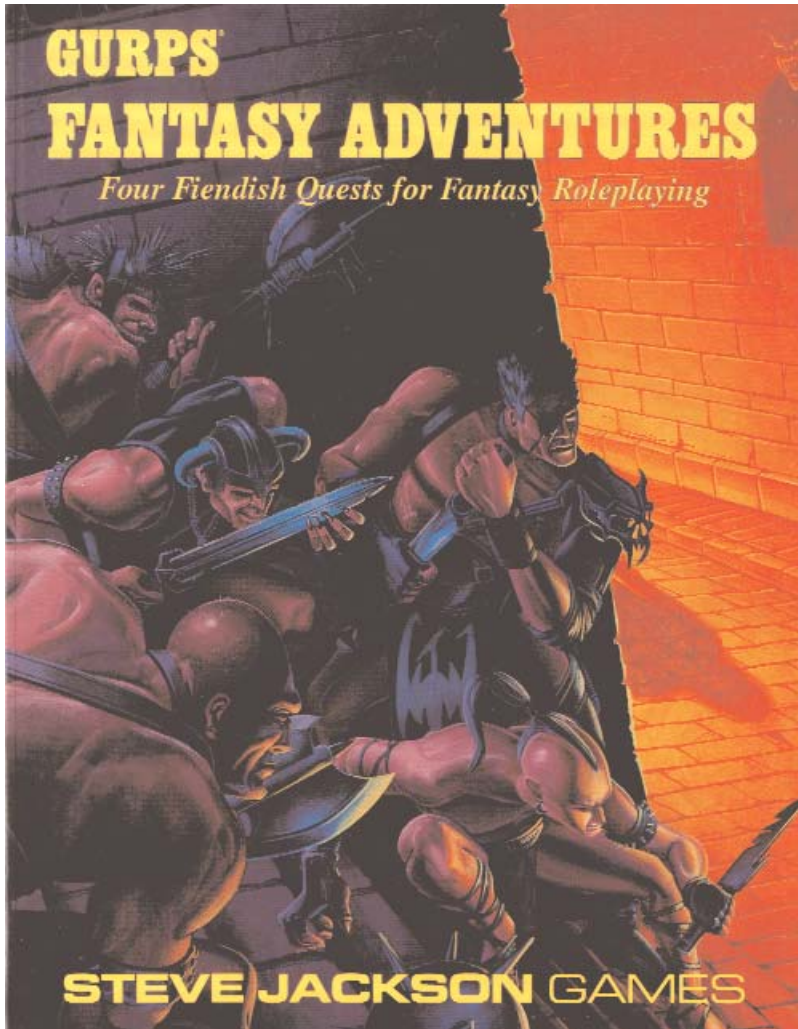


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This PDF is a scanned copy of the last printed edition of *Mordag's Little Finger*. No changes or updates from that edition were made, but we have appended all known errata to the end of the document.

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MORDAG'S LITTLE FINGER

by *David L. Pulver*

Mordag's Little Finger is set on Yrth, in a large town within a duchy in Megalos or Cardiel, but no elements exclusive to Yrth are necessary. With a few minor changes, it could take place in any medieval city with a normal-mana level. It is intended for a party of four to six 100- to 125-point characters, or a smaller group of more experienced adventurers.



The adventure's opening assumes the PCs are swords (or spells) for hire, with enough of a reputation that they could be contacted by someone looking for competent and trustworthy mercenaries. As an alternative to being hired, PCs could be distant acquaintances or relatives of the Sorceress in Silver or Maewen, knights willing to do a good deed for a fair lady, or even bounty hunters or guards after Saragrave.

The Sorceress in Silver

The characters are contacted one evening by a large bat, bearing a message scroll tucked in its claws. The bat drops the scroll at someone's feet, circles him twice, and flies off. The scroll is written in silver ink on fine parchment in a clear hand. It reads:

The Sorceress in Silver requests the pleasure of you and your companions tomorrow for breakfast at the Evening Star to consider a certain rewarding adventure to our mutual benefit.

Anyone familiar with local wizards or the town's high society (make a Savoir-Faire roll) will know that the Sorceress is a well-known mage, who is politically active in one of the local Mages' Guilds, and reputedly highly skilled in Air and Information spells. She has a reputation as an honest and God-fearing woman. Although originally a foreigner, she has lived in the Duchy for the last two years. She is also known to be both wealthy and attractive, and to move in the best circles of society.

The Evening Star has a reputation as a high-class restaurant. And its in a good part of town — the PCs won't get out for less than a gold apiece.

The Evening Star

When the visitors arrive, they find the Evening Star is patronized by well-off merchant adventurers, rich travelers and successful mercenary captains. Its decor is subdued but fashionable, its music and entertainment first rate. The adventurers find they are expected and are led to a table.

Waiting is a lady dressed in silver-gray, attractive, dark-haired, with a bat resting on her shoulder. She rises to greet them, introducing herself as the Sorceress in Silver (see sidebar, p. 100). She suggests they order dinner or refreshments at her expense. She chooses a fine wine and exotic seafood for herself. She is soft-spoken and well mannered, never raising her voice or becoming angry, though she may be quietly sarcastic if provoked. After she and the adventurers have exchanged formal introductions and begun to eat, she will relate her tale:

"There is a man called Saragrave. He's a thief, a master of disguise. It's said he filched the crown jewels of Caithness disguised as the king, robbed the thieves' guild vaults, took the Archbishop of Megalos' rings and burned the church behind him, and then because he knew he'd go to hell, one day he stole the keys to Saint Peter's gate, disguised as the Holy Ghost."

"But I don't care about that. I want you to find him and kill him because he killed my friend and took my staff."

"It was Mordag's little finger," she explains. "Mordag was a giant and a mage. He terrorized these lands long ago, but was eventually slain. The wizard who did it enchanted the finger bone and kept it as a staff. I acquired it in beneath Wye (a ruined city) a few years ago. The other day I lent it to my apprentice Maewen, who was working late in our laboratory. I had other things to do, but I kept a Wizard Eye on her — Maewen was skilled, but magic is tricky, and Enchantment most of all. Then Saragrave entered."

About the Author

David L. Pulver grew up in Canada, England and New Zealand. He has been a science fiction fan for most of his life, and an avid gamer since 1978. He began freelance writing in 1988, and is currently trying to support himself as a full-time game designer. David's work has appeared in the magazines *Roleplayer*, *Challenge*, and *White Wolf*, and he is the author of *GURPS Ultra-Tech* and *GURPS Psionics*. He frequently contributes to APAA such as *Alarums and Excursions* and *All of the Above*. David presently lives in Kingstons, Ontario.



Where is Northside?

Northside, the run-down neighborhood in which this adventure is set, is designed to be easily inserted into an existing city in the campaign. Because of this, the city and duchy have not been named — the GM should place it in whatever region is convenient.

In fact, the adventure works best if the party have no reason to be familiar with Northside. If the heroes are already intimate with the back streets of the nearest city, set the adventure in a neighboring town, and give them some reason to travel to it and stay for a time. The PCs will encounter the Sorceress after they have concluded whatever business took them there in the first place.

Besides Northside, two other locations are briefly mentioned in the adventure: the dragon-haunted ruins of Wye, and the Necromancer's castle of Hordag Loi. Being old ruins, neither is likely to appear on recent maps, but if it becomes important to know where they are, the GM should place them within a few day's journey of town.



The Sorceress in Silver

Human female mage — age 36, curly black hair, gray eyes, fair complexion. 5' 6", 135 lbs.

ST 9, DX 10, IQ 15, HT 10.

Speed/Move 5/5.

Dodge 5, Parry 8.

Advantages: Beautiful; Literacy; Magicry 3; Status 1; +2 Reputation (among area mages); Wealthy.

Disadvantages: Color Blind; Honesty; Sense of Duty to friends and apprentices; Vow of Chastity.

Quirks: Vengeful; Dresses in silver or white; Tames small animals (like bats); Enjoys bad weather.

Skills: Animal Handling-14; Calligraphy-12; Magic Jet-10, Riding-9; Savoir-Faire-13; Spell Throwing-13, Staff-12.

Languages: English-15, Latin-15.

Spells: Air Jet-15; Apportation-15; Armor-15; Astrology-15; Create Air-15; Create Air Elemental-15; Colors-15; Control Air Elemental-15; Destroy Air-15; Divination-16 (Astrology), Dispel Magic-15; Enchant-16; History-15; Keen Eyes-15; Lend Health-15; Lend Strength-15; Light-15; Lightning-15; Magelock-15; Minor Healing-15; Missile Shield-15; Mystic Mist-15, Predict Weather-15; Powerstone-16; Purify Air-15; Recover Strength-15; Scroll-15; Scryguard-15; Seek Earth-15; Seeker-15; Seek Food-15; Shape Air-15; Shield-20; Trace-15; Walk on Air-15; Ward-15; Watchdog-15, Wizard Eye-15.

Equipment: fine gray robes trimmed with silver; trained bat; quarterstaff; a silver necklace shaped like a bird of prey, holding an 11-point Powerstone in its talons.

Unless she is attacked, the Sorceress will not take an active role in the adventure, though she will provide healing or possibly information magic if her hirelings are in dire need.

"How he got past the guards and locks and wards I don't know, but he was like a masked shadow. He introduced himself and thanked Maewen for being so considerate as to have the staff ready for him. His voice was soft and deadly. She called for me, started a spell, but he was swift as a demon cat. He grabbed the staff — I watched him through the Eye as I ran downstairs — and killed Maewen with it. Before I arrived he was out the window and gone."



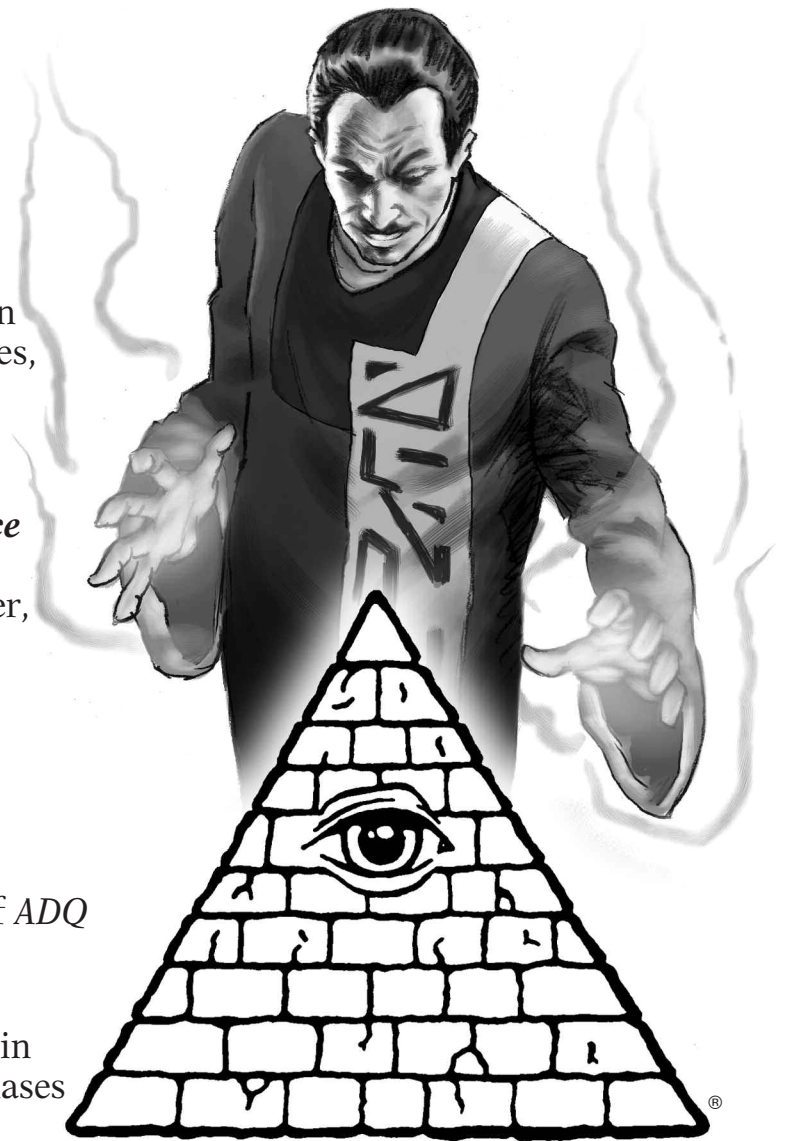
To Catch a Thief

The Sorceress offers the adventurers \$15,000 in silver (or the equivalent in enchanted items that she can make herself) for regaining the staff for her and killing or capturing Saragrave. She will not pay in advance, but if they are reluctant to take the job, she will remind them that the local Duke and the merchants' guilds, who have suffered from the master thief in the past, have posted a \$10,000 reward for Saragrave's capture (he must be taken alive for

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