



Granite Golem

"Uuuurhhhhnnnn!"

These constructs were built in the previous aeon, and served as guardians of property. Due to extreme durability, several still exist within the Old Town. They function to very limited parameters, and unfortunately these generally tend towards gross physical violence. In appearance these constructs are usually crudely formed and roughly chiseled humanoids (similar to the being on the front of the Scaum Valley Gazetteer). Except when lunging to the attack, they move comparatively slowly, and can be outpaced by a fit person not overly encumbered.

Game Statistics: Strength 15, Parry 15, Magic (Resistance only) 12, Health 18, Athletics 4, Perception 3, Wherewithal Ω .

Brass Golem

"Auuurrrggghhhh!"

Slightly more sophisticated than the granite golems, and fortunately even less common, these entities were constructed as formidable warriors. A mere handful remain at their posts, awaiting further orders. Those who disturb them and are not in possession of the correct command codes are likely to be subjected to stringent eradication before the golem returns to its state of silent readiness.

These entities are often designed to resemble statues of armed and armored warriors of classic design. They are swift, and the only way to avoid them is to leave one of your number as an active distraction whilst you race beyond its range of interest - which may be one room, one building, or (occasionally) one section of the Old Town.

Game Statistics: Speed 16, Sure-Footedness 16, Magic (Resistance only) 12, Health 18, Athletics 8, Perception 4, Wherewithal Ω .



Golem Special Information

Golems make Health checks at a bonus of 1 when dealt damage by non-magical weapons. Non-magical bladed weapons break on a Dismal Failure when striking a golem. (No re-roll permitted.)

Golems are susceptible to magic that affects inanimate objects (providing its Magic rating is overcome). Magic that targets sentient beings or living tissue is ineffective against them.

However, unusual magic can affect them if it overcomes their Magic rating. Specifically: the Spell of Dissolution and Tchanfen's Disintegrative Application. Spells that halt enchantments may also stop them temporarily. (See 'CID' - KPG, p86)



Carnivorous Specter

"Huuuuuhhhh!"

These ghosts are amongst the most feared, for they can devour the life-force from their victims. Some claim that many of these are the spirits of those explorers that Chun has slain; however, others point out that these specters haunted the Old Town long before Chun appeared, and that this is why it was never (in recent history) widely populated. Perhaps both opinions are correct, or neither. The specters appear as willowy shades, and fear the light of the sun for it destroys them. They are never seen in The Fringe itself, though nobody knows why not.

Game Statistics (Special):

i) **Attack:** A specter attacks by moving out of the shadows, emitting a doleful moan. Its appearance is truly horrifying, and those who fail to match their Wherewithal against its attack must flee in terror. (On a Dismal Failure they instead freeze to the spot.)

[Note: If you have access to the *Demons of the Dying Earth* book, consider using the special Wherewithal rulings as relate to terrifying otherworld entities.]

It slides across the ground swiftly, and may be outpaced only by those who are extremely fleet of foot. It also has the advantage of not being slowed by difficult terrain. (The GM will give appropriate penalties to the victim's Athletics rolls at such spots.) When it touches a victim (and it can reach through any non-magical material) it instantly drains sufficient Health points to cause an injury. These injuries to one's life energy can only be healed by magic or through many weeks of bed-rest.

ii) **Defense:** Specters do not normally bother to avoid weapon attacks, since most weapons cannot harm them. Once they

have suffered harm, give them a Defense (Dodge) rating of 12.

iii) **Health:** 12. However, only magical weapons can damage them. (Assume that an Illustrious Success removes 3 points, a Prosaic Success - 2 points, and a Hair's-Breadth - 1.)

iv) **Magic Resistance:** Most spells simply have no effect. Here are the common exceptions. (Note that this information is not common knowledge.)

Amberlin's Impediment to Evil (DDE) - specters cannot pass this.

Calactus' Immanent Splendor (DDE) - destroys specters within Near range, causes an injury to those somewhat further away.

Drumphilo's Adequate Illuminator (TT) - causes loss of 1 Health to the specter for each round it is in close proximity. (Specters may negate this penalty by attacking a light carrier from behind, and causing a wound so the light is dropped.)





Edan's Thwart of the Unholy (DDE) - dispels a specter for one hour.

Lorgan's Leaping Flame (TT) - a flamebeast causes damage as the Adequate Illuminator.

Phandaal's Repudiation of Curses (TT) - will dispel one specter for one day.

Phandaal's Sheltering Radiance (DDE) - specters take an injury (3 Health points) when passing through this (and so they will choose not to whenever another option presents itself).

Shabat's Admonitory Bolt (TT) - destroys it.

Simbilis' Righteous Mantle (DDE) - specters cannot pass through this.

Thasdrubal's Baneful Notifier (DDE) - detects specters.

Utilitarian Demonic Repulsion (DDE) - dispels the specter for one day.

Virtuous Blade of Motholam (DDE) - damages specters as described in 'Health'. NB: GM's can use these examples to extrapolate the effectiveness of any other spells not available to the author at time of writing. (DDE - 'Demons of the Dying Earth'; TT - 'Turjan's Tome'.) The spells from the DERPG rulebook and the Scaum Valley Gazetteer are not directly effective against specters - though old favorites like the Spell of the Slow Hour and Temporal Stasis may still have their uses. The single exception to this rule is the Spell of Stolen Life (DERPG). If the caster can activate this spell and pass the energy from a victim to the specter through touch, the specter will be annihilated.

v) **Stealth:** 10 (Specters try to restrain their angry groans as they ambush their prey, and otherwise make only faint swishing noises as they pass through the air.)

Personages

Ferestrand: Elder Beggar of the Old Town
"Return young man, return - lest your body lie here in its green cloak, to rot on the flagstones."

Ferestrand has lived in the Old Town for almost ten years - occupying the lower floor of a broken tower, which fortunately has an enchantment to keep away ghosts. He is an educated man and was once one of Kandive's Chancellors; escaping execution due to a clerical error and going to ground in The Fringe.

Eventually the difficulties of avoiding the Vigil raids became too trying and he fled into the Old Town for good. Though old and stooped, much to his surprise he is still alive, and his desperate situation (Kandive still has a price on his head and holds one of the deodand pits in perpetual readiness) has led him to strange circumstance.

Ferestrand fully expected that one day Chun would slay him, but instead has been sought out on occasion by Chun to spend long hours in strange conversation. He maintains cordial relations with this monster, but still finds it hard to countenance the large numbers of adventurers who die at Chun's hand. [Note: During Liane's visit to the Old Town, Ferestrand was mortally injured, but Chun found him and magically healed him.]
Ratings: Persuade (Eloquent) 9, Rebuff (Lawyerly) 11, Health 6, Appraisal 8, Athletics 1, Concealment 3, Etiquette 6, Living Rough 5, Pedantry 7, Perception 4, Stealth 3, Wherewithal 5.



Chun the Unavoidable

"I am Chun the Unavoidable."

Chun appeared in the Old Town of Kaiin almost three years ago. Despite being only slightly larger than human size, he is a Greater Demon; summoned and bound by a mighty magician who lived in the Old Town when it thrived. More recently, after the destruction of the Kaiin Witch Cult by Valdaran and his Legionaries (DDE, p104), one of the few surviving black magicians took shelter in the Old Town and stumbled upon the binding that held Chun.

Even after much research and preparation, this magician overestimated his potency when attempting to bind Chun. The magician instead became the first set of eyeballs to adorn the now terror-inspiring cloak, and freed Chun as well. Fortunately, Chun is made more vulnerable (see below) if he leaves the wide section of ruins known as the Old Town - due to the specifics of his original binding.

Two years ago the witch Lith also tried to enslave Chun for reasons of her own unpleasant whim. However, she scoffed too lightly at the fears of the local folk, and badly underestimated the demon. Since Kandive had recently declared the Old Town forbidden, adventurers had (only temporarily as it turned out) totally ceased their explorations, and Lith managed to convince Chun to spare her in return for her assistance in providing more victims. He took half of her tapestry to ensure she upheld her side of the bargain (see 'Liane the Wayfarer' DE pp55-64).

[**Note:** Chun is described in the DERPG rulebook on page 155. This new information supplements what is already known.]



Chun has a secret, known to nobody, though partially suspected by a few - including Ferestrand. Chun is a demonic guardian, and can only attack those who either trespass on his master's former property (the building next to the Place of Whispers) or who raise weapon or magic against him. (These details were indelibly written into his original binding - when some magicians had the strength to do such things.)

Since his appearance is so terrifying, this restriction has so far not prevented his accumulation of eyeballs, only slowed it. Normally all he has to do is loom menacingly - and weapons or spells leap into readiness (which is all that is required, since he does not need to be actually attacked first - only be clearly threatened with attack).

If he corners someone whom has posed no threat (say the cringing lone survivor of a party just dispatched), Chun is too smart to give away this vulnerability by behaving in a frustrated fashion. He simply pauses, before moving off as if he has been distracted by something in the middle distance, or perhaps been called away. (Though he extracts any suitable eyeballs from nearby corpses before departing.)



The reason Chun collects eyeballs is also to do with his binding enchantment, and specifically its nullification clause. As soon as he has collected the eyes of 5,000 slain 'intruders' (according to the specifics of his binding instructions) he is free to return to Fauvune. Including those he collected before the Old Town fell into ruin, he still needs 2129 pairs of eyes, and so is likely to be a Kaiin resident for some time yet. (The sole reason he sews some of these eyes into a cloak is for his own amusement.)

Though few adventurers have seen Chun close up and survived to tell the tale, various rumors hint at his appearance. He is a generally anthropomorphous insectoid with a chitinous (yet flexible) shiny black carapace across his back, and six strong and supple limbs. Although hideous, his face is disconcertingly human (except very close up, when it can be seen to be composed of small interlocking scales, or when he opens his mouth to reveal thin and pointed teeth).

However, he often strolls the ruins dressed in a rough hooded cloak, and might be mistaken for (or even interacted with as) one of the Old Town's beggars. Originally summoned as a guardian entity to protect his master from various powerful enemies and their agents, Chun was called because of some very specific powers he possesses. (These innate abilities are described below.)

Chun may also be approached by unscrupulous magicians and asked to perform various dark tasks or (if they have deduced his nature) supply information on the demonic realms. The best way to get on his good side is to take along several armed 'retainers' after having assured them that a meeting with Chun is already arranged and

their only duties are to protect against more mundane threats. (Chun demands not direct payment in eyeballs, as is often mistakenly assumed, but rather a supply of 'intruders'.)

Then the procurer of these intruders simply slips away, perhaps injuring or slaying one of the retainers from hiding to instill the appropriate level of panic just before Chun arrives. [Note: Interaction with Chun is not designed to be easy or wholesome. Chun is a demon, and merely thinking of using him as an ally should likely attract a negative sympathy point.] Possibly other things than the eyeballs of intruders exist that Chun might value; however, it is most adamantly not recommended to go to Chun with demands or with impertinent questions.

Ratings: Intimidating 17, Wary 15, Cunning 19, Misdirection 18, Magic (Innate) 22, Health 20, Appraisal 4, Athletics 10, Concealment 10, Gambling 10, Pedantry 4, Perception 10, Scuttlebutt 4, Stealth 10, Tracking 10, Wealth 2, Wherewithal 14.

Resistances: Arrogance 2, Indolence Ω, Gourmandism 4, Pettifoggery Ω, Rakishness Ω.

Chun's Innate Magic/Abilities:

1) See the 'Demons of the Dying Earth' book (DDE) for restrictions on DE magic used against demons. (In brief, no intellect-affecting spells will be able to influence him.) Also see the special Wherewithal rules for encountering demonic entities (in that same book). Even those spells that might potentially affect him must still overcome his impressive Magic rating.



- 2) Chun can use his Magic rating to challenge magical methods of concealment or disguise used by those who approach his master's former abode within 500 yards. If he succeeds he may simply ignore these effects from then on. (Even if the intruder has not activated this effect within that radius, nor until some distance away.)
- 3) Chun is immune from damage caused by normal physical means. Enchanted items or spells are required to injure him. (He is also immune to the harm from the sun's rays, but he still finds sunlight uncomfortable.)
- 4) Even if somehow hurt, Chun may regenerate from even the worst injuries - given sufficient time and opportunity. His body must be entirely burned or dissolved in acid to prevent this (and even then he reforms within his binding beneath the Place of Whispers, though cannot leave it without being freed again). NB: Should he be kept alive, being horribly injured to keep him crippled, he may choose to expire - and will return to his binding even though this traps him once more. (The GM will surely find some black witch crazed enough to wake him before too long if he is sent back to his binding for any reason.)
- 5) His binding enchantment prevents his being casually dispelled, and his Magic rating is effectively 10 points higher when resisting demonic dispulsion. (Although this has rarely been attempted in any case, since few even suspect his nature.)
- 6) As discussed in DDE, sandestins are of limited effect against demons. 10 indenture points would be required to motivate a sandestin to attempt to dispel Chun, and suffer the dire consequences.

(Consequences that any sandestin hints would reflect with equal potency upon the one who ordered the attempt.)

Chun's Operational Restrictions

His territory was defined as the 'borders of the town' - as it was back then. This effectively covers the whole of the Old Town right up to the edge of The Fringe. He will not willingly cross the rocks on the coast, nor climb more than a third of the way up the Scar - not even in pursuit of a promising set of eyeballs. However, this is not because he cannot, but because beyond these boundaries he loses all benefits described in 2,3 & 4 above, and does not want to risk being returned to his binding - from where he can no longer collect eyes in anticipation of his freedom. Chun only leaves this binding zone rarely, such as when he returns the threads from Lith's tapestry to the Thamber Meadow. (He can hasten to and from the Thamber Meadow in one night, and Lith does not know that his powers diminish away from the Old Town.) In the long-run (should a concerted effort be made to slay him after his full game potential has been exploited) this may prove his greatest weakness.

Note also, that Chun requires sleep, or at least a recharging period that resembles slumber. He normally 'rests' from an hour or so before dawn until 3 or 4 hours later. Later he rests within his chamber from mid-morning until late afternoon. The rest of the time he patrols the ruins looking for victims, though he is less likely to be encountered on bright sunny days - which disturb him. Occasionally he varies this routine.



Hangrib

“You need not fear me, for I have learned mastery over my foul appetites.”

Hangrib appears to be a very tough and semi-bestial deodand, but is in fact a ghoul (DDE, p81). As explained in that worthy tome, ghouls are more disciplined, more driven, more intelligent, and more brutal than the more regular half-man lineage from which they spring. Hangrib makes it his business to kill persons travelling the Old Town only out of absolute necessity, for he has no wish to anger Chun unnecessarily. Instead, Hangrib satiates his hunger on travelers that pass along the edge of the Porphiron Scar, or – occasionally – adventurers in the Fringe, who are out after dark.

Nonetheless, he spends more than half his time in the Old Town, which is a very safe place to hole up, due to the numbers of explorers who come here being so small. Since he only needs to feed every two or three days, and in any case brings the best parts of his victims back to his lair, he has plenty of time to explore, and has collected many strange and magical curios from amongst the ruins. (GMs will match his defenses and combat enhancements carefully to the strength of the PCs, so that Hangrib is a foe they cannot easily defeat.)

When he encounters adventurers, he attempts to befriend them, claiming that he is a deodand who has evolved beyond the need for human flesh, and may even produce animal carcasses as ‘proof’.

In fact, his very ability to talk to them without salivating and wheedling adds strength to his claims. Hangrib’s true personality is up to the GM, but we offer some suggestions:

Perhaps this creature is as insanely anthropophagic as any half-man, and merely hopes to be able to ambush the PCs far from Chun’s usual haunts. Or maybe Hangrib wants to steal from them their treasure. He might even claim to be a magician cursed into this form, and use his unusual eloquence and knowledge of Kaiin affairs (extracted from prisoners) to add credence to this assertion.

If he is in the mood for elaborate games, Hangrib reveals some of his spoils, and tries to trade with them. He will try and ingratiate himself with them in employment as a guide, and cunning GMs will set up circumstances so that the PCs have no alternative but to take him up on his offer. Of course in the end he will prove treacherous and attempt to kill and eat them, or lead them into Chun’s clutches. It amuses him to have set up various pit and deadfall traps near his own lair, and he may well try and lead PCs into these as well.





Zorgan, Old Town Liche

"Greetings, traveler. You risk much to wander these ruins."

Zorgan was once a necrophage of Kaiin, who discovered a way to bind a demonic essence into his own being, prolonging his life indefinitely. This essence also makes him preternaturally strong and agile, but to continue this shadow existence he must consume several pints of human blood at least once a month instead of eating or drinking. To this end, his canine teeth have become transformed into formidable incisors, but may be retracted and extended at will.

Zorgan has 'lived' in the Old Town for 232 years and is an affiliate member of the Kaiin Witch Cult; though he is not bound to their organization, rather being an expert consultant. He dwells in a crypt beneath the ruin of his manse, protected by a fearsome and tentacled demonic guard. Here he hoards magical devices, studies ancient tomes, and lives in seclusion, emerging only to feed, and sometimes to study (in disguise) at the Scholasticarium library.

In general he feeds only upon stray members of the lowest classes or upon weak and obviously poor lone travelers approaching Kaiin late at night. Whenever possible he disposes of the body in the marshy ground north of the Pannone Wall, or otherwise hides it. Sometimes he will take a victim in the Old Town, afterwards disguising the bite marks with a wound and taking out the eyes (which he discards nearby). In these ways he has prevented anything other than vague rumor announcing his presence to the world - the last thing he wants is to rouse local fervor into some kind of anti-vampire crusade.



When active during the day he dresses in a long and hooded cloak and sports a large false beard. Zorgan and Chun hate each other with a vengeance, and Zorgan has occasionally assisted Chun's prey to escape (whilst posing as a mysterious magician).

Ratings: Charming 15, Penetrating 18, Strength 18, Dodge 20, Health 22, Magic (Studios) 19, Appraisal 8, Athletics 13, Concealment 12, Etiquette 8, Gambling 10, Imposture (used only to pass as human) 12, Pedantry 15, Perception 11, Quick-Fingers 9, Stealth 14, Tracking 7, Wherewithal 16.

Resistances: Avarice Ω (3 if tempted by arcane magic), Indolence Ω , Gourmandism Ω (2 if tempted by human blood), Pettifoggery 3, Rakishness Ω .



Zorgan's Strengths and Weaknesses

Zorgan can no longer encompass spells that call forth light, that heal, or that are specifically designed to harm demons, nor can he ever command a chug. Sunlight discomforts him in the same way as it does demons; however running water and other compounds and threats from common vampiric folklore are without merit - save for one. The demonic essence is bound into Zorgan's heart; thus, destroying this organ will cause him to expire and collapse to dust.

Also, in order to maintain dominance over the demonic essence, Zorgan must rest in deep meditation for at least eight hours in every twenty-four. He normally does this inside a sturdy stone sarcophagus in his basement hideout. (Chun is unable to enter Zorgan's lair to enact vengeance as this place is attuned to a subworld other than Fauvune. Likewise Zorgan cannot enter the underhalls of the building by the Place of Whispers.)

NB: If you have access to the 'Demons of the Dying Earth' book, Zorgan needs also be treated as a demon.

Curiosities and Landmarks

Yaggar's Folly (A)

This stubby tower is one of the better preserved buildings along the edge of the Old Town, and normally a handful of beggars make it their home. Entrance via the ground floor is impossible without digging equipment, as over the years the beggars have solidly blocked all the entryways with depths of packed rubble and mud. Like Ferestrand's home, this building is also enchanted to repel ghosts.

Blasted Bath-House (B)

Once a place of pampering and relaxation this formerly fine structure is now the broken home of crows and rats. Its three pools these days contain stagnant slime rather than scented waters.

Gojagok's Statue (C)

A 15ft high headless warrior rests atop a hefty marble pedestal. In the rear of this pedestal is a stone door laid into the block so smoothly that it is almost seamless. Perhaps it was once totally secret and over time the shifting of the earth has revealed its presence to the observant?

Mazman's Inn (D)

Maybe this place really was once a popular inn, or maybe just a fine manse. Structurally it is notable, as the entire second story remains (although now mostly roofless). Apparently several valuable statues lie in its basement, amidst other intriguing relics, but all have so far proved too heavy to remove.

Larosser's Arch (E)

This decorated stone arch presumably commemorates some great historical event. Unfortunately the pictograms upon its surface are so worn as to be indecipherable.

Old Town Market Place (F)

A broad and broken plaza; now overgrown with bramble bushes. Still decorated with many broken statues, cracked and shattered ornamental ponds, and other fractured fragments of its former glory.



The Place of Whispers (G)

The Place of Whispers is a large courtyard strewn with debris; on three sides of which stand ruined colonnades. Despite its state of degradation, whispers in this place still carry across to the ears of a person standing anywhere in its precincts. The origins or use of this magical effect remain unknown. On the fourth side is a marble hall, ancient and cracked with its roof open to the sky, but still largely intact. Near its main door is a tilted column that once helped support the portico roof, and set into this is a large circular black metal plate. This sports a design that incorporates a phoenix and a two-headed lizard. (The emblem of the magician who originally summoned Chun.)

It is possible to enter the hall through either of the ruined doorways or through a place at the rear where the wall has collapsed near a corner. A smaller hall projects from the main building, and is protected by one of the few remaining sections of roof - although its walls are collapsed in numerous places. Hanging inside against the rear wall is a tapestry of exquisite beauty. It is large and contains many golden threads, depicting with obviously magical craft a huge and beautiful valley scene.

However, it is badly frayed at one edge, as if perhaps it was once much larger. This tapestry conceals the top of a rubble-strewn spiral stair that leads down to the crypt where Chun's binding is enclosed within a stone sarcophagus. When Chun hears intruders in the building above, he sneaks up and lurks behind the tapestry; always ready to enjoy the look of surprise that occurs if the tapestry is moved aside.



The Old Palace (H)

This evidences remnants of its former grandiosity, with its central buildings indicating a fine understanding of classic architecture. Several structures remain in reasonable repair.

The Hall of Mirrors (J)

This low circular building is weathered in the extreme, but no ruin. Apparently within it are several unusual rooms including a hall of mirrors. Anyone who looks in a mirror sees either a depiction of some other time in their life or an oracle that speaks one thing that they want to know and one thing that they don't. Some speak of the Keeper who also attends the devices here, but who or what this is remains unclear.

Tekkler's Manse (K)

Perhaps the greatest curiosity of the Old Town, this small manse stands in apparently perfect condition beneath a large and impenetrable semi-translucent dome of force. On sunny days, so it is said, visitors used to be able to see the gardens with reasonable clarity and observe vat creatures tending the flowerbeds.



The Temple of Q'mar (L)

Who Q'mar was, and what he, she, or it represented is no longer known. The temple is oddly shaped, and at its center is a wide dry well that descends into darkness.

Apparently ghostly ceremonies still take place here. [GM Note: Q'mar is actually a corruption of 'Quishmaer', the name for the ancient God of Vengeance. Most of the presences that still worship here are angered ghosts who have not yet found peace with ancient wrongs. They may attempt to convince visitors to perform tasks, perhaps in return for ancient knowledge, or may try and possess them for their own selfish ends.]

The Customs House (M)

The most robust ruin in this part of the Old Town, the old Customs House is now a large echoing hall. Rumor suggests that the hidden strong-room has never been found. Beneath the shattered wharves some distance away (now broken into shards as dangerous as the rocks on the rest of the coast) are said to be entrances to a semi-flooded cave network.

King Shin's Mausoleum (N)

Shin's body apparently lies in a sarcophagus crammed with jewels and gold, though no treasure has been found here in a century.

The Keep (P)

This angular ruin was indeed once a stronghold of some kind. Its walls are thick, but now broken in several places.

The Great Tower (Q)

Little more than a circular wall remains above ground to commemorate this grandiose title. However, apparently its basements descend several levels.

The Toll Booth (R)

Standing alone near to a large stand of trees, this small construction is set into a rocky outcrop. The glyphs that decorate its outer surface suggest that it has religious or magical significance. At the center of this edifice is a stone door that has apparently defied all efforts to open it by force or remove it by magic. However, should a gold coin be dropped into an adjacent slot (from where it slides away and is lost) the door moves aside, revealing a magically darkened passage. There are no tales of where this passage leads, but several stories about bold adventurers who entered and never returned.

Rumors

Chun the Unavoidable collects eyeballs in order to sew them into a cloak.
(True - as far as it goes)

Spells bounce from Chun as drops of light rain.
(True - usually)

In this last year numerous adventurers have gone into the Old Town to attack Chun and gain the glory of his defeat. Only one of these returned alive, and many suspect that he actually hid quaking in a ruin in the Fringe.
(True - all parts)

As long as you stay well away from the Place of Whispers Chun won't bother you.
(True sometimes - but only because Chun is resting or busy elsewhere.)

Chun the Unavoidable is not necessarily Chun the Unbribeable. Those who bring with them a set of recently plucked eyeballs and hold these aloft when Chun approaches will be spared.
(True - unless you also 'threaten')



Some years ago, petty thief Ulasmin fled into the Old Town with the Vigils hard at his heels. When he finally evaded the Vigils he ran straight into Chun! Having lost his sword and dagger during his flight his only choice was to grovel for mercy. When he looked up, Chun had departed. (True)

A small number of beggars live in the Old Town, around its southern edge. (True)
They know how to avoid Chun. (False)

Living in the Old Town is an ancient leucomorph that can take human form. Sometimes a body is found in the Fringe, Canal Town, or near the road east of Kaiin - drained of blood with puncture wounds in its neck. (Partially true)

Mad King Shin was buried in a magnificent mausoleum somewhere in the Old Town. No artifacts have ever come onto the market from this burial place, and therefore it must lie undisturbed. (True - only the upper decoy tomb has so far been found)

One can purchase fresh human eyeballs by the pair from a certain Yargaph of Canal Town, but the price is exorbitant. (True)

Chun is an entity from the Overworld, who fell to earth thirty years ago, due to a spasm in the fabric of space. He lost a great magical treasure in the ruin and his cloak of eyes facilitates the search for this missing item. (False)

Three years ago a lone survivor of a treasure-hunting group returned from the Keep, declaring that his fellows had broken into a buried treasure haul, but been attacked by specters before they could gather any spoils.
(True or False, dependent on GM's needs.)

Opportunities for Adventure

1) Most sensibly, the Old Town is a place that lends itself towards Turjan-level exploration. Within the subterranean ruins wait fatal traps, golems of metal and stone, carnivorous ghosts and far worse. Nonetheless, a flexible GM could also devise expeditions that experienced Cugel-level characters might survive (with luck).

2) "<Insert Name of Foolishly Heroic Character> wants to try and kill Chun." Expeditions to annihilate Chun could be preceded by every player being asked to roll up a new character - so as to 'save time later'. If this is insufficient warning, be prepared to play out the whole harrowing chase and slaughter roll by roll. (Particularly craven adventurers might even unwittingly discover Chun's weakness.)

3) One creature unique to the Old Town, is the lizard-like 'shodenk'. Magicians value this wide-eyed enchanting (and enchanted) creature, as its blood is crucial to many a magical project. A sackfull turns high profit in the Scholasticarium. Capture is arduous, as it is not only swift, but capable of changing color to match its environment.





4) As far as the common populace of Kaiin is concerned, the only people who go into the Old Town are fools who believe that they can slay Chun when all others have so far failed.

It will only be after some time spent in Kaiin that characters will hear the first rumors that from time to time treasure-seekers return from these ruins with hauls worthy of awed respect. Such events are few and far between (since apparently the death rate is high), but one such is perhaps ideal for bringing this opportunity for adventure to notice.

In a low city tavern a ruffian is attempting to sell an archaic silver coin. Mutterings hint that Raslin the Bold (a tomb-robber) gave him this for services rendered. One person examining the coin quietly speculates that it must surely be from the Old Town, and the man acknowledges with a grunt that it is possible that Raslin made a successful trip.

The characters that overhear this exchange will have difficulty gaining information from either of these two, since Kandive is obsessed with uncovering any who have broken the edicts and entered the Old Town. (Folk rightly fear that Kandive's informers could be anywhere.) However, with incentive and Persuasion, the characters will learn a handful of rumors, including that on every expedition a recent recruit (from out of town) is sacrificed to Chun whilst the others flee.

(Those characters for whom necessity and fear are far greater motivations than heroism or uncertain profit might be impelled by debt-collectors, or as an alternative to execution.)

5) An encounter with Chun should ideally be part of any campaign around Kaiin. Since GMs now understand his limitations, such an opportunity can be devised from which most characters escape. (Chun may be fast, but not like a dhjetar at the Tracks. Should the characters simply separate and flee to The Fringe by divergent paths, Chun will only have time to pursue and slaughter two or three of them before they reach safety.)

Taglines

"Now we are as good as dead."

"How, in the name of Dijekom, did we come to be in such a den of despair?"

"I value my eyeballs as rare and wondrous commodities, and am loath to relinquish even one."

"A chill has bitten me to the very marrow. I suspect the approach of supernatural agents of our demise."

"When hiring porters might I suggest persons that are stout or elderly, or preferably both?"

"That shadow yonder; it moved – it is not conceivable that I was mistaken."

"Swiftly, tear down that tapestry and let us be away from here with haste!"

"Beggars of varying impressive infirmities dwell here with impunity; thus what can we have to fear?"

"This body is long weeks old, and has been virtually devoured by rats. Chun has surely long departed!"

"The body beyond this stone balustrade is as fresh as yesterday's oysters, and smells not dissimilar."

"If by some freak chance you survive, look for me in the back bar of the Spined Tome."

"Beyond that deep shadow I saw a window through which an agile fellow could easily leap to safety."

"From the goodness of my soul I allow you to proceed first and thus obtain the greater glory."

"I shall remain still, so as not to impede your escape."

"I have no interest in tapestries; either whole or partial."

"That fellow yonder is a ruthless collector of wall hangings, and dragged me here against my better judgement."

"Why do you falter? It is merely a decrepit statue; what harm can it possibly do us?"

"Despite such reckless taste in garish jenkins, I could have fared far worse for a travelling companion."