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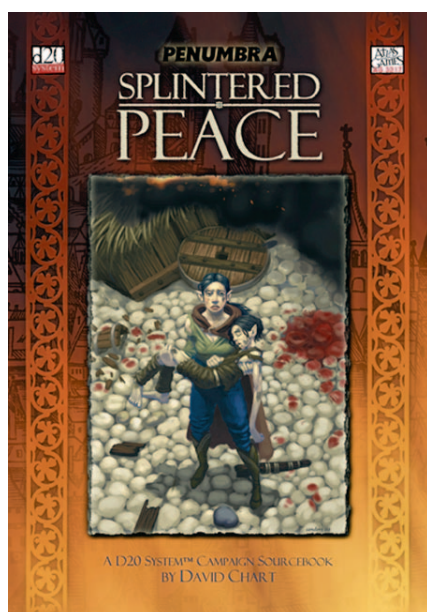
SPLINTERED PEACE

by David Chart

Re-examine the roles of the fantasy races in this tense and exciting city-based saga that challenges the races, from orcs to elves, to live together in a single city: Marchion. *Splintered Peace* is a unique city sourcebook that doesn't just detail the people and places of Marchion, but the events that will inevitably go on there if your player characters don't intervene. The fate of the city is their hands.

Not just a city
sourcebook.

Not just a fantasy
adventure campaign.



The complete rules
and roles you need
to make the story
of this city your char-
acters's story, too.

Splintered Peace presents descriptions for **more than 30 NPCs**; **20 tribes of orcs**; a collection of **8 new local gods**, including the Mother of All Orcs; and **10 extra adventure seeds** to use during before, after or during the campaign.

Herein is a reduced copy of the 11" x 17" Marchion map for your use.
Write on this map. Add locations to it. Make Marchion your own.



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SPLINTERED PEACE

Ordering Information

To get your copy of *Splintered Peace*, visit your local retailer. These are the "vital statistics" your retailer may need to order the book. (Usually, bookstores need the ISBN and game stores need the Stock Number.)

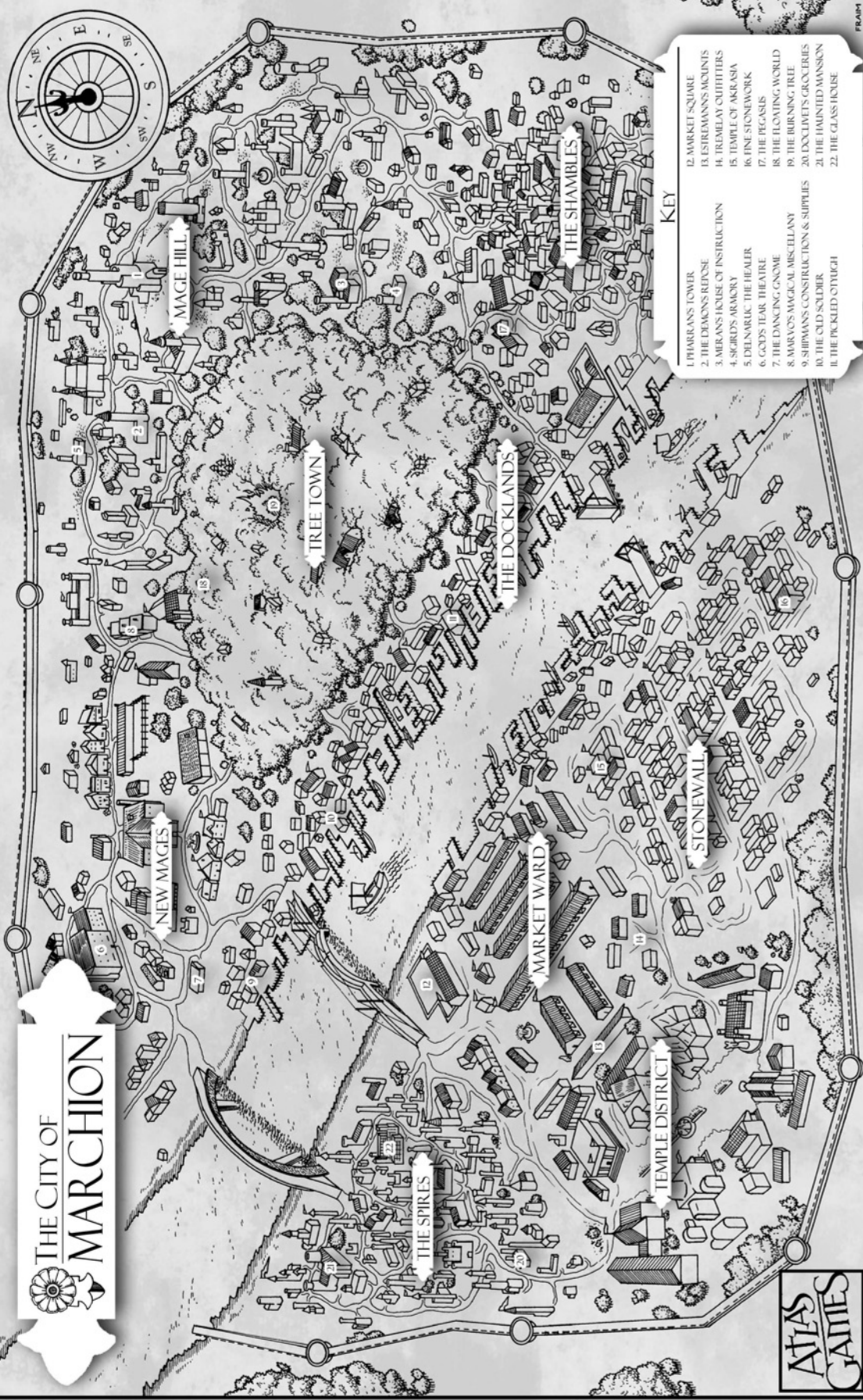
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THE CITY OF MARCHION



KEY

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|--------------------------------------|--------------------------|
| 1. PHARRAN'S TOWER | 12. MARKET SQUARE |
| 2. THE DEACON'S REFUGE | 13. ESTREMAN'S ACQUITS |
| 3. MERRAN'S HOUSE OF INSTRUCTION | 14. TREMLAY COTTAGES |
| 4. SORD'S ARMORY | 15. TEMPLE OF AGRASA |
| 5. DELMARIC THE HEALER | 16. FINE STONEMARK |
| 6. GORD'S TEAR THEATRE | 17. THE PEGASUS |
| 7. THE DANCING GNOME | 18. THE FLOWING WORLD |
| 8. MARVO'S MAGICAL MISCELLANY | 19. THE BURNING TREE |
| 9. SHIPMAN'S CONSTRUCTION & SUPPLIES | 20. DOCKSIDE GRANTERIES |
| 10. THE OLD SOLDIER | 21. THE HAUNTED MANUSION |
| 11. THE PICKLED OTTUGH | 22. THE GLASS HOUSE |

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