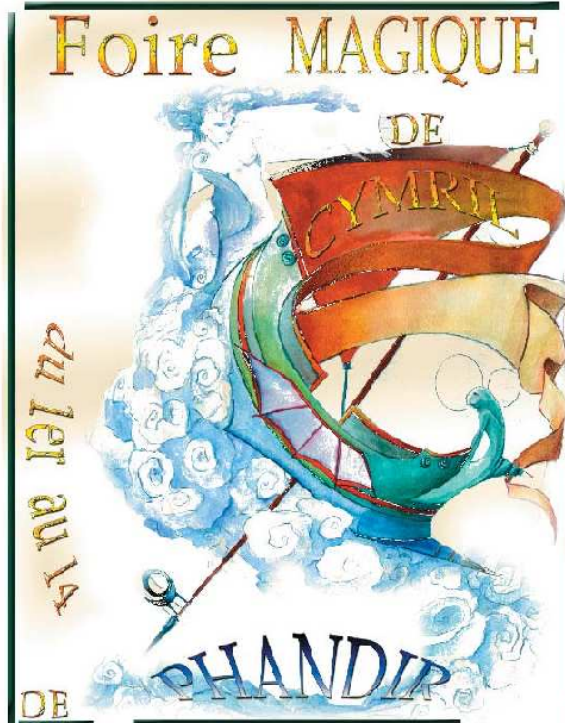


## THE MAGIC SHOW



### INTRODUCTION

This adventure is designed to present the universe and system Talislanta game to new players.

This scenario provides an opportunity to test skills and talents of their characters, learn the mechanics of game, to see or get to know different peoples, philosophies, cultures, customs and cuisine unique to World Talislanta, all within an environment without real danger. The characters will fare perhaps with bruises, wipe certainly some taunts or RONT victims steam jets nauseous but not likely in no case of death.

This story is also intended as a prelude to screenplay "The scent of the beast" but can also act introduction to any adventure that you, Fauresearcher, would like to live in your group.

To accomplish this scenario the Book of Rules Talislanta (T) is essential. The supplement "City of Secrets" (CdA) may be useful as well as the PDF file "The Stateless" (A.), free and freely downloadable soon <http://www.ludopathes.com> site. Once again, diced twenty faces (d20), leaves, erasers and pencils, and some friends that are indispensable.

### THE MAGIC SHOW

During the first two weeks of Phandir, the city is the scene of Cymril Fair Magic. Supposed commemorative memorate the foundation of the kingdom in 148 Cymril NA, this event has essentially become a pretext for inter-ization of extravagant celebrations. As Cymril-Links are fascinated by magic, a variety of goods, services and spec-Magic tackles are all popular attractions Throughout the celebrations. The festival is held in the Bazaar Cymril (cf. CdA, p. 25) and the merchants who occupy capitol in place are chased away during the two weeks of the event. Crossroads of major trading continent Cymril is visited by a variety of travelers. This diversity reached its peak during the Fair Magical. Some of these groups, and the Aamaniens the Zandirs can hardly agree. So prevent violence, the Watch maintains patrols vigilantes to quell potential trouble.

### CHARACTERS PLAYERS (PJ)

"The Magic Fair" is addressed, preferably in person-households that are rather inexperienced in Cymril since few months or people who live in the city and have indicated their willingness to take risks achieve their ends, whether to find work, make a fortune, achieve fame or even to work for well of Seven Kingdoms. So me may simply coming to attend the Magic Fair. Show-cha a player on the card Talislanta where their country original and the City of Cymril so they have an idea of places they visited and where the scenario begins. If you want, tell the adventures have been like their characters since they left their native land looking for a better life. It is possible that the characters are already entered into relationship with each other, but anyway, this scenario will give them the opportunity to fellow classmates.

### MANAGING THE ADVENTURE

Here are some guidelines to keep in mind while fe-adventure play ground:

Beautiful details: please give the con-Resistance to scenes you want to live, to event tions and individuals that will meet the characters Frequently during the Magic. Make a special effort to your players to feel the extreme diversity of peoples Talislanta and extravagance of the exceptional event which they participate.



Meetings : tazienne Arena, the tournament archery Vardune of arcane and Combat describe various categories of people attending the festival. Not if these characters Players (NPC) are intended to serve as opponents in personal households, they can cross them off the premises competition. You can make one of these NPCs stumbles on one of the characters have a discussion or an altercation with him, asking for directions or have an affair with him.

The presentation of the world: if you consider your players have a good knowledge of the world Talislanta, give them the names of people they meet.

"An Kang enters the field of archery. Her skin is crimson color, her features are reptilian, his eyes are white and black hair are attached to form a tail at the back of his head."

To further effect, you can instead from principle that the characters are less well informed than that. In this case, they describe the people in question without reveal its name:

"A humanoid enters the field of archery. Her skin color is crimson, her features are reptilian, his eyes are white and his hair are attached to form a tail at the back of his head."

Keep in mind that the characters can know the people who dominate the area they are originating materials. INT + jets Cultures, with a DIF most important as a function of geographic distance of people concerned, can obtain essential information on it. In our example, you could provide the second description to the whole group and say ensui- you the player who would have obtained a partial success on a test INT + Cultures that this is a people's representative warrior who directs and gives its name to the empire Kang. A success or better on the test would also allow to be necessary knowledge of Dr. Kang paragraph on which figure in the Book of Rules (T. p. 172).

Opposition: competitions in areas such as combat, magic and archery are organized Frequently during the Magic. These competitions are not just intended to allow players to learn the rules of the game, they also intended to introduce them to various low-peoples of the continent Talislanta, they are important for bring the players to learn and interested in the world around them. So encourage your players to participate in these events and when one of them committed in an event, encourage other players to come and support. If necessary, show that the other participants are supported by some spectators. In the case where one characters would be ousted from the competition before they could fun or integrate the rules of the game, it is always possible that the arbitrators make an exception and allow two unsuccessful applicants to compete in a duel Informal.

## ACT ONE: AN APPOINTMENT YOU DELAYED

We are the first week of Phand the third month of the season corresponding median approximately the summer of our temperate regions. The weather is mild with temperatures around 20 ° C during the day.

Each character has been indirectly contacted by a Abn some Qua, a usurer Kasmiran, which promises a recompensates for a high work not specified. Each was invited to visit mid-morning at the Fair-Magi that olfactory pit traps kasmirans (see Act II, scene- I do) to meet and discuss Abn Qua terms of their commitment. To put the odds on his side, Abn Qua was clear that a drink could be offered.

Characters associated with a mentor or an interaction may have heard of the case through their superiors. This will certainly be the case of characters belonging to the vocation Archon. The others have some- ment heard of this proposal through Voranil of the messenger of Abn cymrilienne Qua described far. The characters of vocation ns Warrior or Surveyor may have been referred to this proposal by Javin, a Cymrilien which manages contracts for mercenaries in the Hex- tan Council of Kings. Members of vocation ns Mage Mystique or have learned from the case through the relationship Lyceum Arcanum. If necessary, Voranil approached the PJ Malandrino's vocation to offer them an opportunity to make money "clean." It can also be canvassed for PJ Marchand vocation to let them know that his em- employer seeking business partners for af- make profit. If you have time and inclination, play quickly this interview with Voranil. Keep in mind that characters, regardless of the situation, will receive no additional information, they will come to go to learn more.

Ask the players what is the character who makes the earlier appointment. Maybe there among them an aero- Tiberias blue that always comes ahead of a quarter of an hour? Freed or to the character who prefers to be cautious local knowledge before the interview with his employer? Read the following first occurred:

You have wide roads obstructed by the crowd between tall towers and arches until you Cymril per- to come near the Magic Fair. Over the holi day, moored to a tower of wood-iron vessel fleet winds cymrilien wearing silk banners in the colors of Seven Kingdoms: green, blue, brown, purple, orange, crimson and aquamarine. Moat in which fish swim colorful street separating the lawn and rows of ten- thy and stalls. Beyond the ditch, people from the people of the continent combine to form a motley crowd: from Goodfellas large body completely covered with tattoos of bright colors, Kasmirans the wrinkled skin covered with

purple hooded robes, a muse with butterfly wings violetlets, Aériades of slender feathers brilliant in n-Cymri serious look at the links, servants dragging their Monads mass of a heavy step, with the silhouette of skinny Sindarans and small gnomes on the glass amber eyes. Above the murmur standing footsteps and conversation, you perceive exclamations, the crash of wood banging against the wood, the creaking of mechanisms, the cries piercing hawkers trying to sell their goods in-n-hiss, the crackling and buzzing of magic...

That's when you find one of the many bridges in-jambent the moat, you pay the entrance fee and a lumen join the steady stream of visitors.

If the characters want to walk in the grounds of Fair Magic before going to stand magetrappes kasmiran, describe quickly what they can see start the action immediately. Once they have decided to allow to go, read:

After requesting your way and jostled pen-for a few minutes, you'll find the stall magetrappes Kasmiran. This consists of a large purple canvas protecting sun Phand tables surrounding almost completely shaded area. Hundreds of boxes different sizes are placed on tables, they are all brown and were painted to give the luster. Some Kasmiran the wrinkled skin managing the property while visitors from across the continent examine boxes carefully. You drive around the stand without out any potential employer.

Once the first character is reached on places, do get the other characters one by one until that everyone is present. They will of course summon to the staff if they know some Abn Qua but will be surprised to find that they know nothing. At one time or another, the characters will realize that among the visitors waiting around the stall, some semblance came for the same reasons. They will inevitably closer to each other in order to verify certain information basics like location and time of rendezvous and thus be aware. While they wait, some can wander around to satisfy their curiosity or try their luck with the traps olfactory kasmirans.

Voranil, the messenger of Abn Qua, joined the group a half-hour after mid-morning. It is a Cymrilink rather thin approaching thirty. It seems sounds a bit breathless and embarrassed. It brings the characters, check that they are coming to meet her employer before giving them the latest news. Qua has been ABN delayed by the unexpected visit of a prominent merchant Djaffer but it can certainly be released before the tomgaping of the night and hope to come much earlier. Voranil de-PJ request to remain at the Fair, preferably in groups, so that his employer can find them easily. As compensation, tends Voranil everyone a small bag, weighing approximately two hundred fifty grams, the contents tinto pleasantly when agitated. Each purse contains ten lumens. Voranil said that if the judge Abn Qua able

meet its requirements, they must all work together, in situations that could well be dangerous and devaient to take this opportunity to more fully knowledge with each other.

Note that good Kasmiran, Abn Qua intends to deduct the lumens of the future salary of the characters.

If Voranil questioning, she tells them she does not know more than what she has to tell them and must mainly to concentrate on other business. Apologizing again and reminding them that they must remain within the confines of Fair to ABN Magic Qua to find them, Voranil turns and walks away with a no hurry.

In the event that this introduction does not suffice to induce players to enjoy the festival for the day, try to find a way that will do.

Once she leaves Voranil, Horvunce begins immediately follow (see Act III, Scene I).

ORANIL V C YMRILIENNE MESSENGER (Market A DEPT)

Description: female, 33 years old, 1.83 m, 59 kg, light skinment greenish, dark green magic signs on the right cheek, any facial features, long brown hair, slim. It wearing a checkered shirt with blue and green boxes, built-in breeches midnight blue, red shoes with curled tips.

FOR CONDEX INT CHAPTER FLIGHTIC					IM	PV
-1	1	-1	2	21313		19

Gait: 10/20/40 m / rd

Skills: Art (3): Diplomacy (7), Speech (7) / General (5) / Magic (3) / Martial (3) / Professional (7)

Order magic Arcanomancie. Methods: Defence (3) / Illusion (3) / Revelation (3)

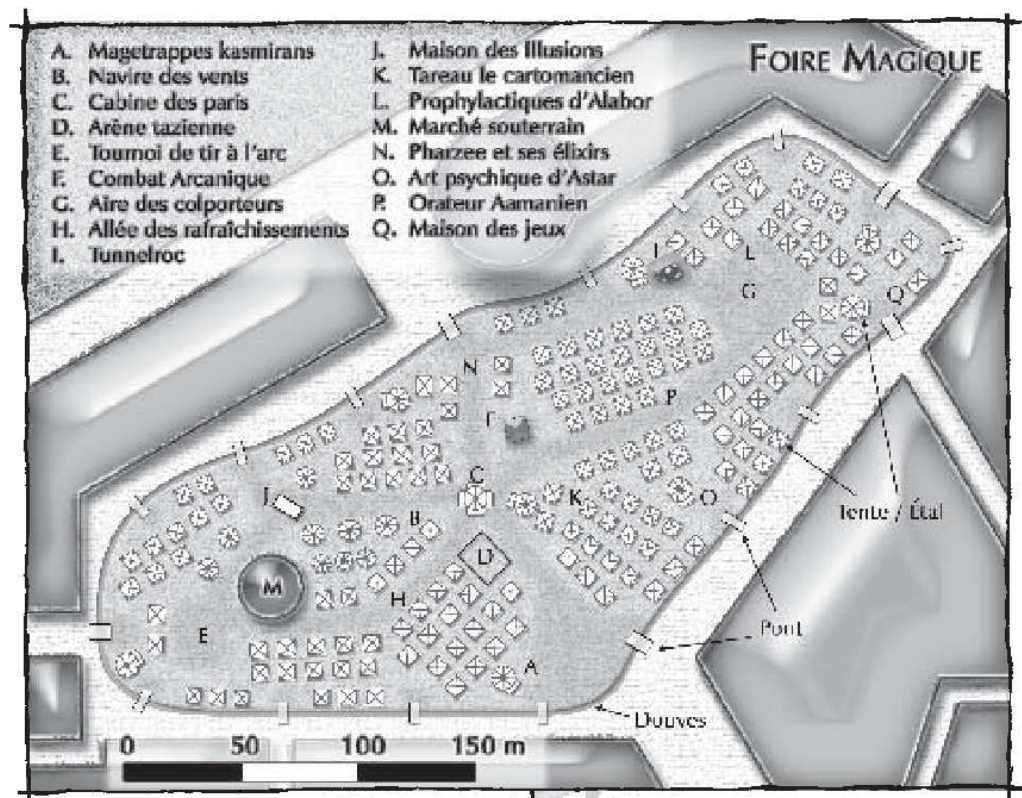
Languages Arcean (3) / Nomade (5) / talislan Netherlands (10) / Top talislan (5)

Equipment: short sword (ID 6). Elixir of care (T. p. 291).

## ACT II: THE MAGIC SHOW

The Fairgrounds is occupied by numerous tents, trucks and trailers with colorful and vivid colors. Of shops and stalls of wood along wide aisles invaded by hawkers, magicians, and curious visitors from virtually the entire continent. The most important attractions are at the center of the exhibition, booths are deemed less inequality also distributed at the periphery of the festival. A multitude of sounds, smells and visions create a breathtaking spectacle, for good hand an invitation to expatriation, travel, exoticism and are rich possibilities of inflaming the imagination. Much stalls offering traditional food, weapons openergated, complex mechanisms or minor magic items. In addition to these vendors, many individuals are also negotiating the free sites to the latest entrants: as that year, many peddlers came to the Magic Fair to sell their wares.





## SCENE 1: THE MAGETRAPPES KASMIANS (ATTRACTION A)

Upon entering a large tent with a dark purple, a Kas-  
miran wearing a purple dress calls the passers:

"Look everyone! In this shop are located a few  
examples of the ingenious mechanisms produced by the mag-  
hatches of Kasmi r, artisans without peer in their field.  
Come test your skills on these olfactory traps, some  
small manipulations, and a valuable prize is yours!"

Under the tent, exposing two dozen Kasmirans  
wooden boxes brown. Their length and pro-  
depth is five feet. Their width, revan-  
che, oscillates between twenty centimeters and one meter.  
These are the famous apparatus known traps  
olfactory. Visitors are invited to test their skill in  
handling mechanisms that are within  
boxes. Each of them contains a series of levers,  
knobs, latches and other devices. Poor  
manipulation of one of these delicate mechanisms triggered  
a smelly steam (gasoline oignon dung,  
Garbage alchemical irritants, marsh gas, fermented milk,  
rotten eggs, etc..) accompanied by the blare of a horn  
hidden: this signal invariably provokes hilarity  
spectators. Properly completed, the manipulations in-  
drag open a small drawer on the bottom of the box  
revealing a prize to the winner. Prices are stones

precious worth 5 lumens (hyacinth, jade, my-  
lachite, Sardinian obsidian five carats, or onyx stone  
moon half a carat).

The tour is free, costs a lumen participate. Ma-  
getrappes also offer for sale some of the pitfalls  
also provide the performance and other more complex  
or less "safe." The bulk of profits from obviously  
ment of these sales, olfactory traps only used for capture  
the attention of potential consumers. Prices range  
between 50 and 2000 lumens depending on the complexity of the  
device.

If one wants to try his luck PJ with any one of  
traction, it will test its competence with Sys-  
Security systems (DIF -5) The associated feature is  
specified in the examples of traps below. If not pos-  
Sède no jurisdiction, its test is performed with a DIF -5  
Additional. Successful or better is required to defuse  
the mechanism trapped and can pocket the prize. With  
partial success, the character touches the mechanism without  
put in action and can then make another attempt-  
tive (T. p. 67). Olfactory traps require one test  
following:

- Digging to touch the inside of a box to find a  
key in carefully avoiding the "catch thieves, small  
mechanisms of metal that close on the fingers of my-  
ladroit like a mousetrap. A test of DEX is required  
to detect the device without the trigger and thus escape  
with a steam nauseating. Once the key caught, the  
winner can use to open the drawer containing the price.

- Handle the pieces of a puzzle-lock test (INT) to unlock the lid of the box which, when sup-  
lifted, reveal three compartments. Two of them are  
trapped and the candidate who will end up splashed open  
a smelly liquid (PER test to detect small  
nozzle) before fully opening the lid of one of  
compartments). The record is not trapped (in Reaper  
choose) contains the reward.

- Two small iron clocks are housed in this action  
box, a tin token the size of a coin  
is placed under the two pendulums. The goal is to  
possession of the token without touching any of the clocks (test  
DEX). If unsuccessful, the candidate is sprinkled with a dose  
Gasoline ogrunt dung. Once the token in hand, what-  
he can be slipped into a slot which causes the opening  
a tray in which is the price.

## SCENE 2: THE SHIP OF WIND (B ATTRACTION)

An elegant ship winds, the sails of spider silk  
floating in the breeze, is docked at the top of a mast  
wood-iron that rises above the towers Cymril. At the base  
the latter, a crier cymrilien launches:

"People of the Seven Ki ngdoms and vi si tors Loi nt-lands  
ti es! Here i s the opportuni ty to experi ence the exci tement of a trip  
aboard a real shi p wi nds. Enjoy the sensati ons  
exci ti ng to those who straddle the hi gh clouds and sai l  
i n the ski es of our fai r ki ngdom. I can assure you that  
i t's a sight you wi ll not soon forget! "

For a sum of 10 l umens, a character can my-  
ter in a wicker basket that climbs above 90 m  
to board the ship. Once customers on board,  
cymrilien the crew cast off and take the ship  
far above Cymril. The view of the colorful fair, the city  
Allen, lush fields and vineyards that surrounded-  
rent and wooded hills beyond is well worth the  
fare. The feeling of swaying caused  
by wind and discomfort experienced by some novice is  
however, that many adventurers lose their lunch  
(Each PJ must obtain at least partial success on a roll  
C O N be taken to avoid nausea).

The overview of the area is approximately a quarter of an hour to the is-  
sue which passengers are taken ashore. If you often  
hates inject a little action on stage, you can do  
play an encounter with a batranc (T. p. 242). The animal  
just miss the ship before being driven out by the crew and pas-  
passengers. Indeed, members of the crew are busy  
pilot the ship, so it is quite possible that they require  
passengers to help them. Because of this incident, a reimburse-  
ment will be offered full to customers who are not  
satisfied with the trip.

## SCENE 3: THE CABIN OF PARIS (C ATTRACTION)

At the center of the exhibition is a large canvas pavilion  
ochres, resting on thick wooden beams-Iron. The Pavilion  
is open on all four sides and everyone can come and  
participants bet on the Championship battle (see  
Stage 4, D attraction), the tournament archery (see stage  
5, E attraction) and the arcane battle (see stage 6, attrac-  
tion F). The stand is run by a named Nas Sindaran Damar.  
He calls the passers:

"To all thi nki ng bei ngs, attenti on: pari s related  
games that day are now open. See the li st  
competi tors and bet your money as you want. The  
Current coasts offer many choi ces, type and place  
your pari s. "

While Nas takes paris, three Sindarans establish  
ribs for each event, using scientific calculations  
based on many variables. Before them, a strange  
small silver cabinet is topped by a crystal structure  
pyramidal line that returns images of different stands  
where the tests are conducted. Benches, tables and a  
snack bar run by a member of this strange peopl e have  
been erected nearby. Large mirrors are suspended  
beams: they refer themselves as the image of competitions  
courses and thus enable people who stay there for  
paris to follow live the course of events.

Anyone can come here to gamble and drink  
(The bar sells all alcohol available). No  
upper limit on the amount that may be incurred,





but the minimum bet is 5 coins. Bettors receive a token of copper engraved with the name of concurrent and the last rib. Following the event in question, Winners must return the token to be empowered for their gains. The Sindarans manage this attraction are quick to extend the pedigree of competitors to generate customer interest. While candidates are very certainly exceptional, they are not the best of continent and are often not even the most seasoned of Seven Kingdoms. After all, warriors and mages really powerful are usually much too busy, or too proud to take part in these competitions. Winners Even-aktuell competitions are mentioned in the epilogue to the adventure.

#### SCENE 4: THE ARENA TAZIENNE (Attraction)

A large open area is reserved to the Arena tazienne. The field is isolated from the fair by a palisade of 2.40 m high, there is only one entrance to which stands a warrior franking chi body covered with tattoos, as is the custom of these people. Like all Goodfellas, it is not very talkative but argues his case in a loud voice:

"Welcome to the Arena tazi enne! Come see the greatest Warriors of the continent compete on the battlefield old or Come test your skills, if you dare. To honor and Glory! Dual or mixed, or one against one team. One lumen only! "

This is the inn of the Claymore (CdA, p. 27) and the kingdom Taz who are behind this attraction. The second the last day of the Fair Magic Field Arena tazien is reserved for a competition of battle to the body combat, combat and named Championship which concludes the last day with a series of duels between eight opponents. If the characters learn about the ratings and the candidates already qualified, they can get the following information:

- Anastos (3 cons 1), a swordsman Zander (T. p. 162) in-drag from childhood to represent over Zandu
- Duel of Champions, an annual ritual battle between the best warrior of hostile nations of Zandu and Aamanien in the Lands of the West. There are four months ago, she Aamanien beat the champion in that famous duel. She is known for its speed and agility.
- Halberd (4 cons 1), a veteran of Front-Freed Res Orientales.
- T'Aiyanzu (5 cons 1), a mercenary Ahazu (T. p. 166) whose four arms give it a non-negligible advantage in combat.
- Rugart (6 cons 1), a specialist in fighting style knife from his country Arim (T. p. 162).
- Cétalan (7 cons 1), a swordsman Danuviane (T. p. 168) known for his determination and pugnacity.
- Odo Binalo (7 cons 1), a Gnome warrior impressive and the strength and skill that concentrated in what is often considered as a small body for a fighter.



Beyond the entrance, guards freed take part required and invite visitors to sit on the gradins arranged on either side of the arena while those wishing to participate in the fighting are driven to a tent at the other end of the battlefield. Of Goodfellas then ask the candidate if he wants to fight individually, in teams or both. One that desire to participate in both events will pay a lumen more. Goodfellas explain that the duelists use feels padded wooden weapons and protective material and a solid helmet. Of course, weapons of jet and magic are not allowed. Staff arena has all types of weapons Talislanta possible to not disadvantage anyone.

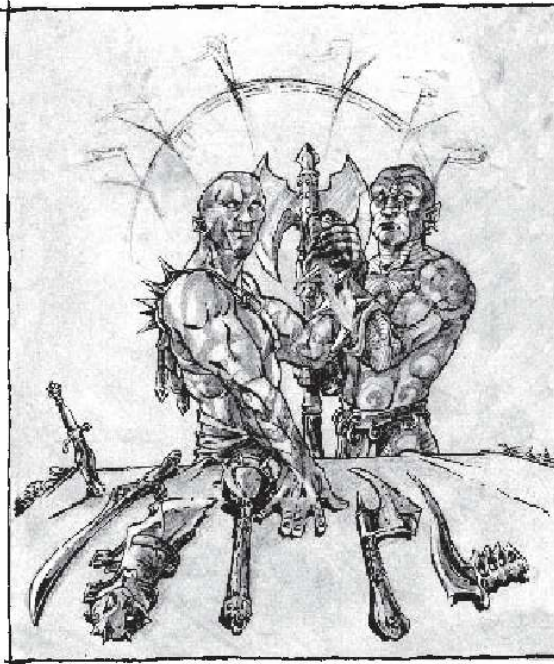
Once engaged, the fighting continued until that one of the opponents fell unconscious. Traditionally, the fighters enter the arena carrying their helmet, so that their opponents can clearly identify and make a statement. Indeed, before a fight, each team or duelist should make a proclamation. These Speech can be personal, religious, honorable, pejorative (in respect of the opponent) or obscure. They allow the warrior to explain the reasons which led to engage in trial, to express the feelings he feels towards his rival of supporting a cause or in-core to the idiot in public.

Here is the description of the two tests. "The Duel" is a confrontation between two opponents using swords capiton. Battles take place on a bridge a thirty-only centimeters wide over a pit filled with



mud. One of the two duelists left standing on deck is the winner and just stay on the bridge until what is itself defeated by another fighter or withdraw. Win four consecutive duels is sufficient to qualify for the next phases of the championship.

"The scrum is a battle between two balanced teams. It takes place on land measuring 30 m long, 6 m wide, a standard of war was placed at each extreme ty of the playground's strategic interest lies in the fact that each side must both defend their flag and try to take that of the enemy. Those who manage to take the banner opposing the first winners are declared and can remain on the battlefield until beaten or decide to withdraw from the competition.



## MANAGING THE TOURNAMENT

Whatever the event, the standard rules of combat apply. Because speckled arms and armor padded, all IDs are inflicted non-lethal. They disappear feel the rhythm of one per minute of rest (or unconsciousness). Any fighter reduced to 0 HP and less is stunned and will evacuated to the playground

Note that if a person suddenly loses half or more of their HP, it is liable to a flight test (DIF equal to Damage received) to see how he reacts to pain and shock. If he gets a hit or better, he manages to forehead. On a partial success, suffering imposed an ad-DIF tional -1 to all actions until it is treated or anesthetized. With a failure, he suffered the same penalty, but his suffering the crippling for a round. On a critical failure, the pain is such that it vanishes (and ipso facto loses the duel).

Fighting Championship are sufficiently intense to exhaust the characters and in duels, it is often

factor. Each character has a threshold tolerance to fatigue (STF) measured in rounds, equal to 3 + CON VO L +. This amount can not be less than 1. When figure has exceeded its threshold of tolerance, it runs out: all tests leading to a partial success or a failure require it a cumulative penalty of -1 for its future actions, until it rested. A critical failure causes a -2 penalty.

## S P E C I F I C I T Y O F D U A L

During the duel, each participant can use the tactic it deems appropriate. The movements are how-ing impossible. The narrow bridge that serves as a place of fighting distemper quick sweat is a land disadvantage for all combatants (DIF circumstantial -3).

Each key violent (critical success or heroic) can the adversary off balance and make him fall in the pit. Use a modified attack ren-payment (T. p. 92) is a good tactic that creates so-similar fluctuations. In both cases, the victim must perform FOR test (DIF equal to the total damage). The Characters with the acrobatic skills can ef-ducted a test of DEX + Acrobatics instead. Must be obtained successful or best not to fall . Partial success allows victims to remain on the bridge but requires a penalty of -3 to its next action. If the target gets a failure or a critical failure during the test of FOR, it will fall in the pit.

## S P E C I F I C I T Y O F S C R I M M A G E

Each team must comprise between three and seven com-wings. Where onl y two characters often Haiti is participating in this event, other warriors ready to join them. You can use one or more NPCs involved in the early laps of the duels (Described below) and let the players who have not inscribed the play during the scrimmage. Each player will thus the opportunity to embody his character or one of the duelists attached to the team.

This event provides an opportunity to manage Reaper combat situations involving groups relatively major combatants. Mowen enforces rules Combat normal except for damage that is ex-plied above. Unlike duels tactics displacement are possible within the field (a rectangle 30 m long and 6 m wide). No DIF circumstantial applicable for mixed. A participant can not capture the flag in a round pen-ing which it is engaged in melee, it must be free his movements for at l east o ne round in o rder catch it.

## SOME POSSIBLE OPPONENTS

The Reaper can randomly select a competitor to be opposite to each character. It can also choi-Sir in the list that will be most interesting or most adapted according to levels of competence.

## Th e D u ellis ts

ARRA T-D ANUVIANE Swordsman (To fight A DEPT)

Description: female, 22 years old, 1.90 m, 77 kg. Bron-skin zee, long brown hair, strong features, face decorated red triangles and black. She wears his helmet under his arm Law and holds his spear in his left hand.

Declaration: "May the best win!"

FOR	VOL	CONDEX	INT	IC	PV	STF
221	006				26	4

Skills : General (3) / Martial (7)

Style: Combat weapon with both hands (T. p.82)

Equipment: halberd (ID 10).

R N G, J HANGARAN MERCENARY (T. p. 166)

(To fight A DEPT)

Description: male, 23 years old, 1.96 m, 80 kg. Mottled skin of brown and sepia, bald elliptical features angular, expressionless eyes. He raises his sword over the head, black iron shield resting against her leg gauche.

Declaration: "Listen! My services are for hire! "

FOR	VOL	CONDEX	INT	IC	PV	STF
212		-2	-1	5	27	3

Skills : General (3) / Martial (7)

Style: Combat shield (T. p. 82)

Equipment: longsword (ID 8), skin shield (IP 1, Three tests on tactics parade).

A ABAN, A Amanien ACOLYTE (T. p. 162)

(To fight OMPAGNO, M YSTIQUE I NITIÉ)

Description: male, 17 years old, 1.68 m, 55 kg. Skin Color topaz, green eyes, body completely hairless. Let its mass rest on the ground.

Declaration: "In remission of my sins against" He who collects everything, "I now submit to punishment infidels. "

Note: Aaban is there to make a good correction remission of his sins against Aa. He has little chance of pass-service in the first round and did not even intend to win.

FOR	VOL	CONDEX	INT	IC	PV	STF
002	012				27	5

Skills: Academic (3) / General (5) / Martial (3)

Equipment: mace (ID 8, causes an addi-DIF nel of -3 on tests CON a victim of an opponent modification of stunning attack (T p. 92).

AZ K. Kang WARRIOR (To fight ROFESSIONAL P)

Description: male, appears to be around 25 years old (he turns 20 in reality), 2 m, 91 kg. Skin color crimson lines Repti-hard links, white eyes without pupils, has long black hair stained to form a tail at the back of his head, grinning disaster. He wields a large sword and a shield in front of him.

Declaration: "Kang strong! Your people, weak! Kang You defeat now "(in Talislan approximate. The language my-Kang is the eternal and Quan).

FOR	VOL	CONDEX	INT	IC	PV	STF
323	008				38	6

Skills: General (5) / Martial (10)

Style: Kanquan (T. p. 82)

Equipment: Sabre (ID 8).

H CHA FFRANCHI A WARRIOR (To fight ROFESSIONAL P)

Description: male, 30 years (it actually has 15), 2 m, 91 kg. Devoid of body hair, muscular, tattoo-covered skin management green, blue and black with sharp edges. It exhibits its blade more before his speech.

Declaration: "On this anniversary of the founding of Cymril, all people of goodwill must swear to Now the fight against Zas! "

FOR	VOL	CONDEX	INT	IC	PV	STF
423	3		-3	8	38	9

Skills: General (7) / Martial (10) Hach beneficiary cie a +5 bonus on its test tactics.

Styles : Combat weapon with both hands (T. p.82) Wrestling tazienne (T. p. 83)

Equipment: el aymore (ID 10).

THENIERS E Z Andira CERTAMEN FAME

(To fight XPERTE, M AGE TO DEPT)

Description: female, 28 years old, 1.70 m, 73 kg. Neck skin-their topaz radiant sparkle, brown hair, eyes green, crimson eyelid makeup, she wears with panache a longsword and despises the use of the shield.

Declaration: "Good day [or dear sir Mrs.], who could have imagined that we encounter laugh here? "(at the opponent while executing a deep reverence and exaggerated).

FOR	VOL	CONDEX	INT	IC	PV	STF
0	2	2 - 2 2		4	3 2 *	3

\*: The total PV reflects the advantage of "enduring."

Skills: General (10) / Martial (15)

Styles: Fencing (T. p. 82), pulled quickly (T. p.82).

Equipment: longsword (ID 8), Rapier (ID 6).

## TEA M S

U N C GROUP OF YOUNG YMRILIENS MAGELAMES TRAPPING

(To f i g h t A DEPT)

Description: males between 17 and 25, between 1.83 and 1.96 m, between 63 and 73 kg. Green skin, any features, slender. They use swords and shields.

Declaration: "Come, come and meet your superieurs. Ha! We applaud your already inevitable treason!"

FOR	VOL	C	O	N	D	E	X	I	N	T	I	C	P	V	S	T	F
0	1	0	1	3	3								25		4		

Skills: Academic (3) / General (3) / Magic (5) / Martial (7)

Note: the young men have recently consumed the Euphorica and therefore resolve all their actions with a myread -3. In addition, they are too "high" just to use their styles.

Equipment: longsword (ID 8, Enchanted confers +1 to all tests when used with HF), bouclier iron (IP 2, 3 on testing tactics parade).

U N G nomes GROUP PROTECTORS

(To f i g h t ROFESSIONA P)

Description: males and females between 10 and 20 years (they actually between 20 and 30 years), between 0.86 and 0.98 m, between 36 kg. Hazel skin, soft brown mane, large green eyes, childish features. They wear short swords and their shields, ready to fight.

Declaration: "Are honored to challenge you."

FOR	VOL	C	O	N	D	E	X	I	N	T	I	C	P	V	S	T	F
1	1	4	0	0	5								21		7		

Skills: General (7) / Martial (7)

Equipment: short sword (ID 6).

U N G R O U P F A M E R C E N A R Y F F R A N C H I S

(To f i g h t X P E R T E)

Description: males and females between 30 and 35 years (they actually between 15 and 20 years), 2.10 m for 110 kg. Devoid of body hair, muscular, skin covered with tattoos. They wear their claymores with exceptional ease.

Declaration: "Soon, all men of goodwill will fight the sub-human."

FOR	VOL	C	O	N	D	E	X	I	N	T	I	C	P	V	S	T	F
4	2	3	3					-3				8	46	*	9		

\*: The total PV reflects the advantage of "enduring."

Skills: General (10) / Martial (15), they benefit a +5 bonus on their tests Tactics

Styles: Combat weapon with both hands (T. p.82) Wrestling tazienne (T. p. 83)

Equipment: claymore (ID 10).

## SCENE 5: THE TOURNAMENT ARCHERY OF VARDUNE (ATTRACTION E)

Heavy stretched canvas using poles define the range. On the side of the entrance, located at one end this area, a banner bears the words: "Tournament of Archery Vardune arc. Aériades a blue stands on the other hand, its crest of feathers swaying in the wind. He calls the passers voice characteristic Aériades, peppered with clicks produced by a dry nose atrophied:

"Come in and see the archers compete in a ccours test réclamant a sharp eye and a safe set. Targets will appear in a fearsome éclair. QWho will be the first to di stinguish friend from foe? QWho touch the enemy to the point most vulnerable? Come see for yourself. And if you're archer, here is the chance to compete with shooters from ccount all!"

The entrance fee is a silver coin for spectators. Registration for the competition is one lumen. Inside Visitors discover a land of 20 m long. At one ends, near the entrance, the contestants maintenance-NEET loans under the public glare of massed on both sides the Range. It is possible to take on Paris registered with the cab of paris required by Sindarans the center of the Fair (attraction C described above). If the PCs learn about the ratings and the candidates, they obtained canne the following information:

- Tanas (3 cons 1), Jaka hunter man (T. p. 164) is the title holder.

- Chitichee (4 cons 1), it is a re-blue Aériades just a series of military expeditions into the mountains Obsidienne.

- Dixx (5 cons 1), Ferran (T. p. 169) won the competition two years ago but has failed to recap-IRB title. The rumor that his success would have the incentive to pick up bad habits that remember now his good memory.

- J'inama (7 cons 1), a Dracartan (T. p. 170) good level but which is far from being one of the best-Caran Theuma.

- Beo Onomo (8 cons 1), Gnome is an instructor in patrols of Highway Underground Durn.

- Tile (16 against 1), the Freed is a newcomer, it has not yet been truly tested and attracts Many bettors.

- Sheeva (25 against 1), reports from the Ter-Border res suggest that this has a Danuviane good level. Few punters believe it has real chances of winning.



Participants earn a lumen for each victory while the winner of the tournament will pocket a bonus supplementary to 100 lumens. Referees, and the personal dealing archery tournament, is exclusively Aériades of the two lineages. Each registrant receives a token engraved with a symbol. When registration is completed, tokens are deposited in an urn and drawn at random thus marking the opponents. The winners of each duel then compete in the next round and the tournament runs four rounds. Most registrants use Arbaleth because of their precision, but some prefer to use other fire weapons with which they are most familiar and there is no a priori prohibition. Archers compete two by two in a duel four innings. A battery targets invisible to all humanoid form, is placed facing them. Each round, a random target is revealed, the goal is to reach and effectively as possible. The targets are remote gradually. Points are scored as follows:

-3 If the shooter receives a friendly target (Sindaran, or Freed Aériades blue)

+1 For hitting an enemy target

+1 For hitting its target at a point more vulnerable the opponent (heart, head, etc..)

After five innings, the totals are compared and one whose score is highest is declared the winner and may participate in the next round. It is possible to leave the tournament at any time. The tournament is not for now only days playoffs, the winners of each day born is automatically qualified for the finals which will take place late week.

## MANAGING THE TOURNAMENT

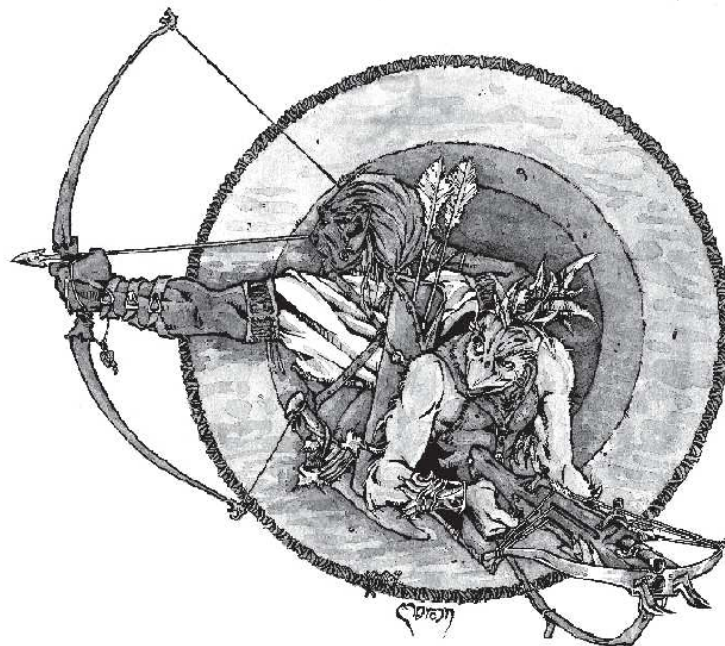
1. Ask the player how fast he has learned. The Players can add up to 5 points in his jets but IC However, should subtract the same number of points in his PER jets. This decision must be made before the target appears.

2. Determine the target is revealed, throwing 1d20. You can draw randomly or choose. If you hear play "The Scent of the Beast", it is recommended that you use service targets Man-beast, or Satada Za, so that PJ had a preview screening of what they are.

D 2 0	Target	DIF test attack
1 - 2	Sindaran (target friend)	+5
3 - 4	Freed (target friend)	+5
5 - 6	Aériades blue (friendly target)	0
7 - 8	Beastman (T. p.252)	0
9 - 10	Za (T. p.255)	0
11 - 12	Obscure (T. p. 253)	-5
13 - 14	Satada (T. p.254)	+5
15 - 16	Raknide (T. p.169)	+5
17 - 18	Wight (T. p.263)	0
19 - 20	* Scourge	0

\*: Humanoid muscle stressing skin anthra-  
quote smooth and shiny.

3a. If this is a friendly target, each archer must obtain at least one success or better on a roll of PEX to retain



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his shot. Add +1 to the RIP of the shooter if the target is the same that the people involved. Characters who fail their jet PER normally do their shooting. If they touch the following ble, they lose 3 points. The round is now complete, start from the first phase unless is already the last round, in which case, the confrontation is completed, the totals are calculated and the winner declared. In case of a tie after four rounds, archers recom- are starting new rounds until one of them take the advantage over the other.

3b. If it is an enemy target, each archer performs its etch test (IC + appropriate skill) to determine who touches first. If the player has deduced points of its RIP, it can add the same number of points its CI. The targets were located 5 m in the first round, 10 m the next 15 m and 20 m third round to finish. Under the gun used, check which portion of range, the target is located and the resulting DIF (DIF 0 at short range, -5 at long range and -10 in the extreme scope): this adds DIF that indicated for each target and its corresponding template. If the test of attack is at least partially successful, the competitor scores a point. The competitor who achieves the jet the highest (compare degrees of success and in case of equality total score) touches a point more sensitive than his opponent necessary and mark an extra point. Note that an archer automatically wins the bonus point when it touches the target and his opponent spleen. If a GP decides, it can perform a localized attack (T. p. 92) to reach a vital point (head, neck or eye). In this case, if his attack succeeds, it automatically marks the point better button. The round is now complete, start From the first step unless it is already fifth and final round. If last round, the af- front is completed, the totals are calculated and the vain- victor said. In case of a tie after five innings, the Archers new rounds again until one of them takes the advantage over the other.

#### SOME POSSIBLE OPPONENT S

A I O, O RGOVIEN (T. p. 168)

( A RPENTEUR OMPAGNOE, Market I NITIE)

Description: male, appears to be 18 years (he has 13 in reality). 1.63 m, 41 kg. Dark skinned orange, delicate chin, light strabismus, slender. He is wearing a striped brown and beige caftan, red leather boots.

PER : 1 IC : 4 Jurisdiction: 5

We a p dance-star (ID 7, range: 5/7/15/30 m (T. p.272) using meteors.

A' V A J A D RACARTAN PATHFINDERS OF THE DESERT

( A RPENTEUR A DEPT)

Description: male, 19 years old, 2.08 m, 95 kg. Jade green skin, unkempt hair colored sand. He wears a jacket made Record iron red, and a wreath and armbands the same metal .

PER : 1 IC : 3 Jurisdiction: 7

We a p screaming (ID 6, range: 5/7/15/30 m (T. p. 271) em- tile bending standards.

C H - C H I N A BLUE ERIAD scout (A RPENTEUR A DEPT)

Description: male, 29 years old, 1.93 m, 72 kg, blue plumage iridescent, angular features resembling those of birds, atrophied wings, nervous. Wearing a cloak and tunic Viridia canvas with leather sandals. Ch-Chin is a Veteran borderlands.

PER : 3 IC : 4 Jurisdiction: 7

We a p orainbow triple (ID 6 by arrow scope: 7/15/25/50 m charger three shots (T. p. 270) using car- fices standards.

A z z a k K, K ang Tracker (A RPENTEUR A DEPT)

Seems to be 20 years (he has actually 14), 1.86 m, 68 kg, skin color crimson reptilian traits, white eyes and long black hair, tied to form a tail at the rear of skull. Its light crossbow is a bill quite banal.

PER : 1 IC : 6 Jurisdiction: 6

We a p light crossbow (ID 6, range: 10/25/50/75 m) em- tile bending standards.

Wirra T, A ERIAD Blue Flash

( A RPENTEUR R ROFESSIONAL)

Description: female, 20 years seems to have (she has actually 14), 1.73 m, 41 kg. Iridescent blue plumage, angular features resembling those of birds, wings atrophied nervous. Cloak and tunic fabric Viridia, sandals l eat her.

PER : 4 IC : 4 Jurisdiction: 10

We a p o dart thrower (ID 3, range: 3/7/15/25 m, using til e standard.

O U R j AKAHUNTER OF MAN (A RPENTEUR E XPERT)

Description: male, 25 years old, 1.93 m, 85 kg. Skin covered a slight black fur, silver mane gray level head. Feline facial features. Green eyes shining. It is wearing clothes worn passenger leather and fabric thick door of reinforced high boots and thick leather straps, and a longbow.

PER : 5 IC : 5 Jurisdiction: 12

We a p o mgbow (ID 8, range: 15/25/50/100 m) using arrows standards.



### SCENE 6: THE BATTLE ARCANÉ (F ATTRACTION)

A glass pyramid dominates the six-story center the fair. A banner spinifax changing hues and bearing the emblems of the Lyceum Arcanum flies proudly atop the building. The last level is 10 m<sup>2</sup> and sides of the lower floors and the ground floor, are 10 m higher than the level immediately above. The ground floor of the pyramid as well 70 sqm. The ceilings are high and 5 m in height total of 30 m. Wooden pillars-iron stand and support structure. Each floor has several doors but just north and south sides. At any time, spectators turned to the building invade different floors. The Lyceum Arcanum organized by its dual-arcano Mancienne for which magicians from all over the con-vant to test their talents. Climbing the stairs along the south and north sides of the pyramid allows access-der different levels. The spectators gather in-the- above the floor where the duels take place in order to contempl confrontation taking place below.

On the last day of the fair, eight wizards face off in a tournament that has a high regard in Cymriliens obsessed with magic. Furthermore magicians interested in the challenge, the attraction also drains many visitors. Spectators must pay a lumen

most basic one lumen per floor they wish CERA-der. The cost of registration for the test is 10 lumens. A prices of 5000 lumens is offered to the winner of the competition. By learning about the candidates already qualified for This year, we can learn their scores and information following:

- Cirelli (3 cons 1), Thaécienne enchantress (T. p. 166), assistant professor and director of the department Enchantment Lyceum Arcanum, champions of the previous year.
- Ézédal (4 cons 1), a nature mage Cymrilien vagabund which would have returned with new discoveries Cymril-your magic that has not yet proven.
- Triméthéus (5 cons 1), one of the few Tanasiens (T. p. 184) not to have been exiled in 603. Beaten by Cirelli there are two years ago, he would not return if he had not developed some new spells by which he thinks he can take advantage.
- Thalia (7 cons 1), Zander. Although she has a limited access to institutions allowing him to complete his art, it remains a wily opponent.
- Z'amira (9 cons 1), a magician who Dracartan already participated in the contest eight times but has never won the event.
- Eo Bénobio (12 cons 1), a Gnome cristallomancien. Although it is very competent, it is generally considered as lacking the competitive spirit necessary for win the championship.
- Ajil (14 cons 1), a magician Cymrilienne. If his power is not subject to any dispute, its ability to use its powers is a subject of debate. While she has near-that won the event two years ago, it's magic was almost totally lacking last year.

### MANAGING DUAL

Arcane combat is a series of duels that dérou-slow in the pyramid. The first confrontation took place on the ground floor and the winner can then pass the second level. There, the winner then accesses the third floor of the pyramid-mide and so on. According to tradition, the winner of a duel can escape through a door facing north while the loser must leave the playing area by one of the doors facing south. During the battle on the ground floor, candidates who have not yet been tested are sorted by category (Ini-by half, Companion, Adept, etc.), but beyond the first duel only luck determines who will be the next opponent.

To help the participants, provides a Lyceum Arcanum Magic Items for everyone: a stone of fate. These stones absorb and cancel the mental fatigue generated by the use of magic for magicians to participate in the com-bution without becoming exhausted. The stones absorb up to 5 points mental fatigue (T. p. 117). The pyramid has been the subject of a elaborate ritual led by members of the Lyceum to contain the magical energies to avoid a possible de-sastre magic occurs in its enclosure.



Each event has a number of rounds equal to double the level where the battle is played plus one. The clashes-  
Wear on the ground floor are held in one round, those the first three rounds, etc.. A sitting of a mage cymrilien side of the playing area acts as a referee, he signals the beginning the duel with a flute and marks the end of each round banging on a small gong. Each turn corresponds to time to cast a spell or spell-cons. After the gong, the referee indicates the magician's wand which he has earned the benefit (that is to re-Reaper comes the decision). The battle ends when one of the by-participants has won more than half the number of turns provided. The loser may request that the remaining laps be played if the winner agrees, but the official result however, no change.

Any character that reaches the second floor or above and who is not a member of the Lyceum Arcanum will be approached after testing by a Pharian. Tall, thin, skin slightly greenish Pharian wears a long robe in green stiff high collar and the back of the head and over two twelve-ties of charms and talismans weigh down his belt. After introducing himself as a representative of the Lyceum and have legality character, he will recommend it to visit *this institution where he can engage. In dark threats weigh on the Seven Kingdoms, we need minds most subtle able to receive the best education possible* " says he. The character may not learn much. Moreover, Pharian is too busy to engage in a long discussion and will not linger after his proposal.

## SOME POSSIBLE OPPONENTS

ARIN A, A hunter Amanien WITCH

(A RPENTEUR Ovic N, M C OMPAGNON AGE)

**Description:** female, 31 years old, 1.70 m, 59 kg, skin color white, haughty features, body hair completely shaved, severe attitude.

**Equipment:** Long thick-white dress designed to hide the contours of the silhouette.

FOR	CON	DEX	INT	CHA	PER	FLIGHT	IC	IM	PV
0031							-1	1314	23

**Gait:** 10/20/40 m / rd.

**Skills:** Academic (5) / External (3) / generation and (5) / Magic (5) / Martial (3)

**Order magic** Invocation (Aa). Defense Modes (5) / Influence (5)

**Formulas:** Aarin has 5 options including:

1. Injunction "Kneel down! Kneel down and makes men-Aa tribute to the Almighty. "(mode: Effect / Range: 1.5 m / Length: 5 rd / Causes the target to kneel, a symbol strong submission and abandonment of victory for invocation. It is possible to resist getting a degree success at least equal to the test on a cast VOL test, DIF -2.)

2. Shield of Faith (Mode: Defense / Range: Personal / Time: 10 rd / Absorbs 10 points of damage to come before disappearing

ORDIUS O, C YMRILIEN MAGICIAN (M AGE TO DEPT)

**Description:** male, 37 years old, 1.83 m, 66 kg. Green skin, topaz-colored hair, slim.

**Equipment:** coat Spangalor (IP 3), boots Remon-As far as the hips.

FOR	CON	DEX	INT	CHA	PER	FLIGHT	IC	IM	PV
010103115									20

**Gait:** 10/20/40 m / rd.

**Skills:** Academic (5) / General (5) / Magic (7)

**Order magic** Necromancy. Attack Methods (7) Defense (7) / Illusion (7)

**Formulas:** Ordus has 7 options including:

1. Arcane flash (Mode: Attack / Range: 15 m / Deals ID 10 which can be avoided with a level of success at least equal to the test of Casting Vorn on a test DEX, DIF -10.).

2. Aura Arcane (Mode: Defense / Range: Personal / Time: 10 rd / Absorbs 16 points of damage to come before disappearing.)

S-M Uraj ORJ, R AJANI Necromancer (T. P. 171)

(M AGE TO DEPT)

**Description:** female, apparently under 25 years (he has re-ity 15), 1.65 m, 55 kg. Very dark skin, brown hair, eyes blood red horn-like protuberance at the forehead and chin. Suraj-Morje is an exile of Rajanistan.

**Equipment:** black dress decorated with macabre reasons, dagger blade curved and ornamented with arabesques tortured (ID 4).

FOR	CON	DEX	INT	CHA	PER	FLIGHT	IC	IM	PV
-1	00103324								20

**Gait:** 8/16/32 m / rd.

**Skills:** Academic (5) / General (5) / Magic (7)

**Order magic** Necromancy. Attack Methods (7) Defense (7) / Influence (7)

**Formulas:** Suraj-Morje has 7 forms including:

1. Injunction "Repeat: the noble-Morje Suraj wins this round" (Mode: Influence / Range: 1.5 m / Length: 5 rd / Forces the target to repeat this phrase that gives victory to the necro-Mancienne. It is possible to resist getting a degree success at least equal to that of the test cast on a test VOL, DIF -4.

2. Necromantic Aura (Mode: Defense / Range: personal / Time: 10 rd / Absorbs 12 points of damage come before disappearing.)

ORN V, P HARÉSIEEN ARCANOMANCIEN (M AGE P ROFESSIONAL)

**Description:** male, 38 years. 1.83 m, 73 kg. Skin pale green, soft-green stain and bun, face tattooed with a red hand blood.

**Equipment:** Dress colorful pieces of fabric sewn them, large hat, poncho coat of Durga, dagger custody embellished jewels (ID 4).

**FOR CON DEX INT CHA PER FLIGHT IC IM PV**  
010103216 20

**Gait:** 10/20/40 m / rd.

**Skills:** Academic (7) / Art (5) / generation and (10) / Magic (10)

**Order magic** Arcanomancie. Attack Methods (10) De-Defense (10) / Illusion (10) / Processing (10).

**Formulas:** Vorn has 10 formulas including:

1. Arcane flash (Mode: Attack / Range: 15 m / Deals ID 10 which can be avoided with a level of success at least equal to the test of Casting Vorn on a test DEX, DIF -10.).

2. Aura Arcane (Mode: Defense / Range: Personal / Duration: 10 rd / Absorbs 16 points of damage to come forward disappear.)

## SCENE 7: AREA OF PEDDLERS (G ATTRACTION)

Within the fair, a square area was reserved for collective porters. Those who can not afford a booth may sell their goods here. Some display their goods in front of them on coverage, others put their papers in Bour-its hanging from their belts, stuck in their pockets or still packed in bags carried on the back. People interested in minor magic items or materials Money can be found here at the normal price. Between the tents stalls and various activities, many of these merchants itinérants move onlookers offering different products.

Depending on the pace of the game, you can ensure that one of these vendors are approaching the characters or not, forget the merchants and using it simply as a backdrop. Sui-wind a few examples of these hawkers that the PCs can re-counter on the court or stroll through the Fair:

**Saleswoman of Euphorica** made and consumption of most drugs are allowed and several Cymril people walk the aisles of the fair and offer consumption. This young Cymrilienne named Gil, defaces his face with powder sparkling dress and bearing wide in spinifax. Her bag is filled with little embroidered boxes tin each containing a dose of Euphorica (T. p. 293), a white powder that consumers smoke, mixed with beverage or sprinkle on their food. Well that this drug is expensive, the vibrancy of this trade shows that many clients find the price justified. The period being prosperous and liberal manners, is the Euphorica Cymril become very popular in recent years. Cil approach potential buyers by launching the phrase sui-boasts: "Do you really want to have fun?"

**Marukan talismancien:** Marord is an Archean low stature, pale complexion, the features and lugubrious eyes deep demented identified. His face is marked makeup: Per-part is entirely covered with black glitter and half of white powder. He dresses gowns gray mourning and relies on a walking stick of knotted-

which hang nine diamond lead hit symbol Talisandre the silver moon. This is a Marukan (T. p. 168). Most people easily recognize members of this people and their medallions of luck also Marord does not it hard to attract customers. Of Anyway, it is too morose to try to awaken the interest potential buyers. If it is addressed, it will explain that These medallions are prejudiced against bad luck and worth 150 lumens, the room. They offer a bonus of +1 on all tests of resistance against magical effects. As City of Maruk is itself the subject of a terrible curse, most people doubt the effectiveness of these medallions of luck.

Name	Fashion	NS	Type	Cost	Value
Medallion chance Transformation		6	Continuous	150	210

**Gypsy sarista (T. p. 162):** this old woman named Govea has an olive complexion and long white hair. She wears peasant clothing, strange bracelets and coding-waste. It is an amulet of love (T. p. 285) silver in one hand and approach with a certain effrontery any young person who is not accompanied by a lover. She asked in a first direction which is a particular attraction then it can find accommodation at low prices. Whatever the answer, she thanked the caller and then starts to move away *before turning. Can you help an old woman?* she asks in a plaintive voice then. Govea said Next, contrary to what they thought, his family and they could not find work. It was therefore decided to the sake of her daughter and granddaughter of two years, sell a family heirloom of great value. At that time, she *Medallion offers to players. Because we need that money now, I consent to part with it for* Only 150 lumens. "For a test of Commerce DIF (-10) She will agree to reduce its price, but not under 135 lumens.

His story is, of course, pure fiction. If a PJ trying to find out if it Govea ment or not, there will be a test active opposition PER + Empathy (DIF -10). Cheat Series Télépathie or can substitute for this test and it is possible to perform the test without jurisdiction with DIF -3 Additional. The Sarista makes his test on 14 TUR, its DIF is equal to the level in the skill of Empathy PJ opposing it. If the character wins the opposition he realizes that Govea is surely under him lie. There is an even chance that the medallion is not really an amulet of love but have been delighted through an Illusion magic show to any person to-that attempt to detect magic.

**Grog seller:** This lanky humanoid, answering ing on behalf of Yanos, shoot a barrel mounted on a heat-riot. His skin is mottled brown and sepia, while its bald head has an elliptical shape. Yanos is dressed in a pa-reign yellow with strips of fabric the same color their arms and legs. It is also armed with a sword Long seems to have seen better days. This a Jhangaran and if asked about his clothes, he will show

they are the traditional colors of mercenary clans of his country. In exchange for a piece of copper, it will use the funnel attached to his belt to make grog (T. p. 274) in addition or mug of his client. It pro-nit, meanwhile, no container when not found no cuts "disposable" to Cymril. Yanos is a refugee from find a better life Cymril. That to sell grog to a piece of copper cut an improvement of its condition speaks volumes about the prevailing poverty Jhangara.

**Hawker of trinkets:** Da Na Aba is a Kasmirane. His family went bankrupt and is trying to rebuild capital. His tunic is covered with pins and earrings, her wrists are charged with his fingers and bracelets feature two or three rings each. This jewelry is for women come to the men and shows them to all who pass near her. Most of his stories are commonplace but Some are undeniably valuables. If she sees that the characters do not dress it their de-request if they are travelers and reminds them that the jewels are a good investment for anyone planning to take a trip. They are easier to transport than the pia these and easier to share in some primitive countries. Like any Kasmiran, she is very skilled at Bargaining: consider that its powers of Commerce and evaluation tion is 10. Among her articles, she proposes a gold ring mounted with a five carat black diamond (Will their total of 550 lumens).

## SCENE 8: WALK OF REFRESHMENTS (ATTRACTION H)

Most foods and beverages sold on the fair grounds located here, they are representative of the kitchen from many countries and not all the convenience of the average consumer. It is possible hole-worm by all the papers presented in the section "Hostel" contained in the Book of Rules (T. p. 274). Drinks are served in glasses, mugs or cups, but it is also possible to carry bottles. As for savory dishes, they are to be consumed on site. In addition the most common items, you can find here:

- Grenades blue (T. p. 279).
- Dried dates (price: 5 pa). These are the fruits, resistant tives, rich and strong in taste, date palms that are located in the desert or in the Kasmir Red Desert.
- Small cakes barbet (price: 5 pc). Sweet, juicy and slightly tart, these little cakes are made from berries of barberry (T. p. 279) by Arimites)
- Melons love (price: 1 pa). It is a sweet and juicy fruit from Vardune. The Aériades appreciate more seeds soft brown pink flesh that itself).

When the characters are walking along the aisle, they can cross an Archean, tall and slender. Her skin pale green makeup is fine white markings resembling writing on parchment, stretched out in a palanquin with curtains carried by four Monads (T. p. 168) imposing. This is a Hadjin aristocrat (T. p. 168). As is the custom in Within this pedantic people, the Hadjin waving a scented range

before long his nose to protect themselves from bad smells issued by the common people that swarm around him. At foot, a servant following Hadjin litter. It serves as taster on behalf of his master who complains incessantly about food quality. The aristocrat, accustomed to the finest local purposes, is very difficult to satisfy. The latter is mani-patently dissatisfied and initiates the following offer: *One hundred humandecent meal.* "

## SCENE 9: TUNNELROC (Attraction I)

This attraction was created by the Gnomes of Durn that used to do the properties of their geomantic crystals excited. This is a miniature version of my-mountain of the same name that is in their country. Tunnelrock is a block of rock 15 meters high carved in the shape of steep hill. Slopes, rock slides, waterfalls and other obstacles have been faithfully reproduced on each of the facades mound. Brown fleet pennant atop the latter. A gnome wearing a long tunic and loose addressed calmly to passersby:

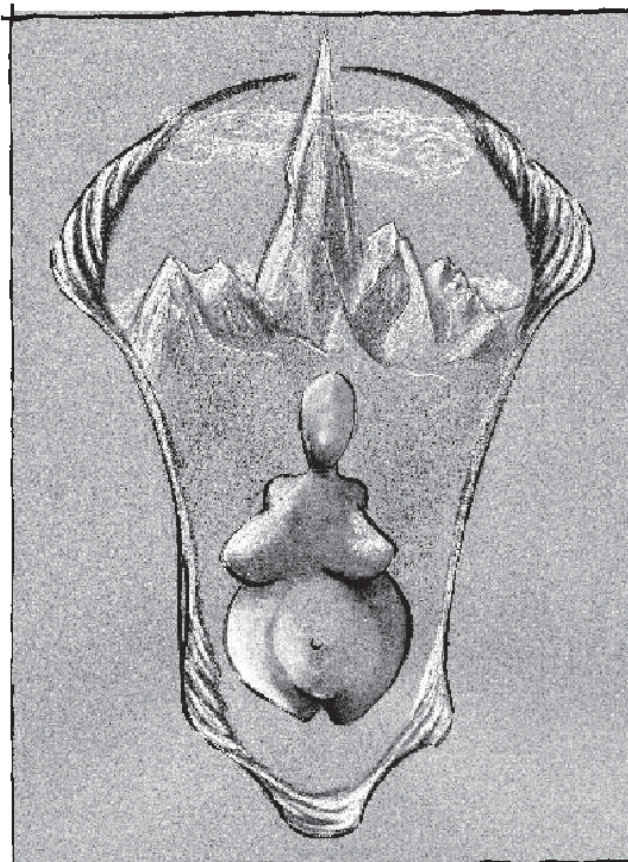
*"Am delighted to see the interest you have shown in Tunnelrock. Note the flag that floats to the top, climb to the top This mountain, take the flag and bring it to those who manage this attraction. You will then receive a reward of 50 lumens. Even if you fall, many people have said that the escalation is a pleasure. A lumen try, everyone can participate, regardless of age."*

To have the right to try, the visitor must, of course, pay an entrance fee of one lumen. Between one and four grim-Fears can simultaneously attempt the ascent of the faces of Tunnelrock, most often to slide along the wall and landing in soft sand that surrounds the building. To reach the top, a character must override the obstacles obstacles described below. Below each obstacle pre-feels on the wall, a slide was fitted and allows recover those who fell and to direct them to the sand without damage.

If the PCs are tempted by the experience, they can register. It is as much a test of skill than speed. All rounds, a test of DEX + Climbing (DIF -3, the penalty for non-control being -3) is required to measure the speed of pro-regression of the climber: a success allows it to cover the distance normally climbing, partially successful divides to grow by two (minimum 1 m), while suc-criticism or heroic increase the distance 1 or 2 m. The first climbers to cross the 15 m of the wall can catch the flag and dropping em-borrow and receive a slide in soft sand. On the course, several obstacles, listed below, are pre-SENTS requiring separate tests.

1. **Climb over a ledge: FOR + Climbing**  
DIF (-7)
2. **Climb a vertical well: FOR + Climbing (DIF -5).**
3. **Spend three overhanging taken: Escalation + DEX (DIF -10).**
4. **Crossing a wall height of 4.5 m using a**





slot 30 cm wide in the wall. This test Climbing **DIF (-10)** employs the lowest characteristics or DEX FOR the climber.

5. Leap over a precipice of 2 m: for a successor cess partial test of FOR + Athletics or Acrobatics, performers crossed the distance in long jump (without momentum) and increas- mente a meter distance this higher degree of success.

For each jet, a failure means that the character-quaver. In case of critical failure, the climber is injured to- bant cash and an ID 4. Many will rush Gnomes to his assistance to ensure that the victim is doing well and administer first aid if necessary.

## SCENE 10: THE HOUSE OF ILLUSION (J ATTRACTION)

This attraction is managed by a mage cymrilien responding to behalf of Miramar. The tent is decorated with two painted scenes flamboyant: a floating city and a volcanic landscape. In Above the entrance, a sign announces in large letters of gold and flames: "House of Illusion. All fantasies Assou- screws. A reel cymrilien greets visitors as follows:

*Welcome to all in the house of illusion! Inside wonders and splendor never before seen in the Seven United Kingdoms. I await you. Behold the lost glory of a city Archean, visit Talislanta ship in the wind, giddy the splendid Thaécie or experience the thrill of adventure without neck- RIR risks associated with this hobby! "*

Once inside, guests are greeted by Nemian, Cymrilienne a magician, the illusion that their request they want to test. If the character wishes to learn more about the adventure that is proposed, it will say that the best way to learn is to live the illusion in question. Attend one of four designed illusions for the Fair costly you only 20 lumens and 60 lumens to be able to view four. Once the theme is chosen, the visitor is presented with a ring of iron red corresponding to the illusion required and on "connecting" to it. They are then taken to a cabin dark in which they are invited to take a seat, make clear their mind and wait until the beginning of the show.

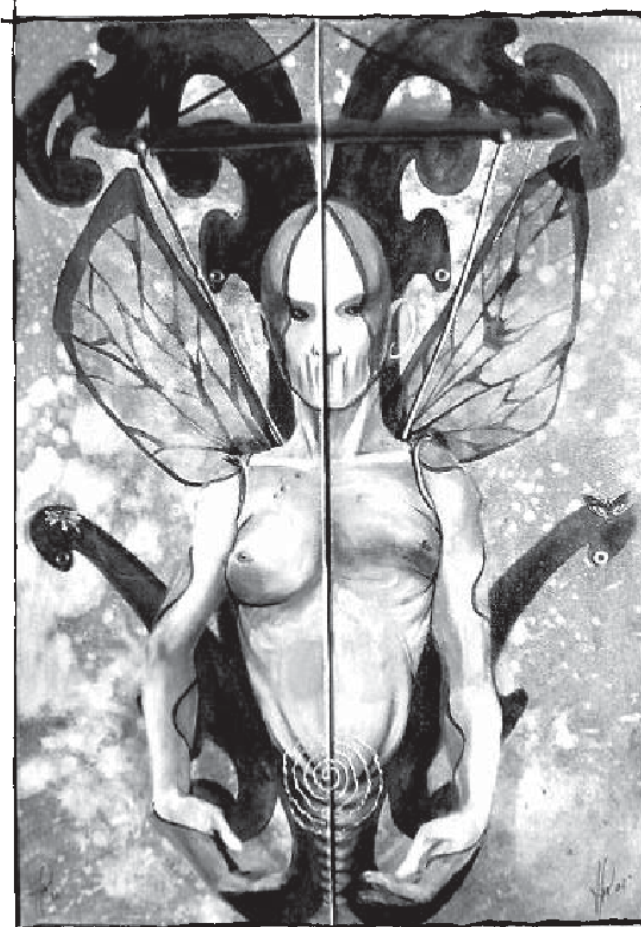
These illusions are created by Miramar, a high-flying magician. Unlike other designs of this type, the pano- mas illusory completely envelop the audience who while remaining seated throughout the projection may have the sensation of moving. Of course, illusions have no real effect on the audience even if they believe in what they see. Anyone living in one of these sce- ties can make a jet of PER to see through the mirage. A normal success or better able to "wake up" and make it disappear completely. The illusions are offered limited in time and in content. One participant attempting to alter the nature of illusion, like that decide to jump ship winds, simply put end to the scene and "wakes up."

## FIRST ILLUSION: THE GOLDEN AGE OF Archaeous

The characters find themselves staring at the die- spun yarn of a majestic landscape below the balustrade a floating city: it consists of rolling hills, airy forest and streams with quiet waters. Of na- vires winds to sail serenely graceful curves among the clouds. Behind them stands a fantastic city elegant towers, height of air passages, arches and balconies. Throughout the city, the Archean go about their oc- cerns. Their appearance is similar to Cymriliens who would be dressed in clothing more elaborate and beautiful, all are seated or resting on floating chairs, bedding, sofas and carpets.

For convenience, the Archean that populate this illusion all speak talislan and welcome their visitors as if searching for relatives lost sight for long. They offer first aquavit and delicacies before inviting them to visit the city. Every wall, every win- be is a work of art carved in crystals in shades varied. As the Archean rarely walk and prefer use their flying machines, the doors are all heights. The characters have only little time to stroll and enjoy the city before an Ar- Cheen not tell them:

*I regret to inform you that you must quit- ter the Great Disaster is imminent and you must leave before it is too late. "*



The city disappears and customers find themselves in the dark most total, the silhouette of a Cymrilien stands before them.

*Hi to you, Miramar me thank you for sharing this illusion. More sophisticated creations are available throughout the year in my facility located Across the park Durn. I hope you pleasantly entertained. "He then disappears and the characters found in the cabin.*

**Note:** this illusion, the less realistic among those proposed attempts to rebuild the Golden Age of the ancient empire Archean. No Talislantain New Age really knows the culture of ancient Archean. Miramar has simply represented the inhabitants of the city as Cymriliens because it is itself Cymrilien. Miramar also has a meaning some of the drama is highlighted by the warning on the Great Catastrophe.

## ILLUSION II: THE JOURNEY TO SHIP WINDS

The spectators are at the prow of a ship winds sailing at high speed at low altitude. A pilot cymrilienne **is at their side and comes in the name of Violendra.**

*Welcome aboard Weaver Clouds. We fly currently Khazad (T. p. 163), far northwestern Cymril. "*

Large oak groves sorry bilious cover irregular hills, the air is a stinking smell decaying vegetation. The ship moves rapidly through the heavens toward a mountain, passes near a high spiral twisted gray basalt from which seems to leave a deep and plaintive moan taking. In time of overflight, says Violendra:

*Here is the plaintive mountain within which it is said that a powerful Shaitan is chained. "*

The ship continued to sail over a dense forest and deep.

*Here the wood-garou (T. p. 162), a hostile land where resident nocturnal animals dangerous. "*

Continuing eastward, the ship is found above wastelands, mountains made of tentacles, canyons tortuous and arid plains.

*We Uraga (T. p. 164), north of Seven King-my. Here live the terrible Urs clans and their servants. Look! A Stryx just spy on us. "*

It then points the finger at one side of the ship where steals a humanoid creature with wings 6-m'd'envergure. She has a head of a vulture corpse provided two horns, sharp pins protrude from his hands and his feet. The creature disappears instantly if the person-Medley him throw a spell or shoot him, the illusion is not complex enough to handle the specific details A prolonged struggle.

The ship winds then spun above her-steppe fine shot.

*Below us lie the plains of Golarin (T. p. 164), inhabited by fierce Beastman 'ad Violendra.*

On the horizon, a pillar of gray basalt loomed ever more precisely. The ship approaches and exceeds breakneck speed. The peak soars to several kilometers high, while passengers can observe Archean group dressed in white robes that mount the along steps winding around the column.

*This is the Sentinel says Violendra, a holy place for pilgrims aamaniens you see. Research Recent evidence shows that the Sentinel was built by the Drakens, intelligent giant reptiles that dominated Talislanta even before the Archean. "*

The ship then flies over a desolate territory, dotted gigantic statues eroded by time, sun and wind, then committed over a landscape of mountains tortured gaunt and gloomy gorges at the bottom of which shine



lava flows. The smell of sulfur and ash saturated the surrounding air. The ship passes over the mouth immense of an extinct volcano, which lie at the heart of hun- ties of skeletons of dragons. The few rays of sunshine that manage to pierce the clouds hold the promise of gold and gems.

*These are volcanic mountains, says the guide, and Below us spread the graveyard of Dragons, which are these fabulous creatures die, carrying in their death most precious treasures. "*

Barely out of sight of the volcano, the ship glides above cultivated fields and circled around a magnificent city rising in the center of a lake. Golden towers of buildings richly decorated with glittering sunlight.

*We are now over Tian (T. p. 172) the old- no capital Quan, former masters of the empire of Lands Oriental. A few years ago, the people of the warrior Kang took power in this kingdom "Violendra resumed.*

The nave vogue then over the sea before disappear- and let the customers be in total darkness, the silhouette a Cymrilien stands before them:

*Hi to you, Miramar me thank you for sharing this illusion. More sophisticated creations are avail- BLES throughout the year in my facility located Across the park Durn. I hope you pleasantly entertained. "*

He then disappears and the characters find themselves in the ca- bine.

**Note:** Miramar has ignored the actual distances when conceived this illusion. Moreover, the illusion that mixes facts are not always accurate and places that are just pure legends. Miramar but cares very little about the "realism" historical or geographical. He especially wanted to focus a maximum of scenes in the shortest possible illusion.

### THIRD ILLUSION: THE ADVENTURE

The Cymrilien leading spectators to their cabin asked to empty their minds and wait for the il- lusion requires a few minutes of preparation. While characters waiting patiently, without the illusion that they begin being notified. Initially, the characters hear a scream and loud noises outside the tent. Ask them what they will do. Those who leave the place to try to learn perceive many warriors Zas current through the fair while slaughtering the fairgoers with their swords. Some of them split the crowd to charge towards the per- actors. While some characters remain in the cabin, zas Warriors cut the canvas of the tent for the attack. All this is of course an illusion that occurs while the characters are sitting quietly in their

cabin, the fighting took place in their minds. An attack Za each client. If the PCs are separate groups of different Zas ent attack each group. Any character falling to 0 PV wakes up immediately. When all the attacker Zas characters have been killed or if all clients 'die' this little world is plunged into complete darkness. Before them stands a Cymrilien easy:

*I hope you enjoyed this illusion. I am Mi- Ramar, the creator and your host. Before I leave you go, let me remind you of this adventure could be- ne reality before the next Magic Fair where the best and brightest citizens of the Confederation does not apply to combat the threat of Zas. "*

The illusion ends and finally find themselves in customers sweat in the cabin.

**Note:** this illusion holds the reputation of Miramar which is known to be a prankster. Note however that his way of trying to attract the attention of his fellow to combat Zas. It is sensitive to rumors concerning ing the return of the warlord named Zas Tirshata (T. p. 168). The illusory Zas have the following characteristics (This is not the normal characteristics, they were re- views down so that customers can have fun during of illusion)

FOR	CON	DEX	INT	CHA	PER	FLIGHT	IP	PV	IC
2	2	-1	-2	-2	-3	2	3	25	3

**Gait:** 8/16/32 m / rd.

**Equipment:** longsword (ID 8), harness battle (IP 3), Armor Tape of lizard skin covering part- LEMENT body, filled with tips and pieces of iron. The Harness attaches in the back with leather thongs passed through eyelets black iron.)

### SCENE 10: Tareau the fortune-teller (ATTRACTION K)

Front of a tent askew whose entrance is obscured by short strings of beads is held Archean high beauty with dark skin and brown hair, wearing a long blue cloak of fustian. This is a Rahastrane. It addressed the following words to those who pass nearby:

*My good sir, my good lady, would you have an overview of what you in the future? A quick push in the right direction? A clarification Special porteur on a change you are considering in your life? Step right up again. Are you planning a trip or do you ship to a distant destination? Do you build a family? Will you confront an enemy or otherwise do you make a friend? Enter and receive answers to your questions. Yes, come here. And if, after a year, the omens are inaccurate, we ren- money donations. "*





One person at a time is allowed to return under tent. Inside, a tall man with skin dark, wearing a long blue cloak of fustian awaits. He sits on the floor before a low table and consults a set of Zodar (T. p. 277) while playing alone. Any character **obtaining at least partial success on a test INT + Ass** **tures: cymrilien in SRI -5** knows, at least by reputation, Tareau the fortune-teller. It is a Rahastran deemed to Cymril as a professional player and for his unsettling talent make accurate predictions. If, by chance, is Tareau not there, it is certainly at the House of Games (see Q attraction).

To carry out its omens and predictions, uses Tareau methods to the detailed Cartomancy divination in the supplement (A. p.XX). It is quite gifted in his art almost always able to select and interpret correctly tion cards that come before him. As Reaper, you can choose the maps related with the sce-rii after you offer your players. If you plan so play "The Scent of the Beast," such figures the Assassin, Warrior and the Charlatan are particularly ment appropriate. Whatever the auspices that this (Good or bad) and the conclusions in the fortune-teller pulls, he will present his predictions as true and not men-not fired. Regarding money-back guarantee, if the prediction proves false after a year, the character has the right to claim his due if they can put Tareau hand, vagabond nature.

Tareau is a Master Mage and has an MI of 8 and a Level 20 in his magical skills. To exercise art, it requires 50 lumens for an omen (whether an action data and said the applicant will go well or mal) and 100 lumens for a prediction (an idea of event ments possible futures that could happen to the applicant).

## SCENE 11: THE REAL-PROPHY Lactic ALABOR (ATTRACTION L)

At the entrance of a tent orange, the severed head of a Necrophage is suspended from the wooden bar that supports the roof of the tent. The face of the creature resembles a repulsive caricature of man with a wrinkled skin as pale mortal and a bald head. The nose is nothing but a piece of meat rolled around two slits the nose. To the amusement of passers-fried fans sounds, the creature snapped his jaws with sharp teeth while glancing insistent and bad to those who dare approach. Alabor, an alchemist Sindaran, invites guests to come visit:

*Visitors to the Magic Fair, come and listen. Here a sample of the collection of curiosities worthy of Alabor whose skull of a decapitated Wight is not the lowest Dr. specimen. Look, if you do not mind: although was separated from the torso and neck three months and eleven days ago, the head remains perfectly functional. But fear not, this creature has been cleaned alchemically any necrosis and other diseases. And if you want to buy potions and concoctions for your personal use and staff, you've found the perfect place. "*

Like all Sindarans, Alabor is a collector. He developed a penchant for all sorts of curiosities and especially for the abominations, mutations and Rare animals. The Wight used to attract consumers, Alabor derives its income from the sale of a wide variety of alchemical products. If a person shows interest for the head of Wight, said she was Alabor cut with a blade iron. Like money and magic can only hurt the creature, it is always' ani-Mee. "The alchemist keeps the body away from the skull chains to prevent a possible reunion of the two parties. Alabor says that scavengers feeding on dead they can smell the corpses over 3-km distances this, they move at night and are frequently carriers a condition called necrosis (T. p. 99), a dangerous evil if not treated quickly. It is quite possible qu'Alabor trying to sell a product capable of characters protect them from these frightening hominids.

You can acquire home alchemical creations following: alcahest, vitriol elixir care, potion of resistance fire, potion of cold hardness, medicinal mixtures, purege medicinal poisons and neutralizing powder (T. p. 292). It also sells kits alchemical (T. p. 280).

## SCENE 12: ENTER THE MARKET-SOU FIELD (M)

A large turn opaque to crystal arches sculptor tees provides access to a paved ramp that penetrates to a broad dark tunnel. Many merchants come and go the transition to lead-drawn wagons Durga (T. p. 244), while cursing the inconveniences caused by the fair. Under the arches in the dark suns, several discuss and trade with merchants of Gno-

my. Despite the fair transactions and caravans Durn Cymril and run between the Great Highway Souter-Slots are not interrupted.

### SCENE 13: THE INCREDIBLE ELIXIRS OF PHARZEE (ATTRACTION N)

*You, my friend, yes, you! You seem to be a person vigorous and healthy. Come, if you will be kind enough for that. Now, watch this be pathetic which seems to be only skin and bones. I bet he can beat you at a standoff. Do you doubt the veracity of my statement? Well, I'll tell you what his secret. This little bottle that I hold in my hand contains a potent potion made with name-many ingredients. A sip of this and that pale caricature man becomes able to beat you in a contest strength. You do not always believe me? Okay, go and test yourself. If you beat my champion starving a dose of this rare and expensive potion is yours, free-ment. And if he beats you? You will naturally want to acquire a vial or two of this potion, is not it? "*

The auctioneer is called Pharzee, a peddler of Pharésien Common corpulence, his pale green skin is enhanced by colored pigments, green eyes and inspire confidence. His clothes made of disparate pieces of fabric colors vivid easily distinguished among the crowd. Ends his boots are so long that it uses two strings attached the knees to keep them. It does not stand he officiates near a large trunk. Clinging to the trunk, a banner bears the inscription "The incredible Essences Pharzee. "Two stools are located on either side of the trunk. Next to the hawker stands a young and skinny that Zander seems rather emaciated. Pharzee keep a bottle in his hand, the latter is filled with a reddish liquid.

Other vials were carefully stored in the trunk. Anyone can sit on stools and one test its strength against Zander. If the candidate belongs to a group, the peddler trying to identify the weakest among them and suggested he try first. In the best case, all the characters should go for it, the more low to high to make up the suspense until that the beefier of the group enters the fray. When visitor takes place, tends Pharzee the flask contents red the young man, it drank before the roll of one his sleeves and play virtually non-existent muscles. It Then rub the palms of his hands in a manner conspicuous before making flexibility with his fingers. He sits Then in front of his rival on the other seat. Both rivals grab the trunk of their left hand and take right hand. On a signal from the peddler, the tug of com-begins.

Each round, participants will make opposition **tions active** volunteers with a FOR DIF equal to the FOR the opponent. The winner of the active opposition is with the lowest degree of success. Critical failures are regarded as failures. In case of a tie, the opposition extends to the next round. Zander has a young

STR of 5 while under the influence of the potion. All character who manages to beat Zander wins a jar the potion.

**Elixir force Pharzee:** that increases the RTF who ingests five for 10 rd. The potion has no effect if one who takes it already has a STR of 5 or better. If Optionally, the potion can have side effects strange.

Price: 150 lumens per dose. If a character wants **bargain, it must perform a test AMP + Commerce (DIF -7)** The penalty for failure to control is to -5). Pharzee not not decrease its price to less than 100 lumens.

### SCENE 14: DEMONSTRATION OF ART Psychic ASTAR (ATTRACTION O)

This attraction is housed in a pavilion made curtains spider silk woven. A Muse-winged butterfly standing at the entrance, a small fairies perched on his shoulder. The little creature speaks in a flower-shaped horn, a Magic plant that amplifies his voice so that it can be heard at a hundred feet away.

*Men and almost-human, creatures and thinking beings, Hear my words! Inside the pavilion Canvas, you will have the rare opportunity to experience a live demonstration tration of psychic art of the Muses of Astar. Experience unique I'm sure you will appreciate its fair value. Here can be viewed the works of artists re-appointed as Elletaria, Amaryllis and Pandanus! Enter and enjoy these fascinating and surreal scenes for yourself. One lumen only! "*

Inside the pavilion is decorated with wildflowers live and various climbing plants fresh. The floor is covered by a soft lawn. The pavilion is divided into three chambers demonstration. Each room is occupied by one of the artists mentioned by Follet. Each Muse also accompanied by another perched on his Spirit Follet shoulder which serves as spokesman on behalf of the artist. The rooms can accommodate up to seven fans. In until all seats are occupied, the artist offers an example of his musical talent. Each of the Muses-em bends an instrument enchanted (T. p. 276) to bring its public in good conditions. Finally, it focuses and the demonstration starts. The viewer then sees, directly into his mind, a series of vivid images, a breathtaking reality and suggesting invariably a powerful emotion. If one wishes to re-viewers push the emotional influence that target, it can do **with its active opposition VOL (DIF equal to the T-PER + lempathie the Muse)** against the artist.

**Elletaria** (RIP: 3, Télépathie: 6) is a muse to the skin pale blue and lavender wings. It projects a scene eleven silver flowers bathed by rain drops verthy. Fed by rain enchanted flowers bloom a bouquet giving birth to eleven fairies of ar-

gent. The fairies will then deliver to any antics manifesting an unqualified joy. The assistance will feel an emotion similar then the image will disappear from the mind of spectators.

**Amaryllis** (RIP: 3, Télépathie: 8), other female muse, with pinkish skin and amber wings. It projects the image a blue moon in the night sky with a purple pro-background. A dozen of these tiny stars twinkle gems in the pale blue light, they seem appeal the spectators who feel the need to take in their hands and keep them for them. But whatever despite the efforts of assistance, the stars still derive beyond their reach. Clients feel a sense all poignancy of desire.

**Pandanus**(PER: 4, Télépathie: 10) is a muse to male greenish skin and saffron-colored wings. It projects an image representing a clearing through which a source waters crystal in a green forest. The viewer then sees a black oily substance spill into the creek, causing wilting of the vegetation dries up and dies. Fungal and spiny creatures emerge then rotten trunks and begin to devour the vegetation is gorging of food until they explode in liberation ing an nauseating smoke and pieces of material decaying organic. People who attend this work would then feel a strong sense of revulsion and Anger against acts or creatures who desecrate the natural environment.

After each screening, the artist reverence courteous and gracious. The accompanying Follet Muse then brings assistance to another room or out of the flag people who have viewed the three scenes. If the Reaper wishes, artists can télépathiquement connect with all people contact them, either through Follets.

## SCENE 15: SPEAKER AAMANIEN (ATTRACTION P)

In front of a white tent on an elegant platform wood, is an Archæan to white skin, completely shaved and shaved, wearing a long white robe and holding a stick surmounted by the representation of a large eye. A Cymrilien, wearing the uniform and carrying a Watch cape with high collar feature magicians on the waiting side of the platform, watching closely what happens. Mounted on the platform, the preacher, a Aamanien, addresses passers in those terms, thus spreading the good word of Orthodoxy.

*To all those seeking revelation, come and listen-Tez, because this is the inspired Word of the Knower Aa. In the eighteenth book of Omnival, chapter 31, verse 11, Aa addressed to unbelievers and said: There will come a time when confusion invade the minds and the temptation to divert souls. When that time comes, those who hear and sui-*

*out will follow the route will be saved. Hear me, oh fishing tourmented! For the times announced by Aa came. Will you among the blessed, or will you be banished with those been condemned for their sins, the soul condemned to wander for eternity? Come and receive the blessings of Aa. "*

By order of the board of councilors (CdA. p. 23), location was allocated to Aamaniens to preach, provided they do not resort to magic to convert new calves faithful. The Wizard is here to ensure implementation this last point. Anyone approaching and showing his desire to learn is hosted by another Aamanien causing the person under the tent towards space private. The potential candidate is seen then ask a few questions about his lifestyle and his interests, he was subsequently informed of the foundations of the doctrine-Aama

Orthodoxy is the religion of theocracy aamanienne. It is based on the precepts of Omnival the text where recorded the words of the god Aa to achieve redemptive tion. Every believer can help to safeguard its respective As some values:

- Respect and obedience are virtues Aa essential. By extension, it is the same for the clergy-aamanien, including the hierophant and his instructors, who are extension of the will of Aa on Talislanta.
- The unity of soul and spirit, the soul bears the Aa and knows the truth but the spirit that decides the actions of mortals is deceived by the body. Unite the soul and spirit so that they acting together can move towards spiritual purity and coming off the pretense and aspirations temporary that distract the individual from the "spiritual purity." It is also necessary for the believer to make an effort to uniformity both in its appearance than by his behavior.
- The magical arts have led the Archæan on the road fished accordingly Orders are considered magical by theocracy as heresies.
- It is the duty of every believer to take on the infidels True Path Aa through conversion, as required by force. Because ignoring the principles of AA led to the damnation.
- Those who deviate from the route of Aa, exposed to "ritual cleansing" conducted by the Inquisition. Through torture, the inquisitors are trying to root out the sin of body and mind "good" principles in mind.
- To undertake a pilgrimage, or a mystical journey peris to redeem its faults and move closer to purity.

People are genuinely interested directly escorted to the virtuous tower Aa (CdA, p. 32).

## SCENE 16: THE HOUSE OF GAMES (ATTRACTION Q)

The walls defining the attraction are made of a striped cloth colorful, they serve to preserve the privacy of customers. Unlike other attractions, there is no crier



to harangue the crowd. Only a silk banner to the des-  
above the entrance proclaims: "HOUSE OF GAMES. 10 LUMENS  
ONLY. "Upon entry, the PCs are greeted by the bouncer:  
a humanoid reptilian over 2.30 m high, covered  
a brown scaly skin. This is a Sauran (T. p. 173),  
in exile from his homeland. Most passers  
stop to watch in amazement are rewarded in  
Back from a long stare that expresses boredom. Those who enter  
in the enclosure are greeted by a beautiful young woman  
cymrilienne that the cash entry fee entitling  
to participate in various games of chance and skill which  
Zodar Pentadrille and are most popular. Absolutely  
All games played here imply that money chan-  
ge hand. The Trivarian is also quite popular, although  
Sindarans that only the practice. The mono-brains  
however, like to bet on the outcome of games. Reputation  
the house is enough to attract all the clients whose set-  
ment needs. This attraction is organized by the casino  
Opportunities (CdA, p. 31) that benefits and the opportunity to  
advertise. The more attractive prices prevailing on the  
Frequently, however, attract a different clientele and sometimes less  
docile. Some regulars (as Tareau, a fortune-teller  
Rahastran whose mastery of Zodar is legendary, which can  
be found here when not present on its own stand,  
on attracting K), however, appreciate the House of Games  
players present at the party being considered  
easy prey. Other clients prefer to avoid the usual  
tent, considering the event as a display exten-  
sity and stupidity. Inside, security is ensured by  
guards freed, while arcanomanciens cymriliens  
ensure that no cheating during games thanks  
Fashion in Revelation.

The games can be found here include  
the Pentadrille, Ska-Wae and Trivarian (T. p. 277). He is also a  
LEMENT possible to play in its variant called Quatrillon  
"Up and Down," which requires a minimum of three players. To  
First, each player puts one lumen to form  
the pot. Each participant then receives two cards, which  
first is dealt face up. Each player consults  
his cards before deciding whether he thinks have the smallest of  
the biggest hand. Each player in turn must then de-  
cide to withdraw from the party or to build an additional lumen  
tion: for those who stay, they receive a new  
card face up. The game continues until all  
players have five cards, they are all returned,  
their values are added together and the pot is split between  
Both players have the smallest and the largest score. At any  
time during the game, if only one player remains on track, he won  
the whole pot.

## ACT III: DAY ONE SUPERVISION

Abn Qua has not really been delayed by a  
important case. Its delay is staged.

Before hiring Abn Qua wants to assess their com-  
skills and ability to cooperate, providing the opportunity  
PJ to get acquainted. Abn Qua instructed one of his  
agents, the Cymrilien Horvunce, monitor to evaluate  
while they enjoy the attractions of the Magic Fair.

### SCENE 1: SEEN!

While the characters wander between the tents and stalls  
the fair, they may locate Horvunce. After  
a time (after the PJ have had the opportunity to visit  
one or two attractions) and as soon as events allow  
tent to enjoy a little quiet, do secretly  
test or RIP + Comment Guard (DIF -8) for  
PJ. The penalty for failure to control if they have any of these  
two skills is -3. You can also allow  
to be characters who do not participate in an activity  
do these jets to keep them in action. A critical success-  
as or better is needed for a character reference the  
Horvunce silhouette (see description below) and performs  
he has already seen before in the crowd. The character  
was able to locate the spy can show oth-  
acters before it manages to take cover. A  
Once a character has noticed Horvunce, just a  
success for the normal track while performing his filatu-  
re. As the day progresses, continue to give  
players the opportunity to see the Cymrilien. Anyway  
happens, it will not give the characters an opportunity  
to approach him or talk to him.

ORVUNCE H, C YMRILIEN MAGELAMES

(To fight OMPAGNON C, C AGE M OMPAGNON)

**Description:** male, 26 years old, 1.91 m, 73 kg, light skin-  
ment greenish features whatsoever, red iron ring  
the left ear, slender.

FOR CON	DEX INT	CHA PER	FLIGHT	IC	IM	PV
010011324						25

**Gait:** 10/20/40 m / rd

**Skills:** Academic (3) / External: Discretion  
(3) / General (5) / Magic (3) / Martial (5)

**Language:** Arcane (5) / talislan Netherlands (10) / High talislan (5)

**Order magic** Arcanomancie. Methods: Attack (5) De-  
Defense (5) / Influence (3). It has 5 forms: 2 Attack,  
2 Defence and Influence.

**Equipment:** collarless black jacket, green clothing som-  
ber, high black boots impeccably polished. Longsword  
(ID 8, Magic: Grants a +1 bonus to all tests  
IC when used) slipped into a sheath crafted.  
Elixir care.

## SCENE 2: Pursuit!

As we approach the end of the day (and your session game) Horvunce will test the acumen of the characters. It Ferran asks a thief who works with him, a tear-Breeding Erkk called, to the pockets of the characters. A character who won an award or if the one-week ble to have a grant busy or has objects value (jewelry, etc..) visible is the designated target. Otherwise, Ferran chose the target that seems most convenient.

In the crush of the fair, approach the PCs will not be a concern for the Ferran but if the characters are particularly vigilant retailers, they should have a chance to identify at the time **where he performs his theft. This is a case of active opposition be the legerdemain of DEX + PER + Erkk cons of Observation (or Guard) of PJ.** Because of the crowd, the circumstances are for the benefit of Ferran and cons of PJ (5 to Total Action Erkk and -5 to that of PJ). To FID circumstantial added the total action of the opposite party, either higher amount of PER + Observation / Guard for Erkk DIF and -13 for PJ. Anyone who manages to make a jet higher than that of Ferran detects it. In case of a tie, the action is resolved in favor of character with the level the highest skill. If it is found, the Ferran takes to their heels and ran off.

If none of the group members do not notice the theft, Monad servant rather nice pat on the shoulder of personality ge. Asexual, age unknown, it is about 2,30 m and weighs 340 kg. Her body is so immense that his skull is ridiculously small, its skin is streaked with white and black and it displays great placidity. He does a loincloth. The Monad is silent but knows sign language. If a character knows sign language, explains the Colossus he saw a "man-rat" steal something to one of them, otherwise, the Monad will use pantomime very slow to be a thief just small to the pockets of one of the characters. One way or another, the characters should be aware the flight and start looking for Erkk.

Erkk that is identified at the time of the theft or Monad refers to the PJ, it is likely that a race-subsequently committed. A test of **FOR + Athletics (DIF -5)** is required for movement through the Fair. Success no part can move at half his pace race, a critical success to one and a half latter, tantell a heroic success allows to cover twice. Well that at the time the race will, it is likely that Erkk already has a head start, its full of action Running tests is d20 - 1, leaving a chance real to him to PJ hands on it. To do this, They must cover the distance that separates them from the thief.

In normal times, the probability of identifying the small hom-I-rat through the onlookers and the tents are zero, but Erkk has been instructed to allow themselves to follow the lead **Group Abn Qua. Nevertheless, jets PER + Observatory tion or Guard (-5 DIF because of the crowd)** are required for get to keep the visual. If nobody manages to find

The Ferran, it dragged in the vicinity until a PJ finally noticed. Give another chance characters if they try, for example, to find it in de-principal passers if they do not notice or if a Ferran split up to cover a greater portion of the Fair. If the characters fail to get their hands on Ferran but do not lose sight of, they will s'engouf-brother in a tent anonymous: choose one on the map the fair.

If they catch Erkk, it uses its ability Puan-tor (see below). Like the skunks, Ferran are able to issue pestilential effluvia. If this does not allow him to win a round to regain his stroke and threatening to commit a fight, man-made rat without a fight. He begs mercy with astonishing conviction and shows clearly ready to cooperate. He explained that the flight was one way to test the capabilities of personal Medley and his employer wants to meet them. DRIVE-It NERA then the PCs to the tent where waiting Qua Abn. Voranil or Horvunce who keep an eye on the action may involve to prevent the situation from degenerating. If someone was injured during the scuffle with Ferran, they heal with elixirs of care they have. In the case where characters angry and provoke a fight, Officers of the Watch intervene quickly (within 10 rounds) and will quickly end any échauffou-ESR.

RKK E, FERRANI THIEF (MALANDRIN A DEPT)

**Description:** adult male, 1.15 m, 30 kg, thick fur brown rodent traits, bald tail.

FOR	CON	DEX	INT	CHA	PER	FLIGHT	IC	IM	PV
-3	8	2	-1	3	-2	3	2	-2	12

**Gait:** 16/32/64 m / rd

**Skills:** +3 bonus on tests using RIP smell. Natural weapons (claws, ID 2). Night Vision (denies the penalty of darkness to -5). Stink: Ability particular sion for Ferran, who is to release a stench extreme around them (TID). In a circle 10 m in diameter, non-Ferran must obtain a success or better on a test of CON (DIF -5) under penalty of being experience nausea, severe (-3 penalty on all actions for 3 rd). A partial success limits the penalty to a single round, a fumble or penalty double the length (choice Reaper's).

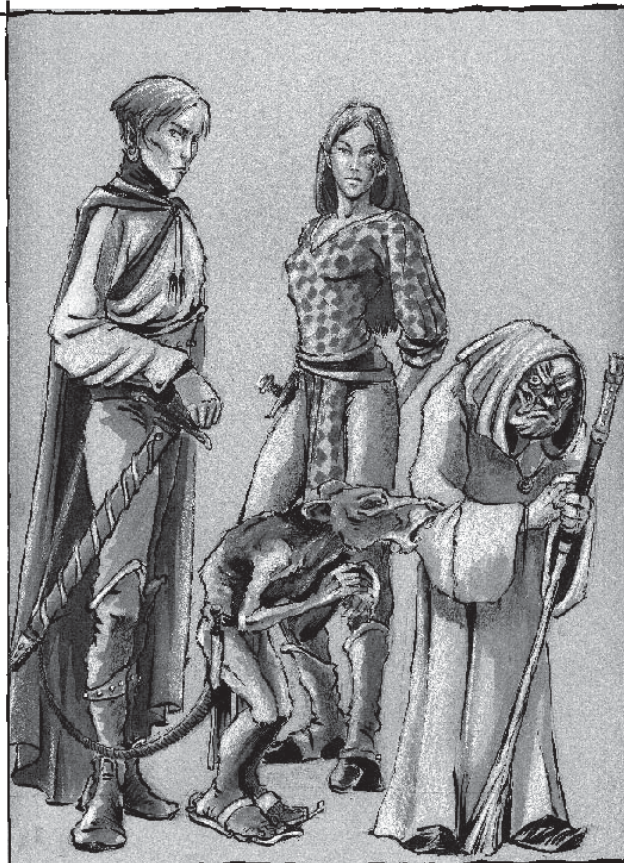
**Skills:** External (3): Discretion (7) / General (7) / Malandrino (7) / Martial (3)

**Language:** Bottom talislan (5) / Signs (5): toby.

**Equipment:** dirty loincloth, sandals too large for him, dagger (ID 4).

## STAGE 3: FINAL MEETING

Whatever the turn of events, the PCs will eventually by Qua join Abn. It has a purple tent in the northeast



Western Fair Magic. When he receives the PCs, it is sitting on a wooden seat imposing and richly decorated with motive engraved. If the characters failed to catch Erkk, Abn Qua is alone. Otherwise, it is accompanied by Voranil Horvunce and Ferran who stand behind him. What stolen is optionally placed on the floor before the Kasmiran. Recognize the characters and is Voranil likely that they also identify Horvunce. To palbind all potential slippages, Abn Qua drew a circle protection consists of invisible arcane energies around him and his men. There is a lot of Mode Defense NS 20. It has an IP 7 and can collect 40 points damage before dissipating and will last for 30 rounds (3 minutes). As the circle is effective, Abn Qua is the only one who can let someone in the circle.

Abn Qua invites PJ as'asseoir and explains that events of the day acted as test. It was he who Horvunce charge of the spy, and he urged Erkk to commit the robbery. Abn Qua wished to Fair use Magic to assess the ability of PJ and ensure that the interest he might have to hire them. He compliment in turn on their exploits of the day such as Winning the battle, having spotted Horvunce to have Erkk catch or simply for being interested in the fair rather than be sat doing nothing. Try to find at least one compliment to each character. Abn Qua they finally announced it would hire them. He then dates and get some cupcakes with honey and almond, mocha and hot and then explains what he needs. If you plan to play "The scent of the beast," then you have the possibility of linking

the introduction of this scenario. If you intend to play an adventure of your own, then turns Abn Qua the ideal conduit for the boot.

A Q BN AU, K ASMIRAN Usurer

(M arket M KNOWING, M AGE P ROFESSIONAL)

**Description:** male, 78 years old, 1.32 m, 42 kg. Brown skin Mahogany features pleated, stooped posture, gold teeth.

FOR CON	DEX INT	CHA PER	FLIGHT	IC	IM	PV
010204227						20

**Gait:** 7/14/28 m / rd

**Skills:** Academic (15) / Art (7): Diplo-MATIE (20), Speech (20) / General (10) / Magic (10) / Martial (7) / Professional (20) Languages: Arcean (3) / nomadic (10) / low talislan (10) / High talislan (5)

**Order magic** Cryptomancie. Methods: Defense (10) / Movement (10) / Revelation (10)

**Equipment:** heavy purple hooded robe with inside pockets are filled with magic and utensils useful gadgets. Also wears boots with rounded toe and a kasmiran stick blade. Ring produces a cube of force Arcane (Sphere of damage absorption NS 10 / 3 m radius / duration: 10 rd) 3x/day. More than any other enchanted item the appreciation of the Reaper in the limit of seven objects. Abn Qua door on him two bracelets and blades based on a stick blade.

## EPILOGUE

The characters are each 3 base PX for each session of play required to complete scenario. For each attraction visited by a per-acters, it earns 1 additional PX. If one of the by-PJ pated in one of the attractions A, D, E, F, I or N, it earns 1 PX Additional or 2 if it was particularly bright (Getting a heroic success) or has won the race. At the Reaper's discretion, a player also receives between 5 and PX 10 depending on the quality of its interpretation.

Gains or prizes won by their GP are acquired, and the lumens available by early Voranil scenario.

After this day, the fair continues until fourteenth fifteenth day of Phand. If they have qualified for the phases following the various tournaments you can play following the rules previously stated and strengthening progressively higher level opponents. Besides the price ac-nected to the winner, the advantage of "reputation" with its smaller level can be acquired for free. Unless of course your respective parties otherwise agree, the differences your screenplay competitions are won respectively by:

- In a rather surprising manner, Cétalan, the swordsman-danuviane, show more determination and fight Favorites



Championship Combat Arena tazienne. The lucky Winners will be paid to seven against one.

- Chitichee prove to everyone that he deserves his place in the tournament Vardune archery by winning the tournament, bettors be paid to four against one.

- Triméthéus Tanasien wins the battle Arcane Gra- what a stunning new spell which, in a manner or another, bypassing the usual magical defenses. The Lyceum Arcanum was naturally interested in the manic re he proceeded, but it revealed nothing. Those with low patriotic who backed him to win five against one.

The Magic Fair held each year, the PJ- would want to return regularly for the oppor-Cymril sion and have a good time. Use the characters and attractions described in this adventure as foundations on which to add elements of your own. Participate various competitions each year will allow characters actually measure their progress. Cha- that year, they will hope to go further in each event and thus improve their performance compared to the year earlier. It could also be that they intersect new calf on their journey of participants who beat them the year before, this will give them the opportunity to put pen- modules from scratch.

Over the years, the Magic Fair will also be con- LEMENT reflect changes that occur on Cymril and thus allow players to measure changes affecting their characters and the Seven Kingdoms.

If the war against the "subhuman" bursts, the fair take a more martial (military parades and sup- open port authorities martial competitions, etc.). At term, the fair will probably be temporarily interrupted- stinks while loans will fuel the war effort. It is also possible that beggars and maimed veterans disrupt the normal pump the party and remind to Cymriliens that all is not peace and prosperity in the country. In the same vein, relations with other countries may affect the fair. The appearance of the fair could also change depending on new discoveries green made by the Lyceum Arcanum, as could do the influx of refugees from war-torn country. On a More positively, new discoveries and inventions Smart could be displayed on the fair, showing and the progress of their research-Cymriliens che knowledge and splendor of the Archean.

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