

Mezla Campaign: Introduction

SDS 5/11

1. Background

This campaign is very loosely based on the Malazan Book of the Fallen series by Stephen Erikson. It will be AD&D v3/3.5. The starting character party is from the Quon Tali continent. For one reason or the other, the members of the PC party have become part of a Privateer crew. The ship is part of the pirate operation of Malaz City on Malaz Island. The owner is the Malaz City council and the ship is officially a frigate for defense of the city's interests. (There is no Malazan Empire as yet.) The party starts on the Privateer ***Vengeance***, where they have been for about a year.

The Captain of the *Vengeance* is Captain Nok (a Napan) and his first mate is Lieutenant Sojourner (a Mezla), who is your boss. Sojourner is pretty easy going and expects you to figure out how to get things done using your own judgment. In combat he expects immediate obedience and has been known to cut subordinates down who hesitate to follow direction. Sojourner wields a Katana made of "Aren Steel," that you have heard is unbreakable, and wears a suit of very thin blackened chainmail made of a mysterious material. He never speaks of his past.

Your main hangout, while not at sea, is a bar in the docks named *Smiley's*. It is run by a demon from the Warren of Shadow. A woman named Surly (a Napan) is a barmaid there. The owners, Kellanved and Dancer, disappeared a couple of years ago into the Deadhouse (a mysterious building in Malaz City, associated with the cult of the Azath, you have heard that people who go in don't come out).

Lieutenant Sojourner and an unfortunate opponent.



“Most people did their best to ignore such Houses - the denizens of Malaz City seemed to nurture an almost deliberate ignorance. ‘Just an abandoned house,’ they say. ‘Nothing special, except maybe a few spooks in the yard.’ But there’s a skittish look in the eyes of some of them. Eyeing it now, on a dark wet night, with the black limbs of dead trees outlined around it, and the bare and tumulus-looking grounds, it did appear sinister...they called it the Deadhouse.”

Some other locals who frequent Smiley’s are: Dassem Ultor (Dal Honese), Tayschrenn (Kartoolian) , Urko (Napan), Crust (Napan), Whiskeyjack (Mezla) , and Dujek (Mezla). Dassem, Dujek, and Whiskeyjack wear similar armor as Sojourner’s.

The party starts on-board *Vengeance*...

2. Character Creation

Determine a character concept and roll up a 1st level character using the best 3 of 5d6 for each attribute in any order. Check with the DM for Race and Class specific information. Characters with well developed and creative backgrounds will be granted bonuses and will be eligible for non-standard classes. All alignments are welcome, but please create characters that can exist in group with diverse viewpoints concerning ethics and order. From the list of player races the “tribal” groups have less “civilized” social development. In this world, men and women are found in military forces in about equal numbers.

Available Player Races & Classes from the Quon Tali Continent	
Human	
Malazan (Mezla)	From Malaz Island, a pirate haven
	All standard
Napan	Blue skinned seafarers from Napan Island, a former pirate haven, recently conquered by Untan
	All standard
Dal Honese	Dark skinned jungle dwellers from S Quon Tali
	All standard
Seti	Tribal plains dwellers from central Quon Tali
	All standard except wizard and cleric
Untan	Coastal tribal horsemen, now traders, from E Quon Tali
	All standard except wizard and cleric
Wickan	Tribal plains horsemen from NE Quon Tali (among the greatest horsemen in the world)

	All standard except wizard and cleric
Kartoolian	Seafarers and traders from Kartool Island
	All standard
Half-Giant	
Fenn	Descendents of Thelomen Toblakai (Elder race), forest and mountain dwellers in N Quon Tali
	Fighter, Barbarian, Ranger, Shaman-types

PC Creation Notes

- a) There are a limited number of slots for non-human races and non-warrior classes. First come, first served.
- b) All characters start fully equipped with standard equipment (see list for load out). What is on your sheet is what you have. You each have 100gp left over to purchase what you wish.
- c) All beginning players gain the bonus feats *Sea Legs* and *Flotation*.

3. Bonus Feats

Sea Legs – +2 bonus to Balance, Climb, Jump, & Tumble check, as long as you are on a floating ship.

Flotation – You may float on calm water as a Free Action. You are considered Prone, but otherwise may cast spells and/or attack. You may sleep while floating on the water.

4. Magic and the Warrens

All magic is drawn from the Warrens. A list of spells available to magic wielding players will be provided (based on character concept). The Warrens are not only the source of power for magic, but they are also rumored to be other planes of existence. Even if you are a magic user you don't know too much about the metaphysics of it all. The non-human races originated from Warrens that are their racial home worlds. Different Warrens are available to different races. Each spell caster starts off with access to one or two Warrens depending on INT or WIS, as appropriate. As a note, light and dark are not related to ethical standpoint.

Memorized spells or spells slots are for tactical use only. Ritual magic is very common and will be role played. Combined ritual magic from multiple spell casters can become very dangerous, to the point of destroying entire cities/continents/worlds. A caster capable of casting 6th level spells or higher is considered a High Mage or High Priest. To cast any spell the caster must specify at the beginning of a round which Warren(s) they are opening/keeping open/closing. These actions are free and take no time.

When creating magic using characters choose your beginning Warren(s) and spells that may be appropriate to that Warren. Many spells may be cast from multiple Warrens. Healing is possible through the Path of Denul but there are no raise dead or resurrection spells in this campaign.

Warrens Accessible to Humans and Half-Giants	
Warren	Realm
Denul	The Path of Healing
D'rissi	The Path of Earth
Hood's Path	The Path of Death
Meanas	The Path of Shadow and Illusion
Mockra	The Path of the Mind
Rashan	The Path of Darkness
Ruse	The Path of the Sea
Serc	The Path of the Sky
Telas	The Path of Fire
Tennes	The Path of the Land
Thyr	The Path of Light

5. Ascendants and Religion

Elder Gods, the Pantheon, and Ascendants	
Elder Gods	
Name	Other names
Hood	King of High House Death
Osrc	Osserc, Lord of the Sky, Champion of High House Light
K'rul	God of the Warrens
Mael	God of the Seas
Kaminsod	The Crippled God
The Pantheon	
Name	Other names
Apsal'ara	Lady of Thieves
Beru	Lord of Storms

Burn	The Sleeping Goddess
Cotillion	The Rope, Patron of Assassins
D'rek	The Worm of Autumn
Dessembræ	Lord of Tears, Lord of Tragedy
Fener	Tennerock the Boar (War)
Gedderone	Lady of Spring and Rebirth
Jhess	Queen of Weaving
Mowri	Lady of Beggars, Slaves, and Serfs
Nerruse	Lady of Calm Seas and Fair Winds
Oponn	Twin Jesters of Chance
Poliel	Mistress of Pestilence and Disease
Shadowthrone	Ammanas, King of High House Shadow
Soliel	Shedenul, Lady of Health, Mistress of Healing
T'riss	Queen of Dreams, Queen of High House Life
Treach	Trake, The Tiger of Summer and Battle (War)
Some Ascendants and Others of Importance	
Name	Other names
Anomander Rake	Son of Darkness, rules Moon's Spawn
Caladan Brood	A warlord
Kallor	The High King
The Hounds of Shadow	Mystical hounds the size of horses
Great Ravens	Giant intelligent ravens
Azath	Mystical elder race

Moon's Spawn passing over a coastal city



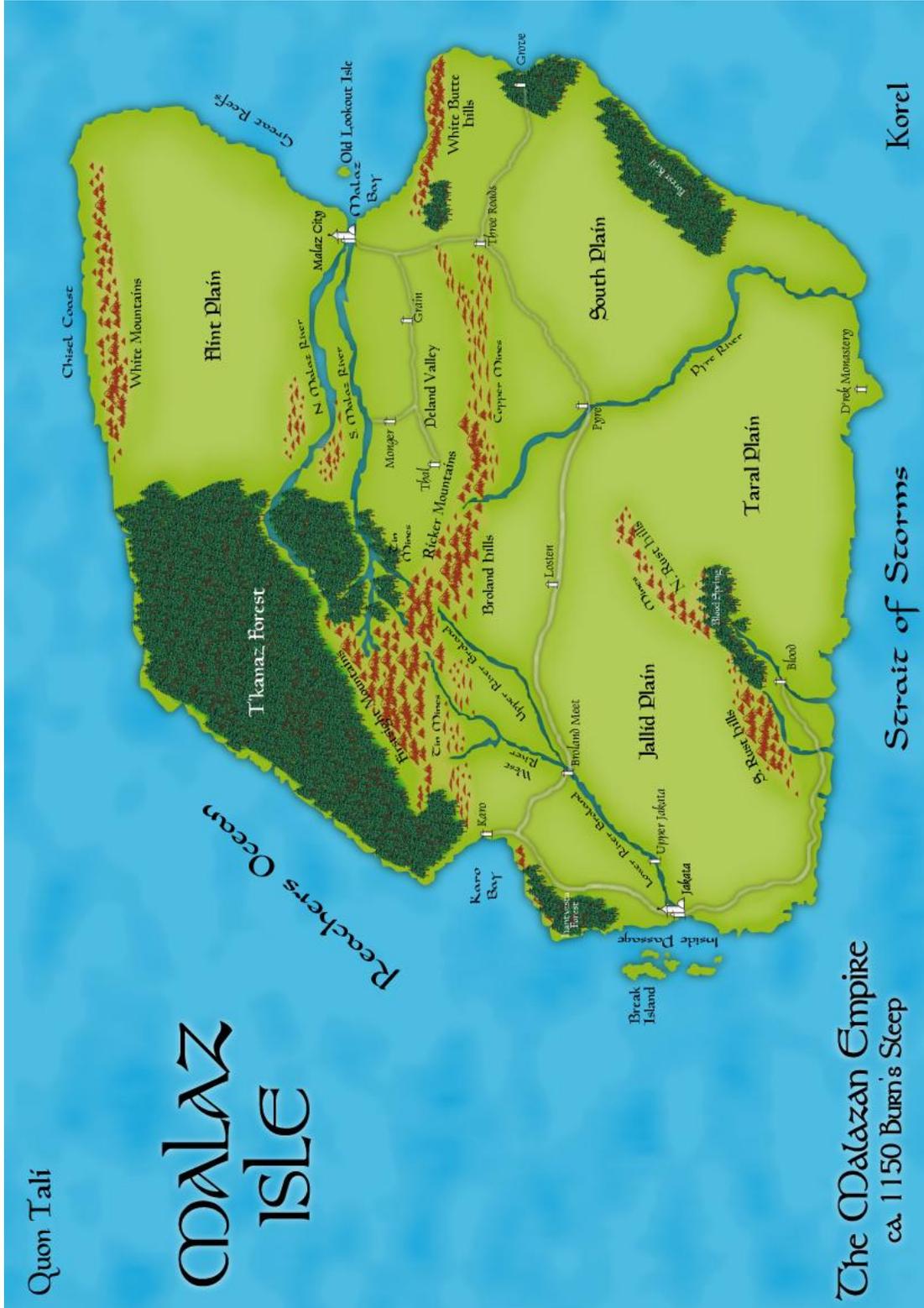
6. Equipment

You can obtain all standard equipment on the list from your ship's quartermaster in reasonable quantity at the start of the game. Anything else you can purchase on shore during the game. You may also have whatever primary weapon your character uses even if it is not on the list. No medium or heavy armor is allowed to be worn on the ship.

Standard Privateer Equipment	
All characters have:	2 primary weapon, 2 secondary weapon, 1 armor, footlocker, hammock, 2 blankets, 4 sets clothing, 100' rope, grappling hook, fire starting equipment, 3 large sacks, 3 belt pouches, 10 bandages, 10 torches, 3 water skins
Monthly ration	6GP/month + 1% booty (starting wage), Food – 3 meals/day, Alcohol – 4 drinks/day (, your choice, drunk on watch = death)
Weapons and Armor	Medium or less weapons, Light armor, 3 alchemical fire, requisition additional items as needed
Everything else	You buy or make your case to the quartermaster

7. Maps

Malaz Island



Malaz City



