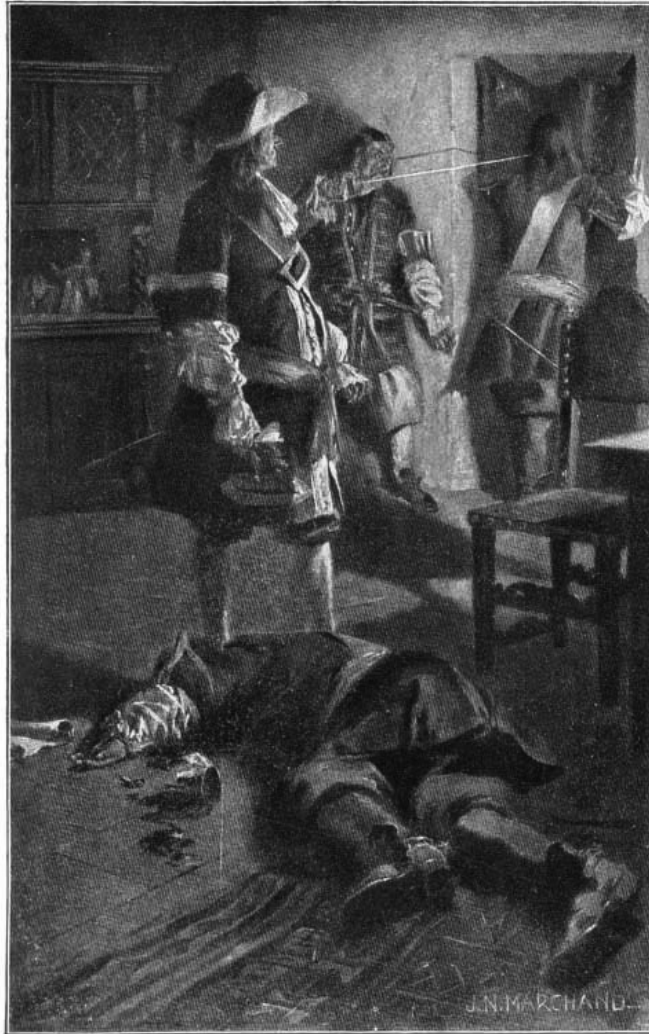


# The Royal Cartographers

**Using the Scaum Valley Gazetteer as one huge campaign!**

By Ian Thomson

*(cover picture by JN Marchand: it & interiors courtesy of Dover Books)*



## **What you will need to run this series:**

A version of DERPG rules

The magnificent “Scaum Valley Gazetteer” (SVG)

*(all numbered references next to locations in this document indicate relevant pages from the SVG)*

## **Also highly recommended:**

The Kaiin Player’s Guide

The Guide to Azenomei (free on the DERPG Violet Cusps page)

## Introduction

The Scaum Valley Gazetteer presents numerous adventure opportunities for low-medium level Cugel adventurers. A long time back I began plotting an outline that would take PCs across all of these locations on some kind of legitimate quest or other. That never quite held water, that they would have to visit so many disparate locations, and in the end an easier solution presented itself to make best use of this excellent sourcebook as a complete campaign.

## Kaiin (111, & Kaiin Players' Guide)

The PCs are either resident in Kaiin or summoned there by Royal Decree, or captured and taken to Kaiin at the end of some daring exploit that went horribly wrong, or some daring exploit that went right but included within it some legitimate felony. Such as theft of an item clearly owned by a person of influence, or grand trespass on such a person's property. Or even something like illegal activities within Kaiin Old Town (see the free Guide to Kaiin's Old Town on the Violet Cusps page).

Due to these or other exploits, Prince Kandive of Kaiin believes the PCs are clearly the best persons for the job he has at hand. He sends a messenger with a Royal Command that they present themselves at Court within the week. However these episodes begin, at the Palace they will be given fine clothes, magnificent rooms and freedom of the Palace for a couple of days, knowing only that they wait for Kandive's schedule to allow time for an audience.

This delay is a contrivance that it may take weeks before the decadent prince remembers to call them to him. It is in place merely to have them spend time living in the Palace as reluctantly tolerated guests and become involved in the intrigues there. Nobody is sure why they are here, and is reluctant to offend them in case they are due to be heralded as persons Kandive respects highly. Nonetheless, human nature in the DE is what it is, so unpleasantness and jealousy may arise. (Depending on the circumstances in which this series begins, this freedom of the Palace may contrastingly occur after a time languishing in its dungeons, a trial, and sentencing to the deodand pits that is suddenly and inexplicably commuted!)

## Creating a Geographic & Sociologic Map of the Domain

The premise is that no such document as the Scaum Valley Gazetteer exists, and Kandive wants one made. He believes he rules a vast area and has little idea of what goes on within it. Yes, technically he doesn't rule the whole of the area covered in the SVG, but in these latter days royal jurisdiction is hard to measure. So he wants a group of reliable and resourceful stalwarts to go out and collect information, dictate their summary of each locale to a message spirit and send it back into the magical realms, which it will travel through back to the palace. He has artists, geographers and cartographers standing by.

Information he requires consist of:

- Name of settlement (and rough numbers of inhabitants)
- Details & rumors of any unusual/magical locations/artifacts (both in settlements and within a day's walk of the river)  
*(the reason why he has chosen adventurers and not flunkies for this task is that he wants persons with skills of cunning and self-preservation who won't perish instantly whilst collecting information on such things)*
- Names and other details on any persons of note (magicians, town officials, merchants and business folk of significance)
- Anything else the GM feels important to add after having a read through of the SVG.

The artists are because he also provides the PCs with a magical artifact, an imp in an ornate and clearly ancient box (inspired by Terry Pratchett's work) that can create moving renditions of images observed from a glass lens in the front of the box. This box is only the size of a large book, and weighs half that, so can easily be carried. The instructions that come with it are to hold the box up when a view of particular magnificence is in sight, or when observing some major geographic or social peculiarity, and say the command word. After a few seconds, say the deactivation word. The imp does the rest (including the transmission of the images next time the messenger spirit (see below) is activated – attaching automatically its imagery to that being as it departs). Kandive warns that the imp can only be used once a day and expects that it be used at least once every three days, though preferably more often. He may appoint a single PC to be the official Visualiser. Or he may ask them to put someone forward and the PCs may need to Persuade each other who is the most skilled for that role.

Basically he has decided to bend with the wind as to whom he sends, and to send out three different groups of itinerant vagabonds with some obvious skill and a known history of effectiveness. He may have had spies watching the PCs for some time. (Inventive GMs might introduce a spy into previous adventures, and have that person spotted observing them.)

Few limitations are put in their behavior beyond how they normally live their lives, only that they linger no more than a few days in any one spot (unless forcibly prevented from moving on of course), and that they activate the message spirit every 3-5 days, and each person spends an hour giving a comprehensive report. (Fortunately the spirit can listen to several people at once.)

Kandive has a representative in Azenomei (GM invents details) and delightedly finds it 'most synchronous' that their journeys will take them regularly back to that large town. He says that each time they (according to his prepared itinerary) pass through Azenomei, they may take a week's rest there. (He is a just & generous benefactor!)

Kandive says they are free to investigate and adventure as he understands they normally do, seeking ancient treasure or honest terces for work. He stipulates only that you his Cartographers (unless your PCs are normally more injurious, in which case extend or expand the limitations here):

- Take no terces or crowns from any individual's possession except in payment for a mutually agreed task
- Take goods of no registered business or person without permission (with the exception of retrieving stolen goods)
- Injure nobody intentionally except in self-defense
- Travel only on foot or by slow-moving steed/cart, or {when moving downriver only} at the speed of the current, stopping at all human habitations to resume the survey. (Kandive doesn't want them rushing the job!)
- Interview all magicians and daihaki [otherworld beings] (and summarize in a written report)
- Visit all places sacred to daihaki (and catalogue all magical/divine influences present)

Cartographers must also accept that he takes no responsibility for their actions and that they cannot call upon his mercy or agents (should they be lucky enough to bump into anyone loyal to Kandive with some manner of social influence) unless some highly unusual event has occurred such as their being wrongfully imprisoned for something in which they have no involvement. He stresses that apart from the regular messages, he has no particular wish to hear from them until they complete their mission in a year or two and return to Kaiin.

## **Reward for Services**

As well as any cash payment or clearance of debts you decide upon, on completion of the mission the PCs will be pardoned for any misdeeds prior to their departure and awarded:

- a) A hereditary title as a Kaiin grandee
- b) A lifetime's small honorarium (enough terces – collected fortnightly from the Palace treasurer – to ensure they never have insufficient for at least high quality bed and board ever again)
- c) Lifetime full membership of the Scholasticarium

OR (for PCs just completed the Footsteps of Fools campaign)

- a) The rights to full ownership of Pergolo
- b) Whatever else of suitable allure that the GM invents or the PCs bargain for. Perhaps the most logical is to have them seek the assistance of an experienced mage to assist them to catalogue and make safe their new home! Although membership of the Scholasticarium and hereditary titles would certainly be appropriate for PCs moving closer to the realms of becoming Turjanic adventurers.

The GM needs to spend a bit of time creating details of their meeting with Kandive and the events that lead up to it. Also create grand titles (such as the 'Royal Cartographers' – not exactly technically correct, but has a nice ring to it), some manner of symbol of office (that has no guarantee of being universally acknowledged, but that Kandive hopes will come in handy now and again to assert their official capacity), and any magical assistance that will be given to them (items or personal enchantments). You may wish to play Kandive as a relatively benevolent dictator, such as the current ruler of Ankh-Morpork (Pratchett again), who has spies everywhere. He also has a rough sketch map of the river valleys and knows that the main settlements are on these. He has arbitrarily decided on the route the PCs must take, and this is not negotiable:

Ai) From Kaiin to Azenomzi

Aii) From Azenomzi along the Twish to the furthest settlement/geographic notability at the river's headwaters. Then over the hills from there to the headwaters of the Sung

B) Down the Sung back to Taun Tassel then to Azenomzi

C) Along the Seaum to the furthest settlement/geographic notability at its headwaters. Then over the hills from there to the headwaters of the Xzan.

*Astute readers will notice that an option exists to walk the tunnels from the Black Lake to Tunnelsmouth rather than walk the hills, though PCs won't find this out until they get there, and Kandive doesn't have this information (it's exactly the kind of thing that the Cartographers are being sent to discover).*

D) Back to Azenomzi along the Xzan

E) From Azenomzi to Val Ombrio, then visiting each of the famous watchtowers north of that city

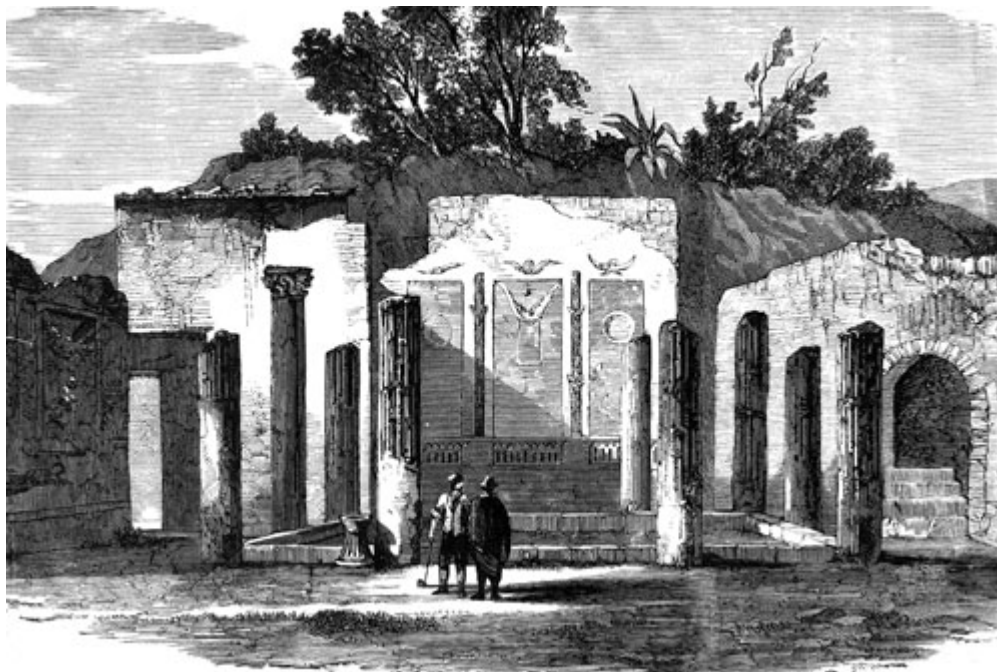
F) From Val Ombrio along the Great South Road to Falu then back to Kaiin

*Since these last expanses of geography (with the exception of Val Ombrio and the Fifth Tower) are not well-covered in the SVG the GM may wish to (as these places approach in the game) invent some more expansive details – especially on the way to Falu (perhaps incorporating some other scenarios from another source) so as to end their escapades on an 'up' rather than with a splutter.*

## Prince Kandive

You may begin the actual expedition with Kandive using the 'Intimidating' Persuasion style as he extracts promises from the PCs to complete the mission fully, investigate all persons and locations that draw their notice, and stressing how displeased he will be if they slacken from their zeal in holding such values as sacrosanct. If so, this counts as a grand Persuasion contest that the PCs agree to, and their can then be used as GM leverage if PCs later wish to lazily/fearfully avoid certain SVG places.

More specifically, as described in *Turjan's Tome* and the *Footsteps of Fools* campaign, a carefully worded 'Goal' could be created that includes their attention to detail as a part of the task in hand. IE their mission naturally includes investigating any and all things of interest, so Players have to accept that this is simply what their PCs want to do.



## **GM's Notes:**

- How the PCs find out about isolated places of interest is up to the GM. They may hear rumors, see trackways that are obviously used, or observe structures in the distance. It is possible that the PCs will have to backtrack now and again, after reaching a settlement and learning there of some oddity off the trail a few miles back.
- In some cases a recommended order of locational encounters includes places out of the way. The GM can invent trackways, trails and small roads that wind into the countryside encompassing these places in the order described, AND have GMCs and/or signposts make this clear.
- In sections where no settlements are described, the GM decides if any are there and makes up names for them. And/or the GM can poetically and succinctly narrate the passing of characterless hamlets and villages where the PCs roughly calculate the number of residents, make a quick tally (by asking people in the local tavern) of how many farms are nearby, and hurry on.
- How the PCs actually present themselves to folk they encounter on their travels is very much up to the Players to decide. As it is up to the GM in the moment to decide how GMCs respond.
- Having the PCs present themselves as persons in an official capacity seeking knowledge might in other games garner instant respect and whole-hearted assistance. In this game, the further one gets from Kaiin (except perhaps in major settlements such as Azenomei and in the case of a few grandiose officials/merchants etc) the less talk of Kandive impresses anyone. Typically if the PCs simply ask for descriptions of the local area in an official capacity, information will be minimal, slow in coming, or even utterly inaccurate (either due to wit, malice, or simple slow-mindedness). The GM should make it quickly clear (through gameplay) that posing as regular travelers who merely have a keen interest in the locale is usually the best way to gain what they want to know.
- Only in unusual places such as Taun Tassel will provable connection to Kandive clear the way through some of the local official impediments. Though it will likely also come in useful now and again in preventing the PCs from being summarily executed or imprisoned when they explain that they are agents for Kandive. (Note that Persuasion contests to convince people of the truth of such claims may be required as and when the GM decides.)
- The GM is advised to read through the SVG once before starting this series, in order to gain an overall sense, and to create any notes as to how the PCs may become involved in local goings-on. And these notes should also be expanded through reading ahead a few sections as the adventure series actually plays out. As GM you know your Players and PCs better than anyone and can adapt and expand as you go. One thing to look out for is recurring characters that might pursue PCs or join them for a while, or be travelers themselves. Such things amuse and add to a sense of the world going on around the PCs.
- Note also Appendix 1 of the SVG which suggests additional encounters. You may wish to add to these into play.
- Finally, be aware that in many instances the PCs are walking along old rarely-used roads through sparsely inhabited regions (where sometimes they pass no habitations at all). The GM decides if an area is likely to receive much road traffic and/or if river traffic is sufficient to merit way-stations, then invents occasional inns or other odd places of refuge. However, PCs will often have to camp out under their own devices.)



## Ai: From Kaiin to Azenomei

Kaiin (pp 111–113)

*(2.5 days)*

Sfere (p 110)

*(1.5 days)*

Quanorq (pp 105–109)

*(1.5 days)*

Haskel (pp 99–101)

*(3 miles)*

Pastel Manse (pp 96–98) {Plus ferry (101/102), plus Ruined Pavilion (102), plus Inverted Villa (100/101)}

*(2 miles)*

Monastery (pp 102–104)

*(2 miles?)*

Dawngallow (p 96)

*(2 days)*

Zoken (pp 93–95)

*(3 miles)*

(Slayomund's Wanderer (p 91) to cross river at this point)

Boumergarth (p 91)

*(Over hills by rough trail {perhaps half-men} 12 miles; by riverside road then trail into hills: 1.5 days)*

Falu (pp 85–87)

*(4 miles)*

Falu Village (pp 85–87)

*(10 miles, including 5 backtracking to Falu)*

Taun Sfere (pp 82–84)

*(3 miles overland to cut off trekking down an uninhabited riverside section)*

Vaulvuve (p 85)

*(an hour after the town in the forest heading east)*

Two-Headed Giant (p 81)

*(2 days The Lake is long)*

Lake Island (p 81)

*(1 day)*

Vilyat (pp 78–80)

*(1 short day)*

Valley of Graven Tombs (pp 71–76) (including at the far -east- end the Tanvilkat Vineyard (pp 71–73)

*(3 miles still alongside the Tanvilkat vineyards)*

The Palace of Delights (p 77)

*(1 short day)*

Doomerth (p 74)

*(6 miles)*

Taun Tassel (pp 63–70)

*(2 days)*

Jezantay (pp 57–63)

*(1.5 days)*

Azenomei (pp 50–56 & Azenomei Guide)

**Aii) Along the Twish to the furthest settlement/geographic notability at the river's headwaters. Then over the hills from there to the headwaters of the Sune**

Azenomei (pp 50–56 & Azenomei Guide)

*(4 days)*

Zamplin (p 142)

*(2 days)*

Danloys (pp 141/142)

*(3 days)*

Xalgan (p 141)

*(2 days)*

Chillersdorf (pp 138–141)

*(1.5 days)*

Raulk (pp 137/138)

*(4 hours)*

Ferhaben (pp 132/137) (Surprise! The Crystal Fair is being prepared for, and starts the next morning.)

A vast expanse of soggy marshland infested with hoon is the best reason for the PCs to take the rough country road that passes through the following locales before terminating at Ousiak.

*(The book says 1 day perhaps seeking Chazam Radnark after being paid by Azvan to go and find him, the map indicates more like three. One way to solve this is to say that the map is inaccurate and that Twissep is much closer to Ferhaben than marked.)*

Twissep (p 136)

*(3 hrs one way)*

Argyriaa (described by the folk of Twissep as unbearably dull, the PCs may not take the side trip: 132)

*(and 3 hrs back again, only much more bored this time!)*

*(4 days from Twissep to Ousiak on an old road through otherwise uninhabited countryside)*

Ousiak (pp 128–132)

*(2 hrs)*

The Cascades (p 132)

*(The road from Osier to the banks of the Sune passes along the north edge of the Cascades. It takes pretty much the whole of 1 day to walk its length.)*

unknown campsite

*(1 day by an old road that still clearly sees traffic and possibly even a signpost, or more likely someone at Ousiak will have informed them, to reach the Iron Man Inn)*

## **B) Down the Sune back to Taun Tassel**

*This is referenced very simply and in the correct direction in the SVG section The River Sune and lands to the North (pp 114-127)*

Iron Man Inn (pp 114-117) (the only recommended geographic cheat in this article: place it between Sune & Llaio)  
(4 days)

Llaio (pp 118/119)

(2 hrs)

Black Glass Bridge (p 119 - mention only)

(4 hrs)

Susheg (pp 119-122)

(4 days through peaceful agricultural land)

Flath Foiry (pp 122-125)

(6 hrs)

Price of Ferghaz Inn (pp 125/126) (the building indicated is more likely to be Shruue the Diabolist's manse than the Inn, but perhaps the manse is visible from the Inn, or PCs hear about it there.)

The Sune Plain (pp 126/127)

(3 days)

bridge suspended by fine silvery cables (p 126 - mention only)

(1 day)

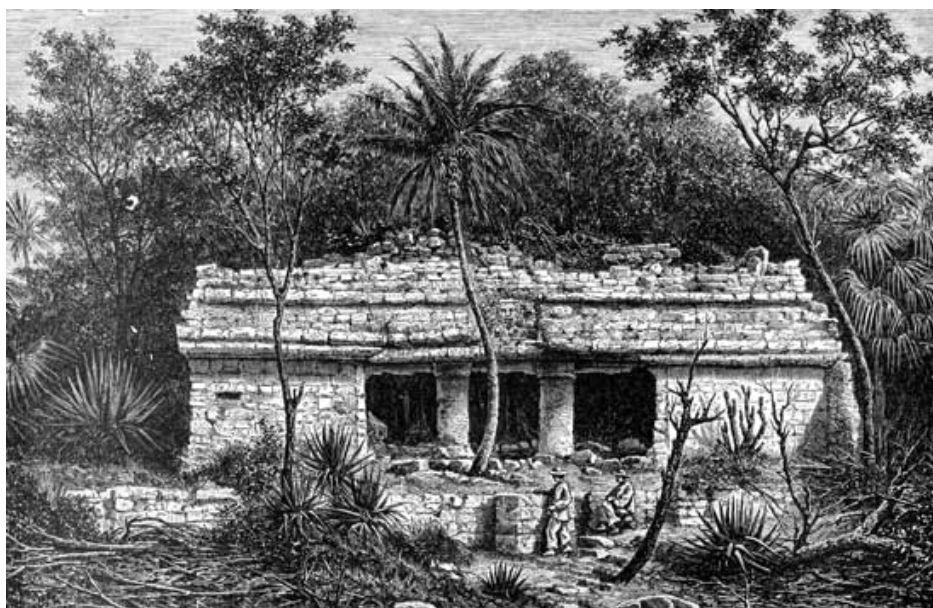
Taun Tassel (pp 63-70) (return visit)

(2 days)

Jezantay (pp 57-63) (return visit)

(15 days)

Azenomei (pp 50-56 & Azenomei Guide) (return visit)





**C) Along the Scaum to the furthest settlement/geographic notability at its headwaters. Then over the hills from there to the headwaters of the Xzan.**

Azenomei (pp 50-56 & Azenomei Guide)

(4 days)

The Demon & Fishing Spear (20/21)

Working for Falax (pp 21-24) (this being the ONLY way they can get to meet and interview the reclusive Jabbernowl)

(2 days)

Brothers of Hulgen (p 17)

(2 hrs)

Murant (pp 15/16)

(2 hrs)

Manse of Jabbernowl (pp 18-20)

(2 days)

Widdloe's Inn (pp 13-15)

(2 days)

Osier (p 8)

(2 days)

Begellum (p 36)

The Madretsfel Causeway (possibly just a quick look) (p 40)

(2 days - the only way to find its whereabouts is when Solvinass approaches them to try to employ them. They are contractually obliged to Kandive to investigate all shrines and Solvinass won't take them for a casual visit. Only he knows the way through the marshes.)

Shrine of Gilfig (pp 37-40)

(4 days - back to Begellum then Osier as northern marshes are impassable)

(2 days)

Giesberd (pp 143-145)

(6 miles)

The Vale of Flowers (pp 146-150)

(2 days by old loggers' path)

The Black Lake (pp 150/151)

(The residents here know of the site of Bomvedro where a mighty wizard has his manse and can guide the PCs there, and evidence appropriate surprise when all that can be found is a wide deep crater unless the GM wishes to evolve more relics/crazed survivors etc. They also know a way to pass across many miles of deadly foothills with no risk of encountering half-men. They simply in return for these services/this knowledge want the PCs to assist them by making a delivery of a new boat to its collection point at Tunnelsmouth. This is a complete lie, and they will follow the boat, cruelly using the PCs as bait for the creature, and be unashamed about it afterwards. They may also use as incentive a map they have showing the purported location of the Lost Villa of Amberlain the Second near Azenomei. They themselves are too timid to make use of it, and none wish to leave their known environs.)

## **D) Along the Xzan**

Tunnelsmouth (pp 151/152)

*(the book says a few miles, the map indicates 1 day)*

Radbeln Slay (pp 152/153)

*(the book says 2 days, the map indicates 4 days)*

hoon Wallow (pp 154/155)

*(1 day)*

Casghut (pp 156/157)

*(2 days)*

Yokode (pp 157/158)

*(1 day, to walk around the cliffs to the nearest climbable point)*

Northern Spa (pp 34/35) (This is viewable on the clifftop as they pass downriver, and from up here the Northern Trail and distant Jurismeí can be seen. At hoon Wallow they will have been told no habitations are on the river between here and Krasulk, whereas three settlements are or were some years passed when last the speaker heard any news on the Northern Trail to Krasulk.)

The Northern Trail (pp 33/34)

*(2 days)*

Jurismeí (pp 27-31)

*(1 day)*

Quillan's House (pp 31-33) (They may be forced to seek shelter/aíð here when some menace of the wilds is stalking them, and to do a task for the wizard in return for his assistance.)

*(1 day)*

Wittles Inn (pp 24-26)

*(1 day)*

Drossid (pp 26/27)

*(2 days)*

Krasulk (pp 158-160)

*(3 days walking, 2 days if drifting long into the night)*

Azenomeí (pp 50-56 & Azenomeí Guide) (return visit)

## **E) To Val Ombrío**

Azenomeí (pp 50-56 & Azenomeí Guide)

*(1 day upriver)*

The Lost Villa of Amberlin the Second (pp 48/49)

*(1 day across country)*

Scarholm (pp 47/48) (cheating a bit by relocating Scarholm further north, so that PCs stumble upon it when heading back across country towards the main south road after searching the Lost Villa)

*(4 days) The Road From the River (p 47)*

The Five Towers (pp 41-46) (Someone in the fifth tower will explain that the old military road joins the towers, and after the first tower the travelers can join the regular Osier road and proceed back south to Val Ombrío that way, rather than returning back along the military road)

*(4 days along the military road visiting the towers)*

*(6 days along the Osier road through the South Hills to Val Ombrío. Encounters needed here!)*

Val Ombrío (pp 88-90)

## From Val Ombrio along the Great South Road to the Scaum then back to Kaiin

Val Ombrio (pp 88–90)

*(9 days. If ever a section of road needed some encounters, this is it. We recommend pouring over your copies of the Excellent Prismatic Spray and other DERPG sources to find at least three adventures/locations to position along this road. Even these next two locations may already have been visited.)*

Falu (pp 85–87)

*(4 miles)*

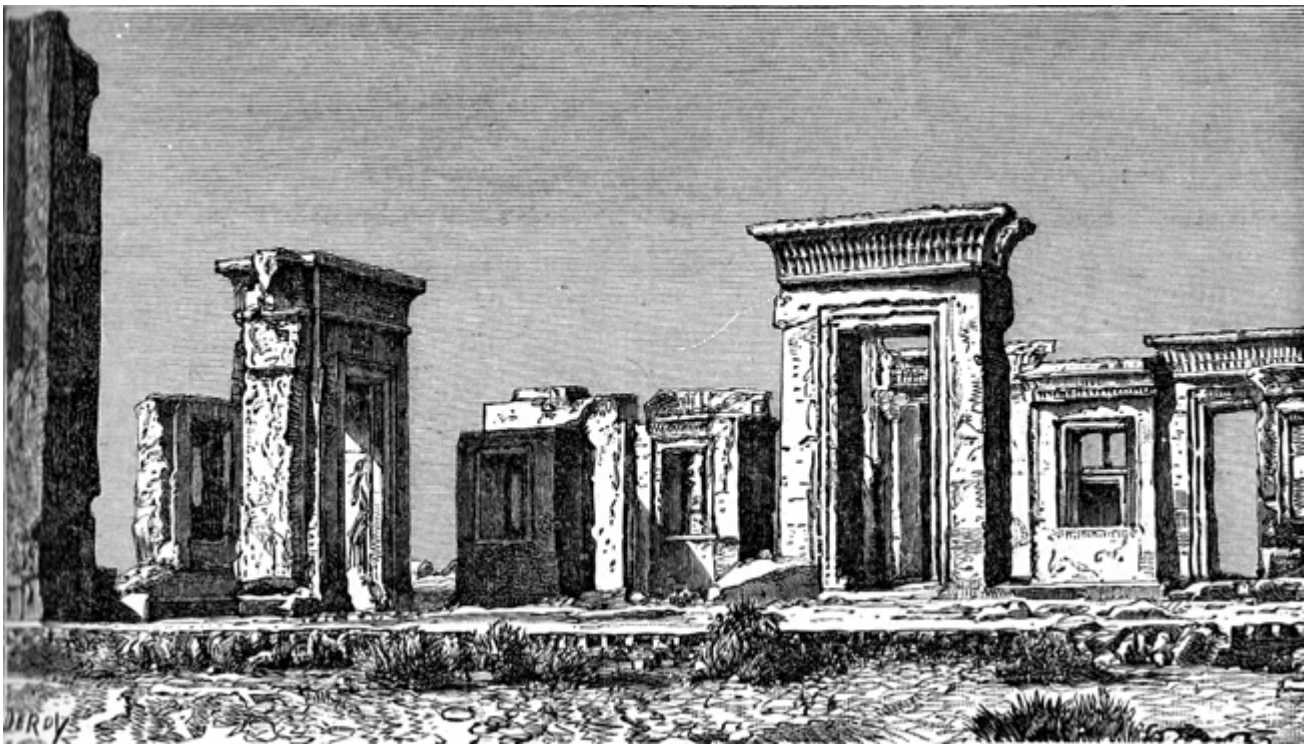
Falu Village (pp 85–87)

*(10 miles)*

Taun Sfere.

River voyage to Kaiin

NB: Inventive GMs might like to think of an encounter in Falu Village for their first visit at the start of this piece that can be reprised again here at the end. Something as simple as someone running a crafty confidence trick on them (selling some worthless piece of equipment that appears to be great).



## The Grand Finale

At the end of all this if you wish to have the PCs immediately return to being itinerant vagabonds, then Kandive has been recently ousted, and his brother (who was exiled many years before), Kandine has taken over power, assuming his place and roles in an almost identical fashion. The only major difference between them is that Kandine has no interest in geographical accounts (beyond their sheer entertainment value) – or in bestowing rewards for gathering such.