

# LEMURIAN LEGENDS

## The Complete Adventures



Fantastic adventures for the  
Barbarians of Lemuria Mythic Edition  
sword and sorcery roleplaying game

# BoL

*Lemurian Legends: The Complete Adventures*  
a supplement for *Barbarians of Lemuria Mythic Edition*

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# Contents

<b>Bloodhunt!</b> .....	5	<i>Rowers' Deck</i> .....	30
Background .....	5	<i>The Hold</i> .....	30
<i>Minor Complications</i> .....	6	What Happens Next.....	32
<i>Involving the Characters</i> .....	6	Escaping the Reef.....	32
The Adventure.....	6	Appendix A .....	32
<i>Dinner at the Big Table</i> .....	6	<i>Cast of Characters</i> .....	32
<i>We Have Poad-Sign!</i> .....	7		
<i>Raisha's Signal</i> .....	8	<b>Ghosts in the Moon Tower</b> .....	35
<i>The Perilous Boar Hunt</i> .....	8	Adventure Overview.....	35
<i>Chark Attack</i> .....	9	The Village of Yqar .....	35
<i>Kick 'Em When They're Down</i> .....	10	<i>The Archway</i> .....	35
<i>End Game</i> .....	10	<i>The Trail</i> .....	35
<i>Challenging Lax</i> .....	10	<i>Ollim Parvus</i> .....	36
Cast of Characters .....	11	<i>The Azhdarkho</i> .....	36
Ships .....	14	<i>The Ruins</i> .....	36
<i>The Tyrian Star</i> .....	14	<i>The Moon Tower</i> .....	38
<i>The Jungle Fist</i> .....	16	<i>The Restless Dead</i> .....	38
Overland Map.....	18	Appendix A .....	40
<b>Children of the Void</b> .....	19	<i>Cast of Characters</i> .....	40
Adventure Overview.....	19		
<i>Involving the PCs</i> .....	19	<b>Shades of Yggdar</b> .....	42
<i>Research</i> .....	19	Adventure Overview.....	42
The Approach.....	20	Pursuit!.....	42
<i>Town Ruins</i> .....	20	<i>The Dolmens</i> .....	42
<i>The Tower of Arax Ohm</i> .....	22	<i>The Pit</i> .....	44
Conclusion.....	24	<i>The Circular Chamber</i> .....	45
Appendix One .....	25	A - <i>The Blank Archway</i> .....	45
<i>Cast of Characters</i> .....	25	B - <i>The Guardian Statues</i> .....	45
Appendix Two .....	27	<i>The Hallway</i> .....	47
<i>Celestial Magic</i> .....	27	<i>Princess Xumides's Chamber</i> .....	47
<i>First Magnitude</i> .....	27	Endgame .....	48
<i>Second Magnitude</i> .....	27	Appendix A .....	48
<b>Crimson Shoals</b> .....	28	<i>Cast of characters</i> .....	48
Adventure Overview.....	28	<i>Incense of Stasis</i> .....	50
<i>The Approach</i> .....	28		
The Pirate Sloop .....	28	<b>The Skyward Citadel</b> .....	51
<i>The Funerary Barge</i> .....	29	Adventure Overview.....	51
<i>Quarterdeck Cabin</i> .....	30	Starting the Adventure .....	51
		<i>Attempted Abduction!</i> .....	51
		<i>Getting There is Half the Fun</i> .....	52
		<i>The Approach</i> .....	53

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Fortress Layout.....	53
<i>Cave Complex</i> .....	53
1 - Aerie of the Xhats .....	53
2 - Xhat Food Caves.....	53
3 - Tribal Chamber.....	53
4 - "Dungeon" Area.....	53
5 - Trapdoor.....	55
<i>Upper Fortress</i> .....	55
A - Courtyard .....	55
B - Watchtower .....	55
C - Squat Reinforced Tower.....	57
D - Ennenku's Hall .....	57
E - Ennenku's Private Tower.....	58
End Game.....	58
Appendix A .....	59
<i>Cast of Characters</i> .....	59
Appendix B .....	62
<i>Ennenku's Grimoire</i> .....	62
First Magnitude .....	62
Second Magnitude .....	62
<b>The Unholy Greyl.....</b>	<b>64</b>
Information for the GM .....	64
<i>Daily Complications</i> .....	66
Day One.....	66
Day Two .....	66
Day Three .....	67
Conclusion.....	68
The Grey Drakk .....	69

# Bloodhunt!

## An adventure for Barbarians of Lemuria

*Somewhere above the canopy of scarlet and jade foliage the sun must be glaring. A line of porters, hunters, and trackers slash their way through the steaming jungle, pausing only to wipe sweat from their brows or slap at insects.*

*Without warning, the surrounding gloom goes deathly still. Even the incessant chatter of birds high in the zannibal trees stops. The safari members eye each other uneasily, hands straying to weapon-hilts. Then: a thunderous roar shatters the quiet.*

*The echoes die. Atop his kroark, broad-shouldered Lax Dhalv chuckles at the party's reaction. "Just a bouphon - and a small one." Still, his dissipated eyes scan the surrounding vines, and he uncoils the braided whip from over his shoulder. "Make haste. We need to reach the encampment by nightfall."*

*Grumbling, the group resumes its pace through verdant hell. A dusky-skinned Shamballan tracker, long accustomed to jungle ways, shakes her head. "That was no bouphon..."*

### Background

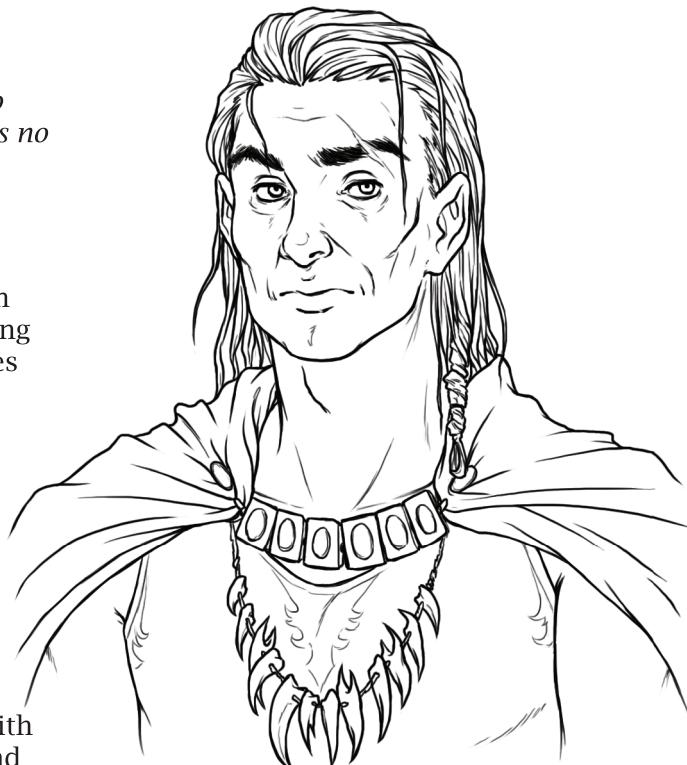
Laxos "Lax" Dhalv, a Tyrus nobleman with far too much time on his hands, is planning an extensive safari upriver into the jungles of Qush. Lax's obsession with hunting is such that he's sunk much of his family's fortune into the *Tyrian Star*, a two-storied sailing barge he takes on all excursions. The *Star* enables him to travel in comfort and relative safety whenever he leaves the fortified walls of Tyrus.

Lax's previous expedition did not fare well. His party was attacked by a full-grown *chark*, and after barely escaping with his life, Lax vowed to return to the site and exact revenge. In fact, he's cleared space in the vast trophy room of his estate where he

plans to exhibit the chark's bleached skull. All he needs is to do is recruit some new help, re-provision the *Star*, and the beast is as good as dead.

Of course, no sane hunting party would go after a mature chark (think an indigo-mottled *Tyrannosaurus Rex*). At least, not without demanding obscene amounts of pay. So Lax is spreading the word that he's hunting a pack of elusive *red bouphon*, formidable in their own right.

And where is he going to find a group of rough and ready hunters to protect him beneath the treacherous canopy of the Qush? Beyond his ever-present bodyguards, a rogue Blue Giant and a tame *andrak*, that is? Enter the PCs.



## Minor Complications

The *Tyrian Star*'s many trips along the placid waters of the Tyr and Sham rivers have not gone unnoticed. A Shamballan pirate named Zusra has decided to make the barge her prize, and use it as a mobile base of operations. To this end, Zusra has sent her sister Raisha, a master hunter in her own right, to Tyrus, where she plans to infiltrate the *Star*'s crew. Once aboard, Raisha will signal crucial information to Zusra's fleet, hiding just upriver. The Shamballan captain wants to attack when the *Star* is most vulnerable, approaching silently at night in dugout canoes.

Of course, after several days of having to put up with Lax's corrosive personality, the PCs may very well opt to side with the pirates!

## Involving the Characters

At start, all the PCs are either in or near the impressive walled city-state of Tyrus. Let them supply their own reasons for being there. If they know each other, so much the better.

The most convenient way to "hook" characters into the adventure involves their career backgrounds. PCs with ranks in Hunter, Barbarian, Beastmaster, Soldier, Mariner, or Mercenary will either be approached by one of Lax's many recruiters or hear about the expedition. In addition to savvy hunters, sailors, and seasoned guides, Lax is always looking for extra muscle. Ferocious animals and tribes of man-eating grooth are regular hazards of the Qush.

Noble PCs – even ones from other cities – might receive a formal invitation from Lax to join him on the expedition. Laborers could be hired on as porters, Slaves appropriated as oarsmen, etc.

Note that in Tyrus, Magicians are vigorously persecuted. Lax holds his city-state's traditional view towards sorcery, and will not knowingly hire anyone affiliated with magic. PCs with a rank or two in Magician would be wise to keep this part of their background secret.

Any attempt to gather information about Lax himself reveals he is generally considered harsh and arrogant, though generous towards people who manage to impress him. On a

successful Tough task roll (-2, modified by Appeal or Mind, + any appropriate career ranks), the inquiring PC can find out Lax's last hunting expedition was nearly wiped out, a fact the nobleman has gone to some lengths to conceal.

## The Adventure

The *Tyrian Star* is detailed near the back in the section titled *Ships*. After arranging how the PCs get aboard her, the adventure begins.

*Bloodhunt!* is not intended to be 'railroaded.' What follows are a number of encounters that play out as the *Star* makes its journey upriver. They do not have to be followed in strict order, though in general it is recommended to run *Dinner at the Big Table* first, then *Chark Attack*, and finish with *Kick 'em When They're Down*. The other encounters provide further opportunities for role-playing, and can extend the adventure into more than one session, if desired.

Though Lax is calling the shots on 'his' safari, the players should always have free will during the adventure. If, for example, PCs decide they're fed up with Lax and want to arrange a revolt or assassinate him, let them make the attempt (see *Challenging Lax*). Just make sure they have a time of it, and that consequences flow logically from their actions.

## Dinner at the Big Table

After the barge is underway and cruising upriver (by rowing, sailing if the winds are favorable, or tacking if they're not), Lax wastes no time establishing the social order of things. He arranges for a grand meal in the *Star*'s opulent dining hall. There is an elaborately carved table for nobles and important guests, and a much more cramped 'little' table for everyone else (slaves and most mariners eat on deck). Diners at the 'big' table get first pick of all the courses; succulent bouphon steaks, roast fowl, fresh fruit, exotic wines, etc. Remaining food is then gathered on trays and brought to the 'little' table to be squabbled over, along with bowls of heavily watered wine. Even the serving wenches at the 'big' table are prettier.

Most, if not all PCs start out at the little table. A character with at least one rank in Noble,



however, will be seated with his peers, as well as anyone with the Great Wealth boon or two ranks or more in Merchant (avariciousness in Tyrus is considered a mark of refinement).

The first night, Lax will be sitting at the big table along with his two noble guests, Quovo and Saiga Sens, making smug talk and enjoying their elevated position. As the adventure proceeds, Lax might bestow a worthy PC the honor of eating with him, provided the hero has distinguished himself (performing well on a hunt, making a good call, saving a noble, etc.) However, Lax will be quick to demote the PC should they slight him or commit some other *faux pas*.

The main purpose of this encounter is to get Lax under the PCs' skins.

### We Have Poad-Sign!

The next morning, any PCs out on deck who succeed at a Moderate task roll (Mind as modifier, + any appropriate background ranks and boons) notice a commotion in the normally placid waters off the bow. A group of lurkfish is spawning.

Sensing an opportunity for sport, Lax orders the barge anchored and a number of punts

dispatched. It's three to a punt, with one person poling, another carrying a harpoon, and a third with a spear ready to assist. Naturally, the PCs should be out on a punt.

The little boats split up and approach the *lurkfish* (giant electric eels with spiky protrusions) from different directions. As soon as one of the creatures nears the surface, the harpooner casts his weapon and drags the stuck lurkfish towards the punt, within range of the spearman. The lurkfish's electrical powers won't affect anyone as long as they're not in contact with water.

Of course, this approach leaves much opportunity for danger. If successfully harpooned, trying to haul in a lurkfish (Strength 3) will probably require help, as well as a task roll. When the creatures draw close they are likely to rear up out of the water and lunge with their barbed projections (+1 attack, d6L damage, though taking a *penalty die* for their relative position). A calamitous failure on any PC roll unbalances the punt and sends everyone into the drink! The river's currents aren't especially strong, but anyone in heavier than Light armor is going to be struggling just to stay afloat. PCs fighting in the water should take a *penalty die* on their actions.

After a few of the lurkfish are taken, a powerful swell comes rippling down the river, making the punts rise. Someone yells "Poad-sign!", and immediately, the punts start a mad poling back towards the barge. In moments, an enormous serpentine head breaks the surface about 100 yards upriver. The poad starts swimming towards the *Star* with ominous purpose.

Lax orders the barge to make for shallow water along the bank, where it will be harder to capsize. Hands scramble to load the heavy arbalests on deck. Let the PCs describe what they're doing to prepare and ratchet the tension as the poad slithers towards them. After a couple volleys of missile fire, the behemoth decides to go after the lurkfish instead, and follows them downriver. The *Star* slips away – unless you want to run a battle royale with the giant creature!

On the plus side, lurkfish flesh is especially meaty, and diners will be eating well tonight.

## *Raisha's Signal*

This encounter takes place at night on the second day. The first PC to mention they are out on deck after dinner will come upon Raisha, the Shamballan tracker hired by Lax. She is huddled over the side of the barge, fiddling with something. Far in the darkness upriver a light winks.

Approaching Raisha unnoticed requires a Tough (-2) task roll, given her hunter's instincts. She is using a lantern-like device to communicate with her sister, Zusra the pirate captain. If simply observed, she will signal a few moments longer and slink back to her stateroom.

If Raisha becomes aware of the PCs, her first action is to toss the lantern into the river. She then promptly clams up about what she was doing. No action short of torture or magical coercion will make her talk, and if reported to Lax she will claim to have been out on deck, minding her own business. However, if the PCs somehow manage to capture the lantern as evidence, Lax will put her in irons and keep her locked in a stateroom for the rest of the voyage. She will be unable to send any more signals to Zusra.

Unimpeded, Raisha attempts this same stunt every night aboard the *Star*, slipping out on deck at various times. Without her signaling, Zusra will still eventually attack, though her chances of achieving a tactical advantage will be fewer.

## *The Perilous Boar Hunt*

On the third day, Lax recognizes a landmark (a giant jallallabar tree, poking up over the jungle canopy), and orders the barge moored near the river bank. Gangplanks are thrust over the side, and a formal hunting party, including the nobles Quovo and Saiga Sens, assembles on the bank. The PCs should all be present as well. Lax has three riding kroarks and lance-like spears brought over from the *Star*; he and his highborn companions will be hunting dionhyus (enormous boars) with the rest of the party's assistance.

A half-dozen game trails wend into the thick jungle. Lax has the hunting party divided into three groups, with one noble apiece, and bids



them to take different trails. The day's hunt begins.

You can have the PCs split up with different groups or remain together as you see fit. This is an opportunity for characters with hunting and tracking ability to show off their skills. It should also be an opportunity for the PCs to interact with Raisha, if she is still around at this point. The Shambellan hunter seems preoccupied as she goes about her duties.

Lax has no trouble tracking down a female dionhyus and cruelly killing both her and her young. The inexperienced Quovo and Saiga Sens, however, insist on proving their manliness by breaking away from their respective groups . . . and getting into trouble. Only prompt intervention might save them.

Saiga Sens wanders into a patch of slith (vampire flowers). He is quickly overcome by their narcotic pollen and falls, while his nervous kroark skitters away. The flowers fold themselves over him, their petals turning crimson as they suck blood through tiny fangs. Anyone approaching Saiga without taking precautions (e.g. holding their breath) must make Strength task rolls with a

cumulative -1 penalty every round to avoid becoming stunned. PCs who succumb will take 1 LB of damage every other round from the thirsty flowers. Pulling Saiga to safety literally requires ripping him free. When he recovers, he will have little memory of what happened.

Quovo, meanwhile, finds and wounds a prime dionhyus specimen, splintering his longspear in the process. The dionhyus returns the favor by disemboweling Quovo's kroark. The noble is thrown against the bole of a large tree, and the dionhyus, now in a blood-frenzy, closes for the kill. Quovo attempts to fend the beast off with his dainty rapier. Unless the PCs quickly intervene, the dionhyus's tusks will make short work of him.

Unlike Saiga, the impressionable Quovo will be grateful if rescued. Later in the adventure, if PCs decide to challenge Lax and/or side with the pirates, Quovo will consider joining them.

### Chark Attack

An uneventful fourth day passes, but on the morning of the fifth Lax once again orders the barge to draw up on the bank and lay anchor. He seems anxious as he announces the hunt for "red bouphon" will now begin.

Kroarks are brought out to haul a heavy covered wagon. Lax is secretive about the wagon's contents, shooing away any nosy PCs who get close. It contains a heavy ballista with a number of barbed, poison-smeared bolts, as well as shovels, picks, and axes.

Only a skeleton crew is left behind to guard the *Star*. Once assembled, Lax hustles the hunting party down an ancient, overgrown trail into dense jungle. PCs who might have knowledge of bouphons (hunters, beastmasters, etc.) can make a Standard task roll (Mind as modifier, + appropriate career ranks) to realize the creatures generally live along riverbanks or coasts, not deep within the jungle. If asked about this, Lax hurriedly explains, "Red bouphon are different."

The party hikes for most of the day. By late afternoon, the trail leads them to the outskirts of an abandoned village. A primitive wall, made from tied-down vegetation, has been stomped flat in places by something very large. The huts within the village are of crude construction, and on the verge of falling down

(this is actually an old grooth settlement). Lax orders the wagon set up on a small hill at the center of the village. He then posts a few guards and bids everyone else to either start digging pits around the hill or cutting down timber. As work progresses, he has the timbers sharpened and placed at the bottom of the pits. If questioned, Lax gives vague responses that he plans to herd red bouphon into the area.

However, his attempts at preparation are in vain. The same chark that nearly wiped out his earlier expedition returns to the village just as the sun is setting, before the pits can be fully completed. Enraged to find encroachers in its territory, the beast attacks.

Unless the PCs can somehow rally the party, half their number routs and runs blindly off into the jungle to escape the towering saurian. The chark charges forward, gobbling up unlucky hunters and scattering more with great sweeps of its tail. Lax tries to make for the wagon atop the hill, but is blocked by the chark itself. The PC with the highest initiative roll can slip around the creature and reach the hill. It will take a round to get the cover off the wagon, and another to train the ballista (already loaded) on the chark.

The ballista bolt will do d6H x2 damage if it hits. Unfortunately, the poison smeared on its head will only make the chark groggy (all actions with a *penalty die* for 2d6 rounds) before wearing off. This would be a good time for the PCs to burn some hero points...

Some of Lax's Tyrus bowmen decided to stand and fight, peppering the chark with shafts. Lax himself will either be frozen in terror or try to flee, depending how the conflict goes. If the PCs somehow manage to slay the chark, Lax insists on sawing its head off (a lengthy and repulsive task), then using the wagon to haul his gory trophy back to the *Star*.

Escape is probably a wiser option. The chark can't pursue everyone running off into the jungle, and if the PCs pause to gather their wits they will eventually find the trail leading back to the river. If this is the case, then Lax makes it back too, along with his bodyguards. He declines to wait for stragglers and orders the barge to push off immediately into deeper water. He will not risk sailing at night, however.

# *Kick 'Em When They're Down*

Meanwhile, the Shamballan pirate Zusra has been biding her time, waiting for an opportune moment to try and take the *Star*. If Raisha is still alive at this point, and still has the capability to signal, she will summon her sister to attack when the *Star*'s crew is at their weakest; just after dealing with the chark. Otherwise, Zusra will still make her attack, but 1d2 nights later, as the barge is returning to Tyrus.

Zusra approaches under cover of darkness, with a fleet of near-silent dugout canoes and her own catamaran. She will have roughly 40 rabble, plus her personal crew of 6-8 hand-picked toughs. At full strength, the *Tyrian Star*'s crew numbers around 50, though this will likely be depleted after encountering the chark.

Zusra's strategy is to pull alongside the barge and slip aboard quietly as possible, taking out any sentries first. She will try to avoid causing structural damage to the *Star*. If Raisha is with the PCs when her sister attacks, she will make an impassioned plea for them to join her cause. This should be a moment of truth for the heroes: do they stay loyal to the arrogant nobleman, or side with ferocious pirates?

There are several ways to run the ensuing battle. The easiest is to simply narrate events, with PCs as the focal point; their successes or failures will mirror the overall conflict. Another method is to figure the number of rabble involved. The side with numerical superiority will inflict d6L casualties per round, while their opponents cause d3 casualties in return (as per the BoL Mythic rulebook). Even with this option, the PCs should still be the deciding element in the conflict. They can use hero points to mow down rabble, take out individual toughs, and use the environment to their tactical advantage. Just keep the pace blazing, and remember to offer classic “bits” of naval combat like swinging from stay-lines, climbing rigging, hurling people overboard, etc.

If the PCs side with Zusra, then the climax of the fight should be a final showdown with Lax, his remaining Tyrus bowmen, pet andrak, and Blue Giant bodyguard, Jankkar. Perhaps they've all holed up in Lax's room. If this happens, make sure Zusra and her forces

fade into the background; they can arrive as 'reinforcements' if the PCs are having a rough time of it, but otherwise should stay out of the spotlight.

If the PCs stay loyal to Lax, then the final conflict will involve Zusra, her officers, and Raisha, fighting to the death on the blood-soaked decks of the *Star*. Lax and his men are conveniently elsewhere.

Of course, the PCs can put their own survival ahead of any loyalties and try to steal away in a punt while the battle rages. Make sure their escape is fraught with peril, and reinforce that it's a long trip back to civilization...

## *End Game*

Depending on how the PCs have aligned themselves, the adventure likely ends with the *Star* limping back to Tyrus, or traveling with its new Shamballan crew even further upriver towards Zusra's camp. Generous to a fault, Lax will bestow expensive gifts and honors on the PCs who were so instrumental in saving him (though he will inflate his own role). Likewise, Zusra will allow victorious PCs their pick of loot from Lax's private rooms. She might even take a fancy towards one of the heroes, if only for a brief courtship.

If Zusra has the *Star*, she will play hell on Tyrus shipping for several months, until the city gets its navy together and hunts her down. The GM might opt to play this out as a scenario if the PCs are still involved with her.

Award advancement points as you see fit and congratulate your heroes for surviving the hunt!

## *Challenging Lax*

At several points during the adventure PCs are likely to balk under Lax's leadership. Heroes don't like being treated like dogsbodies, and fed-up players might either try to mutiny or go after Lax directly. The former will be difficult at the beginning of the scenario, but become more likely as expedition members are killed and Lax's overbearing manner wears thin. He will attempt to put down any rebellions promptly. PCs overcome by his loyal men should be locked away under irons rather than killed outright. The focus of the adventure then shifts to escape.

If the PCs do manage to take over the barge they will still have to contend with Zusra and Raisha. In this case, there is no option to 'switch sides' when the pirates attack.

PCs brash enough to fight Lax onboard will have to contend with the *Star*'s fifty-odd crew, as well as his bodyguards and Tyrus bowmen. Attacking him during a hunting expedition is more likely to be successful, as well as sneaking into his stateroom at night. Lax's pet andrak always sleeps at the foot of his bed (a Hard task roll to avoid waking, at best), and Jankkar has a stateroom directly next to his master.



## Beauty, tame andrak (villain)

Attributes		Combat Abilities
Strength	4	Attack +3, damage d6H
Agility	2	Defense 2
Mind	0	Protection d3-1
Lifeblood	20	

Lax 'rescued' this loyal creature as a cub, after killing its mother. The black-maned andrak accompanies him everywhere he goes, and even sleeps near his bed.

## Cast of Characters

**Laxos “Lax” Dhalv, Tyrus nobleman (villain)**

Attributes		Combat Abilities	
Strength	2	Initiative	1
Agility	1	Melee	2
Mind	1	Missile	1
Appeal	0	Defence	0

## Careers

Noble	2	Hunter	1
Beastmaster	1	Mariner	0

## Boons/Flaws

- **Great Wealth:** Lax rolls a *bonus die* when obtaining any goods, services, or other items he needs whilst in Tyrus.
- **Beast-Friend:** Lax has a natural affinity with animals. Whenever dealing with animals, he rolls a *bonus die*. He also has one large animal companion, Beauty the andrak.
- **Braggart:** Lax has a very high opinion of himself and needs to share it with the world. He takes credit for things that he did not do, and makes his own accomplishments so much grander with each retelling, disregarding the role anyone else played in the story. He plays fast and loose with the truth with these boasts, which could lead to him being called a liar.

<b>Protection</b>	Light armor (when hunting)	d6-3 (1)
<b>Weapons</b>	Whip	d6L+2
	Rapier	d6+2
	Tyrus longbow	d6+1

## Points

Lifeblood	12	Villain Points	5
<p>Tall, broad-shouldered, with dissipated features framed by thinning dark hair, Lax is heir to the powerful Dhalv estate in Tyrus. He is obsessed with hunting, to the point of squandering his family fortune on building the <i>Tyrian Star</i> and planning expeditions, each more dangerous than the last. In combat, he likes to use his barbed whip, as the weapon can be used for tricky maneuvers like disarming or tripping an opponent, blinding them, etc.</p>			

### Jankkar, blue giant bodyguard (tough)

#### Attributes      Combat Abilities

Strength	4	Initiative	0
Agility	0	Melee	2
Mind	-1	Ranged	0
Appeal	-1	Defence	0

#### Careers

Warrior	1	Torturer	1
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Protection	Light armor	d6-3 (1)
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Weapons	Cesti	d3+4
	"Short" sword	d6+4

Points	Lifeblood: 12
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Jankkar is an atypical blue giant, aggressive and bloodthirsty. Lax took him in during a plains-hunting expedition and he's been loyal ever since. Jankkar is bosun aboard the *Star*, keeping order among the mariners.

Jankkar will use either his cesti or "short" (for a blue giant!) sword in combat, depending on the lethality of the situation. He can opt to dual-wield these weapons (see Mythic rulebook for details on two-weapon fighting).



### Tyrian Star Crewmember (rabble)

All stats	0
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#### Careers

Mariner, Laborer or Slave	1
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Protection	none
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Weapons	Cutlass, oar	d3
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Points	Lifeblood	3
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### Tyrus Longbowmen (toughs)

#### Attributes      Combat Abilities

Strength	1	Initiative	0
Agility	1	Melee	0
Mind	0	Ranged	2
Appeal	0	Defence	0

Careers	Soldier	2
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Protection	Light armor	d6-3 (1)
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Weapons	Tyrus longbow	d6
	Knife	d6L+1

Points	Lifeblood	7
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Lax has a half-dozen of these elite soldiers onboard the *Star*. They are classed as *toughs*.

### Saiga Sens and Quovo, nobles of Tyrus (toughs)

#### Attributes      Combat Abilities

Strength	0	Initiative	1
Agility	0	Melee	1
Mind	1	Missile	0
Appeal	1	Defence	0

Careers	Noble	2
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#### Boons/Flaws

• **City Dweller.** They aren't happy in the great outdoors and take a *penalty die* in situations to do with wilderness survival.

Protection	none
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Weapons	Longspear	d6H
	Rapier	d6

Points	Lifeblood	6
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Both these young men are slightly plump and green to the ways of the jungle, though Quovo is brave. Lax has brought them along mostly as drinking companions.

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## Raisha, Shamballan tracker (tough)

Raisha is sister to Zusra, and currently aboard the *Tyrian Star* as a double-agent. Like most Shamballans, she has dusky skin and dark hair. Her mauve eyes seem to glow like a cat's in semi-darkness. She is attractive but gruff.

### Attributes      Combat Abilities

Strength	0	Initiative	-1
Agility	1	Melee	1
Mind	1	Missile	2
Appeal	0	Defence	0

Careers	Hunter	2
---------	--------	---

### Boons/Flaws

♥ **Jungle-Born:** Raisha grew up in the jungle. When tracking, trapping, hunting, (not fighting) in a jungle environment, she rolls a *bonus die*.

Protection	none
------------	------

Weapons	Bow	d6
	Knife	d6L

Points	Lifeblood	8
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## Zusra, Shamballan river pirate (villain)

### Attributes      Combat Abilities

Strength	0	Initiative	1
Agility	2	Melee	1
Mind	1	Missile	0
Appeal	1	Defence	2 (or 3 with buckler)

### Careers

Hunter	1	Mercenary	1
Pirate	2	Merchant	0

### Boons/Flaws

♥ **Hard to Kill:** +2 lifeblood (included below)

♥ **Inspire:** Gives a *bonus die* for one round after the call to all her crew's Attack Rolls (if they can hear her). Can be done once a day for free, or again for a Villain Point.

♥ **Missing Eye:** She takes a *penalty die* whenever appropriate to the situation.

Protection	Light armor	d6-3 (1)
	Buckler	+1 Defence

Weapons	Cutlass	d6
	Crossbow	d6

### Points

Lifeblood	12	Villain Points	5
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Zusra physically resembles her sister, Raisha, though she lost her left eye to a deodarg while still in her teens. After a rough childhood, she became the leader of a mercenary band, and eventually, a group of riverine pirates. Though Raisha will paint her as noble and fair, she is every bit as ruthless as Lax.

Zusra has her own catamaran, the *Jungle Fist*. In combat, she favors the cutlass paired with a buckler.

### Zusra's Lieutenants (toughs)

Attributes	Combat Abilities	
Strength	1	Attack
Agility	1	cutlass +3, d6+1
Mind	0	javelin +1, d6 damage
Appeal	0	Defense 0
Protection	Light armor	Lifeblood 7

These are hand-picked toughs of different nationalities who crew the *Jungle Fist* and generally keep the rest of the men in line. They are rank 2 in Pirate.

For typical river pirates, use the same stats as the *Star* crewmembers, except they are armed with cutlass and javelins.

## Ships

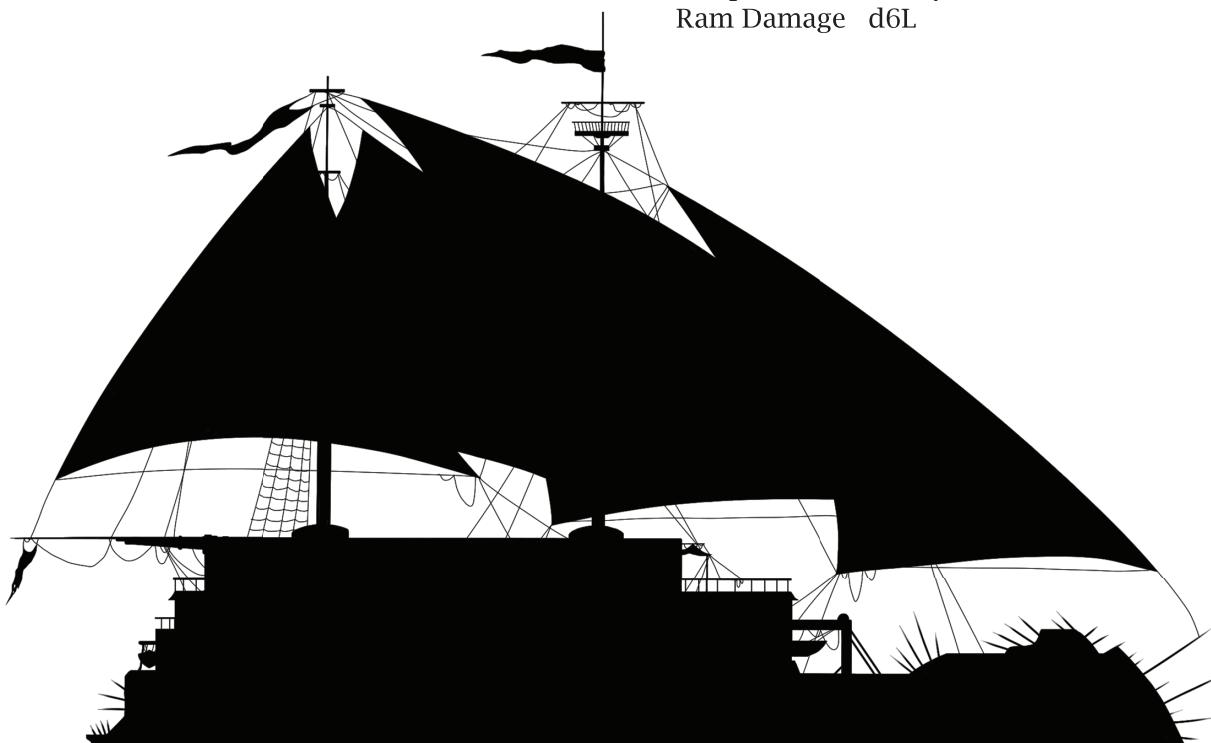
### *The Tyrian Star*

...is a sailing barge with a rounded prow and square stern. Lateen-like sails allow her to tack into the wind. She can also be rowed with long, broad oars called "sweeps."

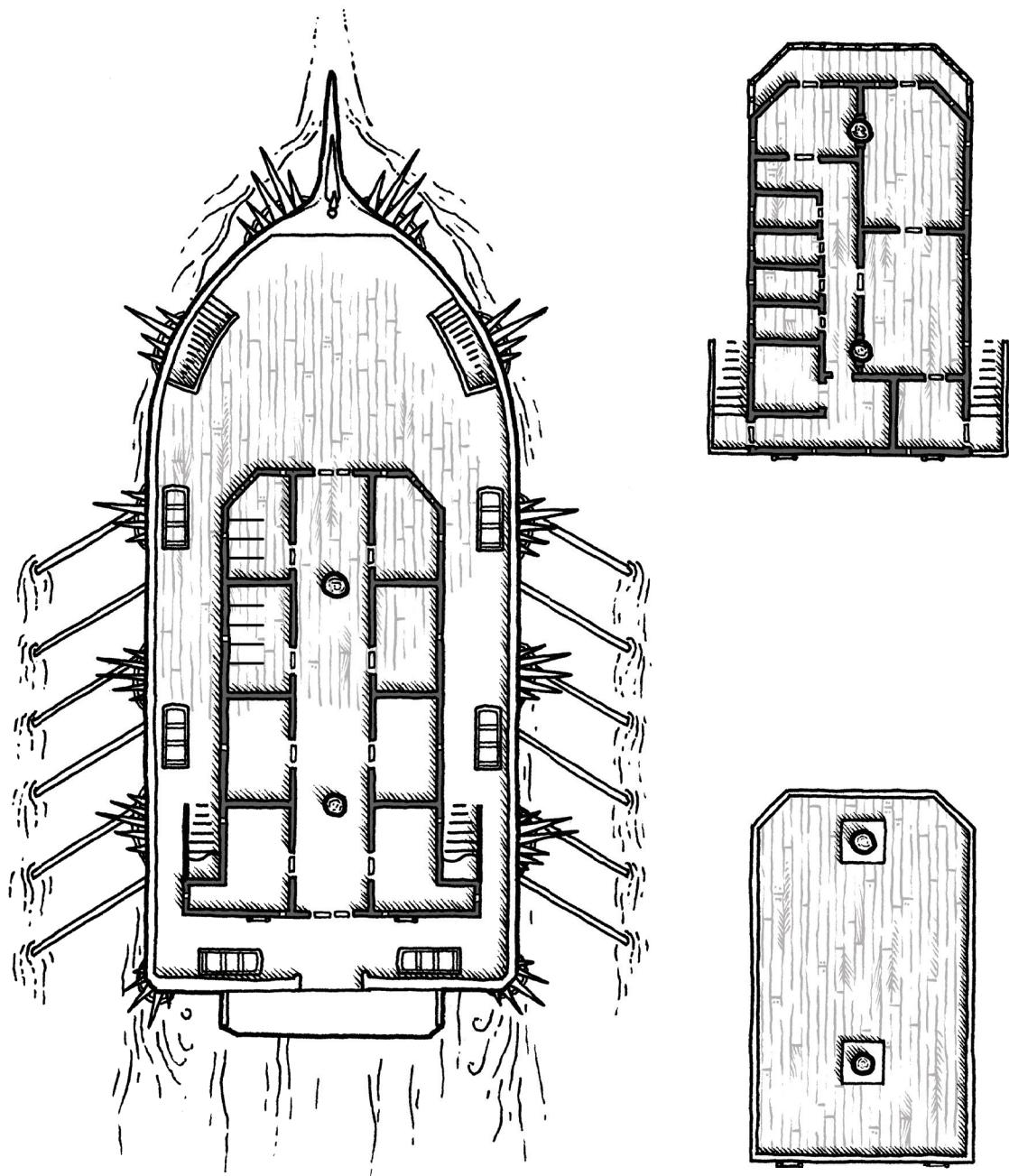
The craft sports heavy spikes along the gunwales, to dissuade attacking river-monsters. She has 6 auxiliary boats, called "punts," that can be poled or rowed, and hold up to 3 people apiece. The punts are sometimes used to drag the barge out of shallows, or up particularly strong currents.

There are two stories atop the main deck (the *Star* has no lower deck). The first floor houses supplies, sleeping quarters, stalls for kroark, etc. The second is arrayed like a small palace, with Lax's luxurious stateroom, the dining hall, a trophy room with various stuffed beasts of prey, baths, and staterooms for important guests. A PC who is promoted to eat at the big table might also be allowed to sleep on this level.

Oars	50	Crew	50
Hull	50	Resources	+4
Weapon	Heavy Arbalests		
Ram Damage	d6L		



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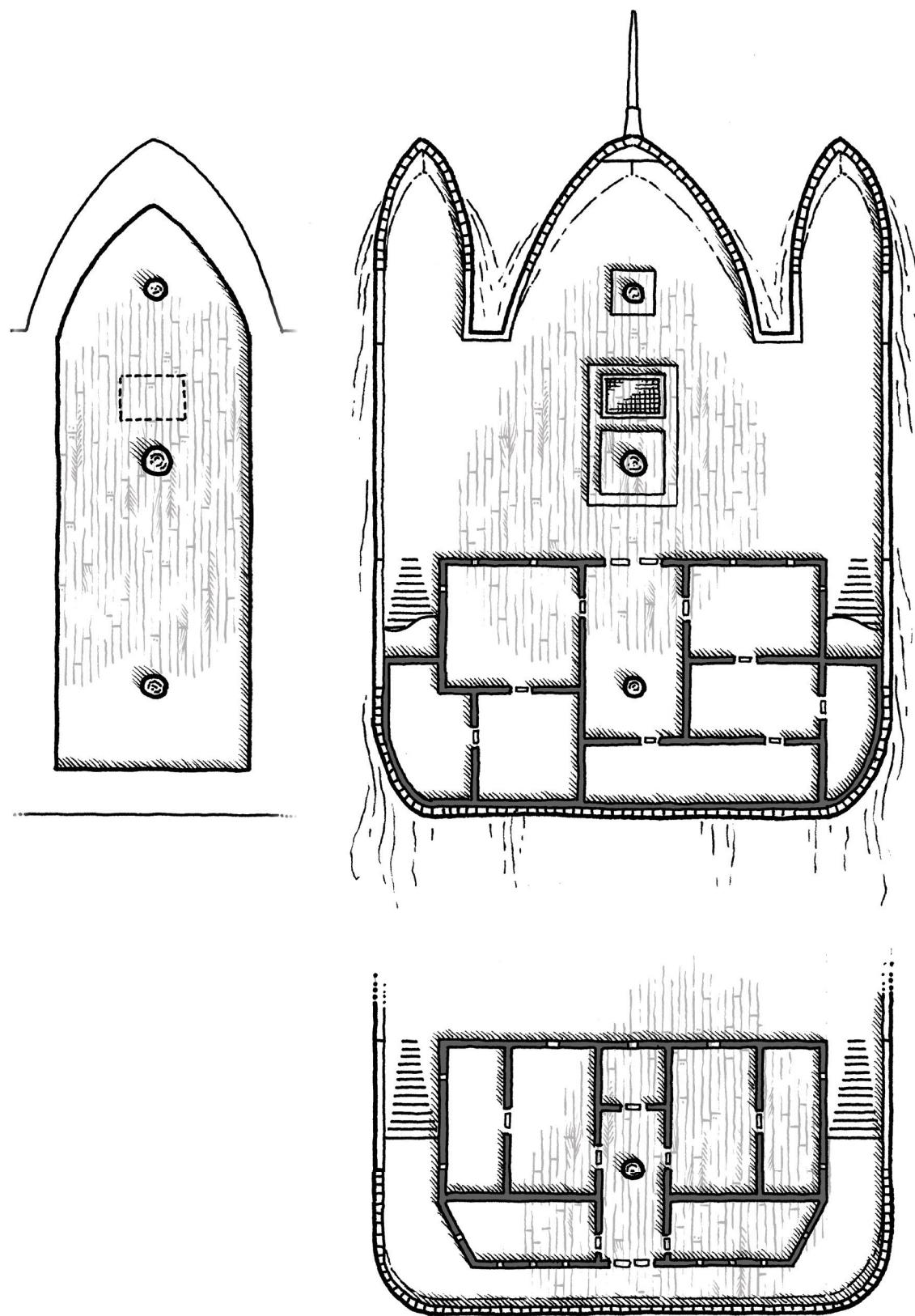
### ***The Jungle Fist***

The *Jungle Fist* is a catamaran designed more for rivers and coastal waters than open seas.

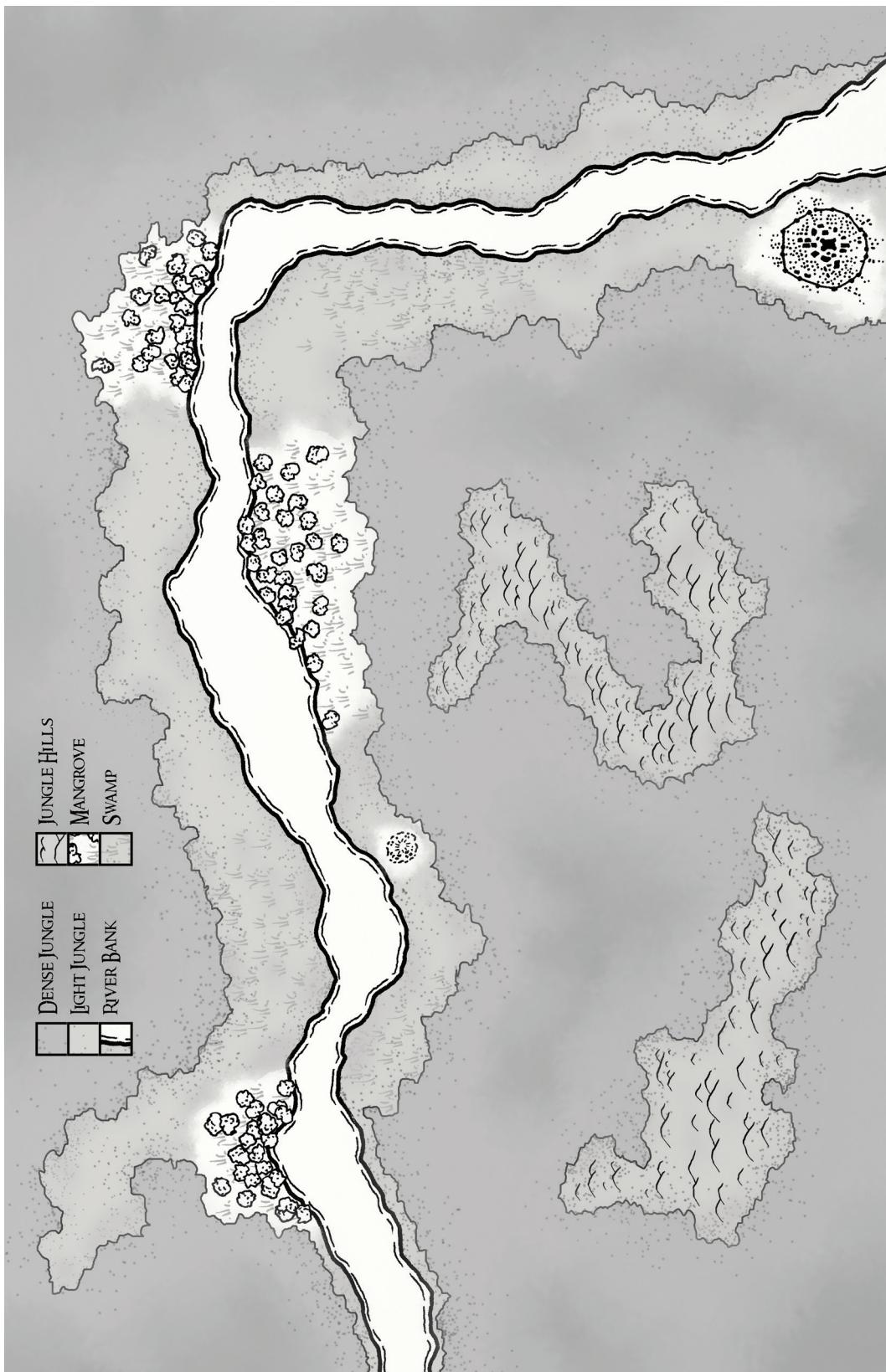
Oars	30	Crew	35
Hull	30	Resources	+2
Weapon	None		
Ram Damage	d6L		



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# Overland Map



# Children of the Void

## On the coast road from Ureeh...

*“Under bright skies, the silted harbor of Skara-Issk glitters along her rotting wharves and ruined avenues. But the eye is drawn west, upwards, towards the massive tower that served as a lighthouse back when ships’ prows cut the waters of the bay. Come nightfall, the tower’s apex flares with a brilliant bluish-white that no hand tends, and no fuel feeds. Who can say what the lighthouse of Skara-Issk guides now . . .”*

## Adventure Overview

The PCs journey to an abandoned harbor-town in order to investigate a nearby lighthouse that burns with an eerie, seemingly everlasting fire. What few people know is the 'lighthouse' was once the tower of Arax Ohm, a sorcerer during the First Age of Man, centuries before the harbor was built. Arax used magic and his knowledge of the heavens to call down demons from the night sky - translucent, tentacle-covered horrors with a taste for human blood! These 'Children of the Void' eventually slew him, but at least one of his enchantments, the great spectral fire, remains intact.

The PCs encounter an uncouth goatherd named Cyrzech, who is more than he appears. Something of a wizard himself, Cyrzech feeds his goats (and the occasional human) to the Void Children who still visit the tower when the stars are right. The demons occasionally whisper arcane secrets in exchange.

Depending on their actions, the PCs might tangle with Cyrzech, or the notorious Drogus Brothers, who are cooling their heels in one of Skara-Issk's many abandoned buildings, before confronting the secret of the dread tower itself.

## *Involving the PCs*

The 'default' setting begins in the city of Urceb, with one or more PCs approached by the opportunistic scholar Til Tokrus. Til is compiling a reference of local ancient structures that he plans to sell to treasure-hunters, and wants the PCs to investigate the lighthouse at Skara-Issk to learn its secret. He isn't sure what this secret is, but feels it's probably important enough to warrant an entire chapter in his book. Til knows that the tower is somehow connected to Arax Ohm, but won't reveal this to the PCs for fear of scaring them off. He offers to pay handsomely, including whatever costs are necessary to outfit an expedition. Regrettably, Til explains, his studies are such that he will have to remain behind...

If the above seems too contrived, the GM can simply have traveling PCs chance upon the lighthouse's gleam at night, hopefully drawing them to investigate.

## Research

PCs with the Scholar/Scribe career can make a Tough (-2) Mind check to discover the relationship between Arax and the 'lighthouse', provided they have access to a library.

More general means of collecting information (carousing, “asking around,” etc.) can glean that the ruins of Skara-Issk are shunned, most likely because of the necrophage-haunted forests just west of the town. PCs with the Rogue/Thief background might overhear whispers that the Drogus Brothers have recently holed up somewhere near the ruins, following a robbery that left one of them wounded.

# The Approach

Skara-Issk is close enough to Urceb to be considered within its territory. The PCs set off along an overgrown track called the Old Culver Road. Just towards evening, a flock of mangy goats pours down from a nearby hill and obscures their path (see location 'A' on the map). Successful Mind checks (no modifiers) reveal a group of black-haired, ferret-faced boys watching them from the concealment of a nearby hillock.

The seven boys are all sons of Cyrzech the goatherd. They are armed with slings and will try a few casts if the PCs menace their herd, but otherwise watch and wait. No amount of persuasion will get them to speak. The goats themselves look wan and lethargic. Examination shows rows of strange sucker-marks along their legs and abdomen.

Cyrzech himself eventually appears and asks the PCs what they're doing on his land. He stands 6' 4" with a scraggly black beard, and speaks in a thick, rustic accent. However, he's not overtly hostile and will warn PCs of the local dangers (besides himself) if feeling favorably inclined.

If the PCs ask about accommodations, Cyrzech will reluctantly allow them to spend the night in his goat-pens nearby. He hints broadly, however, that if they want anything nicer, they'll have to part with coin. PCs who agree to pay will be put up in Cyrzech's sturdy sod house, and fed a meal of hastily-slaughtered goat. A number of Cyrzech's children will be evicted in order to make room for the PCs to sleep by the hearth.

If for some reason the PCs attack Cyrzech, he'll use his magic to seemingly fade to nothingness and hightail it to the topmost level of the tower (location 'C'), leaving his children to their fates. PCs spending the night with the goatherd and his family might notice that there's no Mrs. Cyrzech anywhere to be seen (he sacrificed her to the Void Children about a year ago, when he felt she was getting a little long in the tooth). Cyrzech will be reluctant to speak about the tower, explaining the structure is cursed and best avoided. If asked about the strange sucker-marks on his



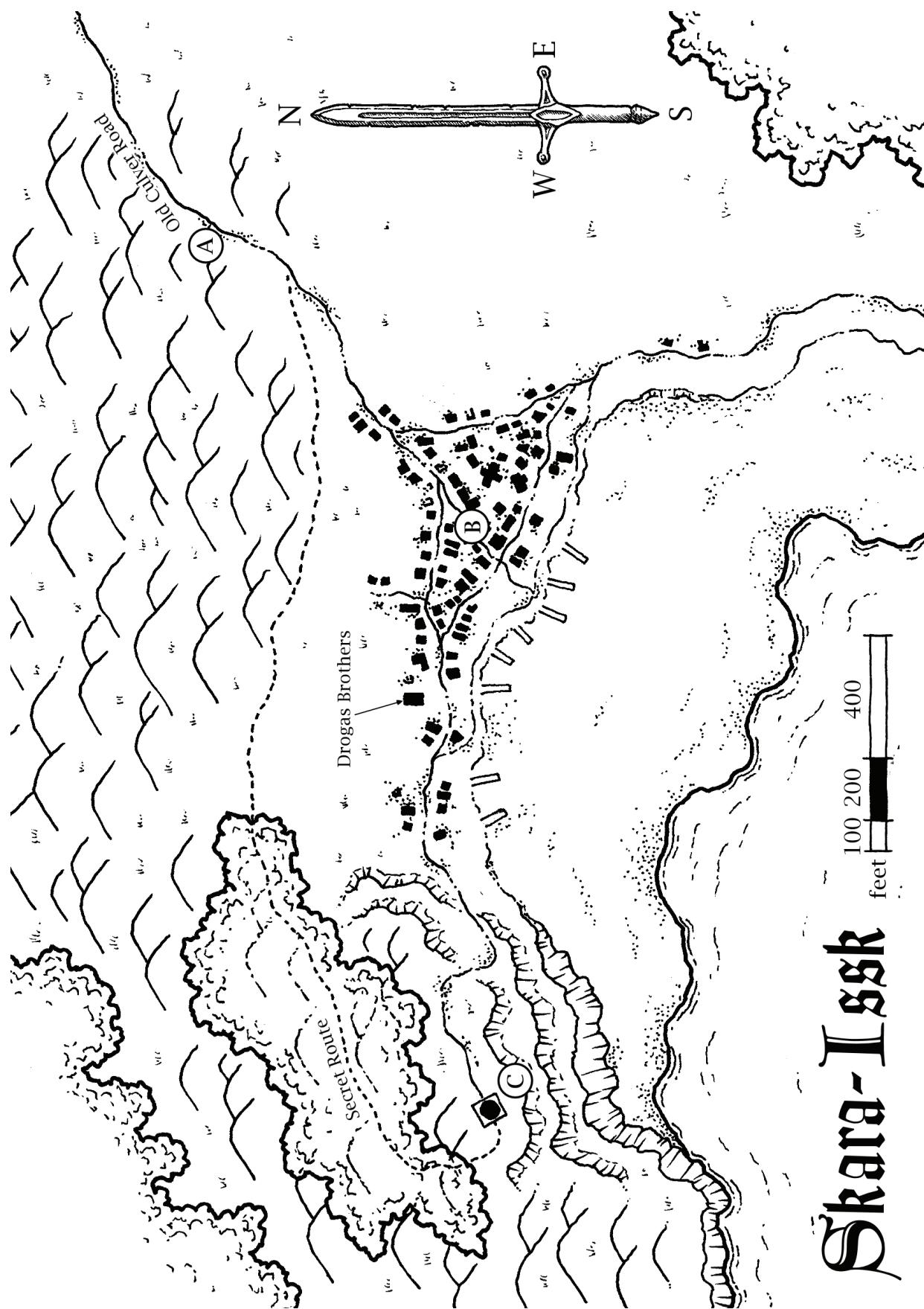
herd, he'll explain they're the result of a local parasite.

A loose stone at the back of the hearth hides a bag with all of Cyrzech's magical paraphernalia: an astrolabe, star-charts, a large sacrificial dagger of meteoric iron, and a worn grimoire detailing star-magic.

## *Town Ruins*

The once-bustling port town of Skara-Issk (location 'B') is now just an assortment of rotting timber structures, overgrown with weeds. Stone docks jut out into the silted, muddy harbor. There is one relatively intact building: a warehouse, set back a short distance from the waterfront. The entrance has been hastily barricaded with stone blocks and planking. The first PC to start moving aside rubble will be greeted by a pair of leveled crossbows.

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The Drogus Brothers, Cam and Harm, have holed up inside the warehouse with their gang. Harm was badly wounded during a heist-gone-wrong in Urceb, and now the bandits are waiting for him to recover before moving their loot (a small fortune in jade figurines).

In addition to the brothers, there are a number of bandits (rabble) equal to the PCs plus one. Cam acts as leader. Not usually the trusting sort, he knows he's in a bad situation and is genuinely worried about his brother, whose wound has become infected. Depending on how the PCs conduct themselves, Cam might offer to trade some of his loot for supplies, or ideally, the services of a Physician/Healer to treat Harm.

Any PC with at least rank 0 in Rogue/Thief will know the Drogus brothers have a substantial price on their head for murdering an Urceb noble during the course of a robbery. This price is even more substantial if the two can be returned alive.

If the PCs prove hostile, Cam will use his powerful magical amulet to transform and attack, joined by his men and a desperate Harm.

The warehouse's interior contains the gang's bedrolls, personal possessions, and a



dwindling supply of food. The jade figurines are kept in a steel box buried under rubble in the northwest corner of the building.

### ***The Tower of Arax Ohm***

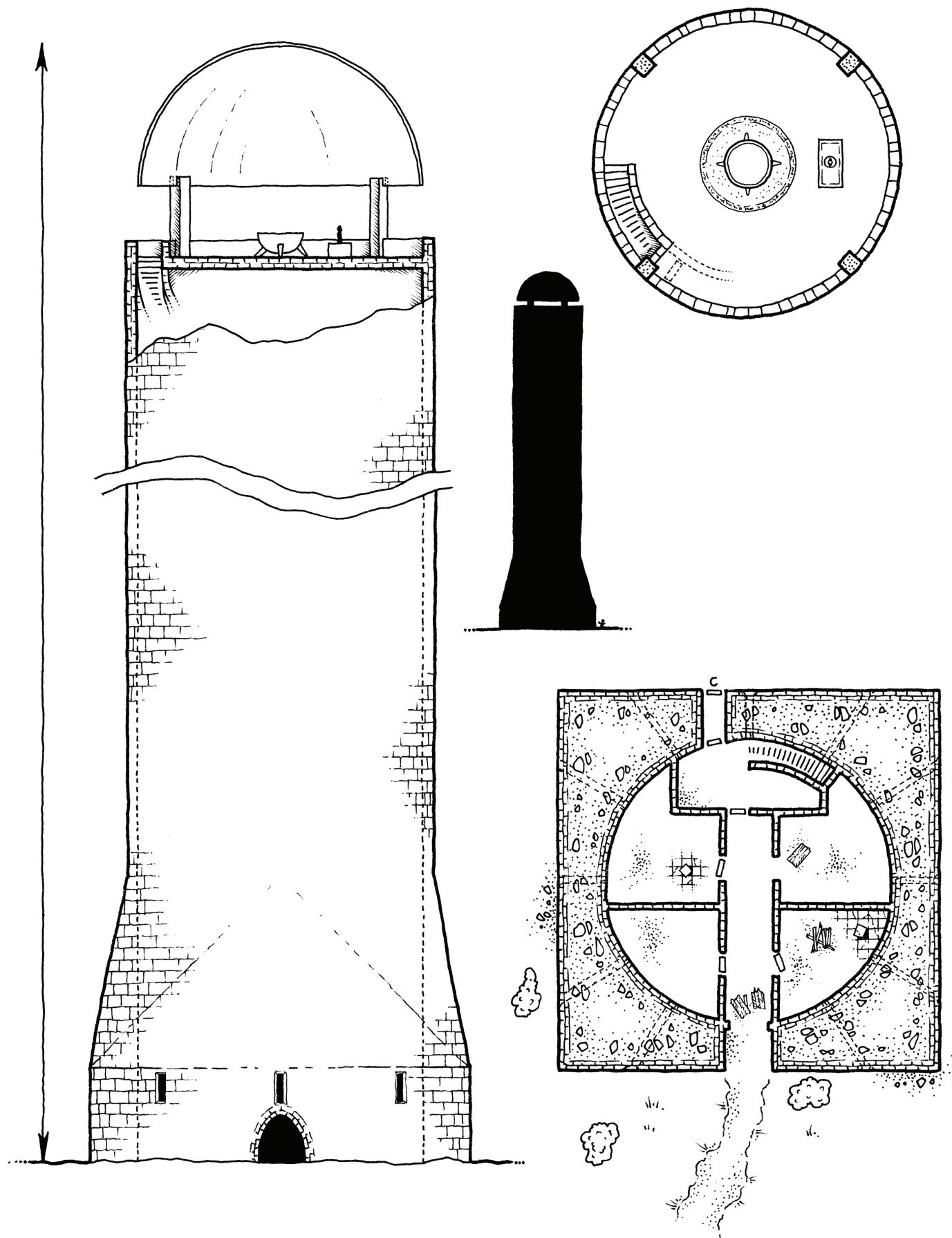
There are two ways of approaching the 300-foot 'lighthouse' (location 'C' on the map). The most obvious is to move through the ruined town and then climb the hill on which the tower stands. This will bring the PCs close to the warehouse in the town ruins.

The second, "secret" route (which Cyrzech uses) winds through the wooded hills just north of the tower, before arriving at the structure's base and a concealed back entrance. Anyone with a rank or two in Hunter/Tracker might discover Cyrzech's trail, worn over the years by his many visits. Traveling this route allows PCs to skirt the town ruins, but if done at night will attract the attention of several (1.5 x the number of PCs, rounded up) hungry Necrophages. The ghouls will try to spring a surprise attack from the cover of dark forest.

The tower's square base of broad limestone blocks forms the first story, and rises for 20' before tapering into a cylinder. Narrow windows are spaced high along this ground floor, and the front double doors have long since rotted away. Spacious, empty rooms lead to a great stairwell hugging the tower's exterior wall. These ground-floor chambers show signs of having been looted; bare patches on the floor and walls marking where panels of semi-precious stone and tiles were removed.

The hike up the stairs is taxing and uneventful. Occasionally, a piece of dried animal dung (goat) can be found. PCs eventually catch sight of a bronze portal near the top. A section of stairs 10' from the portal has had its stone supports removed and replaced with old timber by Cyrzech. This trap can be bypassed by staying within 4' of the exterior wall. A PC who specifically examines the footing during the long trek up can make a Hard (-1) Mind check, modified by levels in Barbarian/Savage, Thief/Rogue, or an appropriate Worker career (e.g. stonemason). On a success, the PC notices the stairs are sagging slightly lower on one side.

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Each person passing over the weakened section has a 1-3 chance (d6) of setting off the trap, dropping them 15' onto the stairs directly underneath. The fall causes d6+2 Lifeblood damage, and the PC must then make an Agility check or tumble an additional 3-18 feet (3d6) down the stairwell, sustaining another 1 LB damage per 3' traveled. A Calamitous Failure on this check means the PC has slipped into the open, central shaft, and drops over two hundred feet to the flagstones below (fatal).

At the GM's discretion, a character who takes over half his LB from the fall and subsequent tumble will either tear a muscle or break a bone (make a Strength roll to avoid the latter). The wound will cause a penalty die to all appropriate physical actions until fully healed.

The bronze portal itself is also trapped: Cyrzech placed an enchantment on the door that causes it to burst into white-hot flames if a command word ("Achenar") isn't uttered when the door is touched. The flames are illusory, but they will seem to cause d6 damage per round of contact. Anyone brought below 0 LB this way will simply fall unconscious. A PC can try to 'disbelieve' the fire by making a Tough (-2) Mind check, modified by levels in Magician/Sorcerer. Success dispels the illusion.

Past the portal, the stairs climb into a large open chamber with 3' high walls. This is the tower's apex. Stone columns support a clear glass dome, and enchantments prevent strong wind-gusts from entering. The vantage affords a stunning view.

A huge bronze bowl occupies the room's center. This is the source of the spectral blue-white light, though it will not flare into life until the sun sets. The 'fire' sheds no warmth. Impressed into the floor around the bowl is an enchanted mosaic made of lapis lazuli and quicksilver. The mosaic slowly changes to reflect the night sky above, with the constellations identified in a glowing, ancient script. Just beyond the bowl is an altar made of meteoric iron, featuring the statuette of a slender young man (Sa'Tel, The God of Stars).

What happens in this chamber depends on when the PCs enter it. During the day, the room is deserted. Around evening, Cyrzech will come trudging up the stairs with a couple

goats in tow. If the PCs have arrived before him and left a clear trail of their passing (i.e. triggering the stairs trap, leaving the bronze portal open, etc.) Cyrzech will be forewarned and use his magic to become invisible. Most likely he'll leave before the hungry Void Children appear and attempt to feed on the PCs (see below).

If Cyrzech is not aware of the PCs, he will come blundering into the chamber with his goats, genuinely surprised. He'll make the hasty excuse that he came to make sure everyone is alright, and will try to leave. Cyrzech knows the Void Children will be showing up soon, and doesn't want to be around without the protection of a magic circle!

If the PCs arrive at night, they will most likely interrupt the ceremony of several (2d3) Void Children gorging themselves on fresh goat's blood. Cyrzech watches from the protection of a magic circle drawn on the floor. The Children immediately attack the PCs, as they vastly prefer human prey. However, their feeding has left them flushed with blood and fully visible. Cyrzech joins their assault by casting spells at the PCs. Note that if someone can obliterate a section of the magic circle, or force Cyrzech outside its confines, the Void Children will attack him as well! The (intact) circle of protection can hold up to three PCs. Any remaining Children will go soaring back to the stars just before dawn.

If the PCs arrived before Cyrzech, and he has either fled or been killed, then 2d3 Void Children will swarm the tower shortly after nightfall, just as the star Achenar appears above the horizon. Unfortunately, they will be invisible - make a Demanding Mind check (-4) to even notice a faint distortion of starlight as they move. The Children attack the PCs in a frenzy of serrated tentacles.

## Conclusion

Any PCs who survive a night-time visit to the tower's topmost chamber will have learned enough of its 'secret' to satisfy Til Tokrus (assuming they give the scribe a factual accounting of what happened). If Cyrzech is killed, then the goat sacrifices cease and the Void Children will eventually stop haunting the tower.

PCs who weren't hired by Til to investigate can discover a small fortune in astronomical equipment (e.g. a golden astrolabe, a working telescope) hidden in the altar to Sa'Tel, provided the GM is feeling generous.

If Cyrzech survives, assume another year until he stumbles on a magical secret so powerful that he becomes a real threat . . .

## Appendix One

### Cast of Characters

#### Cyrzech, Rustic Sorcerer

Attributes		Combat Abilities	
Strength	1	Initiative	-1
Agility	1	Melee	1
Mind	2	Missile	0
Appeal	0	Defence	2

#### Careers

Herdsman	1	Rogue	1
Magician	2	Scholar	0

#### Boons/Flaws

- ↳ **Learned (Star-Lore):** When recalling Star Lore, Cyrzech receives a *bonus die*.
- ↳ **Country Bumpkin:** In the unlikely event that Cyrzech enters a big city, he takes a *penalty die* in situations to do with urban survival.

#### Protection

none

Weapons	Quarterstaff	d6+1
	Knife	d6L+1

#### Points

Lifeblood 11

Tall, scraggly, and generally uncouth, Cyrzech's seemingly ignorant ways mask a powerful mind. His goal is to acquire arcane knowledge, for which he'll gladly sacrifice anyone, even family. Cyrzech specializes in celestial magics taught by the Void Children (see Appendix Two for suggested spells).

#### Typical Bandit (rabble)

All stats 0

#### Careers

Thief/Rogue 1

#### Protection

none

**Weapons** Large knives d3

**Points** Lifeblood 3

Lean and desperate, these rabble are unusually loyal to the Drogus brothers.

#### Cam Drogus, Notorious Rogue

##### Attributes      Combat Abilities

Strength	1 (3)	Initiative	1
Agility	1 (2)	Melee	1
Mind	2 (-1)	Missile	0
Appeal	0	Defence	0

##### Careers

Assassin 1 Rogue 1

##### Boons/Flaws

- ↳ **Sneaky:** Cam rolls a *bonus die* where stealth is important.

##### Protection

none (but see below)

##### Weapons

Sword d6+1

Thrown knife d6L

(Claws +3 hit d6+2)

##### Points

Lifeblood 9 (11)

Cam stands only 5' 5" tall, with a wiry build and shaggy brown hair. A scar extends from the bottom of his chin, across an eye socket, and ends at his hairline. He cultivates his own sense of honor as a "gentleman of the road" and keeps his word (though he is loath to give it).

Cam wears a necklace of braided fur beneath his clothes - a powerful item called *The Lanyard of the Wulf*, stolen from a coven of Crimson Druids many years ago. The amulet allows him to transform into a wolf-like creature during periods of duress. In this form, he adds 2 to his Strength, 1 to his Agility, and subtracts 1 from Mind. He gains natural weapons and a protection of d6+1 from all attacks, save silver, magic, or fire (against which he has a protection of 0).

Any PC who gains possession of the necklace can use the transformation power, but the GM secretly rolls 2d6 every time he wants to turn back to human. On a roll of doubles, the PC is permanently "stuck" in wolf-form.

## Harm Drogus, Cam's Wounded Brother

## Attributes

Strength	0	Initiative	0
Agility	1	Melee	1
Mind	1	Missile	1
Appeal	0	Defence	0

## Careers

Merchant 1 Rogue 1

## Boons/Flaws

• **Wounded:** Harm rolls a *penalty die* on most actions.

**Protection** Light armor d3-1

## Weapons

Thrown knife d6L

(Claws +3 hit d6+2)

**Points** Lifeblood 3 (wounded)

Sandy-haired and taller than his older brother, Harm serves as the "brains" of the bandit-gang. A deep puncture wound in his abdomen oozes pus, and, if untreated, the infection will kill Harm Drogus in less than a week.

## Necrophagi

See stats from the *BoL Mythic* rulebook.

## Void Children

## Attributes

Strength	3	Attack	+0*
Agility	1	Damage	d6-2
Mind	0	Defence	1 (4 if
Appeal	0		invisible

**Protection** Non-terrene flesh d6-2

## Points Lifeblood 13

## Boons/Flaws

↳ **Many tentacles:** Two attacks per round.

These horrors are native to a planet in the loathsome Achenar system, but can cross vast interstellar distances in a matter of seconds. Normally, their flesh is transparent to visible light (-4 Mind check to spot them when moving, with an effective defense of 4 if

attacked), but when flushed with blood they appear as a mass of serrated tentacles floating in mid-air. Any tentacle attack that does at least 1 LB of damage will render the Void Child visible in this manner.

Void Children possess a certain amount of magical knowledge, though few of their kind actually cast spells.



## Appendix Two

## Celestial Magic

The following are several “star-themed” spells known by Cyrzech.

## *First Magnitude*

## Magic Circle

The caster draws a magic circle around himself that blocks the approach of any lesser celestial demons. Note that the circle's protection is revoked if the caster attacks the demons. Requires *Casting Time* and *Special Item*. Cost is 3 Arcane Power and Difficulty is Moderate (0).

## Bend Light

This spell is similar to *Pass Unnoticed* from the *Barbarians of Lemuria: Mythic Edition* rulebook, though the caster actually does become invisible.

## Call Void

This spell plunges up to a room-sized area into cold blackness, blocking sight. The caster can still see as normal. Requires *Obvious Technique*. Cost is 4 Arcane Power and Difficulty is Hard (-1).

## Star-Bolt

The caster hurls a shower of bluish-white sparks, blinding a single target. Requires *Line of Sight* and *Obvious Technique*. Cost is 3 Arcane Power and Difficulty is Moderate (0), modified by the target's Mind. The blindness lasts until the target has a chance to recover.

## Ask the Stars

The caster can perform minor feats of divination. This could include learning an enemy's name, predicting the general outcome of a course of action, or asking a 'yes' or 'no' question. Note that the result is heavily dependent on the GM's fiat - he does not have to reveal information that could damage suspense or threaten the outcome of a story arc. Requires *Casting Time* and *Hour Pour* (midnight). Cost is 3 Arcane Power and Difficulty is Hard (-1).

## Celestial Fire

The caster summons a font of pale blue flames, directed at one target. The 'fire' burns with the coldness of vacuum and does 1d6 + caster's Mind in damage, ignoring armor. Requires *Line of Sight* and *Obvious Technique*. Cost is 3 Arcane Power and Difficulty is Hard (-1).

## *Second Magnitude*

## Pull of the Void

The caster dramatically increases gravity in a 30' sphere, centered around himself (the caster is unaffected). Anyone caught in this area will have their Strength effectively reduced by 2, though LB totals remain the same. Anyone brought to a negative Strength total will be unable to move, pinned to the ground by high gravity. Characters with a '0' or higher Strength after the reduction can move at half speed and perform physical actions with a penalty die. Most missile fire directed through the sphere will fall to the ground before striking the caster. Requires *Wounds* (gravity backlash). Cost is 9 Arcane Power and Difficulty is Tough (-2).

## Call Void Children

The caster summons 2d3 Void Children who will immediately attack unless placated by a sacrifice or kept at bay by the protection of a Magic Circle. Using the promise of fresh blood, the caster can try to compel the Void Children to perform a single action or reveal secrets of celestial magic. Requires *Casting Time* and *Ritual Sacrifice* - additionally, the spell can only be completed at night. Cost is 8 Arcane Power and Difficulty is Tough (-2).

# Crimson Shoals

## In a fearsome storm in the Gulf of Satarla...

*Wind-driven rain pounds the dark outcroppings of reef, churning the nearby shoals into froth. Despite the gloom, occasional lightning flashes reveal a small forest of splintered ship's masts, shattered keels, and barnacle-encrusted hulls. This watery hell is a ship's graveyard!*

*Less than a quarter-league's walk (or swim) looms the silhouette of a massive funerary barge. But why is this ungainly, low draught craft beached here, in the Gulf of Satarla? Doubtless, the answer lies somewhere below her dark decks...*

## Adventure Overview

Caught in a tumultuous storm en-route to the Port of the Sea Lords, PCs find themselves washed up on a coral reef. They soon discover they are not alone. The crew of the pirate sloop *Zarro's Folly* has also recently crashed ashore, and sent a party to investigate the nearby wreck of a funeral barge.

Blinded by greed, the *Folly*'s Captain Zarro inadvertently frees the mummified form of Menkar Thal, a Bloodless Sorcerer King centuries old. Menkar Thal kills two of the pirates and drains the life essence from Zarro in order to re-invigorate his own ancient body.

The PCs arrive on the funerary barge shortly after these events. They have to contend with the surviving, terror-stricken pirate crew as well as a disguised Menkar Thal, before facing the final horror that waits for them in the hold!

## *The Approach*

Have the players justify why their characters were originally bound for the Port of the Sea Lords. Whatever the reason, their ship was struck by a horrible storm and they find themselves washed up on a large reef (*Point A* on the map). The 'default' setting assumes they are clinging to pieces of wreckage or

aboard a battered (and now badly damaged) longboat. The storm is still going strong, with gusting winds and hard rain.

Heroes can walk – albeit slowly – atop the weathered reef, but because of the slippery conditions and wind, trying to run requires a Tough (-2) Agility check, or the character falls for d3 damage against the sharp coral.

The wreck of the *Zarro's Folly* is only a short distance (about ten minutes of careful travel) from where the PCs initially wash up.

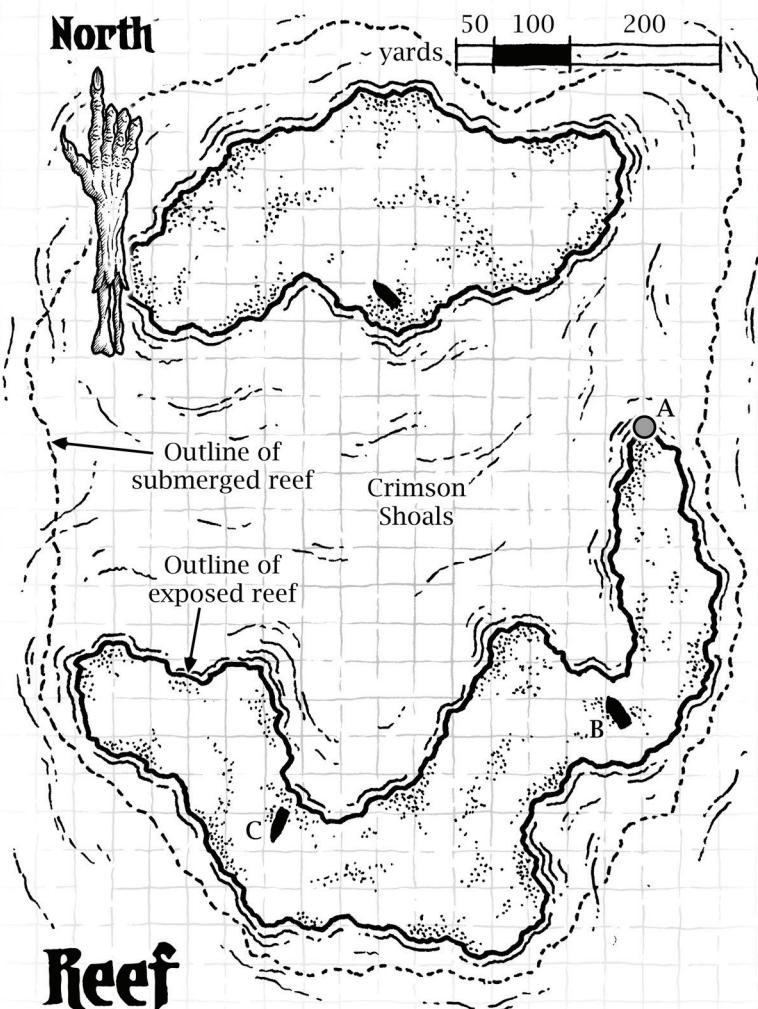
# The Pirate Sloop

The Heroes can make out the hull of a small (single-masted) ship run aground on the reef (*Point B*). Her keel is cracked in two places and the mast snapped near the middle. PCs with rank 0 or greater in Pirate/Buccaneer (or rank 1 or higher in Mariner/Seaman) can make a Moderate (0) Mind check to recognize the *Zarro's Folly*, a pirate ship known for its bad luck and hapless master, Captain Zarro.

Huddled in the sloop's stern is Alx (treat as a Typical Pirate, see *Appendix A*), who appears wild-eyed and frightened out of his wits. If PCs are hostile or make no attempt to calm him as they approach, the pirate will try to flee, possibly injuring himself in the process.

Alx can explain the rest of the crew has gone on to investigate the funerary barge visible in the distance (*Point C*). Captain Zarro wants to find serviceable timber to repair his ship. Alx refused to go, offering instead to stay behind and “guard” the *Folly*. *“That barge’s cursed, I tell you. I can smell the evil she gives off from here.”*

No amount of cajoling can make Alx approach the barge. He will accompany PCs only if forced.



### The Funerary Barge

At first glance, the beached craft looks unscathed. The barge is leaning slightly to port and all her oars appear to have been shipped. There are several holes along the keel, allowing water to partially flood the lowermost deck, but this won't be apparent to PCs until they reach the hold.

On either side of the prow are brightly-painted glyphs. Anyone able to translate Sorceric can read: "Soul-Barge for King Menkar Thal and his Faithful Consort, Amataunu."

The most obvious way onto the barge involves climbing roughly 10' to reach the main deck. This requires a Moderate Agility check, with failure resulting in a fall to the sharp coral

below. Once aboard, the PC(s) can make an unmodified Mind roll to notice a coil of rope and grapnel near the railing.

The remains of the *Folly*'s crew are hiding on the forecastle (elevated front deck). All are panic-stricken, having only recently escaped an ambush by Menkar Thal on the deck below. The fate of their captain is unknown. The men are torn whether to flee the ship or try and find Zarro. At sight of the PCs they will likely attack, assuming them to be hostile. There are two pirates (rabble) for each PC, along with Quenti, the Parsolian First Mate. Be sure to describe the looks of stark terror on their faces as they attack. After a round of combat, the pirates can be reasoned with -- if the PCs opt to do so.

Any crewmember can relate the sequence of events: "*We climbed our way up here, using hook and rope. Cap'n Zarro wanted to investigate the cabin on the quarterdeck (elevated rear deck), and we found two coffins of hammered gold inside. One we opened, and tore the gold and jewelry from the linen-wrapped corpse. But then Zarro grew wary and feared a curse, so he forbade us open the second. We traveled down to the rower's deck, and that's when something attacked from the darkness. Braxtus and Juvo were killed. The rest of us fled, here, and we've not seen the Cap'n since.*"

Roughly half of any surviving *Folly* crewmen (including Quenti) will want to accompany the PCs as they investigate the barge, in order to try and find Zarro. The other half flees to their beached sloop. The GM can use accompanying pirates like extras in a slasher movie, having them attacked first and killed off in order to build up tension. Of course, it's just as likely the PCs will slaughter them all during the initial combat. So it goes.

## Quarterdeck Cabin

This is the only above-deck structure. It consists of a single room adorned with scarlet feathers, ebony couches, and two gold-covered sarcophagi. Menkar Thal's has already been opened and stands empty. The intact sarcophagus belongs to Amataunu, his consort. Inside lies her mummy, wearing a death-mask of beaten gold and ceremonial headdress. A small fortune in silver and gold jewelry encrusted with semi-precious stones (Lapis Lazuli, Amethyst, Turquoise, Garnet, etc.) adorns her body. Opening the sarcophagus and removing the jewelry will *not* cause Amataunu to animate, as it did Menkar Thal. However, the Sorcerer King may try to revive her later, using life-force stolen from a female PC (see *What Happens Next*).

Any accompanying pirates will react with horror at the sight of Menkar Thal's empty sarcophagus. *"There was a mummy in there, I swear it."* Menkar Thal did not animate until after the pirates left the cabin.

## *Rowers' Deck*

The next deck down is accessible through hatches from the main deck. PCs will need some kind of light source here. The roar of the storm can be heard outside, and the barge's timbers make ominous creaking noises.

A narrow aisle runs between rowing benches to port and starboard. The shipped oars are alongside the benches. About a third of the way down lies the body of Braxtus, impaled through the chest with a shattered oar. A little further Juvo sits slumped on a bench. His head has been wrenched all the way around, so that it faces above his shoulder-blades. Both men have a terrible rictus frozen on their faces.

Further search turns up a third body, shoved beneath one of the benches. The remains are so shriveled the corpse is unrecognizable, and its clothes and other personal belongings have been removed. This is all that's left of Zarro, after Menkar Thal drained his life-essence. Nearby lies a pile of linen bandages, stiff and yellowed with great age.

Let the PCs puzzle for a moment about what might have happened. Suddenly, the single hatch in the floor thrusts upwards. A

handsome, bearded face peers out. Captain Zarro! "Quick," he whispers hoarsely, "*get down here where it's safe, before that thing returns.*"

Menkar Thal gained knowledge of the Lemurian tongue after stealing Zarro's essence. He wants to lure the PCs into the hold, where they can be attacked by the creature who lairs there. Quenti and any accompanying pirates will immediately move to join him. If the PCs refuse to go below, Menkar Thal will give up and close the hatch (sealing the fates of any remaining pirates). See *What Happens Next* for consequences.

## *The Hold*

This cramped space is pitch-black and partially submerged. Sea-water has flooded the front third of the barge to depths of 5' (the craft is tilted slightly forward). Funerary treasures are heaped along the hold's walls: finely-crafted furniture of uld and jallallabar wood, casks of scented oil, carved animal figures, golden statues, bronze weapons adorned with jewels, blocks of incense, jugs of ancient wine, small shrines, votive candles--a fortune, if all the stuff can be transported.

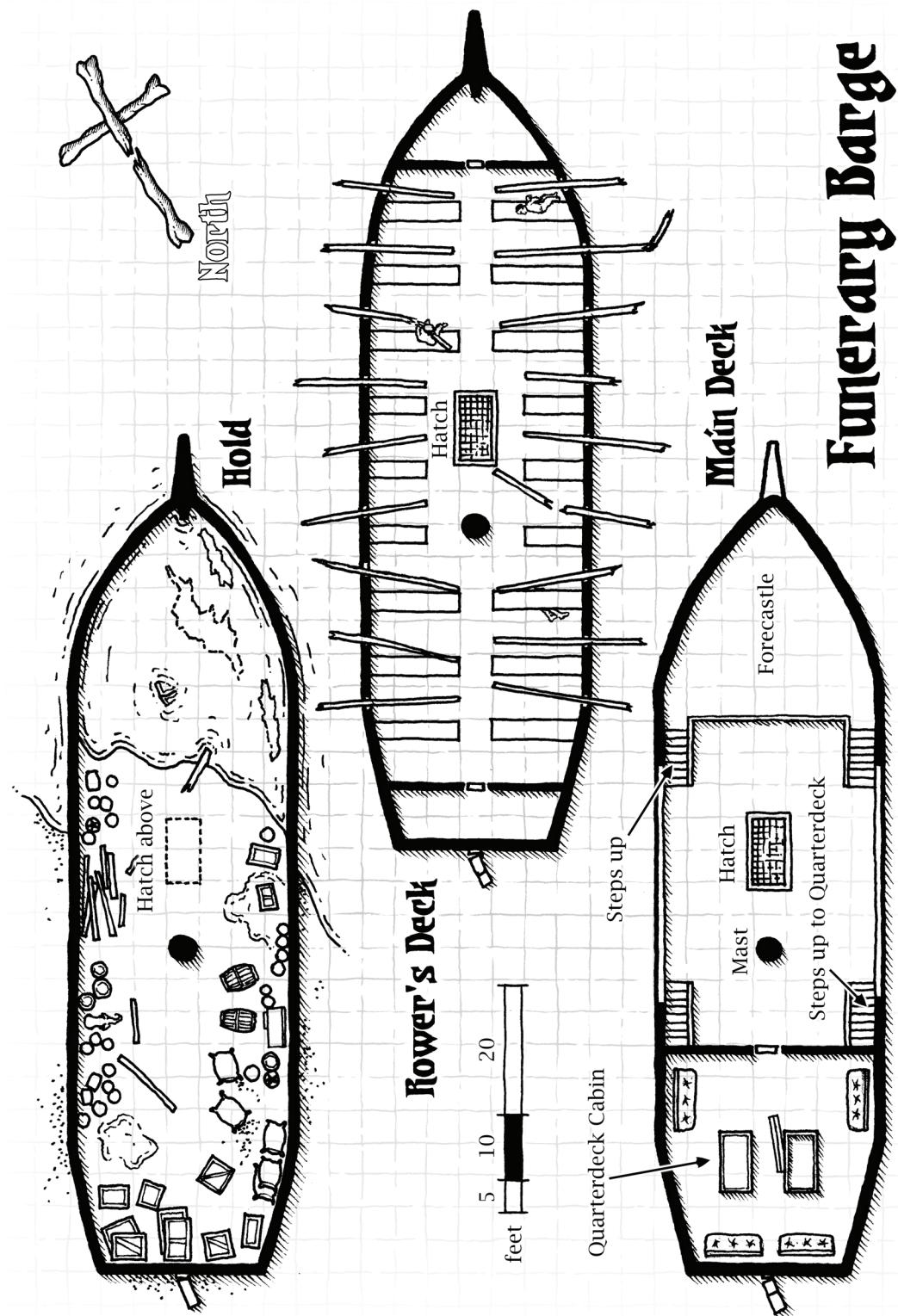
Menkar Thal, holding a torch, makes sure the hold's contents are visible. Any surviving pirates go loot-crazy and start grabbing up the most valuable items, some splashing through the water to search.

Unfortunately, a giant octopus recently oozed its way through a hole near the ship's keel and now considers the chamber home. Hidden beneath the dark water, it will snake tentacles around anyone who enters into the deeper sections and attempt to draw them to its toothy beak.

Depending on the odds, Menkar Thal might use the octopus's appearance as an opportunity to attack, or try to escape through the hatch while everyone is distracted. See *What Happens Next* if he opts for the latter.

Note that the octopus will *not* fight to the death: if the main body takes more than half its LB total, or if it loses four or more tentacles, the octopus squirts an ink cloud and tries to flee out the hole it entered through, swimming for a submerged cave beneath the reef.

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## What Happens Next

Menkar Thal's main goal is to slaughter everyone else and figure out a way back to Thule. If a female PC is present, he may try to steal her life-essence and use it to restore Amataunu back to flesh.

If PCs do not follow him into the hold, Menkar Thal kills any remaining pirates (including Quenti). He's strong enough to smash his way out of the hold, if this becomes necessary, and will use his Vex the Dead ability to animate any corpses he comes across, creating a small army of Lurching Dead. Eventually, an epic battle between the Sorcerer King and PCs ensues.

Note that Menkar Thal will become enraged if he discovers the PCs have damaged and/or looted Amataunu's remains. Berserk, he will attack by direct means vs. using magic or guile (which could play to the PCs tactical advantage).

## Escaping the Reef

After the storm dies, PCs will be able to see coastline (Kasht Swamp) not far in the distance. The *Zarro's Folly* can be made seaworthy again with salvaged timber--seaworthy enough, at least, for a short voyage. Even without a complete crew, the sloop stands a decent chance of making shore if it can be guided off the reef.

Of course, making landfall on Kasht Swamp invites further perils...

## Appendix A

### Cast of Characters

#### Typical Pirate (rabble)

All stats 0

#### Careers

Pirate 1

Protection none

Weapons Cutlass d3

Points Lifeblood 3

A motley assortment of Parsoolians, Satarlans, and Lysorians from the Pirate Isles make up the *Folly*'s crew.

#### Giant Octopus

Attributes	Combat Abilities
Strength 6	Attack +1, damage d6*
Agility -1	Defence 2
Mind 0	Protection d2-1
Lifeblood 30	

#### Boons/Flaws

• **Multiple Attack:** Tentacle attacks may be made against up to four targets.

This old, cunning creature normally lives in an underwater cave, but was recently drawn to the barge (perhaps by the aura of evil).

\*A successful hit from a tentacle means the target is 'grabbed' and can be hauled closer for a bite attack (d6H). A 'grabbed' character suffers a penalty die on appropriate actions until freed – either by forcing the tentacle off (pass a Demanding Strength check), or severing it (doing 6 LB damage with a slashing weapon). Attacks against tentacles don't reduce the main body's LB of 30.

### Lurching Dead

Attributes		Combat Abilities	
Strength	2	Attack	+0
Agility	-1	Damage	d6+2
Mind	-	Defence	0
LifeForce	8	Protection	0

These are freshly-slain Bloodless, reanimated by Menkar Thal's *Vex the Dead* spell. Note that they have no independent mind of their own and must be directed by Menkar every round. Otherwise, they slump back to the ground.

### Quenti, Parsoolian First Mate

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	2	Melee	1
Mind	0	Ranged	1
Appeal	-1	Defence	0

#### Careers

Marine	1	Pirate	1
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Protection	Light armor	d6-3 (1)
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Weapons	Barbed spear	d6H+1
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Points	Lifeblood	9
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Quenti is a longtime friend of Zarro, and faithful to the end. He has a mild superstitious streak, but this will not prevent him from trying to find his captain.



### Menkar Thal, Bloodless Sorcerer King

Attributes		Combat Abilities	
Strength	3	Attack	+2
Agility	0	Damage	d6+3
Mind	3	Defence	2
Appeal	-1		

Careers	Sorcerer	3
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#### Boons

- *Magic of the Sorcerer-Kings*: Menkar understands the ancient secrets of the Sorcerer-Kings. He gets a *bonus die* when casting spells.
- *Power of the Void*: Menkar has two bonus points of Arcane Power.

#### Flaws

- *Unsettling*: Menkar is a long-dead creature - his mere presence is an abomination.
- *Arrogant*: Menkar gets a *penalty die* when dealing with provincials or foreigners.
- *Hot-Headed*: Menkar gets a *penalty die* to any rolls when trying to suppress your anger and act rationally, such as when trying to ignore an enemy's taunt..

Protection	unholy vitality d6+1, 0 against fire and weapons consecrated to the Twenty Gods
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#### Points

Villain Points	5	Arcane Power	15
LifeForce	13		

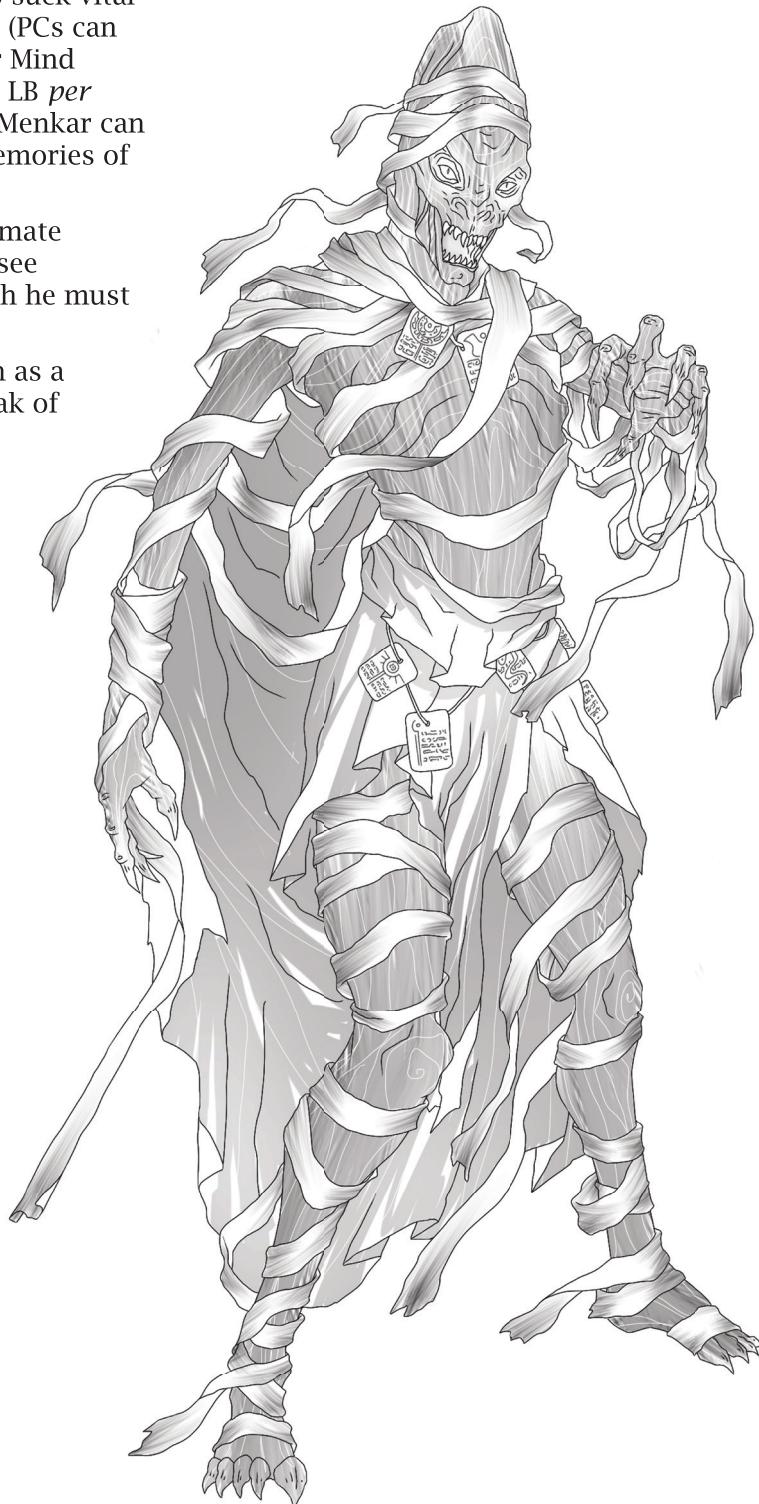
Menkar Thal was a trusted lieutenant of Zorphalar, who retreated to Thule along with most of his kind after the defeat of the Sorcerer Kings. Such was his knowledge of the dark arts that a rival sorcerer had him mummified alive, inadvertently transforming him into one of the Bloodless. Menkar's funeral barge was supposed to have carried his remains out beyond the rim of the Unknown Sea. However, after a freak storm it has come floating back into the Satarlan Gulf, unscathed despite the centuries.

Menkar Thal's 'true form' is a desiccated corpse, armed with a cutlass. However, when masquerading as Captain Zarro, he appears as a tall, rakish man sporting a blue-black beard.

Menkar is a rank 3 Sorcerer, though in play it is simpler to give him a number of magical abilities rather than cast spells:

- *Steal Life-Essence* allows him to suck vital forces from anyone he touches (PCs can make a Demanding Strength or Mind roll to resist; failure does  $d6+3$  LB *per round* he remains in contact). Menkar can assume the appearance and memories of anyone killed in this manner.
- *Vex the Dead* allows him to animate and control the recently slain (see example stats to follow), though he must concentrate to do this.

He can manifest other powers (such as a beguiling gaze or summoning a cloak of shadows) as the GM sees fit.



# Ghosts in the Moon Tower

## In the fog-shrouded mountains of Besharoon...

### Adventure Overview

The Heroes are traveling through the mountains of Besharoon, where they chance upon a village of peaceful herders. A mysterious archway and rumors of fantastic wealth draw them even higher into the crags, to the site of an ancient ruin.

The characters discover crypts guarded by masked mummies, but the biggest surprise is a slender bell-tower that appears when moonlight bathes the central plaza. Inside the tower, ghosts enjoy an eternal celebration.

One ghost in particular wants the Heroes to trigger the means of his release. Depending on their actions, the characters could unwittingly free an army of shambling mummies!

### The Village of Yqar

Exactly why the characters are traveling through the Besharoon mountains is up to the GM. Maybe they are journeying to the deserts of the south, or the Qo jungles to the north. Maybe their sky boat crashed nearby, or they're following rumors of a rogue Haklaton settlement far up among the peaks.

Whatever the reason, travel through the mountain passes is cold and damp, and the air thin. Fog clouds ahead lift to reveal a cluster of sod huts.

The village's small population survives by tending herds of cold-adapted Sand Runners. Though there is no tavern, the village hetman invites characters to his timber and sod house for a meal. The villagers are mostly pleasant and eager to talk to people from the outside world.

### The Archway

At least one Hero will notice a magnificent stone arch at the edge of the village. Beyond, an overgrown trail winds at a steep angle

further up into the mountains. Examination of the arch shows precisely cut, un-mortised stones covered with strange glyphs (pre-Ygddarian, unreadable to even the most advanced scribes). The workmanship is clearly beyond anything the locals could produce.

If asked about the archway, or where it leads, the villagers are hesitant to speak. Eventually, characters can learn the arch is associated with an ancient ruin much higher up in the mountains, a cursed place animals refuse to approach. The builders are long dead, but rumors of burial treasure, and a fantastic tower that appears only in the moonlight, continue to live on.

At the GM's option, Heroes with a high Appeal or backgrounds in information gathering can find out more. For example, that Darkho sometimes nest in the upper mountains, or that a foolish traveler (Ollim Parvus) set out on the archway trail a short while ago.

Villagers will make no effort to stop the Heroes from journeying to the accursed ruins. They will only shake their heads sadly and marvel at the brashness of strangers.

### The Trail

The ascent to the ancient ruin takes at least twelve hours of trudging along a narrow, winding path, plus the time to overcome any minor (but ultimately passable) obstacles the GM wants to throw the characters' way, including rock falls, decrepit rope bridges, and sudden gusts of wind. A Hero with the Mountain-Born boon has a good chance (Easy to Moderate difficulty) of picking up the fresh trail of a single person with a heavily-loaded pack animal.

Roughly half the way up, any animals with the characters will start to spook. Trusted pets will not desert their masters, but they will make it clear they do not like the

surroundings. Mounts and other beasts of burden will balk and refuse to go any farther.

## *Ollim Parvus*

Characters hear passionate cursing and the grunts of some animal just around a bend in the trail. Investigation reveals a short man dressed in finery, trying to drag his pack-Kroark by the bridle. The animal is weighted down with tarps, excavation equipment, and supplies. Clearly, it's not going anywhere.

Ollim Parvus introduces himself as a scholar and historian, with a specialty in ancient civilizations. In truth, he is a rogue looking for easy loot. If asked about the cursed reputation of the ruins, he dismisses it as "superstition."

The GM can play Ollim as an ally or crafty opportunist--or both. He is not exceptionally brave. However, he does have some knowledge of the Moon Tower, based on previous research in Satarla. He wants to remove the golden bell from inside and haul it back to civilization for a profit.

Ollim thinks he's very persuasive, and will try to cajole anyone with a "strong back and a weak mind" into carrying as much of the Kroark's burden as possible.

## *The Azhdarkho*

The Heroes (with or without Ollim) eventually come within a bowshot of the ruin. A long, sinuous shadow falls across the group, as a giant azhdarkho wings down for a quick meal.

After a round or two of using its special glue-spit to immobilize prey, the azhdarkho will attempt to seize and carry off a hero. If successful, the beast makes a straight ascent for its nest on a rock ledge some fifty feet above the trail. PCs can try to bring it down with missile-fire (and possibly hit their companion). Failing this, a Hard (-1) climb roll allows a character to reach the nest, a ten-foot platform lined with bones and scrub branches.

## *The Ruins*

The trail ends at a natural plateau, covered with crumbling masonry walls, columns, weathered statuary, and the faded mosaics of a once-majestic culture. Too small for a true city, the ruin instead appears to be an extensive temple complex or palace. A broad, rubble-strewn plaza dominates the center. This is where the Moon Tower will eventually appear.

Heroes searching through the ruins stumble on an underground crypt. Perhaps a character's foot pokes through the floor, or (failing an Agility roll) he falls amidst a shower of dirt and debris and finds himself in a dark tunnel. Rays of sunlight illuminate niches carved into the walls. Reposing in each is a withered corpse wearing jewels and a mask of beaten gold.

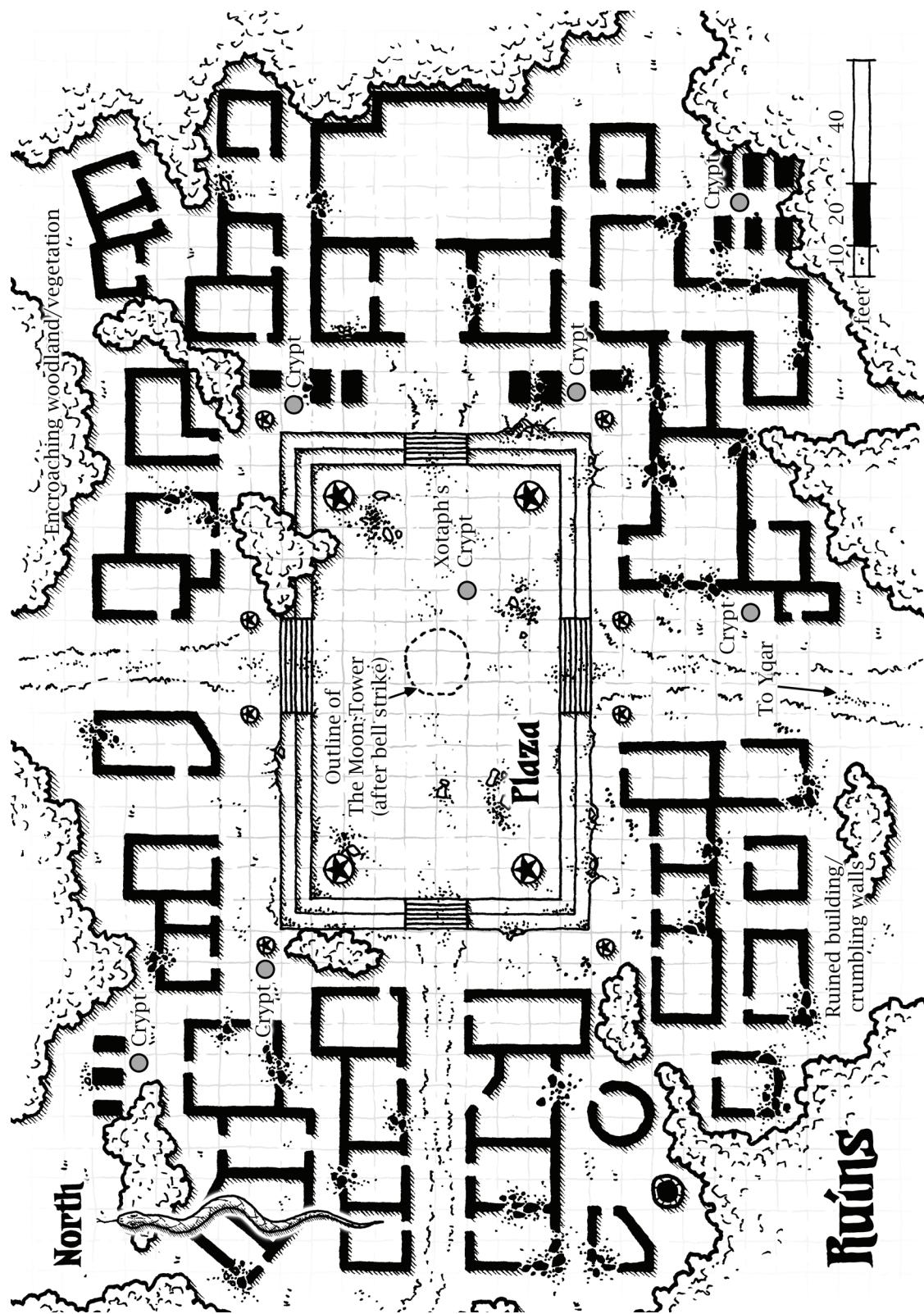
Filching burial goods or otherwise interfering with the bodies will cause these horrors to come to “life,” which attack with ragged claws. There should be 3-4 mummies per Hero inside the crypt, with more animating if reinforcements arrive.

Mummies cannot leave their crypts, unless the golden bell in the Moon Tower is rung.

After the first crypt is dealt with, let the characters discover that there are dozens more surrounding the ruins. Looting all the



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valuable jewels and golden masks within could make the PCs fabulously wealthy, but will involve many pitched combats!

Eventually the sun sets, and Ollim (if still alive), becomes restless, talking about the legend of the Moon Tower and the golden bell that waits inside.

## *The Moon Tower*

As the stars wheel in the cold mountain air, a full moon rises over the peaks and bathes the central plaza in silver light. At that moment, a tower of white stone appears. Ethereal music and laughter can be heard from within. A doorway at the tower's base gapes wide.

Inside, a crowd of richly-dressed, masked men and women drink, talk, and make merry. They all appear slightly translucent and speak in an alien tongue. Characters trying to touch any of the ghosts (or their food and drink) will feel a slight chill as their hand passes through. The revelers take no notice of the PCs.

Any character who glances out a tower window will see the "ruin" as it once stood: a magnificent collection of buildings painted with bright enamels.

Soon, a particularly tall ghost wearing a green robe and a golden mask bordered with serpent motif appears. This is Xotaph, former High Priest of the temple complex, and he is aware of the Heroes. Although he cannot speak comprehensibly, Xotaph will try to lure PCs with gestures to the tower's uppermost level.

The golden bell waits at the top. Half the height of a man, it has mystic sigils carved over its surface and a human skull serving as a clapper.

Xotaph wants the Heroes to strike the bell, releasing a powerful magic that allows the dead to rise in “defense” of the temple complex, including Xotaph’s own mummified form. However, as a ghost he is unable to touch the bell himself (his hand passes through). If the characters ignore his frantic gestures to ring the bell, Xotaph will attempt to possess one of them as per a second magnitude spell (see *Appendix A*). If successful, he commands the character to strike the bell.

At the GM's option, the greedy Ollim Parvus might try to remove the bell from its

fastenings, and in so doing, cause it to strike the floor. This will also make the magic chime sound.

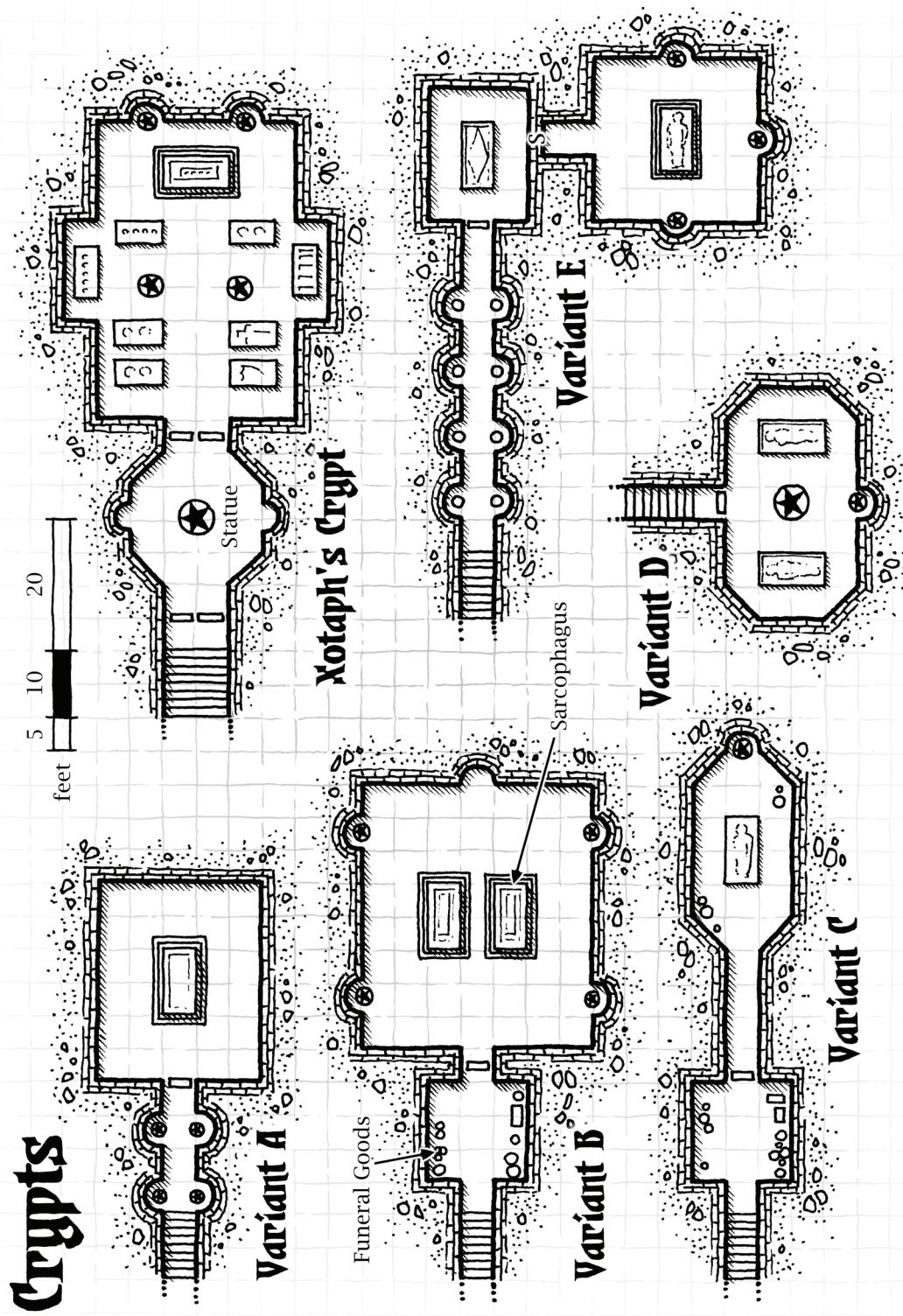
However, if characters are able to resist striking the bell, Xotaph will curse and disappear. The tower starts to grow translucent. Anyone left on the upper levels after a few turns will plummet as the tower's stone turns insubstantial!

## *The Restless Dead*

If the golden bell is rung, all the ghosts (including Xotaph) suddenly disappear. The chime seems to reverberate for miles. Moments later, the ground shakes as the crypts surrounding the temple complex disgorge a horde of masked mummies. Xotaph's own mausoleum crashes up through the plaza's flagstones and its brazen doors swing wide. The High Priest's mummy comes striding out, giant mace in hand, ready to command his newly-assembled army.

At this point, the Heroes have several options:

- They can try to hole up in the Moon Tower (a bad idea, since they'll effectively be surrounded and the Tower disappears at dawn).
- They can confront Xotaph directly. Although he has roughly a hundred mummies at his command, the desiccated creatures move slowly, and only a handful (say 3x the number of Heroes) will be able to protect their master for the first few turns of combat. The GM can always have more shamble up if the battle goes too easy. Destroying Xotaph causes his followers to file back to their crypts and de-animate.
- They can escape. This may seem deceptively simple at first, as the mummies move too slowly to block a determined party. However, the PCs will have to navigate down the mountain trail in the black of night. Also, the mummies will eventually reach Yqar and slaughter all the villagers unless they are somehow stopped.



## Appendix A

### Cast of Characters

**Ollim Parvus**, Wily Antiquarian

#### Attributes      Combat Abilities

Strength	0	Initiative	1
Agility	0	Melee	0
Mind	1	Missile	0
Appeal	1	Defence	1

#### Careers

Rogue	1	Scholar	1
<b>Protection</b>	Light armor	d6-3 (1)	
<b>Weapons</b>	Knife	d6L	

#### Points

Lifeblood 6

Originally born in Lysor, Ollim barely escaped capture after filching manuscripts from the Satarlan Great Library. Since that time he has become a wanderer and opportunist. His ultimate disposition (and usefulness to the Heroes) is up to the GM.

**Azhdarkho**, Flying Lizard

Creature Size: Very Large

Normally Found: Mountains, plains

Azhdarkho are scaly flying lizards resembling drakks but are smaller, more nimble and more colourful, with snake-like hides of purples, blues, reds, and yellows. Their bat-like leathery wings can be 30' from tip to tip. Like drakks, if they hit their target, azhdarkho will carry their prey to their nest to feed – especially if they have young. Unlike drakks, azhdarkho can spit a glue from their beaks up to 50' to prevent their prey from escaping.

#### Traits

- ❖ **Special Attack: Spit.** The azhdarkho's spit is gluey – it will immediately slow the movement of any creature it hits. Heroes make a Demanding *strength* Task Roll to avoid being stuck to the spot.

#### Attributes      Combat Abilities

Strength	5	Attack	+2
Agility	1	Damage	d6H
Mind	-2	Defence	2
Lifeblood	25	Protection	d6-3 (1)

### Masked Mummy (Bloodless Rabble)

#### Attributes      Combat Abilities

Strength	1	Attack	+0
Agility	-1	Damage	d3
Mind	-1	Defence	0
Lifeforce	3	Protection	0

Preserved by the dry mountain air, these corpses of former nobility animate when their possessions are threatened or by the ringing of the golden bell. They move slowly, and always attack last with their ragged claws.

### Xotaph (Mummy Form)

#### Attributes      Combat Abilities

Strength	3	Initiative	1
Agility	0	Melee	2
Mind	2	Ranged	0
Appeal	-1	Defence	1

#### Careers

Priest	3	Sorceror	2
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**Protection** Mummified flesh\*

**Weapons** none

#### Points

Villain Points	5	Fate Points	3
Arcane Power	12	Lifeblood	13

Xotaph is a high-priest of Nemmereth, responsible for great cruelty during life. In either ghost or mummy form he can cast the 2nd magnitude spell Beguile (see Mythic rulebook) at a cost of 10 arcane power. He may have other spells as the GM desires.

\*Xotaph's dried flesh takes only 1 Lifeforce damage from piercing attacks that get through his protection of d6+1 (0 against fire).

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# Shades of Yggdar

## On the windswept Plains of Klaar...

## Adventure Overview

The adventure begins with the Heroes being pursued by a murderous war-party of grooth. Exactly why is up to the GM – maybe one of the PCs killed a grooth chieftain. Or shaman. Or desecrated some sacred area, like a graveyard. Whatever the reason, the beast-men are now so howling-mad as to chase the heroes for days across the Plains of Klaar. The PCs have so far been unable to throw off the hunt.

In keeping with Sword and Sorcery tropes, the GM may wish the heroes to begin play with less than their usual suite of equipment. Armor and shields (encumbering in a chase, anyway) are gone, and each Hero can choose only one weapon available to him or her. This helps to ensure that the Heroes are feeling particularly vulnerable when grooth war-cries sound in the distance.

## Pursuit!

The Heroes are two days into the chase. They have only slept in snatches, tasted few scraps of food, and are cold, tired, and thirsty. Always, it seems, the grooth war-party is close on their heels. Feral eyes glint in the near-distance.

The PCs are just breaking a hasty camp at Point A on the map when a scouting party of grooth come upon them. Assume 3x the PCs number, all classed as rabble. About half will scamper up on boulders to pepper the Heroes with missile fire (crude spears and sling-stones) while the remainder charge forward with war clubs and hide shields.

Once the combat is over, growls cut the air as a horde of misshapen figures appear on the horizon...

The PCs realize they are about to be overrun by a numerically superior force. Escape is

impossible. The only remaining hope is to find defensible ground and sell their lives at dear cost.

As luck would have it, less than a hundred yards away loom several carved dolmens of yellowed stone. These monoliths are arrayed in a tight circle, amidst an expanse of relatively flat terrain. Any defenders would have a clear view of approaching forces, as well as the benefit of putting their backs to solid rock.

If the PCs are quick to seize this opportunity, they scrabble to the dolmens and the next encounter with little incident.

If the Heroes tarry, waves of grooth break out from the scrub moments later, and close to attack. Each wave has roughly the same numbers as in the first combat. Heroes who want to flee (or make a fighting retreat) to the dolmens should be allowed to do so. Otherwise, the waves continue until all the Heroes are dead.

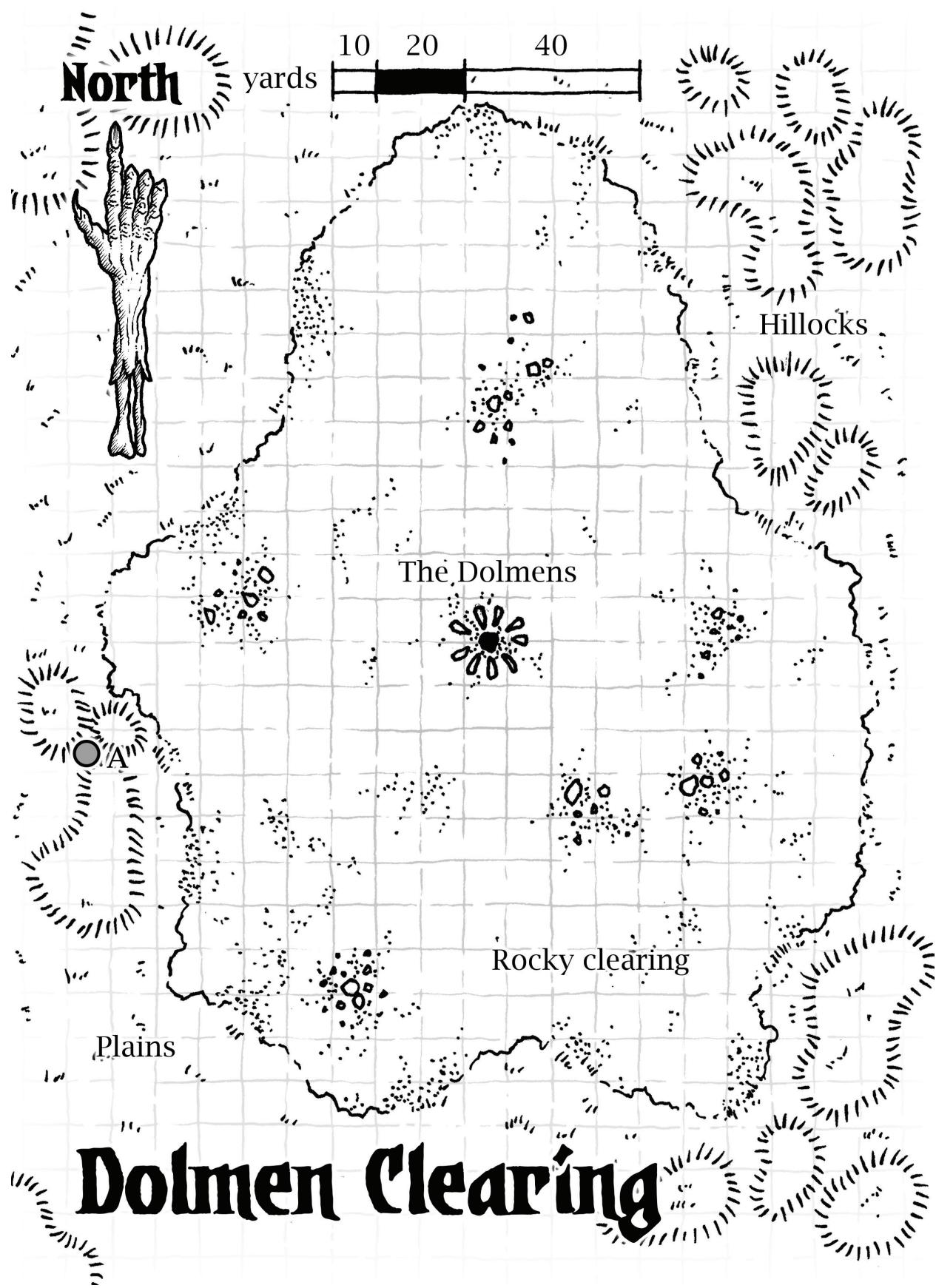
## *The Dolmens*

On approach, it becomes obvious the dolmens are no crude megaliths. Curving inward like a giant crown of fangs, the ochre-colored stones are covered with ancient writing (Ygdarri, if any of the Heroes are of scholarly bent--though the writings have been worn by time, and are nigh-indecipherable).

PCs also soon notice none of the grooth will approach the site. In fact, they keep a healthy distance, too far even for missile-fire. The Heroes are safe!

But the grooth do not leave the area. Instead, they completely surround the clearing and set up camp. Fires are lit, food set out, and weapons sharpened. The Heroes are trapped!

A circular pit, about ten feet across, gapes at the ring's center. The bottom is dim and difficult to see. Near the pit is a large pile of rags, heaped atop a blanket. The 'rags' are



actually the robes of Quarr Zevas, a crafty old Malakuti sorcerer. He stirs as the PCs approach.

"In some trouble, are we?" Quarr quickly assays the situation. He explains he is an apothecary who requires exotic ingredients for his medications. Hence, he has ranged all over the Lemurian continent. "On this very spot is a tomb built by an ancient, decadent race, dating from the First Age of Man. I believe the mummified body of a sorcerer lies somewhere below. Such a corpse still holds a measure of supernatural power, and can be used in the distillation of certain potions. If you were to assist me with recovering this cadaver, perhaps I, in turn, could apply my skills to your situation. These savages are no match for the knowledge I possess."

If asked to elaborate, Quarr explains that with a wizard's powdered bones he can create "an unction so potent, you would become as the wind and the night, slipping unseen past open eyes."

He cautions, however: "I myself have not journeyed down the pit, because I fear the possibility of a guardian beast. As you can see, my decrepit form would do me little credit in such a struggle. You, on the other hand, are young, and your bodies bulge with sinew. Go below, and use your might to slay all who approach!"

If attacked, the deceptively quick Quarr will seize a gourd suspended from his neck and hurl it to the ground. The gourd explodes on contact, releasing a cloud of whirling scarlet mist. Under this cover, Quarr will cast a second magnitude spell and transform himself into a tiny spider, to crawl between the cracks in the dolmens and wait (he is infinitely patient). If this happens, the PCs will have to engineer their own escape from the grooth (see the section *Endgame*).

### The Pit

Without rope, there does not appear to be a simple way down the pit (If the PCs start out "equipment starved" as recommended, rope is not available). Also, without a convenient torch, it is difficult to gauge how deep it goes (the pit is roughly 60' to the bottom).



Quarr has all the materials, including flint and steel, to fabricate several torches. He has no rope, however.

Examination of the pit's sides shows they are carved with elaborate bas reliefs of horned skeletons, descending into the underworld. The depth and scale of the carvings are such that the figures' eyeholes, ribcages, and jawbones all present possible hand and footholds for someone wishing to climb down. In fact, descending in this manner is only a series of Easy (+1) Agility or Strength checks, adding any career ranks that involve climbing (Barbarian, Thief, or whatever else the GM approves). However, in dim light these checks become Hard (-1) and in darkness Tough (-2), with the person groping around blindly for the next secure hold.

The pit is only clearly lit by sunlight down to about 15' or so. After that it rapidly becomes dim, and then dark. Clever PCs who wait until the sun is directly overhead will have good lighting to about 30' down, after which the pit is dim for the rest of the descent.

Needless to say, trying to descend with a torch in one hand is probably not a good idea.

Consider having climbers roll three checks, at the beginning, mid-point, and near the end of

the descent. Failure at the beginning results in a 60' drop to the flagstones below (3d6 damage), the midpoint a 30' drop (2d6), and near the end about 10' (1d6). Any PCs who blow their check can opt to spend a Hero Point and seize a secure hold at the last moment.

For the sake of 'realism', a PC who takes half or more of their current lifeblood from a fall should make a Tough (-2) Strength check, or suffer some kind of injury (break or sprain). The injury will incur a penalty die on most physical actions until fully healed.

The pit is intended as an exercise in problem-solving, not a way of killing off PCs or exhausting their Hero Points early in the adventure. The GM should be generous with any creative plan the Heroes are able to hatch (such as cutting Quarr's blanket into strips, knotting them together, and using this 'rope' to lower a lit torch). You can scale up the difficulty by making the climbing check rolls Moderate (0) instead of Easy, though this will likely result in several falls. Quarr will be willing to assist if he can, since it is in his best interest for the PCs to succeed. However, he will not volunteer using his magic, and he should not be a source of easy answers if the Heroes are stumped.

Characters who reach the bottom of the pit will be able to hang-drop from the last of the carvings to the chamber below, without taking any damage.

### ***The Circular Chamber***

This area will be dark, unless the PCs have a light source. The walls depict a detailed mosaic, in chiefly indigo, gray, and orange-red tiles, of Nemmereth's realm: a twilight land between trackless cold heavens and floes of fire and lava below. Any light will shine from these ancient tiles as if they've just been polished.

The floor of the chamber is littered with skeletons, the remains of hapless adventurers over the centuries. Much of this gear is pitted and rusted, but at the GM's option a few serviceable pieces can be scrounged – especially if the PCs are hurting to re-equip.

Heroes searching the rest of the chamber will come upon *The Blank Archway* (A) and *The Guardian Statues* (B).

### ***A - The Blank Archway***

An impressive-looking arch of basalt frames bare stone. Once one of the guardian beasts (below) is slain, the entire circular chamber rotates 180 degrees, until this open arch lines up with the hallway leading to *Princess Xumides's Chamber*.

### ***B - The Guardian Statues***

Two large statues occupy this niche, both carved from some unknown, metallic-looking stone. The bottommost is a giant serpent with six pairs of legs, and stylized smoke streaming from its nostrils. Leaping over the serpent is a sphinxlike creature with a woman's veiled head, bare torso, and an andrak's body.

As soon as the statues are spotted, a voice booms out in ancient Yggdari: "Interlopers! Choose the manner of your passing. Claim the fires that thread serpent-like through the earth's hot blood—" a flawless ruby suddenly gleams within the mouth of the serpent statue, "or the freezing void between distant stars—" a topaz shimmers into existence atop the sphinx-creature's crown. "Choose now, and let your blood and flesh mingle with those who came before!"

If the PCs don't speak Yggdari, all this comes across as a garble of strange consonants. However, the two gems gleam brightly enough in their respective places.

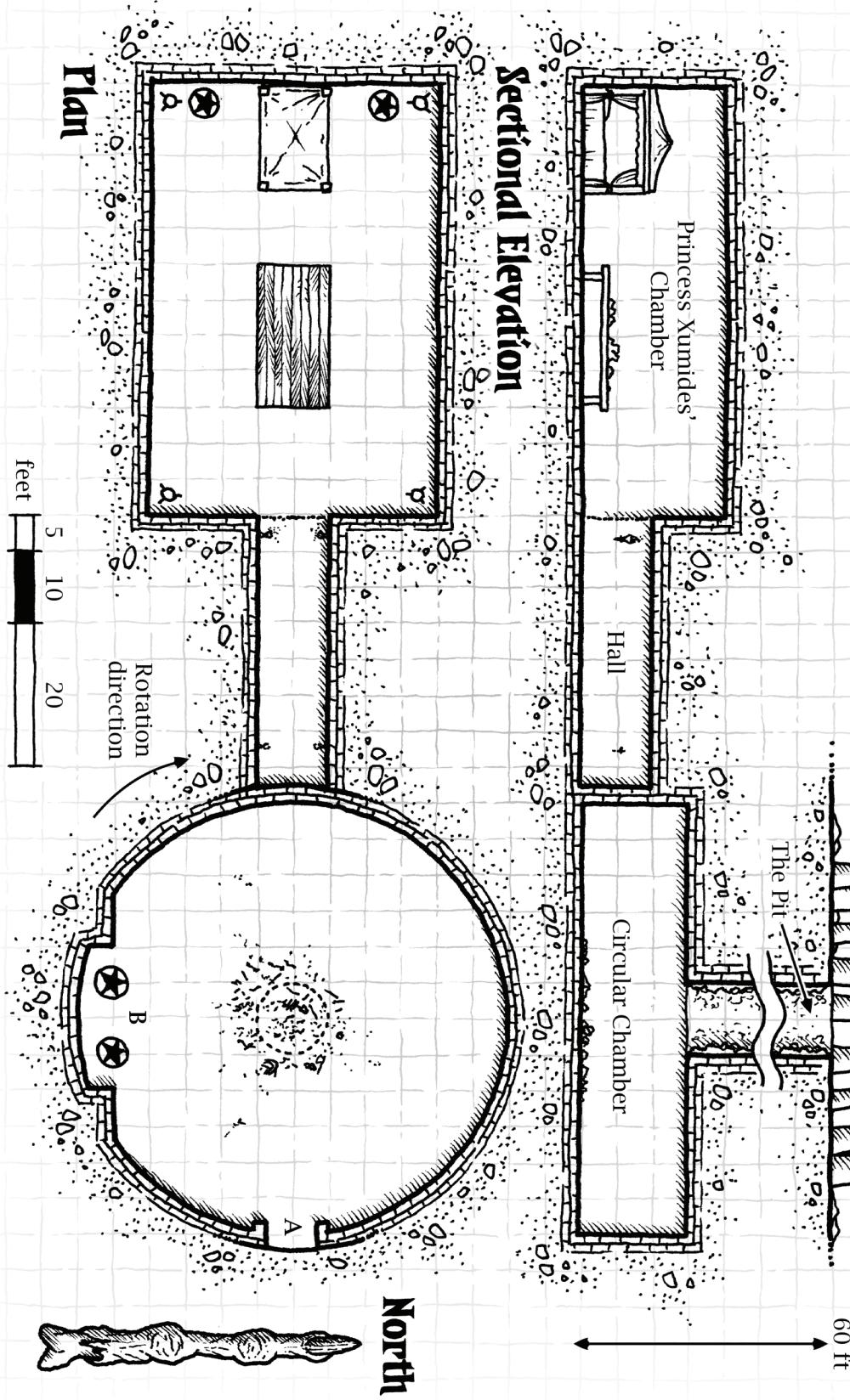
The two statues are the cause of all the bones littering the floor. If the ruby is removed from the serpent's mouth, then the serpent statue animates and attacks. Likewise, if the topaz is removed, the sphinx will animate. If some greedy bastard takes both gems, then both creatures will attack (and the PCs are in for a world of hurt)!

Trying to smash a statue will also cause it to animate.

Once a guardian beast is slain it disappears, though the gem remains. With a shriek of ancient, demon-driven machinery, the circular chamber will rotate as described, until the lit hallway leading to Xumides's chamber lines up with the basalt archway (if your players are thorough and kill one guardian beast, then cause the other to animate and kill that one – the chamber will not rotate twice).

# Princess Xumides' Crypt

The Dolmens



## The Hallway

This 40' corridor of blue marble connects the circular chamber to Princess Xumides's 'tomb.' A pair of lit torches blaze at the far end. Closer to the PCs are several blackened cressets where torches might have once been placed, but are empty now.

Further down the corridor, the Heroes will notice a faintly luminescent, sweet-swelling smoke filling the air. This is magical *Incense of Stasis* seeping from the Princess's chamber (see *Appendix B*). The torches burn eternally; though long flames gutter from their tips, neither the wood nor the oil-soaked linen wrappings are actually consumed. Any torches the PCs are holding will be affected the same way, as long as they remain in the area of incense smoke.

A curtain of tiny amber beads screens the end of the hall.

## Princess Xumides's Chamber

Anyone expecting a dusty crypt at this point is in for a shock! The beaded curtain parts to reveal a bedchamber of comfortable proportions, with jade tile covering the floor and walls made from polished basalt. A low table groans under the weight of roast joint, fowl, ewers filled with purple wine, and silver bowls overflowing with lush jungle fruits.

Farther back sits a canopied bed, flanked by two statues depicting ancient Oosal warriors, carved from ebony. The warriors stand close to 7' and hold short-hafted bronze axes. Behind the gauze screening the bed, a feminine silhouette can be glimpsed.

The chamber is lit by an ever-burning torch in each corner. Beneath each torch is a brazier with a fat green cake of burning incense. The sorcerous incense smoke wafts thick and permeates everything with a rich smell like sandalwood.

The princess peeks her face out from behind the gauze. She calls a greeting to the PCs in Yggdari. If this yields only confused looks, she will concentrate for a moment, and (after an expenditure of 4 Arcane Power), be able to converse fluently in the Heroes' tongue.

Xumides is happy to have visitors. After giving an account of her impressive lineage,



she explains she has 'entombed' herself voluntarily, sleeping for all eternity in her luxurious chamber. "The ravages of age cannot touch me in this place. Outside, kings die, empires crumble, the land withers and falls away. I care not. Here there is only languorous sleep, and dreams of fantastic antiquity. I await the perfect mate – a man of cunning, of strength, with the prowess to have defeated the guardian beasts protecting this chamber. That man will share paradise with me."

Xumides asks the Heroes to dine at her table. PCs doing so will soon learn the cups of wine and bowls of fruit never empty. Meat cut from the roast fowl and joints appear to "grow back," as if by magic. Though the princess offers no explanation, this is yet another effect of the magical incense.

Xumides's main concern is picking an appropriate companion for eternity. She'll

look all the male Heroes over, but be drawn to qualities of good breeding, attractiveness, intelligence, and sheer physical presence. She might also ask the loaded question of who among the Heroes is best!

Once she's made her choice, Xumides bluntly commands the lucky individual to remain with her in the chamber while the rest of the PCs leave. Any other response besides immediate compliance and fawning gratitude on behalf of her new 'mate' will draw shock and scorn from the princess. If feeling rejected, she haughtily barks a word of command and the two Oosal warriors (who aren't really carved from ebony) will be released from their magical stasis. The warriors spring to attack, while Xumides uses her sorcerous mind-powers to beguile the Heroes.

Of course, the chosen 'mate' could simply decide to comply - there are worse fates in the harsh lands of Lemuria, after all, and spending an eternal honeymoon with a beautiful princess might strike some as pleasant. In such a case, Xumides's chamber will rotate shut after the rest of the Heroes take their leave, and won't open again.

Anyone injured while within Xumides's chamber will regain lost LB at the rate of one point per minute (but will not regain any LB lost prior to entering the room, as this goes against the stasis effect of the incense). If either Xumides or the Oosal warriors are dragged out into the corridor, beyond the sustaining properties of the incense, time will immediately catch up to them, and they will wither to powder before the Heroes' eyes.

Of course, the powdered remains of Xumides is exactly what Quarr Zevas is looking for. And her necklace of flawless fire-opals also remains intact...

# Endgame

Once Xumides has been dealt with, the PCs still need to get back up the pit to the surface. Though ascending would nominally be more difficult than climbing down, the GM can handwave this part if he wants – the pit has already served its dramatic purpose. Piling up debris from the circular chamber and Xumides's vault will make it easy to reach the pit's sides.

If Quarr Zevas is still alive and the PCs give him Xumides's remains, he will happily make the magical unction he promised. This takes half a day as Quarr boils various liquids and chants droning incantations. When finished, he has a bowl of sickly green paste he smears over the PCs' faces and exposed limbs. The unction allows the heroes to Pass Unnoticed as per the spell (see the *BoL Mythic* rulebook) without having to roll for success. It also allows them to move with the untiring speed of a swift breeze. How long this lasts is up to the GM, but the heroes should have an easy time sneaking through the grooth cordon and affecting their escape.

If Quarr has been killed, or the PCs have failed to gather Xumides's remains, then creative planning is called for. The grooth won't be leaving the area any time soon. A desperate night-sortie might allow the PCs to escape (after one or more of their number has fallen in combat). Alternatively, playing on the grooth's superstition of the dolmens would likely be more effective. PCs donning the ancient armor, for example, and dusting their skin with ash might be mistaken as ghosts or malign spirits, and allowed to pass.

Once the Heroes are free from the area, they may range where they will. Perhaps to Hydral Chasm, and beyond...

## Appendix A

## Cast of characters

## Grooth (rabble)

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	1	Melee	0
Mind	-1	Ranged	0
Appeal	-1	Defense	0

## Protection

**Weapons** spear, sling, or war-club (d3 damage)

## Lifeblood

Each groot is rank 1 in either Barbarian or Hunter. Canny fighters, they make full use of the Horde special ability to gang up on PCs (see *Mythic* rulebook).

### Quarr Zevas, Malakuti Sorcerer

Attributes	Combat Abilities		
Strength	-1	Initiative	2
Agility	1	Melee	0
Mind	3	Ranged	0
Appeal	1	Defense	2
<b>Careers</b>			
Alchemist	2	Merchant	0
Scholar	1	Sorcerer	1
<b>Protection</b>	none		
<b>Weapons</b>	knife, d6L-1		
<b>Points</b>			
Arcane Points	11	Lifeblood	9
Villain Points	5		
<b>Boons/Flaws</b>			

- Arrogant - Roll a *penalty die* when dealing with provincials or foreigners, where his arrogance might annoy or offend them.
- Learned - When recalling a fact from his area of specialty, he receives a *bonus die*.
- Lightning Reflexes - He is quick to spot danger and react, and receives a *bonus die* to his Priority Rolls.

Close to a hundred years old, this crotchety old magician (also known as 'Decrepit Quarr') has spent the bulk of his career wandering and collecting rare ingredients for his potions. He has picked up several languages as a result of his travels.

Most of Quarr's magic centers around alchemical preparations. If hard-pressed, he can cast a Tough (-2) second magnitude spell to transform into a tiny spider and escape (cost: 10 arcane points, requires special ingredients).

### Fire-Serpent (Guardian Beast)

Attributes	Combat Abilities		
Strength	5	Attack	+3
Agility	2	Damage	d6+1+d3*
Mind	0	Defense	2

\*extra d3 is fire damage

**Protection** d6 scaled hide

**Lifeblood** 25

This twelve-legged creature has a body like a giant anaconda, with bronze-colored scales. It exhales jets of flame and black smoke; the intended target of its bite (whether the fire-serpent hits or not) has a -2 penalty to attack because of the heat and blinding fumes.

For a tougher version, add +5 LB and a constriction attack, +3, d6+1 continuous damage, until target is freed (Demanding Strength check). The serpent can constrict one opponent *and* make a separate bite attack (as per the Multiple Attack boon).

### Sphinx-Like Creature (Guardian Beast)

Attributes	Combat Abilities		
Strength	4	Attack	+3
Agility	2	Damage	d6 or gaze*
Mind	2	Defense	3
<b>Protection</b>	d3 tough hide		
<b>Lifeblood</b>	30		

\*This improbable combination of veiled maiden and andrak can make a special gaze attack every other round. The creature draws aside her veil and glares with the cold fury of vacuum. The attack is +4 to hit and does d6 damage, ignoring armor protection. Additionally, anyone taking damage must also pass a Strength check at -2 or be paralyzed on his or her next action, with a penalty die for the next d3 rounds after that.

### Oosal Warriors

Attributes	Combat Abilities		
Strength	3	Attack	+3
Agility	1	Damage	axe, d6+3
Mind	0	Defense	1
<b>Protection</b>	1 pt. thick skin		
<b>Lifeblood</b>	11		

These ancient warriors of Oosal stand close to 7' tall, and wear silk pantaloons with sand runner feathers. At first glance they appear to be carved from ebony, but are in fact held in a deep stasis that Xumides can break with a command word. They are fiercely loyal to their princess, Xumides.

For a tougher challenge, give the warriors great axes (d6H+3).

## Xumides, Yggdari Princess

Attributes		Combat Abilities	
Strength	-1	Initiative	1
Agility	0	Melee	0
Mind	2	Ranged	0
Appeal	3	Defense	3
Careers			
Assassin	0	Noble	2
Scholar	1	Sorcerer	2
Protection		none	
Weapons		none	
Points			
Arcane Points	14	Lifeblood	7

## REVIEWERS

- Arrogant - Roll a *penalty die* when dealing with provincials or foreigners, where his arrogance might annoy or offend them.
- Attractive - Princess Xumides is particularly pretty and rolls a *bonus die* in situations where good looks might be important.
- Power of the Void - Two points have been added to her Arcane Points.
- Slender - Two points have been deducted from her Lifeblood.

With lustrous black eyes, porcelain skin, and fair hair so fine it falls past her sculpted shoulders like sea-foam, Xumides is the archetypal beautiful princess. However, her mind was warped even before she began her centuries-long 'entombment' in hopes of finding the perfect eternal mate. Impossibly vain, her temper will snap into a cold rage if she is made to feel scorned or slighted.

All of Xumides' sorcery involves the projection of her powerful will. Her favorite tactic is to cast *Bequile* (see the *BoL Mythic* rulebook) on the most powerful-looking hero and command him to attack his friends.

## Appendix B

## *Incense of Stasis*

These squat green cakes produce a thick, rich-smelling smoke that smells of sandalwood and cedar. Objects (including living beings) within the area of the smoke become subject to a magical stasis, preserving their original form (that is, the form they had when first coming into contact with the smoke) despite the passage of time or adverse events. This magic affects the incense cakes themselves, preventing them from being consumed by the fire used to light them.

Once an object is taken out of the area of magical smoke time will immediately catch up with it, and the stasis effect cannot be re-established

Needless to say, these cakes of incense are priceless to sorcerers or priests who understand their function.

# The Skyward Citadel

## Above a bustling Lemurian city...

# Adventure Overview

The heroes arrive before the gates of a bustling Lemurian city (which city is up to the GM, but neither Satarla or Zalut is recommended). The usual routine of the metropolis has been shattered by the arrival of a floating castle, hovering like a storm cloud over the palace. At night, "winged demons" swoop down from caves located on the underside of the castle and snatch unwary nobles away for ransom. A Zaluti arch-sorcerer named Ennenku is said to be behind the abductions. The King's army is helpless; even the siege engines lining the walls of the palace can't lob missiles high enough to reach the cloud-fortress. And Phandus Dro, the city's pre-eminent sorcerer, has been strangely silent about the whole affair.

The heroes are approached by Calixtus, a powerful noble related to the King, who offers them substantial reward if they can somehow reach the fortress and defeat Ennenku.

After thwarting an abduction attempt on Calixtus's own daughter, the PCs (hopefully) agree, and discover a means of conveyance--either by their own magic, using the giant bat mounts of the "demons" who have been making the nighttime raids, or through some posthumous help from Phandus Dro.

Once the heroes reach the fortress they will have to contend with a small army of renegade Axos tribesmen, recruited by Fnnenk'u.

Depending on the route they take, the PCs might also

encounter a pair of prisoners (a succubus and an injured Winged Man), before finally confronting the sorcerer in his own hall and learning his horrific secret. If Ennenku is slain, the fortress will begin to fall from the sky, forcing a race against time as the Heroes loot the sorcerer's treasure room and make their escape.

# Starting the Adventure

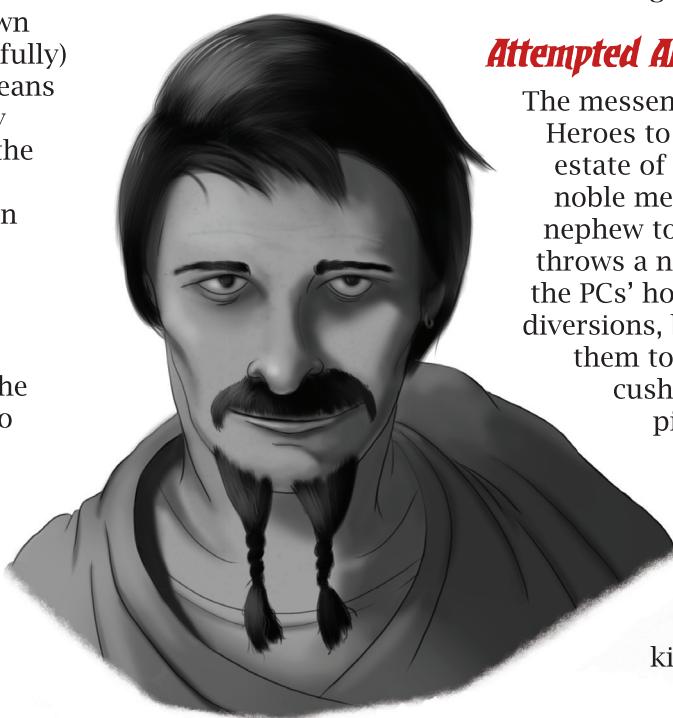
Let the PCs offer explanations for their long journey. Long before they reach the city gates, they will notice the fortress hovering above the city. A quick discussion with locals confirms this is not a 'normal' occurrence, and everyone from wine-shop patrons to jaded nobles are abuzz, speculating about the threat posed by Ennenku. Paraphrase the information from the Adventure Overview to get the heroes up to speed.

At some point, word of the PCs' arrival reaches Calixtus, who dispatches a messenger to them with an urgent summons.

## *Attempted Abduction!*

The messenger will lead the Heroes to the sprawling estate of Calixtus, head of a noble merchant family and nephew to the King. Calixtus throws a nighttime feast in the PCs' honor, with the usual diversions, before inviting them to sprawl on silken cushions and hear his pitch.

It goes like this:  
over the past  
two weeks,  
several  
prominent  
nobles have been  
kidnapped from



their homes and ransomed by Ennenku for astronomical sums. Though most have been returned alive, the King is losing influence among the great families. He is willing to bury the PCs in gold if they can somehow reach the fortress and stop Ennenku.

Screams interrupt Calixtus's speech. A group of Ennenku's thugs have swooped in by moonlight on the backs of giant bats.

(*xhats*  
- see  
*Appendix A*)  
and are intent  
on snatching for  
ransom Virena, the  
nubile young daughter  
of Calixtus.

The mounted tribesmen have entered through the courtyard. Already, several guards sprawl dead from slung stones. The cornered Virena will be carried off as another prisoner without the PCs' intervention.

There should be two mounted tribesmen per PC, with an additional riderless xhat brought along to carry off Virena. Half will remain airborne, attacking with missile fire, while the other half land and engage in hand-to-hand (their xhats will not attack in this case). Tribesmen and/or xhats who become wounded while airborne will attempt to flee

At the end of the battle, the PCs have the opportunity to capture one or more of the

monstrous bats. The creatures are docile if not attacked or ordered to attack by their riders. PCs possessing careers associated with riding or beast-handling would have the best chance of controlling a xhat as a mount. Once airborne, the creatures instinctively make for the floating fortress (see *The Approach* for more details).

Of course, there might not be enough xhats to carry all the PCs in one trip. Normally, the great bats can only accommodate one rider at a time, though in a pinch the GM could rule they can carry an additional hero clutched in their talons



## *Getting There is Half the Fun*

If flying up on xhats to the floating castle seems too convenient, or if this approach is somehow unavailable, the GM can have Calixtus mention the local sorcerer, Phandus Dro, who has been known to help the King from time to time. Phandus has a tower with an attached villa overlooking the merchant quarter.

PCs trying to gain audience with the reclusive sorcerer through the usual means will have no luck. They will have to break into the tower itself to discover that Phandus has recently died of a heart attack; his corpse slouches atop a chair in his workroom. Most of his valuables have already been looted by thieves, though a locked case in his summoning rooms

holds a sword and dagger, both made from silvered steel.

If the GM wishes, there might be 'pets' (a guardian demon, cockatrice, or golem) of the late sorcerer still hanging around...

A thorough search of Phandus Dro's tower will reveal a bound demon in the uppermost room. This creature has a 40' wingspan and can carry the large brass cage Phandus keeps on the tower roof as a means of conveyance. The cage, as it happens, is conveniently large enough to accommodate all the PCs. Still, the heroes must find a way of forcing or persuading the bound demon to carry them up to the castle. Ranks in the Magician career or just plain old intimidation would likely be the most helpful.

Finally, a PC magician with sufficient power could conjure his or her own way to reach the castle. A spell bestowing the power of flight would be on the order of Second Magnitude, though it is much more in keeping with Swords and Sorcery flavor if this is via a summoned creature or magical conveyance vs. zooming around like Superman (ask yourself as a GM: could the effects of this spell be animated by Ray Harryhausen? If yes, then it's probably S&S).

## The Approach

Regardless of how they reach it, there are two basic ways to approach the citadel: from underneath, accessing the large cavern the xhats use as an aerie (and which they will instinctively make for), or flying up above the walls and tower and looking for a place to land.

The 'bottom' approach allows for stealth, while the 'top' is more direct but virtually guarantees the PCs will be spotted. Axos tribesmen are posted on the castle's walls and towers. They will sound an alarm and open fire with slings and a powerful springald (see the section *B - Watchtower*) at any aerial target they spot, including xhats, which never approach the castle in this manner. The only place to put down safely within the walls is the courtyard; the inner bailey with Ennenku's hall and tower is too narrow.

## Fortress Layout

Ennenku's fortress is divided into two parts: the rocky underside with its cave complex, and the upper portion consisting of courtyard, towers, and inner bailey.

### Cave Complex

#### 1 - Aerie of the Xhats

This large natural cavern houses the xhats, about 20 or so adults and smaller juveniles. Like normal-sized bats, they cluster together, suspended upside down when asleep. Their abundant guano is collected by the tribesmen and used as fertilizer in the gardens above, or hauled to smaller adjoining caves (2).

PCs entering the fortress through here have a good chance of achieving surprise, as the tribesmen assigned to guard the cave mouth are routinely asleep - no-one has ever approached this way. Assume that 1-2 sentries are posted here at any given time, and are alert only on a 5-6 (roll a d6).

#### 2 - Xhat Food Caves

The guano placed in here feeds colonies of large (1' to 2' long) mealworm-like creatures, which are in turn fed to the xhats.

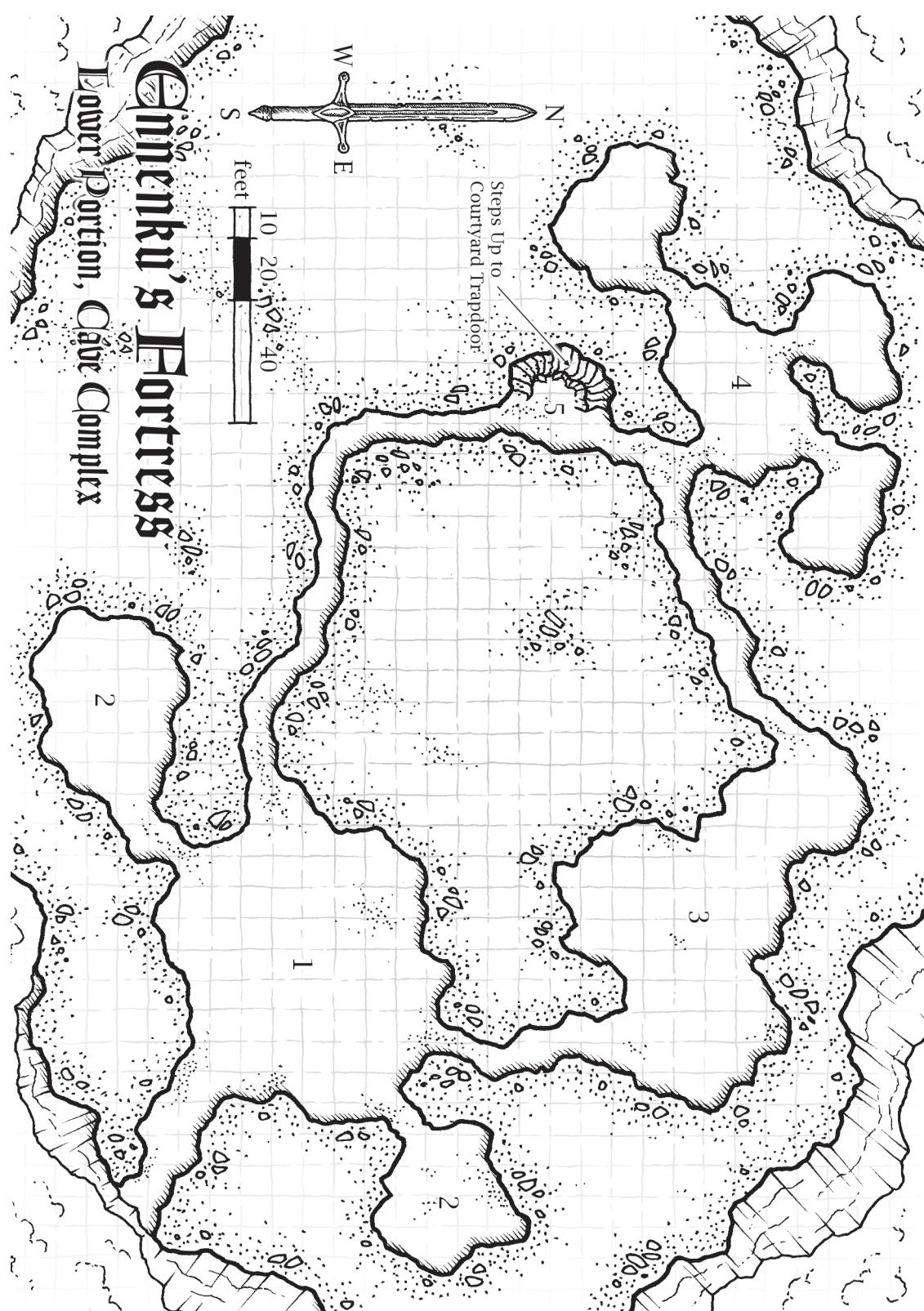
#### 3 - Tribal Chamber

This functions as both the guard room and main sleeping quarters for the Axos tribe. Assume roughly 2-3 times the number of PCs in fighting males, though if not expecting trouble only half will be awake. They sleep in their rough furs and hide 'armor', with weapons always ready nearby. Their furniture, food, and tools are all of a crude but serviceable make.

Tribesmen encountered in their lair will fight to the death. Their fear of Ennenku dictates no less.

#### 4 - "Dungeon" Area

These are several linked caverns that make up the dungeons (in the traditional sense) of Ennenku's fortress. There will be 1-2 awake and alert tribesmen serving as guards in the central chamber. Opening off this chamber are three smaller caverns screened with iron bars.



The guards have keys operating both the locks to the chambers and the prisoners' manacles.

The westernmost cell holds d6 nobles snatched from the city below, awaiting ransom. They are frightened and hungry, and will not be much help if freed. All are classed as rabble. If the heroes can somehow get them off the floating rock in good shape, the nobles' families will gladly furnish a reward.

The northernmost cell contains a ravishingly beautiful young woman, clad in scanty rags with crimson tresses trailing to her knees. This is Sestri, a demon, who is being confined as punishment for disobedience to Ennenku. She will claim to be a noblewoman from a far northern city, captured by the sorcerer and imprisoned for refusing to be his mistress. Sestri explains she knows the secret to defeating Ennenku, through the use of a talisman proof against his magic.

In truth, this talisman is actually a gem containing Sestri's soul-force, used by Ennenku to control her. The gem is located in the Squat Reinforced Tower (C, on the Upper Fortress map) and Sestri offers to lead the party there if freed. She will otherwise avoid combat and go to lengths to conceal her true form.

The southernmost cell contains a Winged Man in sad shape, wearing a dirty rag tied around his eyes. This is Paai Gar, who made the mistake of investigating Ennenku's fortress when it was traveling through the Axos mountains. He has since been tortured and blinded. Paai Gar is prone to fits of melancholy, but will be more than willing to help the PCs if freed. In addition to healing skills, he can trace out a crude map of the fortress's layout based on memory.

### 5 - Trapdoor

A winding spiral staircase hewn from rock connects the lower level with the upper courtyard. At the top is a trapdoor made of timber reinforced with iron. If any sort of alarm has been raised in the subterranean level, the trapdoor will be barred topside. Hewing it to splinters is the only recourse (an axe would work best). If such is the case, tribesmen manning the walls above will be ready with concentrated missile fire when the PCs burst forth (see below).

The trapdoor opens in the center of the courtyard, with no nearby cover.

## Upper Fortress

### A - Courtyard

Crenelated walls 20' high surround a rectangular courtyard with several towers. The masonry is made from a translucent, green stone, shot through with milky whorls. Most of the courtyard's open space is given over to gardens and large cisterns to collect rainwater, as well as a 10' deep pool swarming with fish. There are several varieties of fruit- and nut-bearing trees, which are supernatural in origin and yield double the normal amounts all year round. This, along with the fish, provides the bulk of foodstuffs for the citadel. If Ennenku wants something more elaborate, he simply conjures it through his demonic servitors.

### B - Watchtower

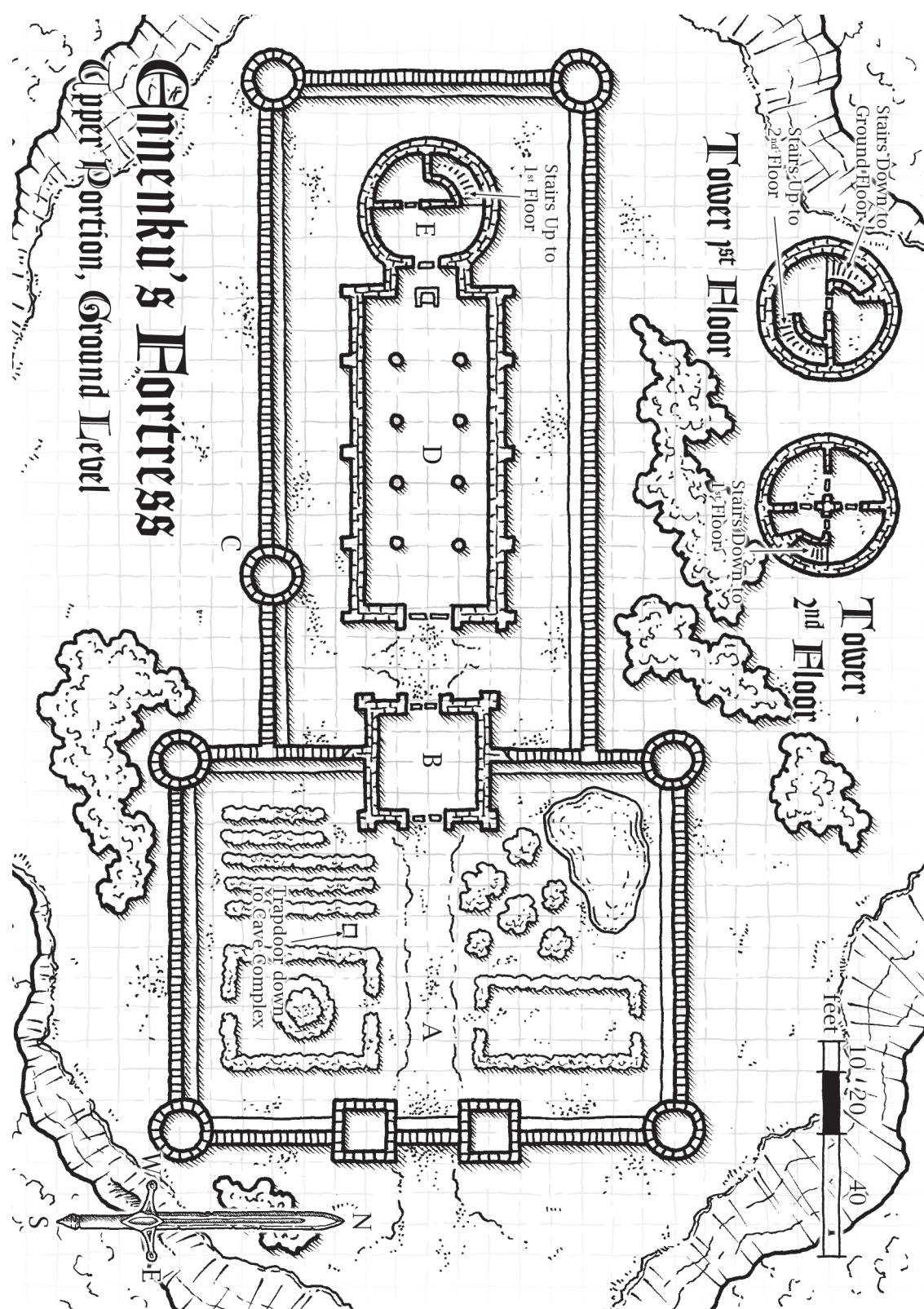
This 40' tall watchtower protects the inner bailey and Ennenku's great hall. Mounted at the top of the tower is a springald, a siege-engine designed by Ennenku himself. The springald uses torsion and a flexible sheet of steel to fire several heavy spear-like bolts at once. It is mounted on a turret and is intended primarily for aerial targets (the springald cannot fire at more than a 45-degree angle down, as the bolts will slide out). It takes two turns to wind and reload the device after firing. Two tribesmen man the device at all times.

The springald fires in range increments of 120' and can hit up to six roughly adjacent targets. Roll for each available target - a large silhouette like a xhat could be subject to two attacks, but a man-sized profile only one. The heavy bolts do d6H+2 damage apiece.

The adjacent battlements and towers house a group of tribesmen (2 x the number of Heroes), all armed with slings.

The watchtower has a pair of bronze gates that are normally kept open, but can be shut with minimal notice. A group of heroes caught in the courtyard and trying to reach Ennenku's tower will have no choice but to rush the gate and engineer some way over the 20' inner wall, or batter down the bronze gates.

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### C - *Squat Reinforced Tower*

Just inside the inner bailey, this structure is built from large, unmortised slabs of basalt. The door is solid iron and rests below a lintel depicting a horned demon with an enormous nose and flaring nostrils. The door is triple-locked, requiring three different keys to open (Ennenku has them on his person). The locks can be picked with three separate rolls at -1 (Hard); Mind or Agility as a modifier, as well as appropriate career ranks (Thief, Blacksmith, etc.). If a roll succeeds by exactly the number needed, the lock opens but a trap is triggered: flaming naphtha drips down from the demon's nostrils on anyone in front of the door. This effect is also triggered if someone tries to force the door without picking the locks.

The naphtha does one d6 of fire damage for d3 turns before burning out, depending on how much splashes on the PC. Armor can protect from this damage for one turn, but will be ruined in the process. A charitable GM can allow the character to make an Agility check to reduce the duration by 1 turn (minimum of 1).

Triggering the trap also sounds chimes in Ennenku's Hall, alerting him to the presence of intruders. He will use his oracular crystal to scry PCs from that point on, and prepares for their arrival by summoning demonic reinforcements (see *Appendix B*).

Inside the tower is a single room with a 30' tall ceiling. Arrayed on pedestals of varying heights are a dozen spherical gems roughly the size of a human eyeball, each glowing a lambent crimson, green, blue, violet, etc. A special ward has been placed across the doorway that prevents demons from entering.

If Sestri is with the PCs, she will point to a pale blue gem a couple pedestals away and claim it is the *Heart of Namuz*, a special talisman that can defeat Ennenku's sorcery. As the ward prevents her from entering the room, she feigns fear at the great magic present, and asks a PC to retrieve the Heart. She cautions the Hero to use the heavy leather gauntlets suspended on a peg just inside the doorway. The gauntlets protect from the gem's infernal cold, which inflicts d2 Lifeblood damage per turn to bare flesh.

The gems are actually receptacles for the life-force of various demons, bound by Ennenku. If the Heart of Namuz is carried across the threshold, Sestri asks to show the PCs how to activate the gem's powerful magic. If it is handed over, she crushes the blue gem between her palms, releasing a blinding blue-white brilliance. She then disappears from this plane amidst mocking laughter.

If the gem is recovered but not given to Sestri, she will bide her time and attempt to take it by guile or force (the final showdown with Ennenku presents a good opportunity).

Any of the gems in the chamber would be valuable to a sorcerer. As a collection, they are priceless. Also, some (1 in 6 chance) may have powers they grant to the bearer in the form of boons, such as Magic Resistance, Magic of the Sorcerer Kings, or Power of the Void. However, the demons whose life-force they contain will eventually come looking for the new owner...

### D - *Ennenku's Hall*

Another building made from unmortised basalt, with a slender, milky green tower attached. The doors are solid bronze (unlocked, though they can be barred from within). Inside is a great hall with cathedral-like architecture; vaulted ceilings 40' high and floors of rose-veined marble. Arrayed along the hall are eight life-sized iron statues depicting people with various deformities. The artist (Ennenku himself) has taken pains to emphasize the subjects' humanity.

At the rear of the hall is a gilded throne plundered from a ruined city, and suspended before it, floating in mid-air, is a large chunk of rock crystal with many polished facets. At any given time these facets magically depict glimpses of happenings in the city below; nobles in their houses, soldiers on guard, slaves in the market, etc. Ennenku uses this scrying power to locate targets for his nighttime raids. He can also 'tune' facets to scry the floating castle, similar to a modern closed-circuit camera system.

Ennenku is usually in the hall, gazing into the crystal, with Vraegg, his Axos champion, by his side. If he has had adequate warning of the PCs' arrival, he will have already summoned minor demons (see *Appendix A*) to prepare for a climactic fight.

Depending on how the GM wants to play it, Ennenku might try to parley, especially if the invading PCs look strong. He reveals to the heroes his ultimate goal: extorting enough ransom to raise a mercenary army, and then establishing himself as overlord in the city below! He already has a formidable treasure-hoard from previous cities. Of course, he will offer PCs the opportunity to be his lieutenants in this undertaking, with the usual promises of power and vast wealth once successful. If the PCs refuse, then the fight is on! If they accept, Ennenku welcomes them with a demon-summoned feast, plying the PCs with wines from his personal stores... and later tries to kill them in their sleep.

In the course of a fight, Ennenku's terrible secret will likely be discovered (see his write-up in *Appendix A*). If Narash-Sin (Ennenku's conjoined twin) is killed, the Third Magnitude spell he cast to levitate the fortress weakens - the entire complex cant to one side and lurches like a ship on a rolling sea before beginning to spiral down. How fast the fortress drops depends on how much time the GM wants to give players to look for treasure and/or prisoners and affect an escape (see the section *End Game*).

## *E - Ennenku's Private Tower*

This 80' tower is connected to the great hall's rear and can be entered only through a door behind the throne. It contains Ennenku's opulent bedchamber and various rooms for important guests, an alchemy workshop, a small smithy, a summoning chamber with pentacle, and most importantly, a treasure room. Note that the PCs will probably not have much time to explore the structure if they have killed Ennenku/Narash-Sin, so only a cursory examination is possible.

The treasure room is not locked or trapped, and is divided into two parts. The first contains several (10+) chests of neatly stacked golden and silver coins, many of them looking exotic to the PCs' eyes (the coins are from all over the world; some are octagonal, rectangular, stamped with the heads of monsters, have holes in them, etc.) There are also several pieces of statuary made from precious metals and marble, tapestries, and a platinum ewer carelessly filled with un-cut rubies.

The second part of the treasure chamber (divided by a leather curtain), contains Ennenku's collection of rare wines and liquors. This also represents a fortune, though most if not all of the bottles will break if/when the fortress crashes back to earth.

# End Game

If Narash-Sin is killed, the fortress will eventually crash into a slum section of the city, or, more mercifully, into the harbor or fields outside the walls. The Heroes should have just enough time to grab some treasure and get out. If many of the tribesmen have already been killed, then several xhats should be available in the aerie cavern for mounts. However, if the tribesmen are mostly still alive, they will take all the xhats in their hasty desertion of the fortress.

If the PCs arrived using Phandus Dro's winged demon and cage, then this is likely waiting in the courtyard. Hopefully, someone told the demon to stay put!

Note that trying to cart off several of the prisoners and treasure chests can represent a conundrum: there is only so much weight/space that flying creatures can carry. This “lifeboat problem” could make for some interesting conflict as the fortress sinks.

Anyone left on the fortress when it crashes will take 3d6 Lifeblood of damage. Alternately, a PC can spend a Hero Point and remain alive with 1 Lifeblood remaining; they were somehow miraculously spared. Do not let players know they have this option unless they suggest it in desperation.

Finally, as an 'out' for lily-livered GM's: Ennenku could have a flying carpet (demons are bound into the weave) in one of the tower's upper chambers, and it just happens to be large enough to accommodate the PCs.

Remember that the Heroes have lots of potential remuneration in this adventure: the King's promised reward, the gratitude of any rescued prisoners' families, and the demon-gems, as well as Ennenku's hoard. That much loot in a big city could cause its own problems...

## Appendix A

### Cast of Characters

#### Xhat

Attributes	Combat Abilities		
Strength	3	Attack	+1
Agility	2	Damage	d6H*
Mind	-2	Defence	2 (flying)
Lifeblood	20	Protection	d6-3 (1)

Gigantic bats with a 20' wingspan and covered in bristly ebon fur, these ghastly monstrosities have been domesticated as mounts by the Axos tribesmen and have an insectivorous diet. A xhat is capable of bearing only one rider at a time; when the tribesmen engage in snatch raids, they take extra xhats along to carry off prisoners.

\*In addition to its bite, xhats can make a wing buffet attack which does d3+1 damage. Whether it hits or not, the intended recipient suffers a penalty die when trying to attack the xhat or its rider.

#### Axos Tribesmen (rabble)

Attributes	Combat Abilities		
Strength	1	Melee	1
Agility	1	Ranged	-1
Mind	-1	Defence	0
Appeal	-1		

Careers	Barbarian	1
Protection	0	

Weapons	axe, sling	d3
Points	Lifeblood	3

These are members of a renegade tribe, recruited by Ennenku high in the Axos Mountains. They are classed as rabble. Xhat riders wear fur caps with stylized "bat" ears.



#### Sestri, Shapechanging Demon (Lesser Demon)

Attributes	Combat Abilities		
Strength	1	Melee	2
Agility	1	Ranged	2
Mind	1	Defence	4
Appeal	3		
Lifeblood	21	Damage	d6+1

Sestri is a lesser demon, a type of succubus, originally summoned to serve as consort to Ennenku before she angered him and was clapped in chains. Her driving ambition is to get ahold of her soul-gem and destroy it, allowing her to escape from this plane.

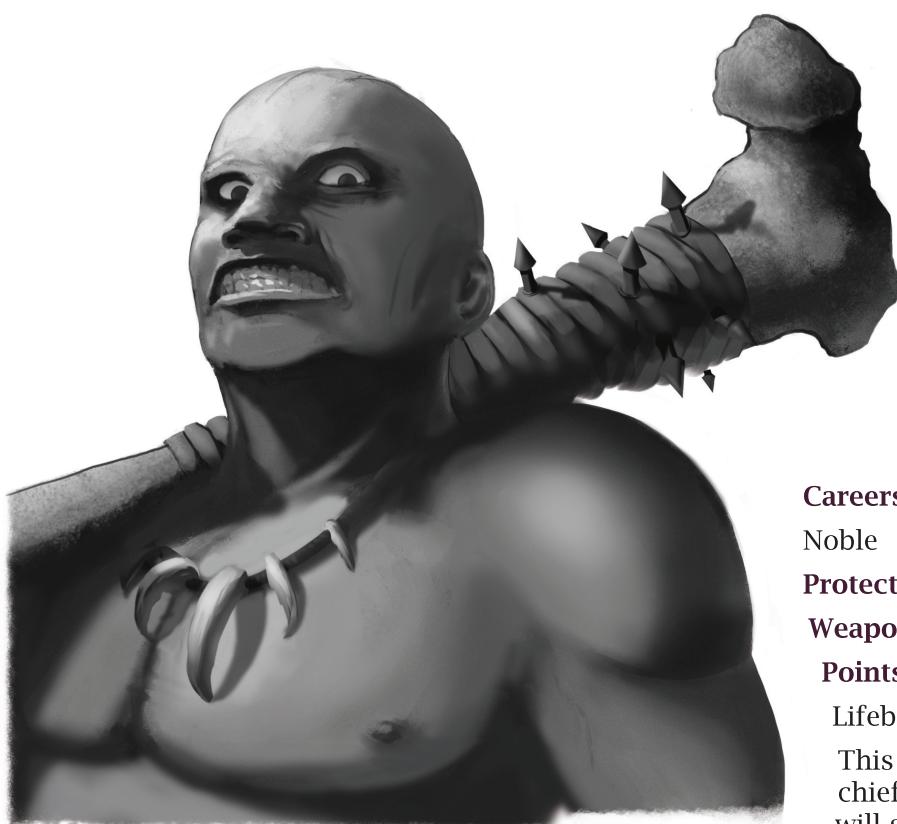
Sestri has the powers *Human Form*, *Speech*, and *Seductive*. She also has a *Vulnerability* to silver or consecrated weapons (double damage).



be trying to claw his way out of his brother's back. Only Narash-Sin's head and part of one hand protrude.

Ennenku's brother is actually the powerful sorcerer. Narash-Sin specializes in the summoning of demons, including Sestri, Ennenku's sometime mistress. When Ennenku 'casts' spells, a hoarse, croaking voice seems to emanate from him, but all it takes is an Easy (+1) Mind check to notice his lips are not moving. This is because Narash-Sin's mouth is pronouncing the incantations.

Narash-Sin has his own heart and certain vital organs. Normally, if Ennenku is taken below -5 LB, his brother will live (and continue to cast spells) until he is discovered and his 5 LB are reduced to 0 or less. Of course, if Ennenku falls from a great height, is engulfed in flames, etc., then both brothers will take damage, and Narash-Sin will likely die first.



### Vraegg, Ennenku's Axos Champion

#### Attributes

Strength	3	Initiative	1
Agility	1	Melee	2
Mind	-1	Missile	0
Appeal	-1	Defence	1

#### Careers

Noble	1	Warrior	1
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Protection	Light armor	d6-3 (1)
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Weapons	War club	d6H+3
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#### Points

Lifeblood 11

This 6'4" specimen was the tribe's former chief. Vraegg is in awe of his master, and will sacrifice himself without a second thought. He wields a vicious, two-handed war club studded with iron barbs, capable of smashing heroes to a pulp with one blow.

## Appendix B

## *Eijnenku's Grimoire*

Ennenku's (actually Narash-Sin's) magic involves demon-summoning. Even his cantrips have a diabolical theme to them; the sharp odor of brimstone, tiny imps moving objects around, etc. The following are descriptions for spells likely to be cast by him during the adventure.

## *First Magnitude*

### Summon/Bind Minor Demons

A relatively quick summoning spell, this calls a minor demon to this plane. Note that a second, successful spell of binding is required to make the demon do the summoner's bidding (unless a pact is made; see the *Mythic* rulebook). See below for a sample minor demon. Requires *Obvious Technique* and *Special Item* (quicksilver ring). Cost is 3 Arcane Power and Difficulty is Hard (-1).

## Summon Demonic Feast

This spell conjures enough food and drink for up to 6 hungry people. The fare is of excellent quality--haunches of unidentifiable meat in heavy sauce, viands of sharp red wine--but if someone unused to rich food eats such a meal, they must pass a normal Strength check or be subject to disturbing dreams later that night. Requires *Obvious Technique* and *Special Item* (black tablecloth). Cost is 4 Arcane Power and Difficulty is Normal.

## Hellfire

A damage spell. Black, sulfurous flames leap from the caster's hands towards a target for  $1d6 +$  the sorcerer's Mind attribute worth of damage. Requires *Obvious Technique* and *Line of Sight*. Cost is 4 Arcane Power and Difficulty is Normal.

Ward

A defensive spell. The Ward shields the caster's body with invisible armor for 1d6 protection and lasts for a day. This protection is nullified by weapons consecrated to the 20 Gods, or made of silver or cold iron. Note that it does protect against attacks by demons, and is sometimes used as a precaution before a dangerous summoning. Requires *Casting*

*Time and Special Item* (magic charm). Cost is 4 Arcane Power and Difficulty is Hard (-1).

## *Second Magnitude*

## Summon/Bind Lesser Demons

A more formalized summoning spell, requiring more time and preparation. As before, a second spell of binding is required to control the demon. See below for a sample lesser demon. Requires *Casting Time*, and often *Special Item*, *Rare Ingredient*, and/or *Ritual Sacrifice*. Cost is 6 Arcane Power and Difficulty is Tough (-2).

### Minor Demon (Hazzul)

Attributes		Combat Abilities	
Strength	1	Attack	+2
Agility	1	Defence	1
Mind	0	Damage	d6L+1
Appeal	0		
Lifeblood	11		

## Powers

### Armor ( $d6-2$ )

These abominations look like stooped, wizened children, with a hooked beak where a mouth should be. They have the *Armor* power (wrinkled pink hide) and attack with their talons. When not trying to claw someone to death, Hazzul demons display a malicious sense of humor and constantly mutter obscenities.



### Malvech, Lesser Demon

#### Attributes

Strength	3
Agility	2
Mind	1
Appeal	0
Lifeblood	23

#### Combat Abilities

Attack	+6
Defence	3
Damage	d6+3
	sword

#### Powers

- *Regeneration* (1 LB back per round)
- *Special Knowledge* (Soldier 6)

Malvech appears as a broad-shouldered, muscular man, wearing baroque plate armor (actually part of his body), and having the head of a putrefying andrak. His rotting eyes gleam with carmine fury.

Malvech is usually summoned to serve as a bodyguard or a slayer, and is sometimes consulted for his tactical knowledge. When on this plane, his main interest is killing.



# The Unholy Greyl

# In the haunted Greyl glades of Festrel Swamp...

# Adventure Background

Greyl wood is considered precious, rarer even than the sturdy black Urld that grows in northland tundra. Easy to shape, yet durable, it can be polished to an ebony sheen, and when cut lengthwise displays a variegation of muted browns and reds. The nobility of Satarla especially prize the wood for furniture.

Unfortunately, Greyl grows only in a coastal forest near the Festrel Swamp, haunted by nocturnal horrors. Surviving loggers have spoken of yellow eyes winking in the night, and men found tied to trees by their own entrails. Through trial and error, work crews have learned to harvest Greyl during the day, then retreat to fortified galleys a short distance out to sea. Whatever the creatures are who stalk and slay under the dark boughs, they apparently cannot swim.

Still, conflicts with rival expeditions, cunningly erected traps – and the occasional nest of scarlet vipers – make the already dangerous work deadly, and lumber crews are often shanghaied from Satarla and Lysor to make up for casualties.

The Heroes can enter this adventure in several ways. They might be among the recently shanghaied, forced to cut Greyl as virtual slaves, or more likely, hired out as mercenaries to guard the work-crews. They might also wish to arrange an expedition to the Greyl woods themselves - even a modest harvest would make them wealthy... if they manage to survive, of course.

## Information for the GM

The Greyl forests are guarded by vicious primates, called *wodesk* in their own tongue. They see humans as a blight come to plunder their sacred territory. The wodesk had been man-like servitors of the Sorcerer Kings in

ages past, but have since degenerated to their present, savage state. Despite their limited minds, they still have access to dark magic through their worship of Zylidith, God of the Sacrifice.

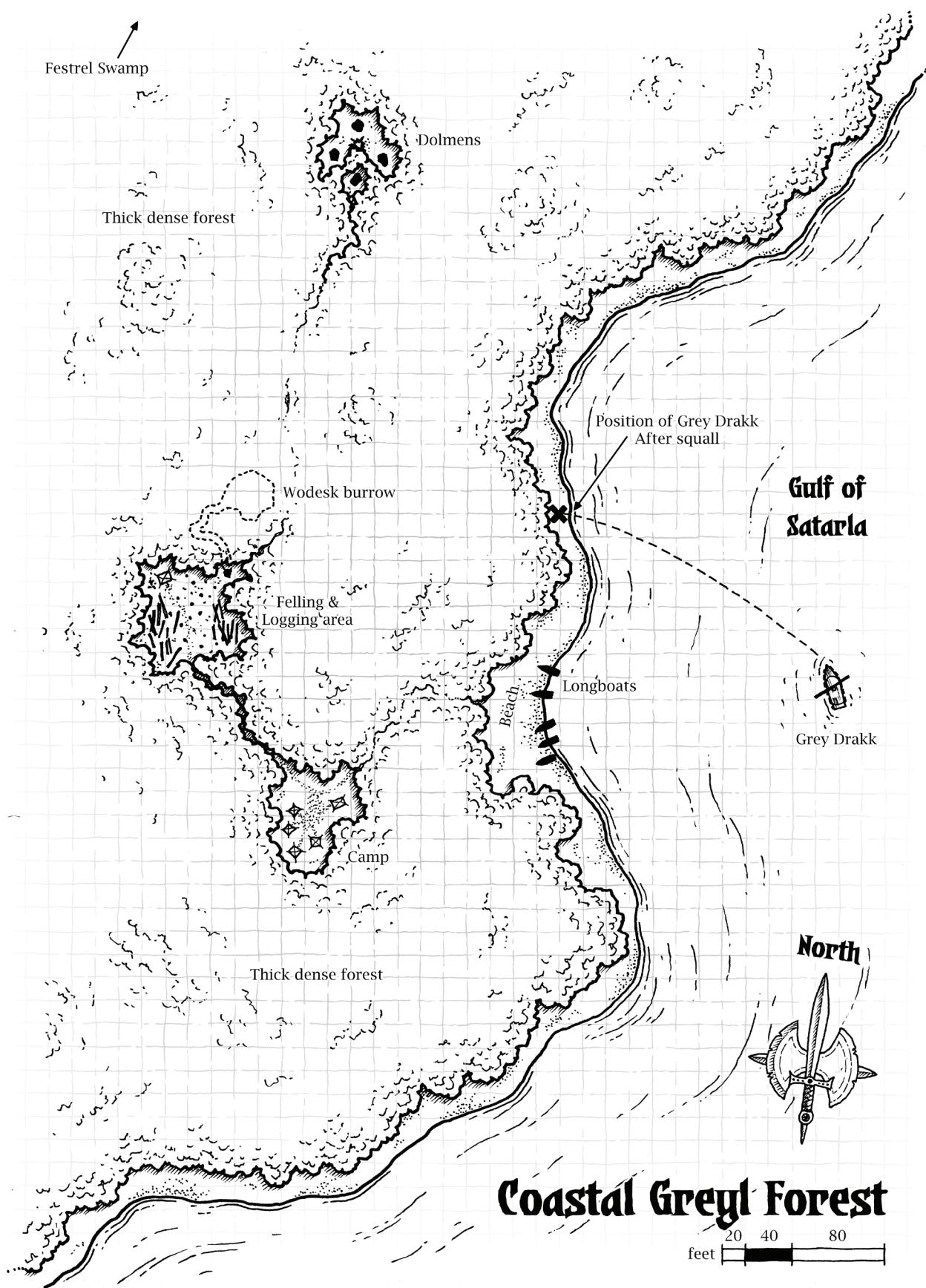
The 'default' setting for this adventure assumes the Heroes are working with the merchant captain Saval Krael, aboard his galley the *Grey Drakk*. Whether as guards, slaves, or concerned investors, they have traveled with Saval and his crew from Sartala, several days west of the Greyl forests.

Hero backgrounds in Barbarian, Hunter, Mariner, Scholar, Soldier, Warrior, Worker (woodcutter), and tracking skills will likely prove useful

Stats for the wodesk, NPCs, and animal encounters at the back of this adventure



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# Running the Adventure

What follows is a loose outline for the course of events, culminating in a pitched, desperate battle with the wodesk. The Heroes will likely come up with unexpected detours, especially if magic and hero points are involved.

Remember, *BoL Mythic* rules make running off-the-cuff situations easy – the focus should be on generating tension and a sense of eldritch dread.

GMs can use the Daily Complications table below to flesh out encounters.

## *Daily Complications*

Choose one of the following complications or roll a d6.

- 1 - Mundane danger (falling tree, falling limbs, axe slips, etc.).
- 2 - Workers disturb nest of d3 scarlet vipers.
- 3 - Concealed wodesk trap (roll another d6: 1-2 deadfall, 3-4 covered pit with punji stakes, 5-6 log-roll trap. These typically do d6+2 damage, but can be avoided by a Hard (-1) Agility roll. Spotting a trap is a Hard to Tough Mind roll, with ranks in Hunter, Thief, and Barbarian added.
- 4 - Brawl among workers.
- 5 - Attempted escape by worker.
- 6 - Tools/equipment damaged.

## Day One

The *Grey Drakk* weighs anchor a comfortable distance from shore. Even in early morning the Greyl woods looks formidable; dense, almost primeval forest with a thick canopy that cuts light and muffles sound. Very few birds can be heard.

Longboats are dispatched and workers set up a hasty camp in a nearby clearing. The men waste little time getting to work, felling the dark trees as if their lives depend on it - which it does. Dressed timber is ferried back to the ship and secured in the hold.

Roll or pick from among Daily Complications to round out the morning. In the afternoon, workers fell a rotting tree and expose a hole just below the roots. The opening is

big enough for a man to wriggle down and leads to a wodesk burrow. Any Heroes who brave the hole will eventually come to a large earthen chamber, reeking of musk. Countless bones litter the floor. After a few moments, soft voices begin to echo, and dozens of wide yellow eyes stare from the blackness. This is a cue to leave - fighting hordes of wodesk in the cramped, dark conditions is suicide. Saval has the opening collapsed after any Heroes get out.

At dusk, workers board the longboats and row back to the safety of the *Drakk*. Saval orders his men to drink copious amounts of wine and encourages dice games before they fall into exhausted sleep.

Any Heroes foolish enough to stay ashore at night are attacked by swarms of wodesk (assume 5 x the number of Heroes present). Similarly, any boats approaching within 30' of land after nightfall will be showered with atl-atl-launched javelins.

## Day Two

Again, roll or pick an event from Daily Complications. As the nearby copse of Greyl is petering out, Saval organizes three scouting groups to search for a good place to set up a second day camp. Heroes can volunteer (or are bluntly asked) to go along. Come dusk, one of the groups fails to return (unless Heroes have split their number among all three, in which case several members of one group won't make it back - but the Heroes will). No one knows what happened to the missing men, and no one offers to wait. Eyeing the tree line, the crews hurry back to the *Drakk*.

Saval orders full rations of un-watered wine to calm the men. Before first light, a chill wind picks up and ruffles the ship's sail. The wind also carries the sound of strange chanting, ululations, and minutes later, the unmistakable screams of several human beings. Both the noises and the wind cease abruptly.

## Day Three

Saval doubles the number of men on guard duty, slowing down work, but managing to placate fears. Again, roll or choose an event from Daily Complications. Mid-afternoon, shouts echo as one of the crews (or the Heroes) find a 6' dolmen of black basalt, etched with runes and pictoglyphs. Three more dolmens are arrayed nearby, forming a diamond-box pattern. At the center lies the stump of a once-mighty tree, stained with recent blood. Examination shows that someone, possibly several people, have been 'staked' in a spread-eagle pattern to the stump with large pieces of sharp flint, though the bodies are no longer there.

The runes are written in an obscure variation of Sorceric (a Tough Mind roll plus at least one rank in Scholar or Sorcerer to decipher), and detail a number of supplications to Zylidith.

Minutes after the dolmens are discovered, a huge cave bear missing both eyes blunders into the area, howling. Though blinded, it approaches nearby humans with unsettling accuracy and attacks in a berserk rage.

After the bear attack, Saval orders the work crews to return to the ship, taking with them any harvested lumber. On board, the situation is near mutinous. Most of the crew want to leave. Saval argues for another day's work, to at least half-fill the ship's hold. With the sun going down soon, it is too late to set off now. Saval agrees to take a vote in the morning and abide by the crew's decision.

Just after sundown, a sonorous chant echoes across the water from the forest. The chanting becomes louder as the night wears on. Shortly after midnight, the wodesk's head shaman completes a powerful spell and summons a squall. The wind strikes without warning, ripping the mast from the *Grey Drakk* and hurling her ashore. As the storm continues to rage, the darkness surrounding the beached ship suddenly lights up with hundreds of pairs of yellow eyes.

The wodesk now attack *en masse*. Assume a total number of 300 (considered rabble at this point), against the *Grey Drakk*'s crew of 30. It is easiest to have the Heroes fight 'waves' of 10 wodesk each, and interpret the larger battle based on how well they are doing. Any smart

and/or creative tactical decisions (such as holing up inside the *Drakk*'s hull and letting the wodesk come to them, or using ship's stores of cooking oil to start defensive fires, etc.), as well as a liberal expenditure of hero points should sway events in the heroes favor. The wodesk will retreat after taking large casualties.

Saval fights bravely (and probably dies, without the Heroes' intervention), while Jens and Mars Markel opt for the better part of valor, abandoning their patron. Neither makes it far.



## Conclusion

By morning, the storm is over. The *Drakk* lies ruined, its hull breached and keel smashed. Most of the crew lay dead among the black-furred bodies. Savvy Heroes will realize they cannot survive another night. The easiest way to escape is to use the remaining longboats—some have been smashed, but there are a couple serviceable craft left (perhaps requiring hasty repairs). By using the boats, the Heroes can make good travel time and keep any vengeful wodesk safely at bay. They can also transport some of the Greyl harvest back with them.

Of course, some Heroes might want to take the fight directly to the weakened tribe, perhaps digging open the entrance to their burrows and mounting a daytime assault... good luck with that.

Heroes examining wodesk bodies in the daylight will notice some of them are wearing crude torcs and bracers of hammered gold - the creatures must have access to a vein of the precious metal! The adventure ends with yet another siren call to these dark, accursed forests.

## Appendix A

## Wodesk (Tough or Rabble)

These creatures look like large, black-furred tarsiers, standing 4' to 5' tall, with well-developed shoulders and long forearms for brachiating. Their saucer-shaped eyes reflect light. They have sharp claws on both hands and feet to assist in climbing, as well as rending their opponents. Wodesk often carry flint knives and javelins flung with atl-atl's. Nocturnal, wodesk are blinded in sunlight, and spend the day in ancient burrows and cavern complexes beneath the tree-roots, but venture forth at night to hunt. Wodesk are Tough to track (-2) and near silent when they move.

Attributes		Combat Abilities	
Strength	1	Attack	+1
Agility	2	Damage	d6L+1*
Mind	-1	Defense	1
*or by: flint knives atl-atl, javelin		d6+1	d6+1

\*or by: flint knives d6+1  
atl-atl javelin d6+1

<b>Protection</b>	d2-1 (fur)
<b>Lifeblood</b>	6
Large groups of wodesk will have a tribal shaman with Mind 0 and 1-2 ranks in Sorcerer and/or 1-2 ranks in Priest.	
After their initial encounter with the Heroes, wodesk (especially when attacking in large numbers) can be treated as rabble, dropping their Lifeblood to 3, their damage to d3, and their protection to 0.	

## Scarlet Vipers

Attributes		Combat Abilities	
Strength	-2	Attack	+2
Agility	3	Damage	d2+poison
Mind	-4	Defense	2
<b>Protection</b>		0	
<b>Lifeblood</b>		2	
4'-7' long vipers with a reticulated red and orange pattern down their backs. They are aggressive if feeling threatened (which is often). Heroes struck make an initial Tough (-2) Strength roll to avoid d3 damage and paralyzing muscle spasms. If failed, Heroes must make an additional Hard (-1) roll to avoid d6 damage the following round and a -2 penalty to agility. The penalty goes away after the damage from the venom is healed.			

### Typical Woodsman (Rabble)

Rough-and-tumble Greyl loggers, these men also form the crew of the *Grey Drakk*.

Attributes	Combat Abilities		
Strength	1	Initiative	0
Agility	0	Melee	0
Mind	0	Ranged	0
Appeal	-1	Defense	0
Protection	0		
<b>Weapons</b>	Axe, dagger, or bow d3 damage (as rabble)		

## Career

Worker 1  
25% have Mariner 1 Worker 0  
**Lifeblood** 3

### Saval Krael (Tough)

The nominal leader of the lumber expedition, Saval cuts a tall, handsome figure, though his appearance is marred by his missing right eye, lost to a Wodesk's atl-atl-propelled javelin on his first expedition to the Greyl woodlands. In genteel company, Saval keeps his injury under a velvet patch, but among his men he leaves it uncovered.

Saval tries to solve morale problems among the crew by keeping the men roaring drunk at night. He is an iron-hard disciplinarian and totally committed to returning a profit for his investors.

At any given time, Saval keeps his loyal Valgardian bodyguards, Jens and Mars Markel, close at hand (see Bodyguards). He is classed as a Tough and has the Missing Eye flaw.

Attributes	Combat Abilities		
Strength	0	Initiative	0
Agility	0	Melee	1
Mind	1	Ranged	0
Appeal	1	Defense	1
Protection	d3-1 (light armor)		
Weapons	rapier d6		
Careers			
Mariner	1	Merchant	1
Lifeblood	8		

### Bodyguards Jens and Mars Markel (Toughs)

These stern-faced Valgardians hover near Saval whenever he leaves his stateroom aboard the logging galley. Neither drink. They are responsible for dealing out punishment among the crew and are therefore strongly disliked.

Attributes	Combat Abilities		
Strength	2	Initiative 1	
Agility	1 (0)	Melee 1	
Mind	0	Missile 0	
Appeal	-1	Defense 0	
	(1 for Jens with buckler)		
Careers			
Barbarian	1	Mercenary	1
Lifeblood	10		

**Protection** d6-2  
(medium armor, -1 to Agility)  
buckler (Jens)

**Weapons**  
Jens: flail d6+2  
Mars: broadsword d6H+2  
Throwing knives d6L+1

### Blind Cave Bear

This creature has been ritually mutilated and then released by the Wodesk to act as a daytime sentry. It relies on supernatural senses to track prey.

Attributes	Combat Abilities		
Strength	8	Attack	+2
Agility	0	Damage	2d6
Mind	-1	Defense	0

\*takes a penalty die for blind attacks

**Protection** d3 pelt

**Lifeblood** 40

## Appendix B

### The Grey Drakk

This is a single-masted galley with a single row of oars (use stats for a Merchant Galley). Large shields line the gunwales. Saval sleeps in the only stateroom. Everyone else beds down in the hold or on deck. There are enough longboats to carry all the crew and haul lumber.

As none of the men are particularly skilled at sailing or ocean navigation, the galley never strays far from the coastline.



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