

# LEMURIAN LEGENDS

**The Complete Adventures**



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











Fortress Layout.....	53
<i>Cave Complex.....</i>	<i>53</i>
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>	<i>55</i>
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>	<i>59</i>
Appendix B .....	62
<i>Ennenku's Grimoire .....</i>	<i>62</i>
First Magnitude .....	62
Second Magnitude .....	62
<b>The Unholy Greyl.....</b>	<b>64</b>
Information for the GM .....	64
<i>Daily Complications.....</i>	<i>66</i>
Day One.....	66
Day Two .....	66
Day Three .....	67
Conclusion.....	68
The Grey Drakk .....	69

















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.









**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

<b>Protection</b>	Light armor	d6-3 (1)
-------------------	-------------	----------

<b>Weapons</b>	Cesti	d3+4
	“Short” sword	d6+4

**Points** Lifeblood: 12

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
-----------	---

## Careers

Mariner, Laborer or Slave 1

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

<b>Weapons</b>	Cutlass, oar	d3
----------------	--------------	----

Points	Lifeblood	3
--------	-----------	---

## 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
---------	---------	---

<b>Protection</b>	Light armor	d6-3 (1)
-------------------	-------------	----------

<b>Weapons</b>	Tyrus longbow	d6
	Knife	d6L+1

Points	Lifeflood	7
--------	-----------	---

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
---------	-------	---

## 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

<b>Weapons</b>	Longspear	d6H
	Rapier	d6

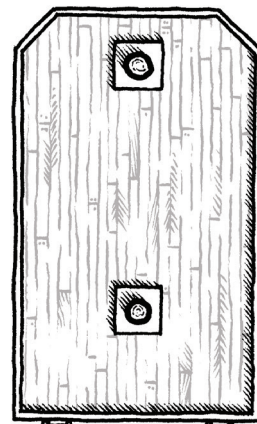
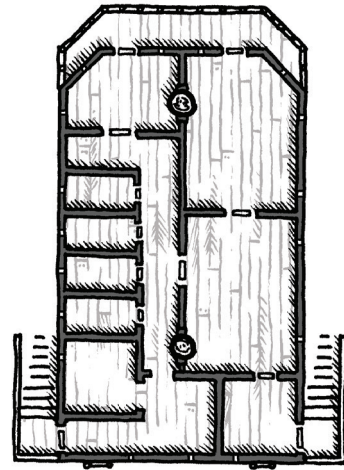
Points	Lifeblood	6
--------	-----------	---

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.













The image contains three hand-drawn diagrams of a traditional house. The top diagram is a side elevation showing a gabled roof with a central peak and two side peaks, and a wall with three circular windows. The middle diagram is a floor plan showing a central room with a fireplace, a kitchen area, and a sleeping area. The bottom diagram is a floor plan showing a central room with a fireplace, a kitchen area, and a sleeping area.

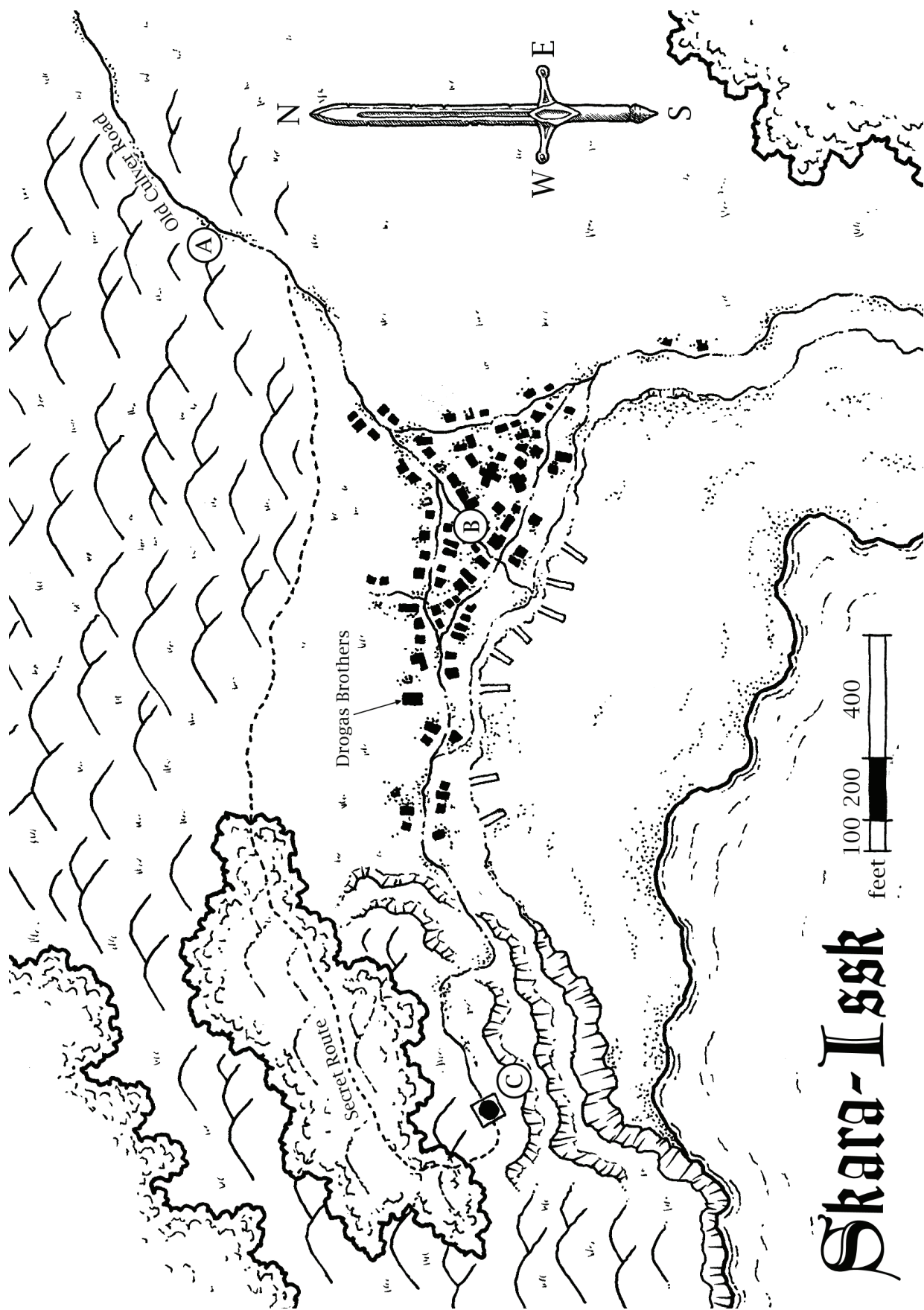
## Overland Map















The image contains three architectural drawings of the Mausoleum at Halicarnassus. On the left is a vertical cross-section showing the building's profile, including the stepped pyramidal base, the colonnade, the entablature, and the dome. A vertical arrow on the far left indicates the height. To the right of the cross-section is a solid black silhouette of the building. Above the silhouette is a circular plan view of the top of the structure, showing the central circular chamber and the surrounding colonnade. Below the silhouette is a detailed plan view of the base, showing the rectangular platform with its internal divisions and the circular chamber. The plan view includes various symbols for architectural details like columns and walls.















## 29











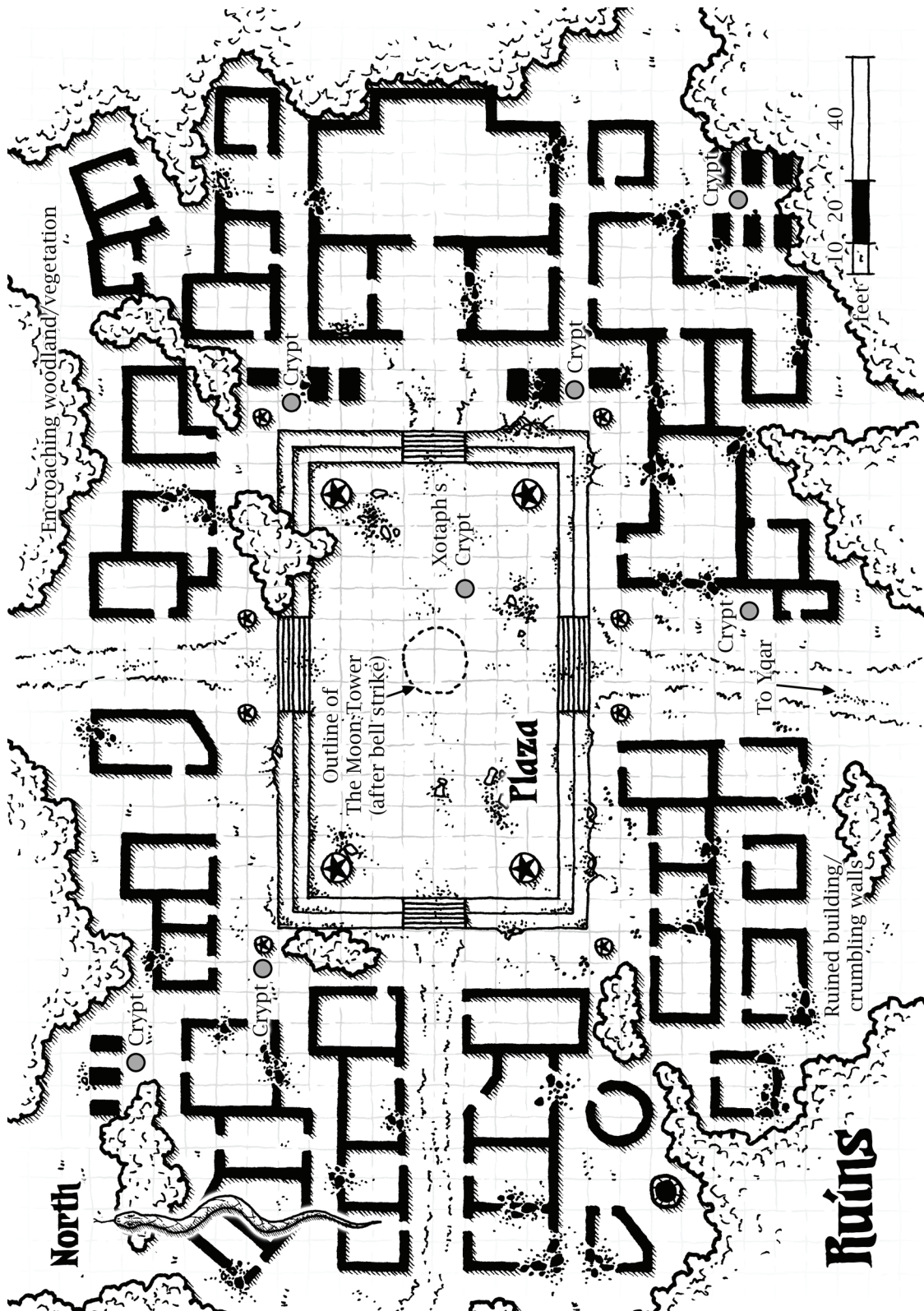




















A black and white illustration of a hooded figure, likely a deity or high-ranking official, wearing a long, flowing robe and holding a staff topped with a flame. The figure has a mask-like face with multiple eyes and a small mouth. The figure is holding a small object in their left hand.

# Shades of Yggdar

## On the windswept Plains of Khaar...

### 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 Khaar. 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 scramble 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







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.

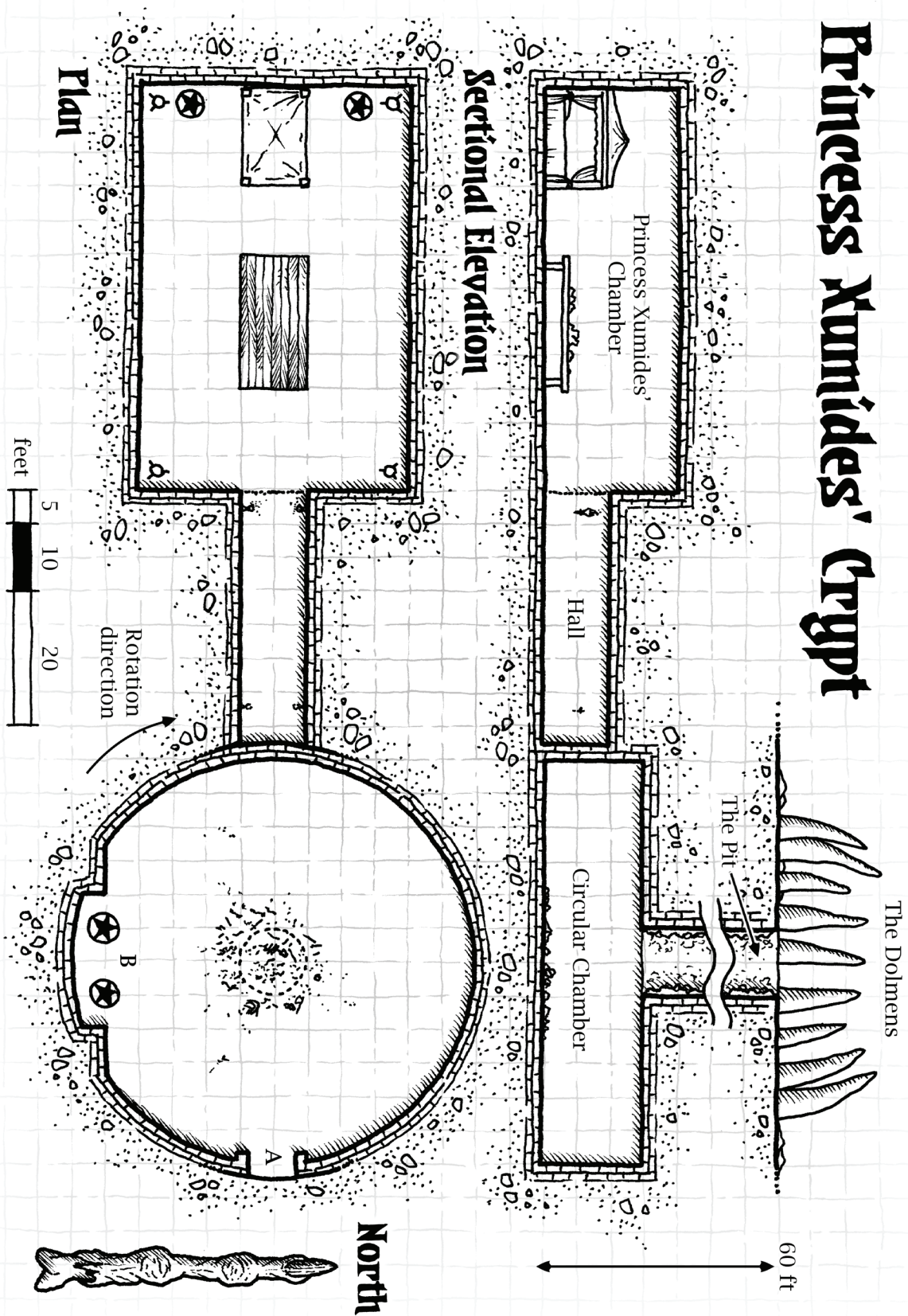
The two statues are the cause of all the bones littering the floor. If the ruby is removed from the serpent's mouth, then the serpent statue animates and attacks. Likewise, if the topaz is removed, the sphinx will animate. If some greedy bastard takes both gems, then both creatures will attack (and the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









**Quarr Zevas, Malakuti Sorcerer**

Attributes		Combat Abilities	
------------	--	------------------	--

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

**Careers**

Alchemist	2	Merchant	0
Scholar	1	Sorcerer	1

**Protection** none

**Weapons** knife, d6L-1

**Points**

Arcane Points	11	Lifeblood	9
Villain Points	5		

**Boons/Flaws**

- ♥ **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

**Protection** d3 tough hide

**Lifeblood** 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

**Protection** 1 pt. thick skin

**Lifeblood** 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).







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

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.

(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

**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









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.

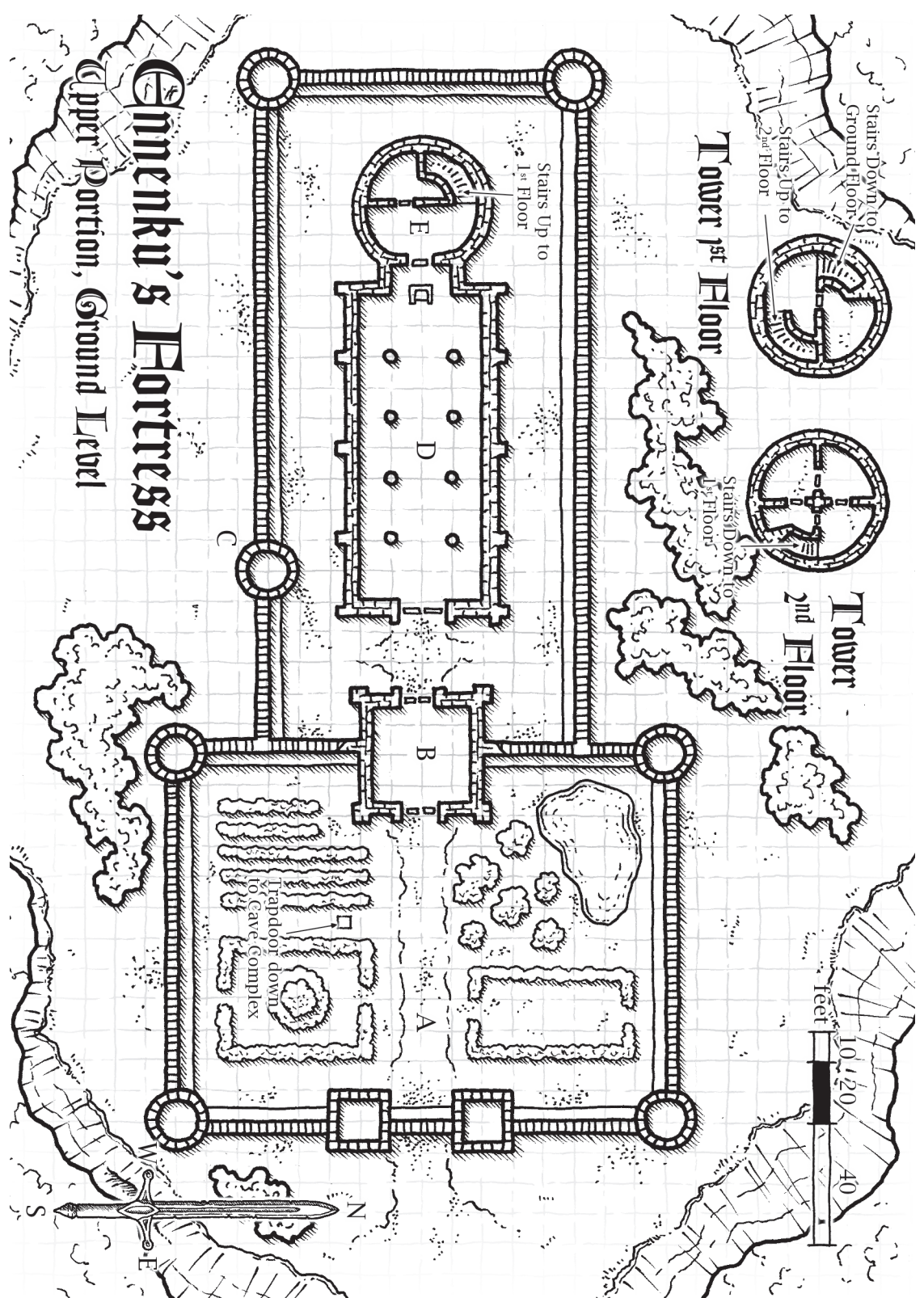
### B - Watchtower

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.







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 cants 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*).

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.

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...











Malvech, Lesser Demon

Attributes		Combat Abilities	
Strength	3	Attack	+6
Agility	2	Defence	3
Mind	1	Damage	d6+3
Appeal	0		sword
Lifeblood	23		

Powers

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

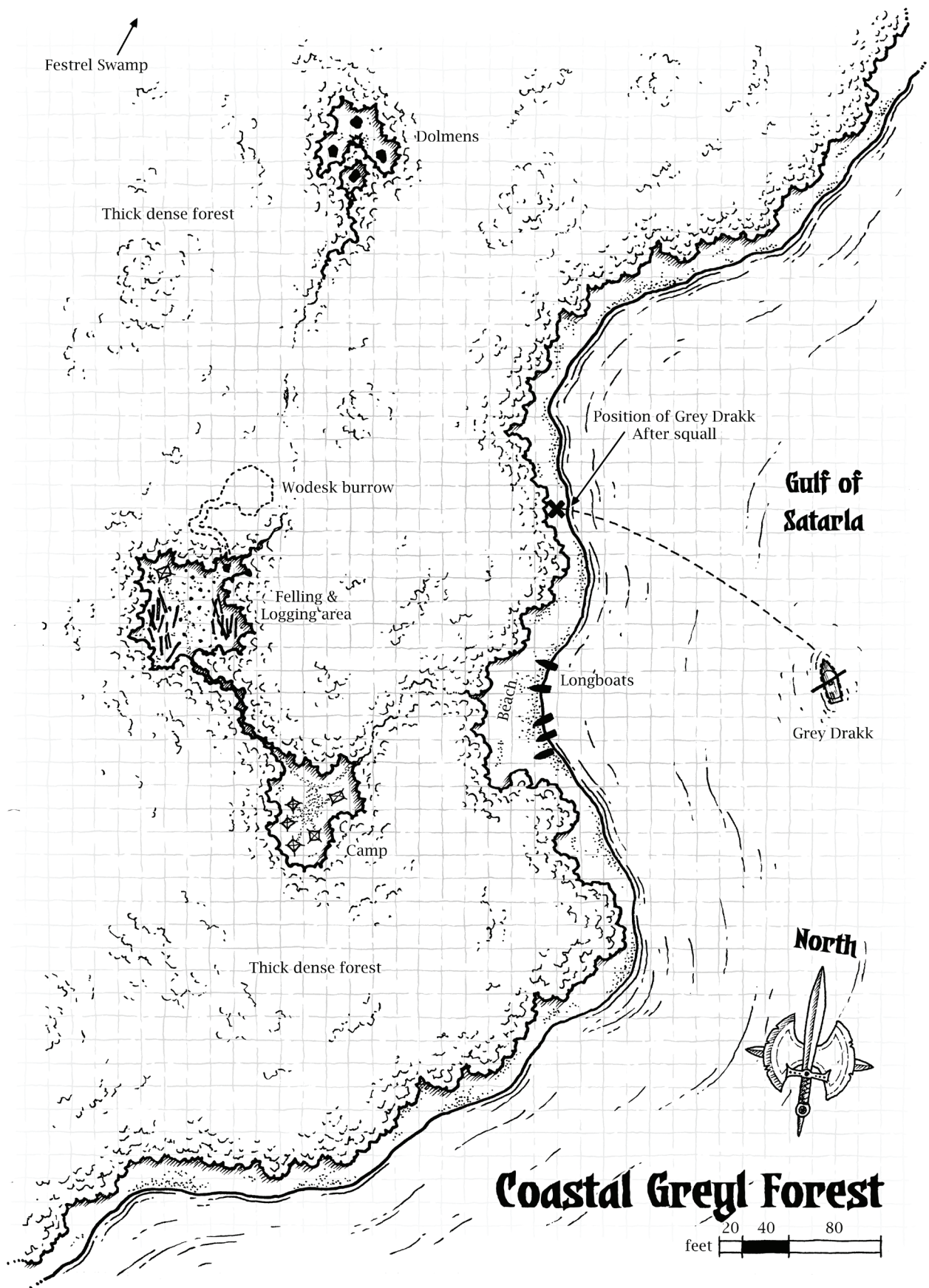
Malvech appears as a broad-shouldered, muscular man, wearing baroque plate armor (actually part of his body), and having the head of a putrefying andrak. His rotting eyes gleam with carmine fury.

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.









# 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.









The background of the entire image is a rich, deep red leather with a pronounced scale-like texture. The scales are irregular, roughly hexagonal or pentagonal in shape, and are separated by thin, slightly raised ridges that catch the light, giving the surface a three-dimensional appearance. The color is a consistent, slightly dark red, with subtle variations in tone due to the lighting and the texture of the material.

FILIGREE FORGE