



Issue 31

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Credits

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The Colony of Skeggi

The best place to set adventures in Lustria is the colony of Skeggi. Founded in 2410 this colony has become a well-built and prosperous trading outpost. Skeggi and the isthmus of Lustria is the perfect place for a GM to set adventures in Lustria. It offers roleplaying opportunities with the Slann and Lizardmen of Hexoatl, as well as the challenges of dark elf raids, pirate fighting, and the hostilities from the Slann located in the jungles of Lustria to the south. This section describes the colony and the dynamics of the isthmus.

Skeggi is a melting pot of customs and people. Old World merchant ships can be seen docked here at all time. It is also not uncommon to see merchants from Araby, Ind, Cathay and Marienburg walking the streets. Yet a visitor to Skeggi quickly notices that the predominant residents of the town are the Norse.

The town has a population of just less than a thousand and the majority live within the walls of the town. It is a seaside community and a large stone wall surrounds all but the east end of the town. Starting at the docks and running directly west is *Losteriksson's Way*. This is the major road on the isthmus and leads directly to Hexoatl, a three-day journey by foot.

There are very few buildings made of stone and brick in Skeggi. Due to the warm temperatures buildings tend to be made of wood, have large windows and flat roofs. Unlike the northern cities of the Old World where buildings are tightly packed next to each other, the buildings in Skeggi have open spaces between them. This helps circulate the air and provides shade in the streets at the height of the noon sun.

The docks and warehouses dominate the east side of the town. Known as the Warehouse District this spot is the busiest area in the town. Ships can be seen docked here loading and unloading goods at all hours. The warehouses are owned by the colony and are rented to merchants in the Old World to store trade goods. Many trading companies have their headquarters here as well. The north end of the town is the Residential Area and the small houses are relatively tightly packed together. The area is predominantly Norse but sailors and their families live here as well. Directly south and next to the Warehouse District is the Market Place.

The Market Place is the centre of town life. Numerous canteens are located here as well as stores selling both Old World and Lustrian goods. The Market Place is also the section where foreigners typically call home. There are numerous boarding houses and inns that serve as home to non-residents. One interesting business is *Bitz Itz Baskets*. Bitz is a Skink that settled in the area a few years ago. Bitz was tired of life in Hexoatl and wanted something different. He came to the village and began to make and sell quality baskets. The townsfolk tolerates him but a few consider him an outstanding example of the promise that this colony has.

To the south of the Market Place is the residence of *Jarl Kutenson*, Mayor of Skeggi. Jarl was born and raised in the colony and he has seen much in his forty years of life, Jarl has been the mayor of Skeggi for twenty years and inherited the position when his father died. Jarl's twenty-year reign has seen much advancement in the town. It was Jarl who opened negotiations with Hexoatl and forged the new age of cooperation between the two settlements. It was Jarl who welcomed Bitz to the town and assisted him in operating the

business. Jarl is a fair ruler but also heavy handed. He ensures the peace and safety of his town by funding the Watch.

The Watch enforces Jarl's laws and ensures the peace of the colony. They are a constant presence in the warehouse district and in the Market Place inns and taverns. Rowdy sailors are quickly dealt with and lawbreakers are jailed and tried within days. The Watch also patrol the walls of Skeggi and watch the jungles for signs of trouble. The Watch is also responsible for patrolling the waters in and around Skeggi searching for pirates. The Watch is respected, though some consider them over-zealous in their enforcement of the laws. Mayor Kutenson has taken steps to keep the Watch in line but also argues that the Watch protects Skeggi from numerous threats. Currently the Watch numbers 200 members and they are always looking for new recruits to join their ranks.

Outside the town walls is a large plain that runs up to the jungle. There are a few buildings built on this plain, mostly part of the "dirty" trades such as smelting and tanning. There are a few Skinks that have set up home in the area. These Skinks arrived and try to make a living by selling pots and other hand-made goods. No-one has yet realised that these fringe-dwellers are spies and were sent from Xlanhuapec to keep an eye on the Norse and on Hexoatl.

Skeggi is home to a few Old World trading companies and this is the easiest way for a PC to get a job. All trading companies seek new workers and once a month there is a ship bound for Skeggi with new recruits. Trading companies are always looking for skilled adventurers to serve as guards to protect their interests in Lustria. By signing up with a trading company the players are given a place to stay and an opportunity to see the region. They also agree to work for the company for a total of two years and once the term is over they are free to return back to the Old World. Most, after the term of service is complete, choose to stay in Skeggi and remain in the New World. The colony welcomes all productive people with open arms, all they have to do is get there. The colony always seeks farmers, craftsmen, and other skilled people. Adventurers are welcomed and can quickly find work in the Watch.



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Members of the Slann Empire

A GM can use the Lizardmen as NPCs, or even create a campaign where the players are Lizardmen. This section will provide the GM with everything they need to create Lizardmen characters. GMs should also not allow Lizardmen characters to mix with the standard parties of human, elf, dwarf, etc. The reason is simple: Lizardmen view the *warm-bloods* as the enemy. By using these rules a GM can create Lizardmen NPCs to add a new mystery to the *WFRP* world.

Table 1: Statistic Generation Rolls

<i>Statistic</i>	<i>Skink</i>	<i>Saurus</i>	<i>Kroxigor</i>
Move	D3+3	D2+2	D2
WS	2d10+10	2d10+30	2d10+20
BS	2d10+30	2d10+10	1d10+10
Strength	D2	D3+2	D3+6
Toughness	D2	D3+2	D3+6
Wounds	D3+1	D3+5	D6+6
Initiative	3d10+20	2d10+20	1d10
Attacks	1	1	1
Dexterity	3d10+10	2d10+20	1d10
Leadership	3d10+10	2d10	1d10
Intelligence	2d10+20	2d10	1d10
Cool	2d10+10	2d10+20	2d10
Willpower	2d10+10	2d10+20	1d10
Fellowship	2d10+20	2d10	1d10

Special Rules

2 *claw* (S5) and 1 *bite* (S7) attack.

Salamander

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	43	4	4	10	20	3	0	24	15	10	15	0

Physique

Salamanders live in the jungles and swamps of Lustria, and they are vicious lizards that spit corrosive venom. This venom is so strong that it can bring down prey and be used against enemies. The Skinks have trained the salamander to act as weapons of war but this is still dangerous due to the salamander's taste for Skink flesh. Salamanders are large and measure 15' in length. Along their back is a large dorsal fin, and their long snouts are filled with sharp teeth.

Special Rules

1 *claw*, 1 *bite*, and can spit corrosive venom 15 yards. The venom is so powerful that it does 1d6 points of damage. Salamanders are also cold-blooded and thus they are immune to *fear* and *terror*.

Stegadon

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	35	0	8	6	35	20	5	0	24	15	20	15	0

Physique

Stegadons are large, ferocious and aggressive reptiles with long beaks filled with rows of blunt teeth. Protruding from their nose is a single horn, and two more horns protrude from their head. Racing down their back are bony spines, and their tails ends in a set of spikes, and their bodies are also covered with thick bone plates. Despite their appearances Stegadon's are herbivores, and the Lizardmen use these creature as earth moving machines and beasts of burden. In times of war these large lizards are used as war mounts. Skinks fit them with a large basket called a *howdah* and it takes a crew of four Skinks to control these beasts.

Special Rules

Due to their great size Stegadons cause *fear* in living creatures under 10' tall. Since they are *cold-blooded*, Stegadons are immune to *terror* and *fear*. The skin and bone plates that cover the Stegadon are very thick, and give them 1 AP to all body areas. In combat Stegadons *bite*, *gore*, *stomp*, *tail lash* and *gore* in that order.

Terradon

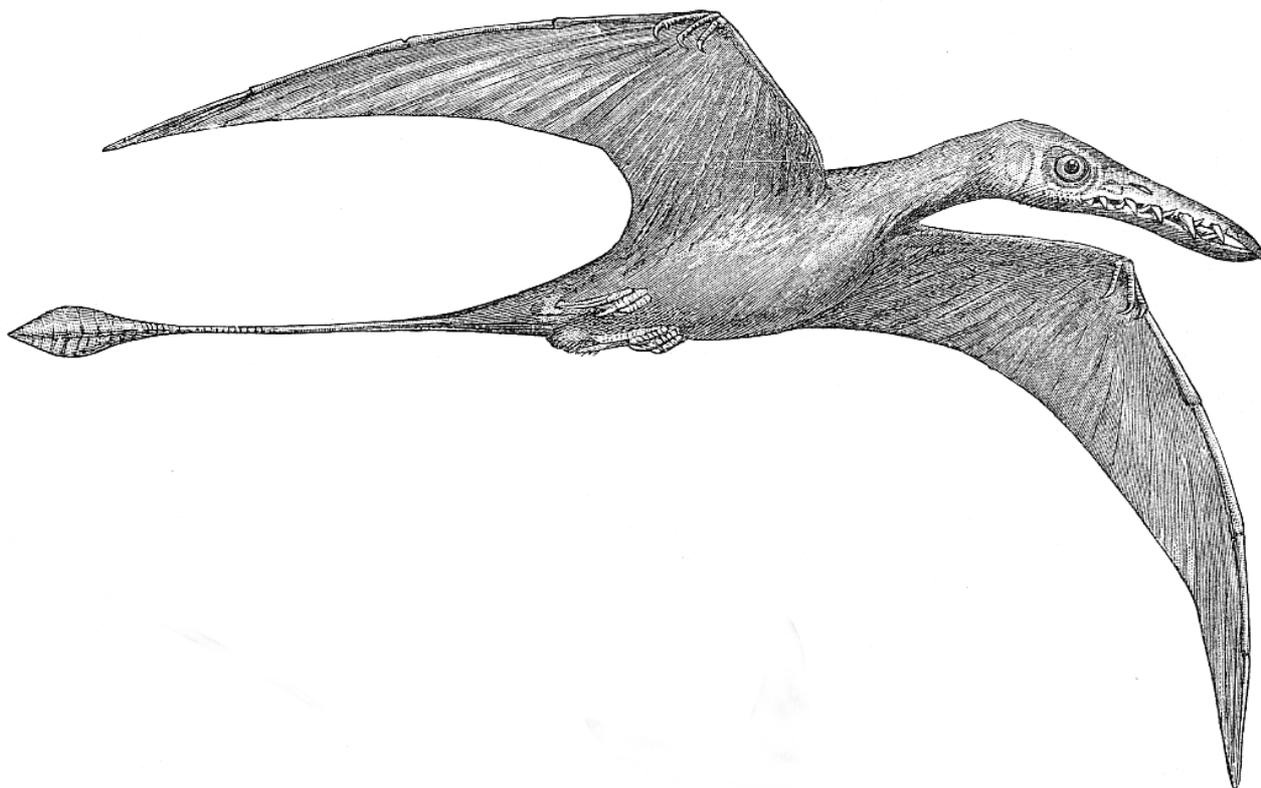
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	33	0	4	4	5	20	1	0	10	35	15	15	0

Physique

Terradons are found only in the jungles of Lustria. They are large flying lizards with long leathery wings. They have large heads that either have a large crest or line of spines running across the top. They live and hunt in the jungle canopy, nimbly weaving between the vines and fronds to pluck their prey from the tree branches. Unlike the Cold Ones, Terradons are very intelligent and are easy to train. Terradons have a wingspan of 10' and a large beak filled with razor sharp teeth.

Special Rules

Terradons fly as *swoopers*.



essentially the advancement of the character and I can clearly recall that the AD&D idea of only granting two hit points a level beyond a certain point was deeply unsatisfying. To some extent there needs to be a reward escalation if you are going to have a level system. You have to make sure that each level offers the potential of character change and that there are no “dead levels” where nothing happens. If you decided to cap hit points in some way you would need to re-tool other aspects of the progression system.

Secondly there is the implied campaign that underpins the current thinking on level systems. Essentially the longer the characters are around for the less likely they are to die. For campaigns that are meant to last for years this inverse relationship would end up being ludicrous but for the campaign that is less than two years in length the hit point escalation makes sense.

I think there is an interesting discussion to be had about the assumptions underpinning character death and injury in combat. A lot of people state that to have a flat chance of being mortally wounded in a combat makes it “realistic” or “deadly”. However this is blatantly unrealistic: if it was really the case then small numbers of riot police would never be able contain far larger numbers of rioters. Of course keeping the risk of serious injury flat does make combat deadly but in a completely unsatisfying and artificial way. Would it not be better to have the deadliness of a combat be proportional to the skill and experience of those involved?

This has nothing to do with your letter though. The point on High Fantasy is well-made, fantastic elements are often like icing: spread liberally to hide a less than satisfying foundation. All too often magic is nothing more than a convenient tool or patch to a creaking setting. For me in a true High Fantasy setting the fantasy should be integrated into the background along with the consequences of its introduction or alternatively there needs to be some explanation as to why the fantastic is confined. I think perhaps the main problem in Tim’s formulation of his hypothetical scenario is that perhaps he thought of the high fantasy elements being restricted to the PCs rather than being something that permeated the setting and therefore informed the behaviour of the NPCs as well.

I am naturally shocked at your heretical views of CoC and hope that Cthulhu will find some pity for you in some of his mighty hearts. I kind of agree-disagree with your comment. It is hard to deny that a lot of CoC scenarios are formulaic and the infinite hordes of cultists are tiresome no matter how they are dressed up (goons only really work in certain genres, CoC I think deserves a few powerful and capable antagonists rather than a few off-duty members of the KKK). However the “beast at the end” is a kind of necessary device as the beast is usually standing in as the final nihilistic revelation of true nature of the universe. Therefore it is usually necessary to hint at the monster first, then reveal some of consequences of its interactions with our world and then comes the reveal. Of course you run the risk of the “reveal” ending up like the “money shot” but most of the published scenarios do more or less work because they build up to the final revelation of the Mythos being. I think it perhaps depends on whether the scenario writer knows why Mythos stories and scenarios have the structure they do. If someone is just aping the style and format then it comes across as unsatisfying, if they are using it because they know why the structure is required and what it provides to the scenario as a whole you can make it work.

To an extent *WFRP* is in a worse position because it has a conventional conspiracy structure

but a lot more confusion over why its published scenarios have that structure. Most of the scenario authors seem to have imported ideas from CoC while failing to provide the same underpinning logic as the Lovecraft stories. The revelation that the Chaos Gods were behind it all is not the same as any of the Lovecraftian revelations because the Chaos threat is known not unknown, subject to reverse rather than inevitable and is already part of the natural philosophy of the world (as the counterpart of the gods of Law).

As for the aspect of the unexpected device (spell or otherwise) I think this happens less for me in fantasy but more for science. At least magic is an almost whimsical force of metaphysics that exists only within the GM's head. Science and the minutiae of modern life is far harder to keep up with and account for. For example I really did not know that civilians could buy night vision goggles. Sci-fi is even worse, can you tell someone is lying with a tricorder voice analysis? At least we are veering off into the world of magic again then.

I enjoyed the two issues of Carnel, plus the Barley Hamlet supplement.

Although it's not the kind of game I could see myself running (not much into WoD at all) the latter was an excellent read. The point about 'identifiably British' was well made, and comes through well in the text. The open nature of the scenarios was refreshing, particularly if the GM was able to keep several in the air at once. The photos were excellent, too, are they yours?

The review of HeroQuest was interesting, that's definitely a game I want to try. I've been starting to work my way through the so-called 'narrativist' (or nar-supporting games) lately, I've looked some of the free ones, and will probably buy HQ or Sorcerer soon.

Issue 24 had lots of fun things, I liked the bitty format and the letters page. The three campaign snippets were fun to read.

I mentioned last time that I was in a Shadowrun game. That ran to conclusion after about eight weeks, and to be honest it was pretty damn dull. I couldn't quite work out what we, as players, were supposed to be doing. We basically seemed to be on rails; we could "role-play" as long as that didn't involve taking any substantive proactive initiative, because that would have been tangential to the pre-written plot (it was a published module). Or maybe I just assumed this and imposed it on myself.

On the plus side, I've joined a more-or-less weekly D&D game that's much better. Plenty of dungeon-bashing and action and rules nerding. This is good, although I can't see me running something like this myself.

Robert Clark

Between *Sorcerer* and *HeroQuest* I think *HeroQuest* is by far the better game and flexible rules system. *Sorcerer* is a good game too but it achieved a lot of what it does by shrinking its focus. I suspect that *Sorcerer* is likely to always be more of an inspiration rather than a game that is played and enjoyed in its own right. If nothing else I appreciate the fact that *Sorcerer* made it okay to discuss the design decisions behind your rules so that the GM has a yardstick to use in adjudicating the principle rather than the letter of the "law".

I am glad you enjoyed *Barley Hamlet*, based on the limited feedback I have had so far it seems to have done what I was hoping for. The photographs are all mine, they were taken in Somerset and Sussex.

Aventure Aaits!

Welcome to the jungles and stone cities of Lustria. A land that lies far across the seas, further still than the horizon. There men huddle on the white beaches and fear the dark of the jungle at their backs. Creatures unlike anything known live there. Some are huge and brutish with mouths filled with teeth like swords and gullets capable of swallowing boulders. Some are mysterious and shadowy, older than men, maybe older than the land itself. And amongst the darkness and mystery there is something else: gold; pure and precious.

For those who dare to challenge this land there are riches in abundance, powers beyond comprehension. But once started on this path there is no turning back. The jungle is filled with the skeletons of those who lacked courage, wisdom or strength. The bars of the shanty towns are filled with those whose minds could not comprehend the strange designs of alien minds. These drunken dregs are a stark warning of what Lustria can do to lesser spirits.

Will you conquer a continent or will it conquer you?

