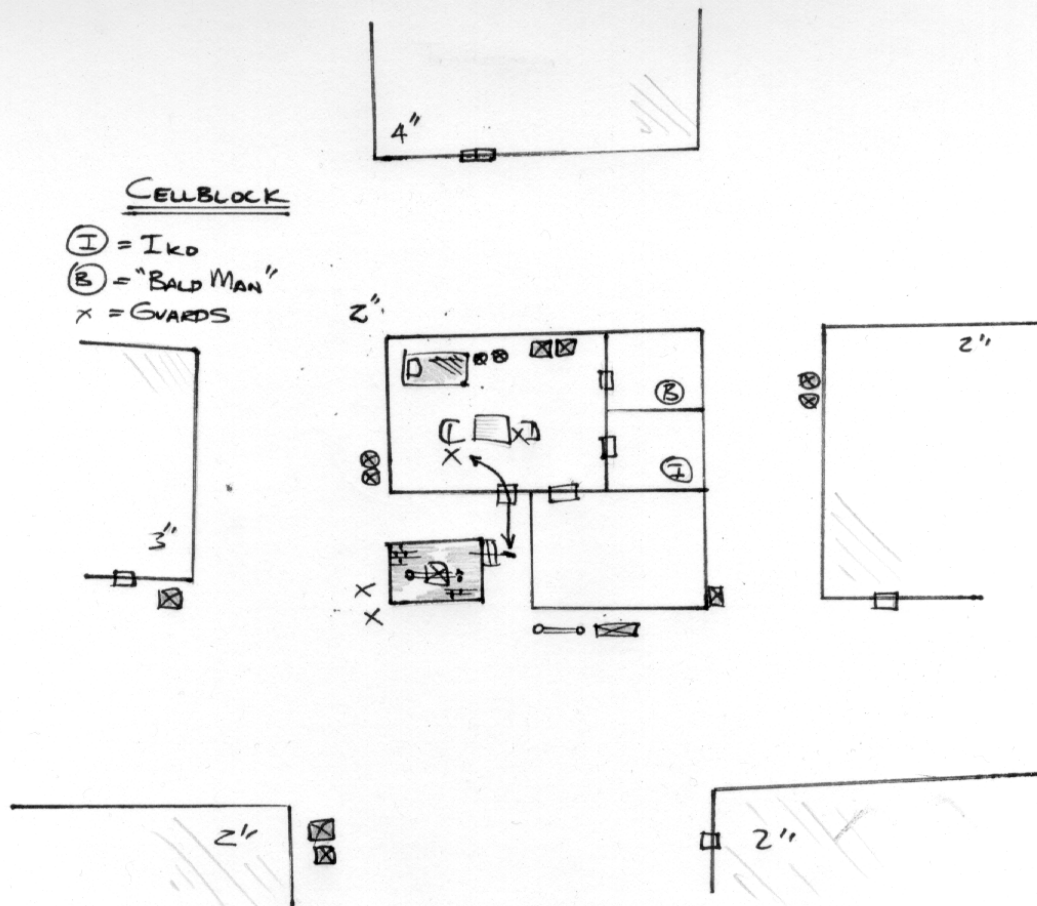
done such a good job at this that the place is also considered a neutral ground by thieves and vagabonds in the city. A place to do business. As long as you look rough and stay quiet you can sit in the Church Bell for hours without notice. If the party watches the place for a while they will notice that an old woman covered in soot selling candles. She runs a small hovel outside of the bar. She appears to have a good view of everyone who enters the place. Often she will enter the bar and gets a drink from Sturgard without paying.

- Bazral = Bazral is in an interesting position when the party arrives. He has delivered his bounty and collected his reward. At this point he has no loyalty to Iko or his “ilk”. Bazral will be under the influence of grog when the party arrives. He will talk with them but will not reveal anything about Iko unless he is “convinced”. If the party tries to hire Bazral he will admit that he has a policy not to hunt those he just worked for but will freely give out information. He knows the contact’s name is Iko. He also knows that he delivered the pray about 4 or 5 hours ago. Bazral also suspects that he is some type of fanatic as his hand is branded with a symbol of an opened bone hand. The group can make the connection about the priests of Naveh.
- Sturgard = If Sturgard is approached he will talk with the party. If directly asked about Bazral he will direct the party to him and let them know when he visits the place. If bribed he will not reveal any knowledge of the deal but will mention that a strange little man in a black robe was talking with Bazral only hours ago. His name is Iko. After their talk he left quickly. If asked of Bazral’s character he will smile and say that Bazral is a man who can be trusted while under the influence of the almighty god, “coin”. After that he is just another worker looking for a job...although...Bazral does have a fondness to jobs that involve “hurting” mages. Sturgard will whistle and not talk is asked about the bone hand symbol. He will blow it off saying that this is not something he wants to get involved with...
- Other Patrons = Other patrons in the place know little. They will reveal that Bazral is not somebody to mess around. They seem to fear him. Most think he is a complete nut for trying to capture wizards. WAY too dangerous. They can reveal that the little man is often seen around the Church Bell at dusk but tonight he has not shown?
- The Candle Lady = Girterella (“Gerta”) is a kindly old woman who deals in candles and information. If approached and convinced to give out some information she will tell the party that she saw that horrible man with the hair enter the bar on a tired heavily packed horse. Minutes later a small man dressed in black exited the place, got on the horse, and rode away. If the party does not already know this she will mention that she saw the little man get cornered by the city guard some hours later. She does not know his current location but suspects the worst. She will know that the bone hand brand is a mark of one who follows the God of Dreams...Naveh. That is all she will say on the matter.
- Detect Spells = If the party starts slowly combing the city or goes to the dock area they will get a trace on the detect spell. It leads to the Cherafir city guard holding cells! It is a small block of four cells where prisoner who are waiting to be hanged in the morning are kept. There are two men currently in the cells and five city guards. The men include a small man in a tattered black robe with tan colored skin (Iko) and a larger man with a potbelly and a bald head. See below for details on the small holding cell.
- Naveh Followers = Naveh followers are religious bandits and thieves. There are several cults with different focus. Some cults, especially in the east, are known to be VERY deadly and harsh. They are known to commit ritual suicide if they fail missions. In this area they are no so strict.

## 6. Saving The Middle Man

When he returned “the wizard” to his master’s Iko assumed they would be happy and promote him quickly through the ranks. Well the masters were happy but they did not think he would succeed! They talked about the matter among themselves and decided that it was best to kill Iko. That way he would not leak their location. He was also much too new to the cult to be so hastily promoted no matter what he is able to deliver. They also decided that they couldn’t just kill him or the other long standing members might get the wrong idea. Why should I do good...I’ll just get killed! The masters decided to promote him one rank then sick the city guards on Iko. They gave Iko the spell component, Golden Glory, as a reward. The masters told Iko it would be valuable. Well it was but when Iko tried to sell the flower the guards showed up at the shop and asked Iko where he got such a rare component. They drummed up charges and now plan to kill him on the next morning. Iko does not grasp the entire plot. If the party offers to free Iko he promises to tell them the entire story AND reveal their location.





When the party finds Iko he will be cowering in his cell. Every now and again he will look up with a look of deep thought etched on his brow. A look of total defeat...

At this point the party will have to get some time to talk with Iko. How they manage to do this is up to them. What they do with Iko after they rescue him is also up to them. Here is a map of the area. There will be a minimum of 4 guards at the place during the day and five at night. One guard is always inside the building. The location of the guards is marked on the map.

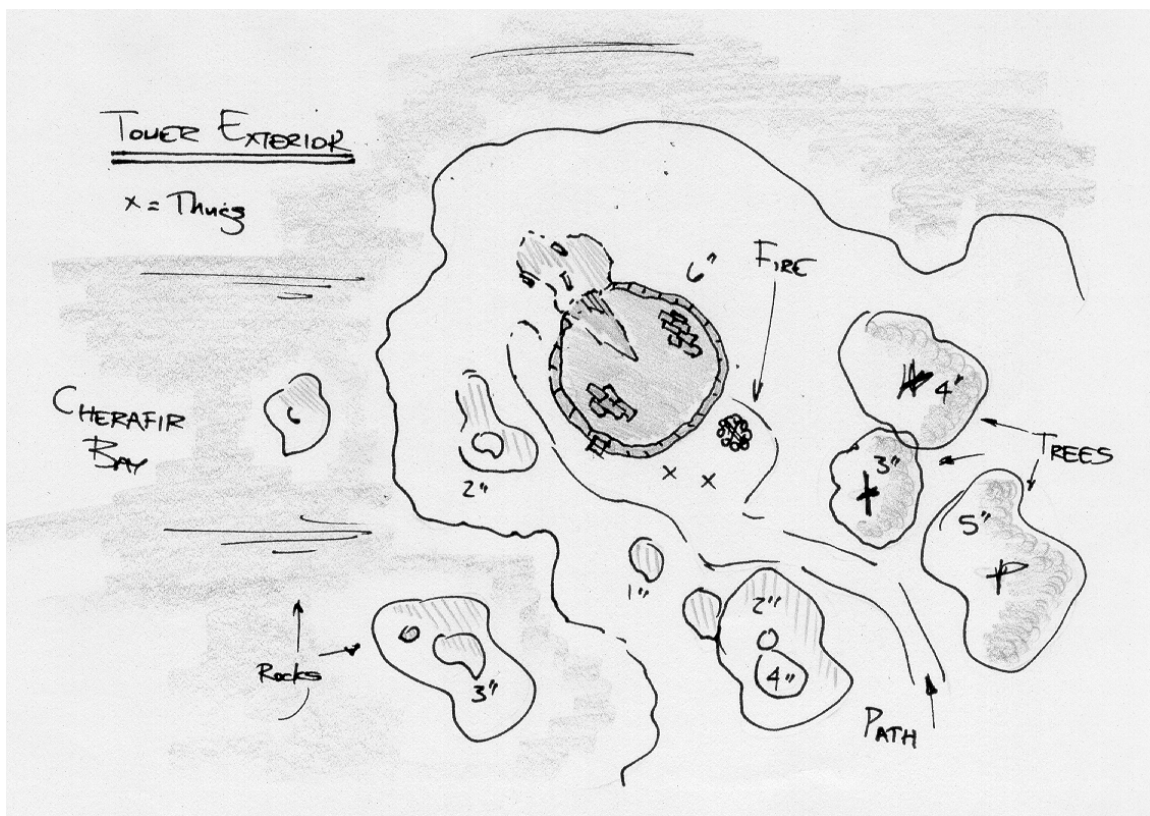
## 7. Krasula (aka “The Hunter Of Sleep”) Summoned!

Under the direction of Iko the party will be led to the local temple of Naveh. The temple is housed well out of town near a small rocky inlet. At one time the inlet was used as a port for Cherafir. During a storm the area was washed out. All that remains are the ruins of an old watchtower. The tower is used as a temple for the priests of Naveh. When the party arrives it will be dark, overcast, and very foreboding. A sort of mystical chill clings to the air. Iko will not offer to approach the tower.

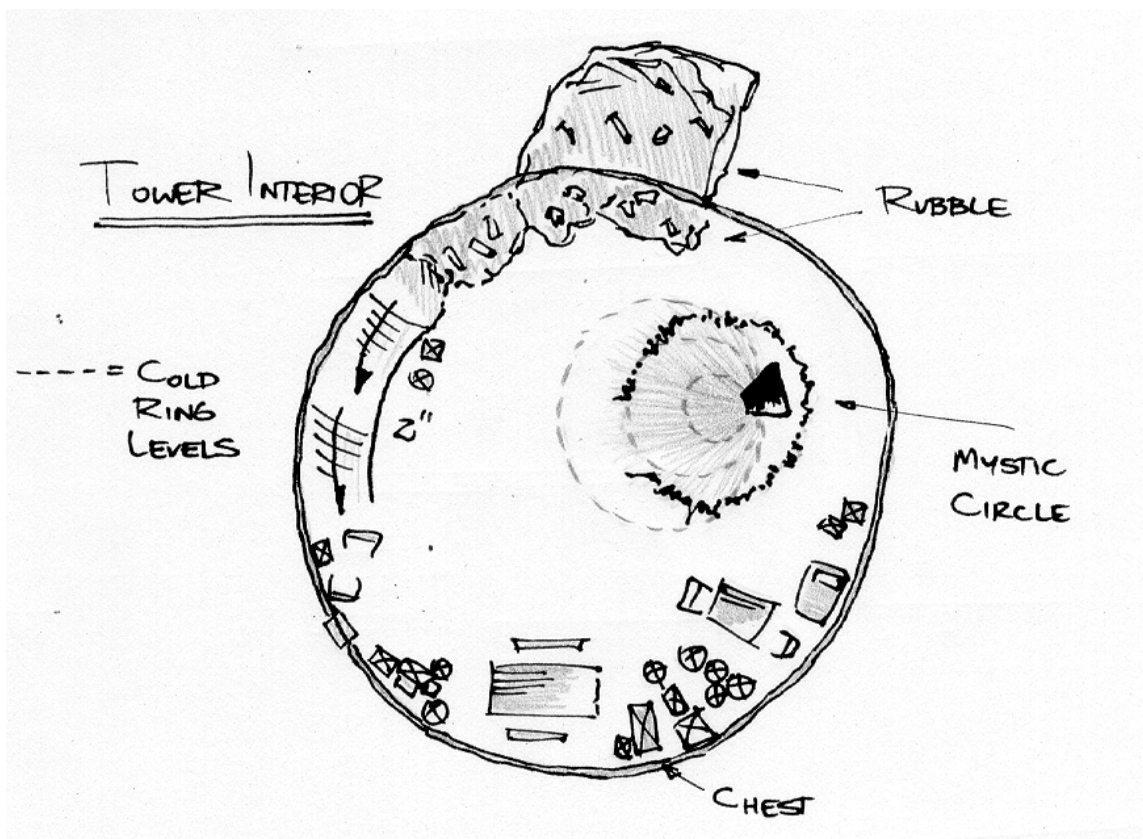
Iko can inform the party that he has seen at least 5 Naveh priests at the temple. The leader is a dark man known as “Sleep Walker”. He is ominous, cloaked, and can supposedly control the thought of others. At this point any detects will reveal Morning Glory near the heart of the old tower.

It is assumed that at this point the party will scout the tower. Reveal the map and that there appears to be an unearthly glow appearing from the top of the tower through some type of fissure. At this point the party can examine the inside of the tower.





When the party looks into the fissure they see an eerie site. It appears that the priests are performing some type of arcane rite. There is a blue glow appearing from a mystical set of circles on the floor. In front of the circle is Obris. His arms are raised in a sort of casting gesture but his motions are slow and deliberate. It appears that he is in some type of "sleep-like" trance. To his side is a man in a dark robe. This man is obviously the one they call the Sleep Walker. He appears to be controlling Obris with some type of puppet master like hand motions. Other Naveh priests in the room are chanting the name, "Krasula". As the group watches the pitch and volume of the chanting will increase. Let the party stew for a couple of minutes deciding what to do. After waiting a few second have Sleep Walker speak, "Krasula...Hunter Of Dreams...we call you from the dark realm of dreams! Come Krasula! COME!" With that a black door will open!



At this point the party has several options. High on their list will be to get Obris and break him free of the spell cast by Sleep Walker. When Obris is free he will be able to tell the party how to stop the spell. To stop the spell the party must do two things. First they must place morning glory in the center of the circle near the foot of the door and second they must retrieve his staff. With his staff Obris can release his full fury and close the portal. Without his staff he will be too weak to perform the task. Obris will let the party handle getting the staff and placing the Morning Glory but he will warn that the winds from the door will become deathly cold. With his last bit of strength Obris will close his eyes and summon a small black metal shard. He will hand it to Bartholomew and say, "Bartholomew...this will summon a shadow bats in a large area. They will obscure the vision of those inside and the room and product a loud screeching noise. It should give the group a chance to get into the room. At this point let the party act.

- Getting the Staff Of Obris = The staff is in a locked chest in the corner of the room. The lock on the long foot locker is of fine craftsmanship. The chest is made of black oak. If the lock is touched without the key it will burn with a searing heat (2d6 EKA). The lock is Def 6 Bod 2. Inside is the staff and some Morning Glory.
- Placing the Morning Glory = The Morning Glory must either be obtained by the party previously or found in the chest. The flower must be place near the door. When approached an icy cold in will be felt from the door. The wind deals frost damage and forces the player away. The wind starts at 4d6 EB against ED and a Strength roll at -2. It increases to 6d6 EB and -6 to the roll. The last level is 8d6 EB and -8 to the roll. Leverage and other physical aids (tables, etc...) may be used to reduce the damage and add to the Str roll. Let the players be creative.

When Obris gets the staff and the Morning Glory is in place he will stand with renewed power. Obris will utter several spells in rapid fire. If the party is in peril they will be teleported to the roof. Then he will wave at the Sleep Walker. Sleep Walker will cringe in pain the fall back. His hair is full of huge worms that will start eating his flesh! Obris then starts to close the gate. The amount of magical power will be immense! As Obris reaches a climax the door will shimmer. From the door a child floating in a misty gray haze will emerge. He will have one blue eye and one black. It is Krasula! With that Obris

clenches his fist and the door shut trapping Krasula inside. At this point the ruins will crumble. The party must grab Obris and flee.

## **8. Conclusion**

It is a warm spring morning. The trees are starting to turn green. The tower seems calm and somehow at ease with life now returning to normal. The Sultan and Thorn are discussing politics. L’Ni is singing a soft summer tune. Bartholomew is starting to read a more advanced book. Something Obris says he might “examine”. Obris come charging out of the work room. As he emerges he trips over the dozing Bok. As Obris starts to fall he is steadied by Bartholomew and Bok. With that Obris looks up and smiles ear to ear.