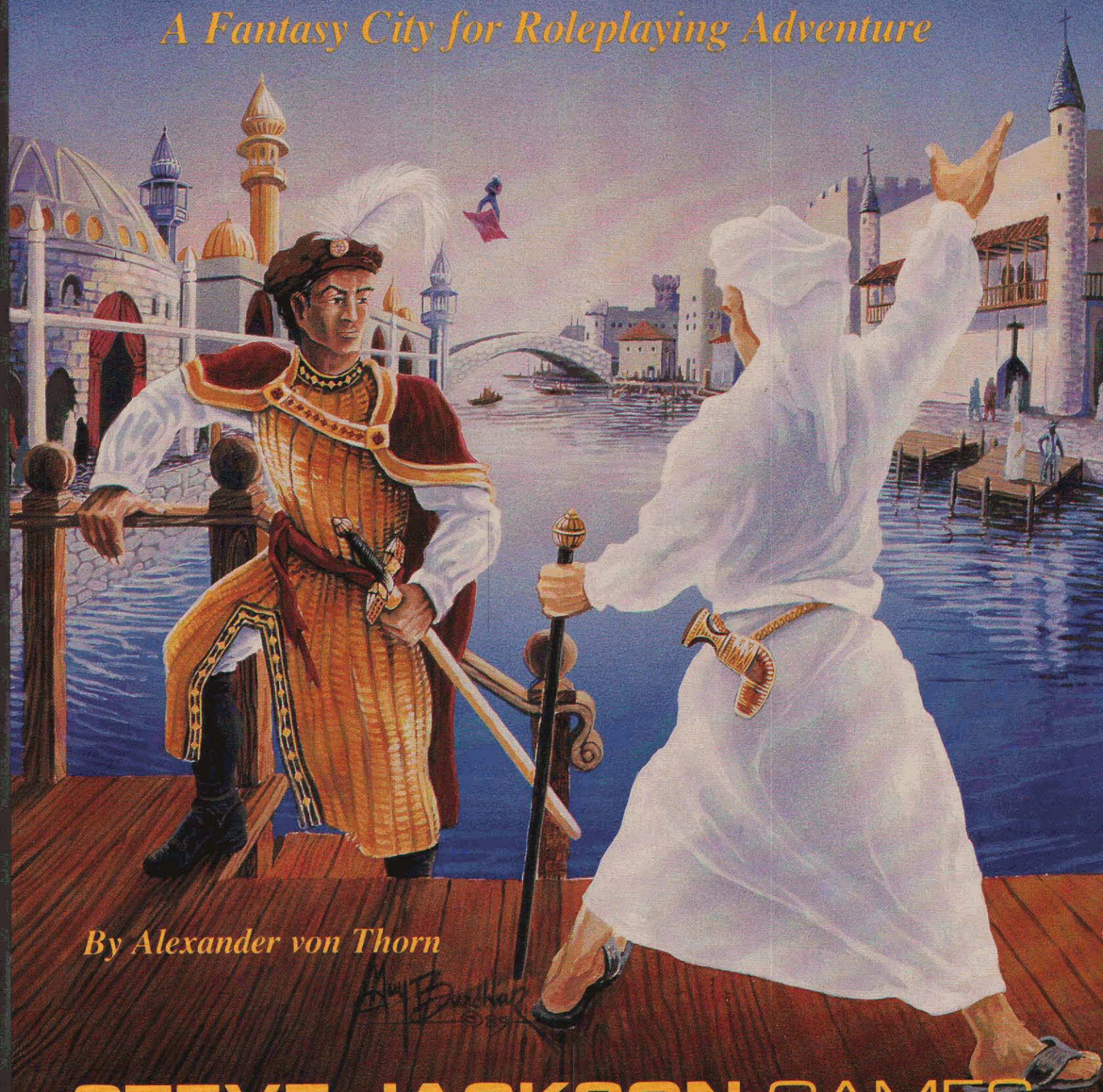


GURPS Fantasy

TREDROY

A Fantasy City for Roleplaying Adventure



By Alexander von Thorn

STEVE JACKSON GAMES

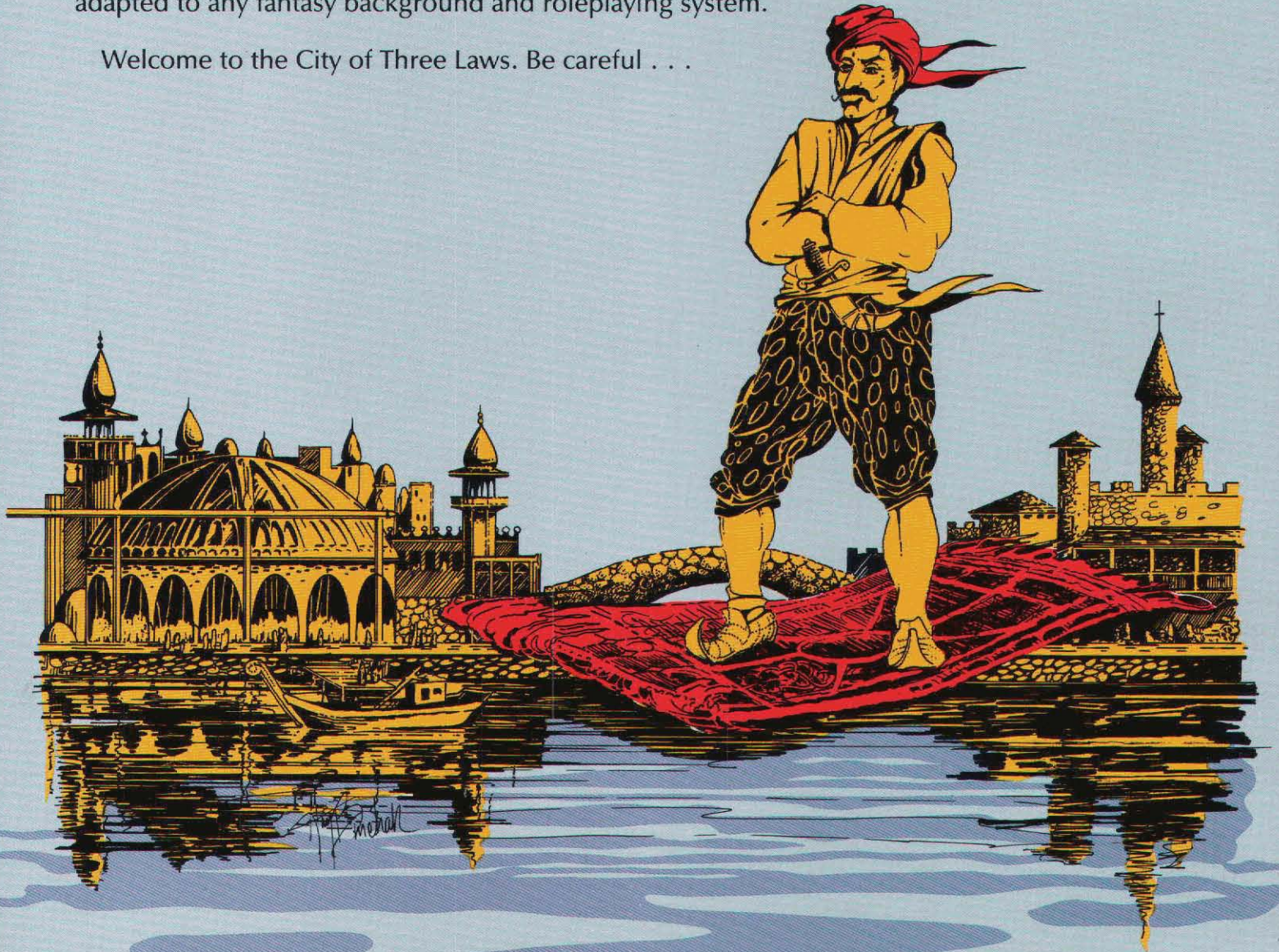
THE CITY OF THREE LAWS

Located at the juncture of three very different nations, the city of Tredroy has evolved an identity all its own. It is a place of sophistication, trade, diplomatic intrigue . . . and sometimes knives in the night. It's a place where everyday behavior on the West Bank can be a serious offense on the East, and your only hope for freedom might be a dash across the hundred-yard bridge!

From brawling docksides to Council chambers, from wizards' workrooms to wealthy Guildhalls, here is a complete city that will add spice to any fantasy campaign. **Tredroy** includes places to visit, people to meet, customs, economics, politics, and a short adventure.

Tredroy was designed for use with the **GURPS Basic Set**. Nothing else is required, but since Tredroy is set in the world of Yrth, it fits seamlessly with **GURPS Fantasy** and **GURPS Magic**. Or it can easily be adapted to any fantasy background and roleplaying system.

Welcome to the City of Three Laws. Be careful . . .



Written by Alexander von Thorn
Edited by Creede Lambard
Cover by Guy Burchak

STEVE JACKSON GAMES



0 80742 06106

ISBN 1-55634-137

6106

895

Made in the U.S.A.

GURPS® Fantasy

TREDROY

A Fantasy City for Roleplaying Adventure

by Alexander von Thorn

Edited by Creede Lambard

الجاهزة

Front cover and back cover art by Guy Burchak
Interior art by Guy Burchak and Larry McDougall
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Production and Maps by Linda Ervin, Suzan Kaminga, M. E. Roome and Charlie Wiedman

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1 2 3 4 5 6 7 8 9 10

ISBN 1-55634-137-7

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STEVE JACKSON GAMES

1

INTRODUCTION

About GURPS

Steve Jackson Games is committed to full support of the **GURPS** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Up-to-date errata sheets for all **GURPS** releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have home computers, SJ Games operates a BBS with discussion areas for several games, including **GURPS**. Much of the playtest feedback for new products comes from the BBS. Up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the **GURPS Basic Set** (Third Edition). Any page reference that begins with a B refers to a page in the **Basic Set** — e.g., p. B102 means p. 102 of the **Basic Set**, Third Edition.

Spells

This book is designed so that it can be used with the **Basic Set**, even without any other worldbooks or the **GURPS Magic** sourcebook. Most of the magic spells mentioned here are listed on pp. B155-164. Those that are not in the **Basic Set** are listed in **GURPS Magic**; they are marked here with a dagger †. In the few cases where understanding a spell from **GURPS Magic** is necessary to the adventure, an explanation has been included.

Tredroy: the Jewel of the South, largest city outside the Empire, the city of bulging purses, daggers in the dark, and a million intrigues. Traveling across town to sell one's wares is an international journey. A misdemeanor — or even an accepted custom — can be a serious offense on the other side of the bridge.

This book is a campaign sourcebook for the city of Tredroy. It is designed for use with the Yrth game world of **GURPS Fantasy** and **GURPS Magic**, although it can easily be adapted to any fantasy campaign where three countries (or cultures) meet. It includes descriptions of the residents, geography, politics, religion, economics and culture of the city. There is also an adventure set in Tredroy, usable with almost any group of player characters.

An Overview of Tredroy

Tredroy is a large commercial and industrial center in the south of Ytarria, at the junction of the Blueshoal and Lorian rivers. It overlaps into three countries — al-Wazif, Cardiel, and al-Haz — but is distinctly one community. Hence the name, from *tres droits*, "three laws" (it is pronounced *tredd'-roy* in English and *trayd'-rwah* in the local patois).

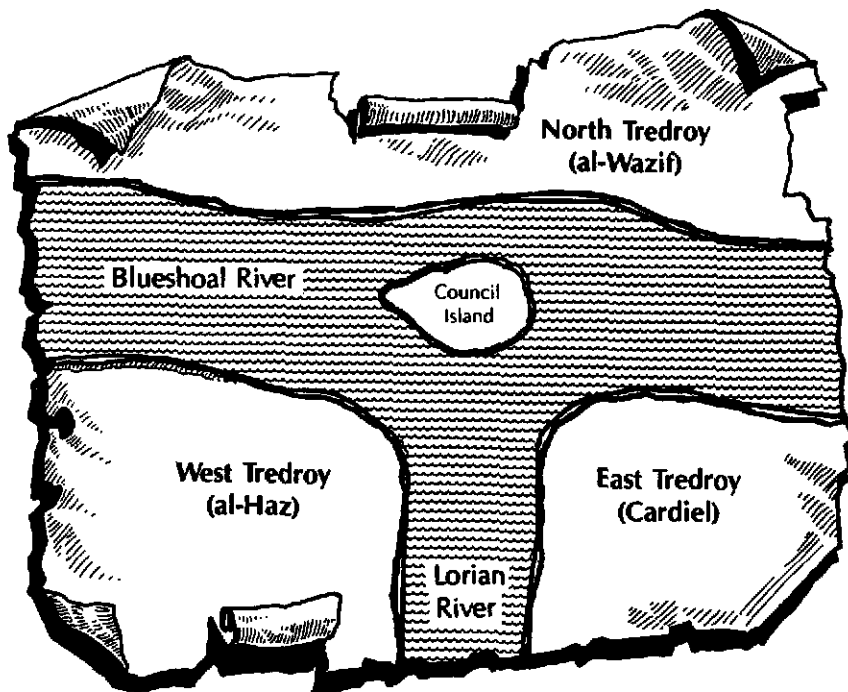
No single person or group is "in charge." The three Governors, chosen by their national rulers or by hereditary title, maintain order, administer justice, provide for the city's defense, and represent their national governments within the city. There is a City Council with a wide range of municipal powers, including taxation. The largest landholder and religious group is the Archdiocese of Tredroy, directly owning more than a fifth of all land within the city. The powerful Company of Merchants controls all banking and commerce.

The population of Tredroy is approximately 550,000; of these, about 45% are Christian, 35% are Moslem and the rest belong to other faiths (such as



Judaism) or are agnostic. Most citizens live in Moslem-ruled areas. Religious tolerance is legally required throughout the city, and as a result, Tredroy has become a haven for many small religious and ethnic minorities. Tredroy has a lively artistic and cultural community, from itinerant performers beside the Grand Bazaar to the world-renowned al-Pradin Theater.

Tredroy's climate is quite warm, with average lows in the high 30s to low 40s in February and in the high 80s to the 100s from late May to mid-October. The city averages 22 inches of rain per year. Snow, while not unknown, is rather uncommon; it snows in Tredroy about once every three years. When it snows the City Council generally calls a holiday, since travel becomes so hazardous.



Player Characters in a Tredroy Campaign

PCs not based in Tredroy may not begin a campaign with Area Knowledge: Tredroy or the Patois language skill unless they also take the Unusual Background advantage (e.g., "My mother was from Tredroy"). They do not need to follow any of the guild restrictions on what skills they must know to practice their trades. Such characters are generated according to the standard rules for *GURPS*: average starting wealth is \$1,000, and Literacy is a 10-point advantage.

Characters from Tredroy must have at least 1 point in the Streetwise skill. Detect Lies, Fast-Talk, Forgery, Law, Shadowing and Stealth are all common skills; Tredroyan characters may take any of them regardless of their social class or background. Merchants, mercenaries, nobles and ostlers may learn the Riding skill. Any Tredroyan may learn the following combat skills: Brawling, Knife, Knife Throwing, Sling and Staff. Mercenaries, men-at-arms, knights and nobles may learn any combat skill (although mercenaries may not carry bows, crossbows or polearms within the city). Weapons beyond TL3 are not available.

Outside of the Mercenaries', Thieves' and Assassins' Guilds, no guildsman may have social disadvantages whose reaction modifiers total -2 or less.

Guildsmen, Nobles, and Clerics

Characters from Tredroy, or those who come to the city and wish to fit into a guild or other social organization, must meet the requirements of the organization they wish to join. These requirements are described in following chapters.

About the Author

Alexander von Thorn was born in East Berlin and raised in New York. He now lives in Toronto, Ontario, where he manages a game store. He began roleplaying in 1975; he has playtested for Victory Games and Steve Jackson Games and has been published in *The Dragon*.

The author is also an assistant sysop for the RPGAMES Forum on CompuServe. Those interested in Tredroy (or *GURPS*), can contact him either via CompuServe (70411,351) or paper mail (c/o The Worldhouse, 650 Spadina Avenue, Toronto, Ontario M5S 2H7, Canada).

Using Tredroy in a Non-Yrth Setting

Tredroy is adaptable to any situation where three distinct cultures meet. You will have to change the names and settings to fit your game world, of course. Here are two examples of how to do this.

GURPS Space

Tredroy is a spaceport at the juxtaposition of three races: humans, znovii and bereaks. Living in relatively close quarters has forced the residents of Tredroy to band together and ignore racial differences among themselves. Tredroy was a refueling and staging area during several wars, which has reinforced this.

The znovii are an insectoid race with an intricate religion based on ancestor worship; all mosques in West Tredroy become worship houses. The bereaks must take a mud-bath daily to keep their skin from drying out and cracking; most of the churches and mosques in North Tredroy become communal baths at which members of other races are welcome. The churches and mosques in East Tredroy remain, or can be converted to other human uses.

Other minor changes need to be made as well. For instance, for obvious reasons there are three distinct divisions in the Courtesans' Guild.

GURPS Espionage

Tredroy sits on the borders of France, Italy and Switzerland. The cultural differences here are not quite as pronounced as in Yrth's Tredroy, but there is still some tension between the Catholics and Protestants. There are no rivers here, and therefore no bridges; Council Hall is in the center of the city, in an area outside the three national jurisdictions.

Tredroy is an Alpine resort, favored for its proximity to some of the best skiing in Europe, its fabulous tourist bargains, and the ready access to national and industrial secrets enjoyed by some of those who frequent the city. The guilds are called "trade unions" here, and the guards are more likely to carry Uzis than pikes, but much of the rest of the city is similar.

2

HISTORY OF TREDROY

- 1180 Market and fishing village of Paradin is founded at the fork of the Blueshoal and Lorian rivers.
- 1200 The population of the Christian village of Paradin is 600 people.
- 1205 The first Church of St. Christopher is built.
- 1259 Victor le Perdu founds a merchant company in Paradin, using local Moslem tribesmen as caravan guards.
- 1289 Raimbaut Sapiens is named the first Bishop of Paradin.
- 1300 Town of Paradin has grown to 10,000.
- 1340-1390 Diocese of Paradin acquires all available land in the area, in anticipation of a future Moslem conquest.
- 1347 The Paradin Company of Adventurers is founded by Isaak bar Hanan, an important local merchant.
- 1365 Northern warlord Octavius Magnus leads the First Crusade into Paradin. His men professionally sack the town and continue on.
- 1379 Octavius Magnus is assassinated by a Moslem woman posing as a prostitute.
- 1381 Pasha Ali ibn Hayyam, a Moslem nomad chieftain, conquers Paradin for use as a permanent base.
- 1386 Pasha Ali builds the Palace of the Crescent Moon on the north bank of the Blueshoal.
- 1400 The town of al-Pradin (formerly Paradin) now numbers 30,000.
- 1423 Prince Ivor Romulus of Megalos declares the Second Crusade.
- 1425 Prince Ivor's men lay siege to al-Pradin.
- 1426 The Company of Adventurers is split into the Company of Merchants and the Mercenaries' Guild. The two new guilds make an agreement by which the mercenaries pledge to come to the city's defense at need, and the merchants agree to pay them for this.
(The Thieves' Guild also claims to be an offshoot of the Company of Adventurers, formed at around this time.).
- 1438 Prince Henry Antonius, second son of Emperor Charles, is assassinated under suspicious circumstances (some suspect partisans of Prince Ivor).
- 1442 The Mercenaries' Guild attacks the Palace of the Crescent Moon, forcing the Pasha to flee. The Company of Merchants forms a provisional government.
- 1443 Pasha Javad returns with family allies and retakes the southwestern quarter of the city (now West Tredroy).
- 1444 April Legion VII, under the command of General Claudius Vetelli, marches into

al-Pradin and seizes the northern half of the city.

June Legion VII takes the southeastern quarter of the city.

Sept. Prince Ivor's men attack the Legion.

Oct. Church of St. Christopher burned to the ground by Prince Ivor's crusaders.

Nov. An informal truce is declared among the three armies.

- 1446 Feb. Plague strikes al-Pradin. The survivors of the Legion and Prince Ivor's army withdraw.

April The Pasha and the (almost forgotten) City Council agree to return to the old truce line, with the Pasha holding the southwest quarter.

June Plague breaks out in Hadaton.

Aug. Emperor Aurelius of Megalos is assassinated in a palace coup and succeeded by Antoninus I (son of Henry Antonius). Prince Ivor declares himself "rightful ruler of all the world;" Megalos does not accept Ivor's claim to the throne.



- 1449 April The Knights of St. Christopher are founded. The first knights swear their oath on the site of the old church.

Aug. Prince Ivor Romulus killed by a bolt of lightning during a fierce thunderstorm.

- 1450 The population of al-Pradin is now only 10,000 due to war and plague.

- 1451 Khedive Mohammed abd-al-Wazif is appointed to represent the Caliph's interests and set up his "advisory court" which helps resolve disputes through mediation.

- 1454 The first Arena is built in the city.

- 1458 May Legion V under General Lord Regis Marin conquers al-Pradin. Mosques are burned and Moslem sympathizers (including the Knights of St. Christopher) are hunted down.

- 1460 July Hazi and Wazifi knights and soldiers

retake the city. Pasha Javad is restored to power (again).

Aug. Mohammed abd-al-Wazif is named Atabeg and given command of a "temporary force to restore order." Over 500 years later, this force is still on the north bank under the Emir's command.

- 1461 Construction begins on the Cathedral of St. Christopher.

- 1462 The Grand Crusade begins concentrating on conquering al-Kard.

- 1470 Most of al-Kard is conquered; the Grand Crusade is ended. Megalan nobles move into new fiefs in "Cardiel."

- 1473 First Imperial Viceroy of Cardiel is named.

- 1475 First recorded use of the term "ville des tres droits," referring to Paradin/al-Pradin. The nickname, corrupted to "Tredroy," rapidly becomes popular.

- 1480s Kardi resistance groups are suppressed by Imperial nobles.

- 1492 Capital of al-Wazif moved from al-Asima in eastern al-Wazif to its current site at al-Siyassi (a more remote and defensible position).

- 1496 Paradin/al-Pradin is officially renamed "Tredroy."

- 1497 Construction is completed on the Cathedral of St. Christopher.

- 1499 Calder (formerly "al-Kardir") is forcibly converted to Christianity. All mosques are destroyed and hundreds of mullahs and prominent Moslems put to death.

- 1500 Tredroy has a population of 25,000.

- 1501 Assassins' Guild of Calder is founded as a fanatic Moslem secret society.

- 1515 Diophrates IV becomes Emperor of Megalos.

- 1519 April Megalos launches the Easter Crusade.

Sept. Al-Asima and eastern al-Wazif fall to Imperial forces.

Nov. Wide-scale rebellion breaks out throughout central Cardiel.

- 1520 July Calder falls to Kardi nationalists.

- 1521 Oct. The Sceptre of Tredroy is enchanted.

- 1522 Feb. Kardi nationalists attack Tredroy.

- 1523 Mar. Duke Arthur lifts the siege on al-Siyassi and marches on Tredroy with Legions VIII and XII.

May Duke Arthur attacks Tredroy. After a short battle, the defenders surrender.

June Imperial forces withdraw into Cardiel.

July Duke Arthur reconquers Calder.

Aug. Hazi and Wazifi forces reconquer their portions of Tredroy.

- 1524 April Council Island is created.

- 1525 Megalos and al-Wazif sign a truce agreement; the new crusade collapses.
- 1527 Seminary of St. Christopher is founded.
- 1535 Moslem Kardi resistance groups appear, and are quickly suppressed.
- 1545 The Curia creates the Archbishopric of Tredroy. Bertrand de Maris is named Archbishop.
- 1553 Al-Haz declares a *jihad* (holy war) and attempts to "liberate" large portions of Cardiel from Christian rule.
- 1555 Al-Wazif attacks the Empire along its eastern frontier.
- 1562 First recorded mention of the term "Protestant."
- 1567 Craine falls to Wazifi forces.
- 1569 The Caliph and the Bey of Qablar are assassinated. Atabeg Hosain of North Tredroy is arrested for treason and executed by the new Caliph.
- 1581 The Curia sends a Tribunal of Inquisition to Tredroy to investigate the new "Protestant Heresy." The Protestants flee to North Tredroy and receive the protection of Atabeg Ismail al-Qawmi; the Inquisition is forced to move to East Tredroy, and later returns to Megalos empty-handed.
- 1589 The Charter of the City of Tredroy is signed by representatives of the Caliph, the Sultan, the Viceroy of Cardiel, and the Mayor of the City of Tredroy.
- 1600 Tredroy has grown to 55,000.
- 1627 The University of Tredroy, an outgrowth of the Seminary of St. Christopher, is chartered by the Archdiocese.
- 1655 Tredroy's City Council is expanded to include seven elected members; this starts a trend towards greater democracy that is influential throughout Cardiel and al-Wazif.
- 1700 Tredroy has a population of 90,000.
- 1720-1740 Megalos becomes more corrupt and repressive.
- 1730-1750 Unrest in Cardiel grows. The Viceroy's authority begins to decay as independent-minded folk from Megalos move here.
- 1758 Viceroyalty of Cardiel is moved to Hadaton.
- 1762 Most of western Cardiel consists of independent mini-states; a loose confederation is formed after a conference in Tredroy.
- 1775 Al-Haz declares another *jihad* in an attempt to "liberate al-Kard." Tredroy is untouched, due to Wazifi influence, but Hazi armies cross the Lorian into Cardiel. Armies from all over Cardiel march to fight the Hazis before the Empire learns of the invasion of "its colonial territory."
- 1776 Imperial legions land in Hadaton at the request of nobles in northeastern Cardiel. They receive little support. When they are a hundred miles west of Hadaton local nobles begin to "resist the invaders" and Cardien forces are diverted to the new "eastern front."
- 1778 Legions III and VII reach Tredroy, and attack Hazi forces just south of the city. By this time, Cardien armies are already pushing the Sultan's troops back.
- 1781 Legions III and VII withdraw to Hadaton.
- 1782 Al-Haz admits failure and accepts the Blueshoal as a truce line with Cardien generals.
- 1784 After a brief, bloody, and somewhat confusing conflict, the "independent nation of Cardiel" is established.
- 1788 The Charter of the Confederation of Cardiel is signed in Calder City, specifying the current form of government (a Prince elected for life ruling a weak central government). Only the Duchy of Hadaton stays under Imperial control.
- 1800 Tredroy has grown to 150,000.
- 1805 Cardiel annexes Hadaton, with help from al-Wazif.
- 1838 Tredroy Mages' Guild starts a commercial telepath message service.
- 1840-1850 Modern border between al-Wazif and Megalos is established in a series of border wars.
- 1853 The Emir of North Tredroy demolishes the old city wall around downtown.
- 1867 Construction begins in St. Mark's Parish.
- 1871 The Great Fire burns most of west North Tredroy.
- 1872 Tredroy Mages' Guild begins a teleport mail service.
- 1900 Tredroy has a population of 240,000.
- 1924-1928 "Mages' War" between al-Wazif and Megalos.
- 1942 Charter of Tredroy is amended, centralizing all tax powers with the city government (funds being split according to agreed proportions). Some political power shifts from the governors to the Council.
- 1954 Master Merchant Councillor Vale'ry Jackson is assassinated in a conflict over development on the north side. This sparks years of debate over guild representation on the Council.
- 1962 Jannar abu Talha is named Emir of North Tredroy.
- 1970 Council of Tredroy is expanded to its current size and representation.
- 1985 A census ordered by Mayor Richard Swifttongue shows the population of Tredroy to be approximately 550,000.
- 1986 Khalid Abdallah succeeds his late father as Pasha of West Tredroy.
- 1988 May Viscount Henri Azarin, Governor of East Tredroy, is assassinated (for reasons unknown). Master Merchant Allan Micardene reluctantly agrees to replace him and is ennobled as Baron Bowvrey.



Aftermath

If al-Yidawarala is defeated, the survivors will be able to take any of the magic items except the Staff of al-Muneer (its Loyal Sword enchantment returns it to the vault; the door will open just wide enough to let it through and close immediately). The magic items may be sold for some fraction of the listed "retail value," depending on PC cleverness and GM generosity.

The Caliph of al-Wazif is very interested in Umgazur; he considers its contents the property of al-Wazif. (If the party removed anything from the pyramid, they had best

not tell the Caliph.) He will pay the survivors \$5,000 each for the location of Umgazur — and he may even hire them to help clear it of magical influences and return the Staff of al-Muneer.

The PCs have also earned the enmity of the Abu Haneish cult, while learning very little about it. The cultists are likely to strike again! With the GM's permission, PCs may acquire the cult as an Enemy, and one of the Tredroy nobles as a Patron, with balancing costs. But that, as they say, is another story.

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