

# BARBARIANS OF LEMURIA



The Sword & Sorcery Roleplaying Game

# BARBARIANS OF LEMURIA

## Free Your Inner Barbarian!

Journey through the horror-filled Jungles of Qush,  
Sail the high seas with a band of fierce pirates from the Pirate Isles,  
Lose yourself in the market streets of Halakh, the city of assassins,  
Explore the tombs of the ancient Sorcerer-Kings...  
In Lemuria, there's always a treasure to loot,  
a princess to save and a necromancer to battle!

What you'll find in this new Mythic+ Edition of *Barbarians of Lemuria*,  
the famous *Sword & Sorcery* roleplaying game by Simon Washbourne:

- 🐉 A complete game system, simple but elegant, that allows for freedom of action and encourages free interpretation by the players, so that they can live epic adventures. Easy to get started, it will quickly win over both beginners and experienced players alike.
- 🐉 A detailed description of Lemuria, an inhospitable land where the evil shadow of the Sorcerer-Kings still lingers, with grand cities that are oases of civilisation scattered amid hostile wilderness hiding many dangers and mysteries.
- 🐉 A bestiary with more than fifty strange and formidable creatures.
- 🐉 Rules you can include in your scenarios and sagas for pitched battles on land and for warfare at sea, where your Heroes will be on the front lines and their actions will have an immediate impact on the outcome of the battle.
- 🐉 Five new ready-to-play adventures and a saga generator if you are lacking inspiration.
- 🐉 A character sheet and tables that provide a quick overview of the rules.



[ludospherik-editions.com](http://ludospherik-editions.com)

ISBN 979-10-96814-05-3 (softcover)

ISBN 979-10-96814-06-0 (pdf)

LUDOSPHERIK



# BARBARIANS OF LEMURIA

A Sword & Sorcery Roleplaying Game  
by Simon Washbourne

LUDOSPHERIK

# BARBARIANS OF LEMURIA

**Mythic+ Edition**

© 2015 Simon Washbourne. All Rights Reserved.  
Under license from Beyond Belief Games.



**Writing:** Simon Washbourne

**Editing:** Vincent Basset

**Proofreading:** Vincent Basset, Jeffrey Probst

**Cover Art:** Emmanuel Roudier

**Interior Artwork, Cartography and Layout:** Emmanuel Roudier

**Additional Artwork:** Peter Frain (ship profiles in chapter 4)

## Additional Writing

- *Battlefield Rounds* – These rules have been adapted from those originally appearing in the *Honor + Intrigue* swashbuckling adaptation of the BoL system, by Chris Rutkowski.
- *Ship-to-Ship Battles* – These rules have been adapted from those originally appearing in the *Heroes of Hellas* adaptation of the BoL system, by Chris Harper.
- *Cults and Organisations* – Alex Hanna, *The Arena of Thorns*; Camilla Chalcraft, *The Daughters of Degara*; Alexander Graeme Hunt, *The Brotherhood of the Purple Turalon*.
- *Adventures* – Vincent Basset, *The Island of Motunga*; Andrea Salvatores, *Tears of Rejuvenation*; Arnaud Prié, *Hunger Pains*; Garnett Elliott, *Morgal Night*; Simon Washbourne, *The Madness of Morgazzon*.

**Translation** from French of the adventures pages 174-197 : Jeffrey Probst, Mia Probst

**Playtesters:** Ian Greenwood, Robert Irwin, Alison Richards, Mike Richards, Paul Simonet, Nigel Uzzell, Janine Uzzell, Annette Washbourne.

**Playtesters of the French Adventures:** Paul-Marie Alessandra, Lionel Beaupère, Michaël Croitoriu, Julien Drouet, Laurent Girodengo, Félix Huet, Nathalie Huet, Sandy Julien, Dominique Lacrouts, Frédéric Mouysset, Julien Mouysset, Olivia Roudier.

## Simon thanks

- Amel Barrientos, Andrew “The Venomous Pao” Trent, Billy Simson, Cameron Smith, Chris Harper, Chris Rutkowski, Dave Bell, Frank Williams, Garnett Elliott, Günther Lietz, Joseph C. Wolf, Keith Vaughn, Marc Meischke, Mike Hill, Mike Richards, Nathaniel Torson, Robert Davis, David Bezio.
- The members of the old Lords of Lemuria and the new Champions of Lemuria forums, and the BoL Yahoo and Google+ groups.
- Chris Haba for inspiration for the map and locations of the lands to the north of Lemuria.
  - ...And special thanks to my understanding wife Annette.

## Influences

Lin Carter, *Thongor of Lemuria*; C. L. Moore, *Jirel of Joiry*; Clark Ashton Smith, *The Zothique Cycle* and *Hyperborean Tales*; Edgar Rice Burroughs, *Barsoom series*; Fritz Leiber, *Fafhrd and the Grey Mouser*; John Jakes, *Brak the Barbarian*; Karl Edward Wagner, *Kane, the Mystic Swordsman*; Michael Moorcock, *Elric of Melniboné*; Robert. E. Howard, *Conan the Barbarian*, *King Kull*, *Solomon Kane*, *Bran Mak Morn*, *Cormac Mac Art*



# Table of Contents



<b>Chapter 1: Introducing Lemuria</b>	<b>5</b>	<b>Chapter 3: The Path to Glory</b>	<b>56</b>	<b>Chapter 6: Mysteries of Lemuria</b>	<b>142</b>
Sword and Sorcery	5	Performing Actions	56	Alchemists	142
Barbarians of Lemuria	7	<i>Modifier to Task Roll Table</i>	57	Priests and Druids	149
Key Terms	8	Using Hero Points	58	Magicians	152
Simple Rules	9	Bloody Blades: Combat	60	Knowledge and Power	159
<i>Task Roll Table</i>	10	<i>Priority Table</i>	60	Cults of Lemuria	160
		<i>Range Table</i>	62		
		<i>Weapon Damage Table</i>	63	<b>Chapter 7: Sagas of Lemuria</b>	<b>163</b>
<b>Chapter 2: Creating a Hero</b>	<b>12</b>	<i>Combat Options</i>	64	Mastering the Game	163
Hero Origin and Concept	12	Wounds and Death	65	Rewards	167
Attributes	12			<i>Spending Advancement Points</i>	168
Combat Abilities	15	<b>Chapter 4: Wars of Lemuria</b>	<b>67</b>	The Sagas	170
Traits : Boons and Flaws	16	Land Battles	67	<i>Adventure Seeds</i>	170
Lifeblood	16	Warfare at Sea	72	<b>Adventures</b>	174
Hero Points	16	<i>Example Ships</i>	77	The Island of Motunga	174
Advancement Points	16	Sky-Boats in Battle	81	Tears of Rejuvenation	181
Heroic Beginnings	16			Hunger Pains	190
Heroic Careers	24	<b>Chapter 5: Gazetteer of Lemuria</b>	<b>82</b>	Morgal Night	198
List of Boons and Flaws	40	The Legend of Lemuria	82	The Madness of Morgazzon	208
Languages	46	The Gods of Lemuria	85	Krongar and the Saga Generator	219
The Trappings of Heroes	48	The Races of Lemuria	90		
<i>Weapons Table</i>	49	The Geography of Lemuria	96	<b>Tables</b>	<b>225</b>
<i>Armour Table</i>	53	The Beasts of Lemuria	108	<b>Character Sheet</b>	<b>229</b>
Hero Creation Summary	54	<i>Creature Creation Table</i>	109	<b>Map of Lemuria</b>	<b>231</b>
		The Bloodless	128		
		Demons	130		
		<i>Demon Creation Table</i>	131		
		Non-Player Characters	134		
		<i>NPC creation Table</i>	134		
		<i>Sample NPCs</i>	135		



# Foreword

## The Great Adventure Awaits You!

Who has never dreamed of being a hero, of accomplishing extraordinary feats while living epic adventures? Books and movies can sometimes provide this type of thrill, but nothing, as we all know, can offer the intensity or total immersion of tabletop roleplaying games. And when that magical day comes when you run across a game that plunges you directly into the Great Adventure from the very first moments of play, you realise that you've opened a treasure chest that will never close again.

*Barbarians of Lemuria* is one of those precious gems of the gaming world that combines simple rules, so you can immediately get started, with total immersion right from the get-go. The ruleset is simple, effective, and focused on heroic actions and intuitive roleplaying, all in an evocative, evolving universe inspired by the works of Lin Carter, Clark Ashton Smith, Robert E. Howard and Fritz Leiber. In *Barbarians of Lemuria*, you won't be wasting any time counting your gold coins, poring over your character sheet for hours to find some object or special power to get out of a jam, or rolling dice to figure out wind direction and speed. No way! *Barbarians of Lemuria* is just the opposite. It's Fun, Fast & Furious – perfect for great nights with friends and also for initiating new players.

For these reasons, in 2016, we decided to ask Simon for the rights to translate his Mythic edition into French, and we created the small publishing house Ludospherik specifically for this purpose. He honoured us with his trust, allowing us to create an original French version, with new artwork, new layout and new adventures. Afterwards, he let us create new supplements for BoL, adding background to his Lemuria and new adventures.

Eight years later, and with three adventure books for BoL published in French which received a warm welcome from the RPG community, we agreed with Simon that it was a shame that these supplements were only available to French-speaking players. And so the project was born to create this new edition – the first step before we translate our French supplements to create a whole new line of books for *Barbarians of Lemuria*. This fantastic game certainly deserves it.

Together with Simon, we are now pleased to offer you his original game in this new “Mythic+” edition, with the French version's illustrations, layout and adventures.

Dear readers, we hope that this new edition will kindle your imagination and conquer your adventurous hearts!

The Ludospherik Team





## Chapter I

# INTRODUCING LEMURIA

*“It is a savage age of sorcery and bloodshed, where strong men and beautiful women, warlords, priests, magicians and gladiators battle to carve a bloody path leading to the Throne of Lemuria. It is an age of heroic legends and valiant sagas too. And this is one of them...”*

— *The Crimson Edda*



## SWORD AND SORcery

The sword-and-sorcery genre is a subgenre of fantasy generally characterised by sword-wielding heroes engaged in violent and exciting battles. The stories focus mainly on personal conflicts rather than world-endangering matters. The protagonists are much more stereotypical than in other types of fantasy – the heroes are all usually footloose wanderers and mercenaries who actively seek out fortune and adventure, finding mundane work deathly dull. The best sword-and-sorcery fiction is distinct from the fantasy of Tolkien and his imitators – it explores the human experience from a different, darker point of view.

A common archetype of sword-and-sorcery heroes is the muscle-bound barbarian, often from some rugged backwater – the “Frozen Wastes”, or the “Northern Mountains”. The hero usually ventures forth from his wild abode to seek his fortune in more civilised lands, where his rugged looks earn him admiration from the (typically) scantily clad women, and his mighty blade earns him a few coins – and perhaps more than a few enemies.

Sword-and-sorcery protagonists are often more interested in pragmatic concerns of survival rather than questions of good or evil. In fact, many of the most famous sword-and-sorcery characters, like Elric and Kane, are really anti-heroes, dealing with corrupting supernatural forces and suffering the tragic consequences of their lust for power.

Sword-and-sorcery traditionally has a strongly masculine bias, although some more recent forms of the genre include warrior women who are every bit as capable as the men, like Red Sonja and Jirel of Joiry. The heroes are tough gladiators who fight for the thrill of the crowds, bawdy pirates with an eye for treasure and a yearning for adventure, or bold tomb robbers risking their lives in musty old crypts full of traps and monstrous guardians. The women, typically, are voluptuous barely-dressed beauties awaiting rescue from evil priests, or lithe adventuresses as capable in a fight as most ordinary men, and just as ready to crack a barbarian’s skull as bed him.



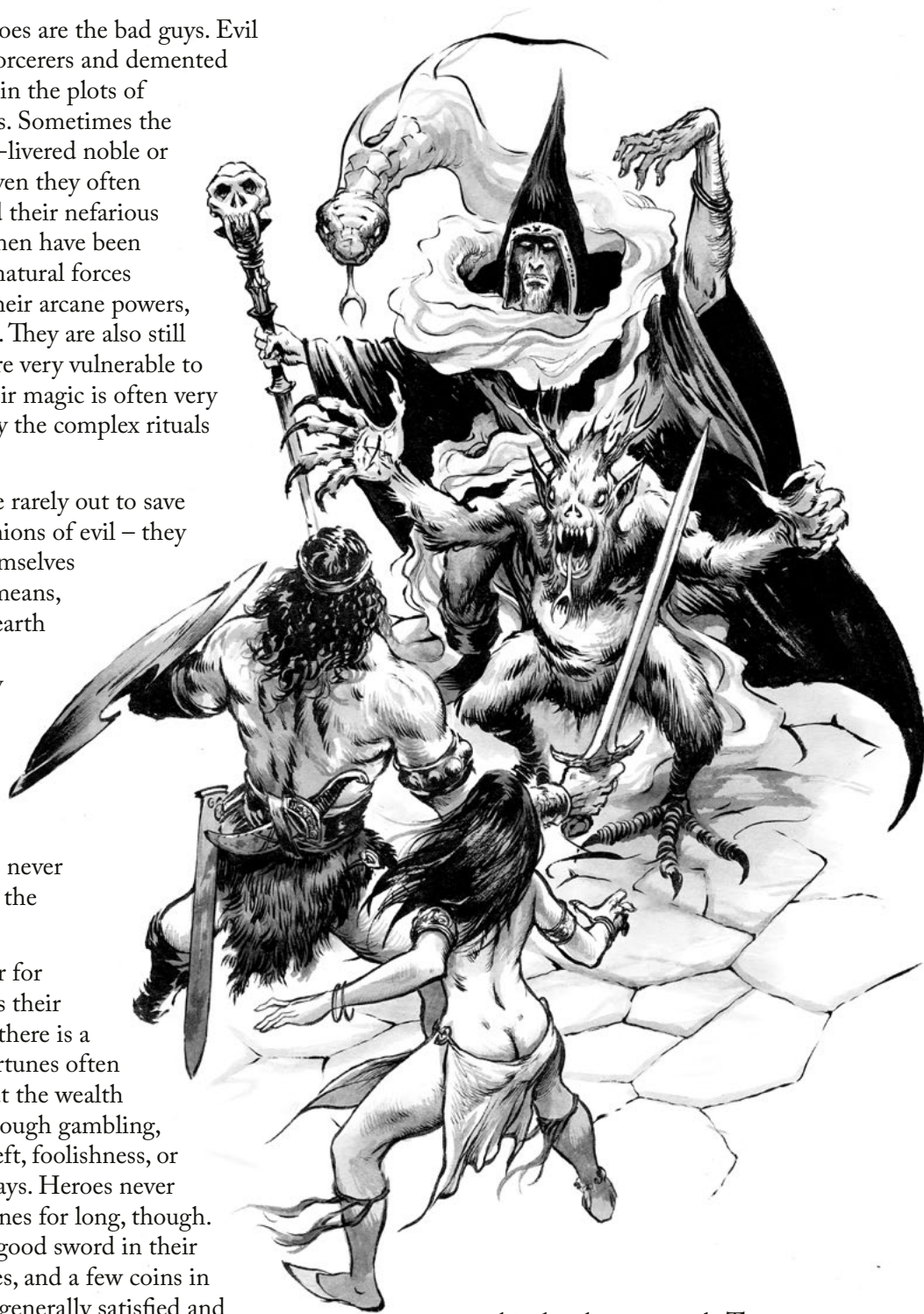
Ranged against the heroes are the bad guys. Evil necromancers, insane sorcerers and demented priests feature strongly in the plots of sword-and-sorcery tales. Sometimes the antagonist will be a lily-livered noble or cunning assassin, but even they often have a magician behind their nefarious plans. These powerful men have been corrupted by the supernatural forces that are the source of their arcane powers, and are thoroughly evil. They are also still human (usually), and are very vulnerable to a good sword blow. Their magic is often very powerful, but limited by the complex rituals required to use it.

The main characters are rarely out to save the world from the minions of evil – they simply look out for themselves (although this usually means, in their own down-to-earth way, they “do the right thing” in the end). They are not heartless – they tend to stand up for those weaker than themselves and put down those who push others around. They are never inherently evil – that is the role of the villains.

Heroes are always eager for adventure, which comes their way often, especially if there is a fortune to be made. Fortunes often fall into their hands, but the wealth is quickly lost again through gambling, drinking, wenching, theft, foolishness, or any number of other ways. Heroes never dwell on their misfortunes for long, though. As long as they have a good sword in their fists, food in their bellies, and a few coins in their pouches, they are generally satisfied and ready for action.

Heroes are, first-and-foremost, wanderers, and when times are hard will seek employment as soldiers, mercenaries, sailors or caravan guards to get by, often rising rapidly to higher positions as a result of their prowess. When nothing else is available, they will frequently turn their hands

to other, less honest, work. They will often be found turning to a life of thievery or piracy to make a few coins, although they do tend to prefer proper work when they can get it. However, heroes can only stand their jobs for so long, and sooner or later the yearning for adventure will come over them. Luckily, it's never far away...





# BARBARIANS OF LEMURIA

*Barbarians of Lemuria* is a heroic roleplaying game (RPG) set firmly in the sword-and-sorcery genre. Lemuria is a post-apocalyptic world of thousands of years into the future and unrecognisable to anyone today. It has returned to an almost prehistoric state – a land of steaming jungles, vast untamed wildernesses, horror-filled swamplands, and sun-baked deserts. Massive man-eating beasts roam the unexplored regions of Lemuria and beyond, from island-sized sea serpents capable of sinking war galleys, to the huge jungle-dwelling dinosaurs that can swallow a man whole.

Central to this harsh world are sprawling cities that teem with merchants, craftsmen, sailors and cutpurses. All types of people ply their trades in the squares, plazas, bazaars and docksides under the shadows of the city walls. Great palaces, temples and towers have been built to house nobles, soldiers, priests and wizards, who safeguard those within the city walls from the dangers without.

Scattered around the untamed regions are the ancient ruins of temples, cities, tombs and palaces. These haunted structures lie toppled and cracked, choked with weeds and undergrowth, untouched and awaiting discovery. Vast treasures perhaps remain within their shadowed halls and silent corridors.

It is a place of saga and legend, epic and myth. Hrangarth the Blade-Bearer and his descendants created many of these sagas by their deeds and adventures. However, Lemuria is a mighty continent, and there are plenty more adventures to be had, and legends to be created!

## Roleplaying

Roleplaying means different things to different people – some see it as a tactical wargame, with the backdrop being perhaps a fantasy dungeon to be looted, whereas others see it as more of a freeform or improvisational storytelling exercise.

*Barbarians of Lemuria* is somewhere between the two. It certainly bears most of the more traditional RPG influences.

## The Players

In *Barbarians of Lemuria*, the players create *characters* (the term is used interchangeably with *PCs* and *Heroes* throughout these rules) who, like the characters in a sword-and-sorcery novel, will travel around the land breaking into antediluvian crypts, fighting monsters, discovering great hoards of treasure (and losing it again), and generally living a life of bold adventure.

The character is a player's alter ego in the game. He can be a brawny barbarian or a deft thief. She can be a dispossessed noble or a swashbuckling pirate. The players decide these things when they create their characters.

The players will create characters who, for whatever reason, will team up together to make their fortunes. Each player will decide the actions of his own character during the adventure and, where there is some doubt about whether the character could succeed or not, will roll dice to determine the outcome of events.

## The Game Master

One player does not create a character – he creates everything else, though! He is the *Game Master* or *GM*. The GM has to present the world to the other players and describe events for them. He also has to play the roles of all the other characters (*non-player characters*, or *NPCs*) that the Heroes interact with in the course of their adventures. Luckily, to help the GM there is a wealth of information about the land of Lemuria here in these rules, with several adventures and a handy adventure generator near the end of this book.

As mentioned earlier, these rules tend more towards telling a good story than towards a wargame, with all the minutiae of detail that wargames often entail. So there will not be rules for everything. If a player wants his character to do something for which there is no rule, the GM makes a judgement, using the Task Roll table if needed. Very often you will not want to stop the action to look up a rule – there is no problem with this. The game is about heroic action, not stodgy detail. You could quite easily play *Barbarians of Lemuria* without ever needing to roll the dice, albeit very rarely.



## Key Terms

**Action:** Any activity by a player character that requires a dice roll.

**Advancement Points:** Points awarded by the GM that can be used to improve your character at the end of a Saga.

**Adventure:** A single quest or mission that the characters engage in. Each single adventure makes up a part of a much larger story arc, called a Saga.

**Arcane Power:** Used to determine how powerful a magician is, and the level of spells he can cast.

**Attributes:** These are the four traits that define a character in *Barbarians of Lemuria*. They are *strength*, *agility*, *mind*, and *appeal*.

**Attack Roll:** This is a specific type of Task Roll made when you strike or shoot at your opponent during combat.

**Bonus Die:** An extra die that is rolled along with the Task Roll or Attack Roll – the lowest die result is discarded. On a regular roll adding two d6 together (2d6), a *bonus die* would let you roll three dice and keep the best two. Having two *bonus dice* would mean you roll two *extra* dice (four dice in total) and discard the lowest two, etc.

**Boons:** Special benefits that the character has. A Hero has one *boon*, plus one more by taking a *flaw*, up to a total of three to begin with.

**Calamitous Failure:** This is when things go badly wrong. When you roll two ones on a Task Roll, you can choose to convert your failure into a Calamitous Failure and be awarded a bonus Hero Point for later use.

**Careers:** Past or present vocations that the character has engaged in. A career is used to add a modifier to any Task Roll that isn't in combat.

**Combat Abilities:** Scores that rate how good a character is in various means of combat. Two of the combat abilities – *melee* and *ranged* – are used to add to Attack Rolls, *initiative* is used to determine the order of combat, and *defence* is used as a modifier when opponents are attacking you.

**Craft Points:** Used in alchemy to gauge how long it takes to make a potion or a device.

**d3:** Means you roll one d6 and halve it, rounded up (1-2 = 1; 3-4 = 2; 5-6 = 3).

**d6H:** Means you roll two d6 and use the highest die result.

**d6L:** Means you roll two d6 and use the lowest die result.

**Damage Roll:** This is made when you've hit your opponent in combat, to determine how badly you injured them.

**Fate Points:** Used by *priests* and *druids* to determine their devotion to their gods.

**Flaws:** These are special challenges that the character must face. Characters usually have one *flaw* if they have two *boons*, or two *flaws* if they have three *boons*. However, if you wish, you may begin with as many as three *flaws* (the third one is just for fun – you get no *boon* for it).

**Hero Points:** An in-game currency that represents the luck and determination of sword-and-sorcery heroes. You spend Hero Points to make good things happen.

**GM:** Short for “Game Master”, the GM is a combination of director, screen writer, and referee. The GM is the person who “runs” the game, plays all the NPCs, and makes the rulings.

**Legendary Success:** This is when things go spectacularly well. It is achieved on rolling two sixes on a Task Roll and spending a Hero Point.

**Lifeblood:** The vitality of a character. When characters take damage, they lose *lifeblood*. When their *lifeblood* is reduced below zero, they are unconscious and possibly dying, if not dead.

**Mighty Success:** This is the result of things going very well. It is achieved by rolling two sixes on your Task Roll or by spending a Hero Point on a normal success.

**NPC:** Non-player character. This is a character portrayed by the GM. There are several different types of NPC – *rabble*, *toughs* and *villains*.

**PC:** Player character. These are characters portrayed by the players – the Heroes of our story.



# SIMPLE RULES

**Penalty Die:** Essentially, the opposite of a *bonus die*, a *penalty die* is an extra die that is rolled where the highest die is discarded. If two *penalty dice* are added to a roll, the two highest dice are discarded, etc.

**Priority Roll:** This is a specific type of Task Roll made to determine the order of actions in a round of combat.

**Rabble:** These are lesser, unnamed NPCs. Individually they are no challenge in combat – in battle, they make up a horde of opponents, where by their sheer numbers they might bring down a Hero.

**Round:** In combat, the time it takes for each character involved to take their turn, usually representing the span of a few seconds, though the duration is not exact. A combat may comprise several rounds.

**Saga:** A series of adventures that linked together form an epic tale.

**Scene:** A period of time in which the characters are all at one place for a given duration of time. A combat counts as one scene, but most scenes are not combat related. An effect that lasts for an entire scene will go on until the GM says that the scene ends. A series of linked scenes make up an adventure.

**Task Roll:** Any time the actions of a character are not guaranteed to succeed or fail, the GM can call for the roll of two six-sided dice (2d6) to resolve whether the task was successful or not. Task Rolls can be made in combat (where they are called *Priority Rolls* and *Attack Rolls*) using a character's attributes and combat abilities, and outside combat using attributes and careers.

**Toughs:** These are NPCs that are capable of providing something of a challenge to the Heroes, especially if there are two or three of them.

**Traits:** These are either *boons* or *flaws* – the first of each of which is determined by where you were born or brought up.

**Villain:** An evil NPC who is built the same way as the Heroes, or possibly even more powerful.

*Barbarians of Lemuria* should be fast and heroic – full of action, sorcery and swordplay. To emulate this, a simple set of rules is needed, so the game does not bog down in unnecessary detail.

## Careers

The underlying system is based on the idea of *careers*.

A career gives an immediate overview of a character's capabilities – if your character is a *thief*, you should be able to sneak around, break into buildings and pick locks on chests. If your character is a *pirate*, you should be able to handle a ship or small boat, climb up and swing on the rigging, know something about navigating by the stars, and so on.

There are no individual skills in *Barbarians of Lemuria* – there are simply these careers, which are the key to what your Hero knows and can do.

A Hero may have many careers throughout his life. He may have started out as a brash young *barbarian* from the cold northlands – then he could have spent time in Malakut as a *thief*, followed by a short spell as a *mercenary* captain and then on to command a *pirate* ship out of the Port of the Sea Lords.

All players get to choose four careers for their characters, at which they have a little ability (rank 0), great ability (rank 5, although this would only be after they have gained great acclaim from their adventures), or somewhere in between (ranks 1 to 4).

Sometimes Heroes are known more for what they do than for any other reason: *Krongar the Barbarian*, *Jesharek the Alchemist*, and so on.

## Attributes

Combined with the careers, there are four *attributes*, which are natural or born characteristics:

### *Strength, Agility, Mind, Appeal*

Sometimes Heroes are more notable for their attributes: *Jandar the Agile*, or *Krongar the Mighty*.



## Combat Abilities

As the game is mainly about Heroes, there are also four combat abilities, which will be used to determine how well you can use your fists, a sword or bow, or avoid attacks aimed at you. These are:

### *Initiative, Melee, Ranged, Defence*

Heroes are often named after their combat skills: *Ballik the Brawler*, or *Vangrith the Red Archer*.

## Traits

Your character's origin helps to further define your character and provides racial or regional *traits*, in the form of *boons* and *flaws*. These add to the character concept and provide bonuses or penalties to your character's actions. Chapter 2 describes all the available *boons* and *flaws*.

Many Heroes are known simply for where they come from: for example, *Krongar of Valgard*, or *Sharangara of Oomis*.

## House Rules

*Barbarians of Lemuria* has solid rules, but they can't cover every eventuality. Some players and GMs are happy with this, and others like to add rules or amend existing rules to suit their own styles of play.

### The Task Roll

#### To determine if a character succeeds at a task:

- 🐛 Roll **2d6** to get a number from 2-12
  - 🐛 Add an appropriate attribute
  - 🐛 If fighting, add an appropriate combat ability
  - 🐛 If not fighting, add the rank of an apt career
  - 🐛 Add any other situational modifiers
- 
- 🐛 If the result is **9 or more**: the character **succeeds**
  - 🐛 If the result is **8 or less**: the character **fails**
  - 🐛 **A natural 12 is always a success**  
(that is, rolling two sixes on the dice)
  - 🐛 **A natural 2 is always a failure**  
(that is, rolling two ones on the dice)

For example, one option is to roll ten-sided dice, rather than six-sided dice, for Task Rolls, Attack Rolls, etc.

The good thing is that you can easily create your own rules, safe in the knowledge that you are unlikely to ruin the game. Try the rules as they stand before changing anything, though, just so you can get a sense of how the game hangs together.

## The Core Mechanic

Whenever you attempt an action that has some chance of failure, roll two six-sided dice (2d6). This is a **Task Roll**.

Make sure that the consequences of obtaining a failure result have been discussed before the player makes the roll. A failure is also not necessarily a catastrophic failure.

## When to Use the Core Mechanic

The mundane actions that your character performs will automatically succeed – buying food, walking down the street, talking to the city guard, and so on. Even trickier actions can be carried out without a Task Roll if your Hero has the appropriate career (even a career rank of 0 will help here) – if you are a *merchant*, then buying uncommon items isn't too difficult. Most characters should be able to obtain a few coins to buy a plate of food by recourse to their careers – a *thief* can pick a few pockets in the marketplace, a *minstrel* can play a rousing tune in a tavern, a *blacksmith* can mend a few farming implements, etc.

It is only when the action can have some sort of repercussions that you should normally resort to the Task Roll. If the *merchant* is seeking to buy an ancient relic, or the *thief* is trying to break into a wizard's tower, or the *minstrel* is performing before the king – then it becomes important enough to resort to the dice. There is more on playing the game in Chapter 3.







## Chapter 2

# CREATING A HERO

*“Into this brutal age of war and necromancy, of the warrior’s blade and the assassin’s dagger, come eager young men and women to step out on the path to glory and riches – the throne of Lemuria as the ultimate prize. But for every adventurous soul that wins fame and fortune, there are thousands more that fall by the wayside – bloodied, penniless, or dead. A grim reminder that life is cheap – in the Jungles of Qush, the Deserts of Beshaar, and even on the civilised streets of Parsool.”*

— *The Parsool Records*

### Hero Origin and Concept

Each player in *Barbarians of Lemuria* needs to create a character to use during the game. The GM doesn’t need just one, he needs several or more, but we’ll come to that later in these rules.

To start with, you need to think about the type of character that you want to play. You may want to base your character on a favourite character from a comic book, novel, or movie, or you may already have a picture in your head of the type of Hero you want to play. You might simply like the look of several of the career choices and base your character concept around a mixture of those.

Once you have your idea, you need to determine your attributes. These attributes are important in defining your character’s physical and mental nature – your strengths, weaknesses, and outlook. Naturally, it makes sense to place the numbers in a manner that reflects your character concept.

These attributes, combat abilities, careers, and traits will paint a very broad picture of your character, which suits the sword-and-sorcery genre completely, as people are generally what they appear to be in this setting.

### ATTRIBUTES

Each character is initially defined by four attributes:

-  **Strength**
-  **Agility**
-  **Mind**
-  **Appeal**

These are mainly physical things, and can be used as a general gauge of the character’s physical make-up. For example, a character with a few points in *strength* will have a tough-looking body and will tend towards the tall and muscular look.

Value	Meaning
-1	<b>Feeble</b> – old, sickly.
0	<b>Average</b> – normal person.
1	<b>Superior</b> – fit, able person.
2	<b>Great</b> – athletic person.
3	<b>Spectacular</b> – best in the region.
4	<b>Heroic</b> – one of the best in Lemuria.
5	<b>Mythic</b> – one of the all-time best.



To determine your character's attribute levels, **divide four points between the four attributes as desired.** You may put at most three points into one attribute or spread them around as you wish. A zero represents an average rating. Attributes can go to higher levels than 3, but these would be truly legendary individuals. You cannot start the game with a rating higher than 3.

If you really want to – and with the GM's agreement – you can buy down one of your attributes to spend the point elsewhere. However, this option shouldn't be taken lightly, and you should consider whether being weaker even than *rabble* (the lowest grade of enemy) in any one of your attributes is a good thing. Regardless, only one attribute may be reduced to -1 in this way.

## Strength

This represents raw physical power, toughness, muscle, physique, and endurance. It is useful for Heroes who like to bash down doors rather than use the handle or smash open chests rather than pick the lock. Soldiers, barbarians, and gladiators often have a high *strength*.

*Strength* determines how much *lifeblood* (resistance to being wounded) your character has, and how much damage your character delivers when hitting enemies with weapons or fists. Finally, *strength* is all-important in determining whether your character can resist the effects of venomous bites or the poisons of assassins.

**Use *strength* when:** your character is lifting, pulling, bending, or breaking things.

It is also the attribute to use for a number of other physical endeavours, like swimming, jumping, climbing, and arm-wrestling.

Sometimes the GM might require you to use your *agility* for some of these things, but if you have a strong character, you should be allowed to use his *strength* where pure athleticism is concerned.

**Reasons not to buy *strength* down:** Heroes can generally handle themselves in a fight and are usually hardy souls. If you reduce your character's *strength* to -1, you are really letting yourself in for it. For starters, your *lifeblood* will only be 9. This means you won't last too long if you are hit or if

you are poisoned by the many venomous creatures that are found in the Lemurian wilderness. Any damage you do with your weapons is always lower, so your enemies will last longer. Finally, you will not be able to even wield large weapons – your *strength* just isn't up to the task.

Don't even think about buying down your *strength*!



## Agility

This attribute covers general speed, dexterity, reactions, coordination, and prowess. It is useful for the more subtle type of character. Many thieves, tumblers, pirates, and archers will have higher-than-average *agility*.

In combat, it is used to determine whether you hit your target when firing a bow or swinging a sword. Finally, it is used to get out of the way of hidden traps and snares, and to dodge landslides and other effects where reflexes are vital.

**Use *agility* when:** Your character is attempting physical endeavours that require speed or coordination, like tumbling, swinging on chandeliers, picking a lock, or cutting a purse off a merchant's belt.

Sometimes the GM might require you to use *strength* for some of these things, but if you have an agile character, you should be able to use your *agility* where nimbleness and quickness are key.

**Reasons not to buy *agility* down:** Heroes are generally warriors, and since *agility* governs how well you fire a bow, swing a sword, and many other feats of prowess, the last thing you'd really want to do is buy this down to -1. It means you'll miss far more often than your companions will, and that's no fun.



## Mind

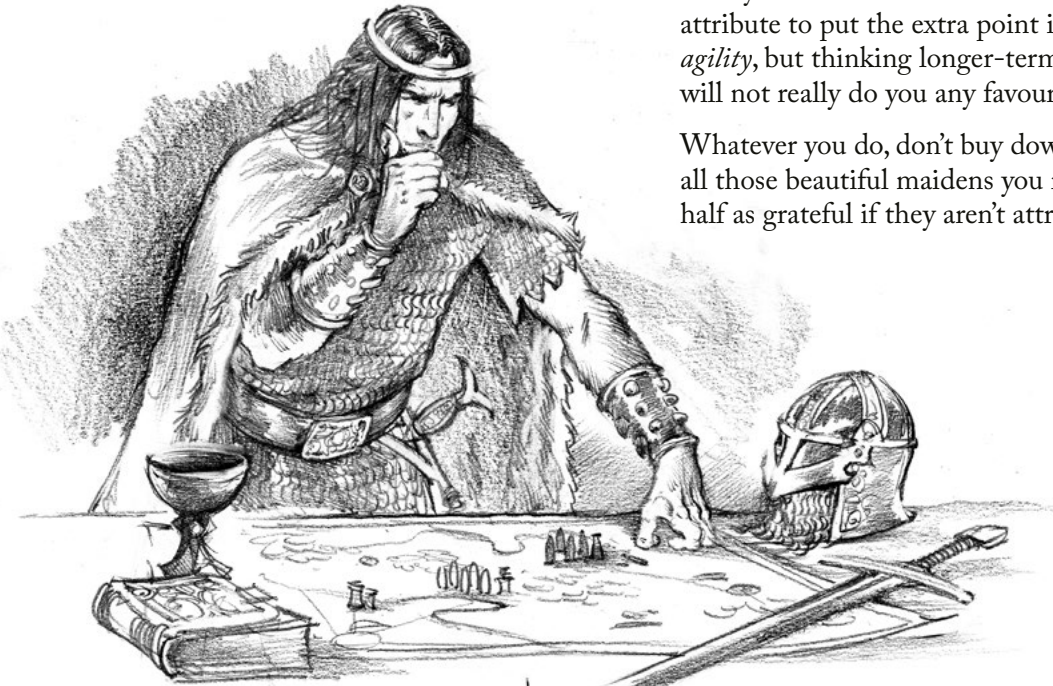
Intellect, willpower, knowledge, and perception are aspects of the *mind*. This is not so big amongst barbarians, but it is useful for magicians, alchemists, priests, and scribes. *Mind* is of particular importance for spell casting and defending against illusions and enchantments.

### Use *mind* when:

- ☞ Your character is trying to remember a fact or some piece of information.
- ☞ Awareness and senses are important – to spot things that are distant or concealed, or to notice a thief sneaking up on you.
- ☞ You are checking to see who acts first during an encounter.

**Reasons not to buy *mind* down:** Heroes aren't stupid; they wouldn't survive long if they were. *Mind* is useful to notice when a deodarg is about to pounce out of a tree, or to spot an ambush up ahead on the trail, giving you the advantage of initiative in combat. *Mind* is useful when you are poring over maps and working out battle strategies. *Mind* stops sorcerers compelling you to do things you don't want to.

Don't even consider buying down your *mind* if you don't want to end up being the puppet of some evil magician!



## Appeal

This attribute represents the looks, charm, persuasiveness, and overall likeability of the Hero. Merchants, minstrels, nobles, dancers, and serving wenches will often be strong in *appeal*. It is the attribute for any attempts to seduce, haggle, barter the price of goods, or get people to look upon you favourably. *Appeal* can be used to sway the opinion of individuals, crowds, or even entire cities! It is used to determine how many followers the character attracts and the loyalty of those followers.

### Use *appeal* when your character is:

- ☞ Trying to talk someone into doing something they don't necessarily want to do.
- ☞ Attempting to fool, trick, seduce, or con someone.
- ☞ Leading men into battle, and maintaining their morale.
- ☞ Attempting to win over large crowds.

**Reasons not to buy *appeal* down:** Heroes are charismatic and popular. They acquire friends and followers. The gods favour them. They don't necessarily have good looks, but there is usually something about them that is compelling. This is because they have *appeal*.

It may seem an attractive idea to reduce this attribute to put the extra point into *strength* or *agility*, but thinking longer-term, a low *appeal* will not really do you any favours at all.

Whatever you do, don't buy down your *appeal* – all those beautiful maidens you rescued won't be half as grateful if they aren't attracted to you!





# COMBAT ABILITIES

Once attributes have been determined, then your combat abilities need to be worked out. **Again, you have four points to allocate amongst four areas**, with a maximum of 3 in any one of those areas.

If you really want to, you can buy down one of your combat abilities to spend the point elsewhere. You may only reduce one combat ability to -1 in this way.

The combat abilities are:

-  Initiative
-  Melee
-  Ranged
-  Defence

## Initiative

This represents the preparedness and attentiveness of your character. *Initiative* is the ability to be aware of your surroundings and being alert to danger in a rapidly changing situation. Your speed of thought is crucial to the tactical circumstances of a combat, and your ability to process this and make quick decisions can be vital. You use your *mind* together with your *initiative* when you are checking to see when you take an action during combat.

**Reasons not to buy *initiative* down:** You are always going to get into a fight. Acting first can be critical to your chances of survival – acting last is a road to an early grave.

## Melee

This is the ability to fight with hand-held weapons. Swords, knives, clubs, axes, and spears are all covered under your *melee* ability. It also covers hitting people with your fists, your feet, and your head, as well as grappling, throttling or throwing people around. Adventurers *usually* need to be able to defend themselves – Heroes *always* need to.

This combat ability is generally used in conjunction with your character's *agility*. On occasion the GM will allow you to use your

*strength* instead of your *agility* – for example when your character is brawling or grappling an opponent, where *strength* becomes more important.

**Reasons not to buy *melee* down:** Fighting is a staple of the genre. You'll have more fun if you can fight. You need *melee* to fight, at least a bit. No more need be said.

## Ranged

Hitting targets with bows, crossbows, and slings, as well as thrown weapons like spears and knives. Many Heroes neglect this combat ability because it could be considered un-heroic to kill one's enemy from a distance. However, considering the beasts that roam the Lemurian jungles and deserts, most adventurers would consider it wise to have a means of keeping them at bay.

The *ranged* combat ability is used together with *agility* to determine a hit.

The damage modifier for thrown or fired weapons is half the Hero's *strength* attribute (rounded down).

**Reasons not to buy *ranged* down:** What barbarian is worth his salt if he can't throw that spear into the maw of the giant serpent that is about to devour him? *Exactly*.

## Defence

When all else fails, there is of course the last combat ability to consider. Call it dodging, ducking, or sidestepping, *defence* is the skill of being able to avoid attacks. Most Heroes believe it is better to kill your enemy before they have a chance to hit back, but other adventurers are a little more cautious and may live a little longer (even if the Sagas don't mention them so often).

**Reasons not to buy *defence* down:** If you can't be hit, you can't be hurt. You don't even need to ask why this is important.



## Traits: Boons and Flaws

*Boons* are advantageous traits, and *flaws* are disadvantageous ones. Your character has at least one *boon* and can have more if they take some *flaws* too. The first *boon* and *flaw* available to you both depend on where you are from. **Lands of origin are detailed below.**

### Lifeblood

*Lifeblood* represents how much punishment and wounding you can absorb before you keel over. It is based on a value of **10 plus the strength attribute** of the character. When you are struck in combat, your body suffers wounds. The extent of the wounds suffered depends upon how powerful the blow was, and is expressed as a number of points. This comes off the Hero's *lifeblood* total. **The rules for wounds and death are detailed in Chapter 3.**

### Hero Points

*Barbarians of Lemuria* is a game of heroic sagas. Player characters are the Heroes of these sagas. Thongor and Conan always looked like they were down and out, but they always came back, whatever the odds. Heroic actions are an integral part of the game – this is where Hero Points come in.

Most characters have **5 Hero Points** to start the game with. Hero Points are used during the course of adventures to “dig deep” and do heroic (or lucky) things. **This is described in greater detail in the next chapter.**

### Advancement Points

At the end of a Saga, Advancement Points are awarded by the GM, which can be used to improve your character. You might want to increase your attributes, learn a new career, improve your combat abilities, etc. **The spending of Advancement Points is detailed in Chapter 7.**

## HEROIC BEGINNINGS

*“Across the land bearing the dust of aeons are the grim crypts, the mouldering ziggurats and the crumbling citadels of those that are now just memories and bones. But their glorious riches remain – guarded by dark sorceries yet undefeated by time to weave a deadly lure to those with the courage and the skill to bring them back into the world again.”*

— *The Crimson Edda*

### Origins

Where you are born will provide certain features or characteristics that are common for the peoples of that city or place. Saying that Satarlans are arrogant or Valgardians are uncouth is a generalisation, but does have some basis in reality. A great many people and Heroes go through their entire lives being remembered simply because of their original birthplace – as in Sharangara of Oomis.

### Regional Traits

Choose a birthplace from those below and select one *boon* from those listed. You can choose a second *boon* (which can come from the master list, if you prefer) if you also choose a *flaw* from those listed. If you would rather not take a *flaw*, then you may use one of your Hero Points to get the second *boon* instead. You can choose a third *boon* by taking another *flaw*, which can come from the master list, or for another Hero Point.

🦁 Your first *boon* must be from your city or region – but you get this for free.

🦁 Your second *boon* can come from your career or region – but if you take this, you must also take a *flaw* from your birthplace or permanently remove 1 Hero Point.

🦁 Your third *boon* can be from the master list – but you must also take a *flaw* (all *flaws* can be chosen here) or permanently remove 1 Hero Point.

**Boons:** Having a *boon* means that you receive a *bonus die*. This means instead of rolling two dice to resolve a task, you roll three and drop the lowest die. Some *boons* are different – where this is the case, it is described in the text. Sometimes you will



have two *boons* that can be used for the same Task Roll. If this is the case, you roll two *bonus dice*, so you roll four dice and drop the two lowest dice.

**Flaws:** Having a *flaw* means that you receive a *penalty die*. This means instead of rolling two dice to resolve a task, you roll three but you drop the highest die. Sometimes you will have two *flaws* that affect the same Task Roll. If this is the case, you roll two *penalty dice*, so you roll four dice and drop the two highest dice.

If both a *boon* and a *flaw* apply, they cancel each other out. A full list of *boons* and *flaws* appears towards the end of this chapter.

## Axos Mountains

In the lower reaches and foothills of the mountains live several fierce tribes of tall, rangy, fair-skinned barbarians. Skilled climbers, excellent hunters and herders, these people use the materials they have around them in their art, craft, hunting, and warfare.

If you are from one of the Axos tribes, your first career will be *barbarian*. You are also likely to be a *hunter*. The tribes of the Axos range are noted for their use of the sling to bring down game.

Living in the high peaks and crags of the Axos range are the **Winged Folk** (see Chapter 5, page 95, for details).

**Boons:** *Alert, Born Athlete, Disease Immunity, Hard-to-Kill, Keen Hearing, Keen Scent, Mountain-Born, Quick Recovery, Strength Feat, Trademark Weapon (Axish Sling), War Cry.*

**Flaws:** *Country Bumpkin, Distrust of Sorcery, Feels the Heat, Illiterate, Landlubber, Taciturn.*

**Male Names:** Almod, Amerik, Borc, Drogar, Erkil, Fiak, Finvar, Ginnar, Hakon, Oslac, Krakar, Rokar, Sungar, Salgarth, Thork, Thurkil, Travik, Vali, Vikar, Vogg.

**Female Names:** Arlin, Asta, Birla, Dalla, Esja, Emelle, Evenni, Forla, Finna, Froda, Gevi, Glevara, Herdis, Jodis, Jofa, Klima, Runa, Rym, Sivora, Varda.



## Beshaar Desert

The Beshaari are short, slim, nomadic people, who ride the desert runners – large flightless ostrich-like creatures. The Beshaari tend to have swarthy skins – becoming wrinkled and leathery as they age under the baking desert sun. Their eyes are black or dark brown, green, purple, and crimson. It is not uncommon for the Beshaari to have one eye of a different colour to the other.

The young women of the Beshaar are considered very exotic and beautiful – often finding themselves captured in raids and sold as slaves and dancers. Many a hot-blooded male has lost his life fighting over the affections of an enticing Beshaari maiden.

The Beshaari are noted for being hot-headed and quick to anger. They have some very specific and peculiar cultural customs, making any negotiations with the people of the Beshaar full of potential pitfalls.

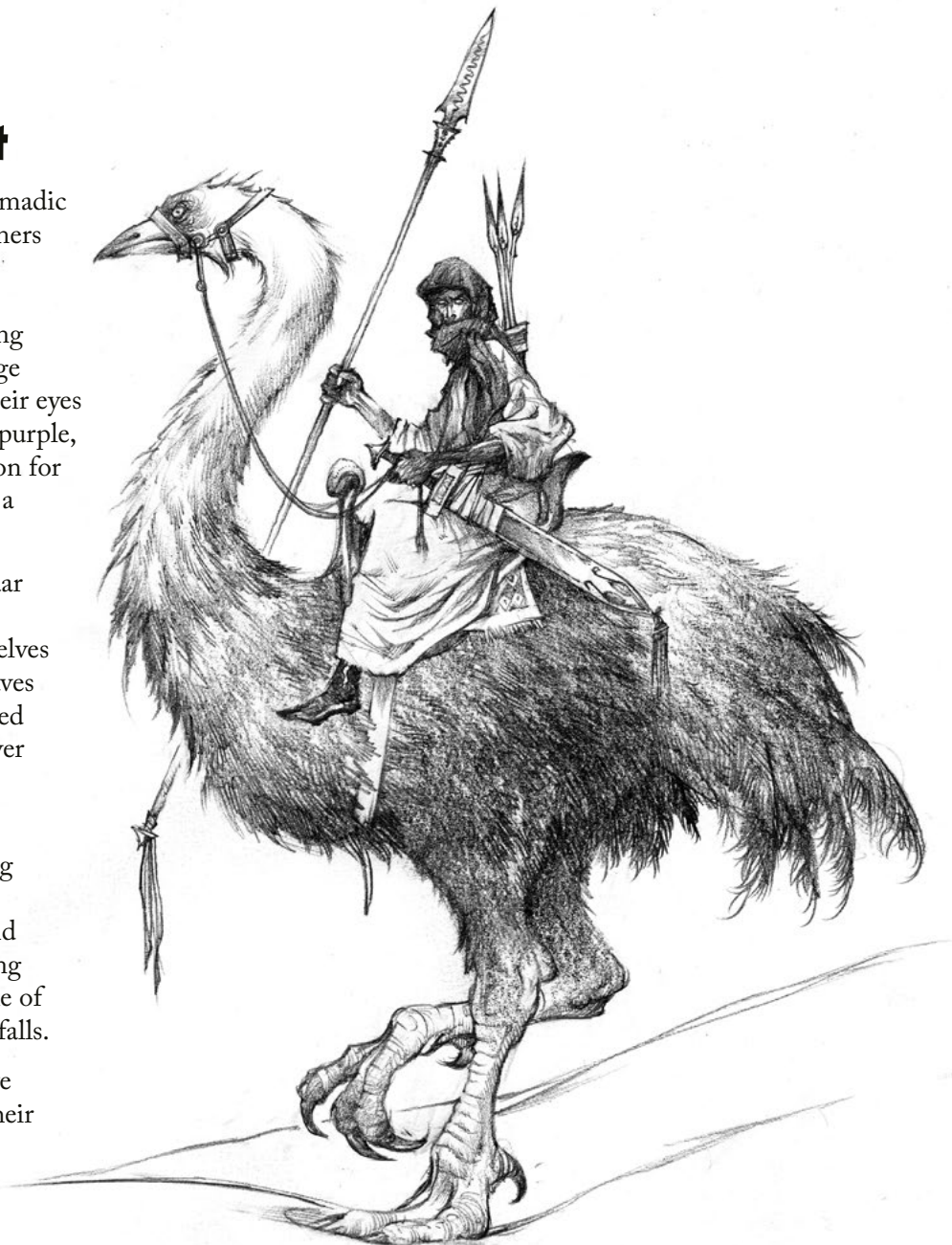
All Beshaari characters will have *barbarian* as their first career. Their warriors like to use javelins in hunting and combat, which they throw from their mounts.

**Boons:** *Attractive, Beast-Friend, Born-in-the-Saddle, Desert-Born, Keen Eyesight, Night Sight, Battle Harness, Trademark Weapon (Javelin).*

**Flaws:** *Country Bumpkin, Distinctive Appearance, Delicate, Feels the Cold, Hot-Headed, Landlubber, Taciturn.*

**Male Names:** Aban, Akar, Akon, Atak, Basit, Boulos, Darwish, Fath, Ferran, Harith, Jalid, Karim, Matin, Makil, Mujib, Nur, Samad, Sadin, Surk, Yazan.

**Female Names:** Alima, Almas, Amber, Bisara, Dimah, Felina, Hilela, Husina, Isimi, Jamara, Judi, Kalila, Lula, Maysam, Mumi, Namara, Nuha, Qisa, Rua, Thara.



## Empty Lands

No one knows what exists in and beyond the Empty Lands. People do live there, because hunters and explorers have seen evidence of them. However, no towns or even villages have been discovered, and no one has any idea of what the people are like. If you come from the Empty Lands, you will need to work with the GM to determine what your character is like. He or she will always be treated as an outsider.



## Festrel Swamp

Few people dwell in the Festrel Swamp, for it is not the most hospitable place in Lemuria. Those that do dwell here tend to be secretive and hard to find if they don't want to be found. They are short and stocky but surprisingly nimble. They are expert boaters and rafters.

**Boons:** *Alert, Brawler, Born Athlete, Disease Immunity, Keen Hearing, Keen Scent, Poison Resistance, Swamp-Born, Sneaky.*

**Flaws:** *Country Bumpkin, Cursed, Distrust of Strangers, Feels the Heat, Illiterate, Taciturn.*

**Names:** The people of Festrel Swamp take the names of those of both Parsool and Oomis.

## Fire Coast

The Fire Coast is home to the Witch Queen and her Kalukan Sentinels. If you are from the Fire Coast (and you may need to check with your GM first), you can choose to be a **Kalukan**. Refer to Chapter 5 (page 92) for a Kalukan's *boons* and *flaws*, as well as some sample names.

If you choose to be human, use the details given for Halakh or the Kasht Swamp.

## Halakh

The Halakhi are a slim, swarthy, dark-skinned people with dark hair and eye colouring. They are close kin to the Beshari and the city is where those desert nomads come to conduct most of their trade – there are many merchants here from all over Lemuria. The Halakhi are noted for their wavy-bladed long fighting knives, known as *kir*. If you want to hire an assassin, the best are from the Mountain City of Halakh.

**Boons:** *Desert Born, Poison Resistance, Mountain-Born, Night Sight, Sneaky, Trademark Weapon (Kir), Tools of the Trade.*

**Flaws:** *City Dweller, Cravings, Landlubber, Untrustworthy, Zealot.*

**Male Names:** Angada, Balaram, Bhadrakil, Chalam, Chedi, Daruk, Devad, Drajit, Govardan, Irvan, Janak, Jiwal, Karna, Kichaka, Kurava, Maputra, Maharak, Parasara, Parada, Shumat.

**Female Names:** Anjana, Ardana, Charla, Damayanti, Devaki, Hanala, Holi, Gadiva, Ilvala, Jasura, Kalindi, Keshu, Madri, Mashini, Nakula, Nala, Neta, Ralekha, Rasena, Vahana.

## Kasht Swamp

The people of the Kasht Swamp tend to be light and willowy – they move silently and shadowlike through their homeland using paths set by generations of hunters, trappers, and fishers. Their hair is dark and their faces pale. They are skilled at using the materials around them for camouflage, and to disguise their scent from the swamp animals they hunt.

**Boons:** *Alert, Beast-Friend, Born Athlete, Disease Immunity, Keen Hearing, Keen Scent, Poison Resistance, Swamp-Born, Sneaky.*

**Flaws:** *Country Bumpkin, Delicate, Gullible.*

**Male Names:** Achak, Ahmik, Akando, Akule, Ashok, Bidi, Chepi, Chetan, Ciqala, Dogon, Goth, Hinto, Jolon, Keme, Knoton, Kuruk, Molimo, T'kala, T'kuna.

**Female Names:** Aiyana, Alawa, Atiaran, Bly, Camarin, Cathecassa, Chapala, Chimalis, Dena, Doli, Donoma, Etania, Kalama, Landina, Mitenah, Nitika, Onatah, Orenda, Z'kala, Z'kuna.



## Klaar

The Klaar Plains are home to the **Blue Giants**, a race of blue-grey skinned nomadic giants, also known as Blue Nomads. Whilst they are fearsome-looking, Blue Giants are not especially aggressive – in fact, they actually make great traders.

If you are a Blue Giant character, your first career must be *barbarian* and the second is likely to be *merchant*, because nearly all Blue Giant children are taught to trade at an early age. You cannot be an *alchemist*, *physician*, *scribe* or *magician*. Their *priests* are called *shamans*. Refer to Chapter 5 (page 90) for Blue Giants' *boons* and *flaws*, as well as some sample names.

## Lysor

Lysorians are a quiet and meditative people. Whilst the city around them bustles with foreigners full of energy and excitement, those born here seem calmer and more reflective. They appear unaffected by the chaos around them and rarely become embroiled in the frenzied activities of visitors and outsiders.

Lysorians are generally fair- or light-brown haired, and blue- or green-eyed, but other colourings are not too uncommon. Their skin has a healthy hue with a pale tan colouration. Although the opinionated inhabitants of Satarla might have something to say about this, Lysor boasts the best healers and physicians in Lemuria.

**Boons:** *Artistic, Attractive, Detect Deception, Excellent Library, Excellent Workshop, Friends in High Places, Disease Immunity, Great Wealth, Healing Touch, Learned, Poison Resistance, Quick Recovery, Savant.*

**Flaws:** *Can't Lie, City Dweller, Combat Paralysis, Delicate, Morgazzon's Curse, Non-Combatant, Unprepared.*

**Male Names:** Aklaton, Bardak, Bazyli, Creon, Cyr, Dramik, Erechon, Jenko, Myron, Morgos, Otos, Skorpos, Vaston, Zerro, Zedek.

**Female Names:** Adara, Alesta, Cora, Dresina, Elma, Furka, Honna, Irusina, Jace, Letha, Melika, Megara, Nirla, Timandra, Uvikka, Vara, Zeva.



## Malakut

The people of this city tend to be slim-built with a slightly sinister air. Malakuti commonly have olive skins, dark brown or black hair, thin lips, narrow eyes and hooked noses. The Ragged Knaves and the Brotherhood of Shadows are two powerful but opposing thieves' guilds in Malakut, both wielding massive power throughout the city and with interests in neighbouring cities. Malakut is known for its leaf-bladed fighting spears called *khastoks*, used by the Royal Jemadar Guard. *Thief* is a likely first career for a character from Malakut.

**Boons:** *Alert, Blind Combat, Carouser, Deft Hands, Friends in Low Places, Low-Born, Plains-Born, Sneaky, Tools of the Trade (thief's tools), Trademark Weapon (khastok).*

**Flaws:** *City Dweller, Delicate, Hunted, Infamous, Landlubber, Untrustworthy.*

**Male Names:** Arfi, Badar, Crixas, Darzi, Erfan, Firdos, Gilki, Jandak, Krugar, Lodar, Midum, Nakum, Purdos, Qalader, Qatir, Qorbi, Ralak, Sardan, Tamar, Zemar.

**Female Names:** Adala, Azra, Bursebala, Coza, Daliya, Dua, Ethibela, Lamala, Mirvala, Norva, Qisi, Roshan, Sakina, Simi, Saran, Tala, Tikina, Wella, Xua, Zinah.



## Oomis

Oomisians are generally tall, solidly built, and often have a blue tinge to their skins – there is speculation about just how deep their friendship with Blue Giants runs! Their eyes are usually various shades of blue. They often have very small, almost non-existent ears, and silvery-white hair. They are a people of very fine *merchants*, which is a likely first career for an Oomisian character.

**Boons:** *Detect Deception, Giant-Friend, Great Wealth, Hard-to-Kill.*

**Flaws:** *Greed, Morgazzon's Curse, Poor Hearing, Unprepared.*

**Male Names:** Aceld, Algeros, Curcio, Dalmar, Deston, Kaarlo, Norf, Rust, Quent, Sevrik, Vardon.

**Female Names:** Afrodille, Alix, Daisi, Cosette, Dany, Delit, Jance, Jessamin, Jenina, Miette, Myrla, Questa.

## Parsool

The people of Parsool are a mixed bag of all types, shapes, and hair and skin colouring. The very best mariners are from Parsool, so it is likely that one of your character's career choices will be *sailor*.



**Boons:** *Born-at-Sea, Carouser, Trademark Weapon (Parsool Sea Axe), War Cry (Parsool).*

**Flaws:** *City Dweller, Drunkard, Illiterate, Missing Eye or Ear, Missing Limb.*

**Male Names:** Agroc, Bardhyl, Besmir, Dar, Driton, Erion, Jaak, Jeton, Jodoc, Juhan, Koit, Kaley, Lek, Loic, Nighul, Paol, Pavo, Ropar, Skender, Toomaas.

**Female Names:** Arvesa, Besa, Bora, Dritta, Eha, Genta, Kaja, Kaias, Leka, Loviise, Liridona, Marika, Mirjam, Mimiza, Reet, Riina, Rovena, Tuule, Viu, Zami.

## Pirate Isles

People originally from just about any city can be found on the Pirate Isles. They are a coarse, lewd, rough-and-ready bunch of misfits and sea dogs. Men far outweigh women here, and female characters are most likely to be serving wenches, although a few female pirates are known. Two things bring almost everyone here – the call of the sea and the promise of gold. At least one of your careers will be *pirate* if you are from here.

**Boons:** *Alert, Brawler, Born Athlete, Born-at-Sea, Carouser, Deft Hands, Escape Artist, Friends in Low Places, Keen Eyesight, Low-Born, Quick Recovery, Sneaky.*

**Flaws:** *Braggart, Cowardly, Cursed, Distinctive Appearance, Drunkard, Fear of ..., Greed, Hunted, Lustful, Illiterate, Missing Eye or Ear, Missing Limb, Morgazzon's Curse, Untrustworthy.*

**Names:** Everyone from everywhere gathers here, so the names are a mixed bag of Satarlan, Parsoolish, Lysorian, Oomisian and anywhere else.

## Qo and Qush Jungles

If you come from either of these jungle lands, you will most likely be a **Growth** (see Chapter 5, page 91), but check with your GM first. There are a few tribes of *barbarians* and *hunters* on the fringes of the jungles – if you are one of these tribesmen, use the *boons*, *flaws*, and names of Shamballah (see below).





## Satarla

Satarla – known as the Jewel of Lemuria – is a city of high culture and sophistication. The people tend to be taller than average, but as people come from everywhere to this city, there is a mix of all colours, sizes and types. Once here, though, people tend to adopt an air of superiority. *Beggars* are outlawed, so no character can begin with that career. Only Satarlans may take the career of *sky-pilot*. Satarlan knights are legendary.

**Boons:** *Artistic, Born-in-the-Saddle, Excellent Library, Excellent Workshop, Friends in High Places, Great Wealth, High-Born, Learned, Marked by the Gods, Savant.*

**Flaws:** *Arrogant, City Dweller, Greed.*

**Male Names:** Alban, Avitus, Blasius, Brutor, Cassian, Crisus, Corvin, Drusus, Emilian, Festus, Gallus, Gord, Hilaro, Hort, Juven, Luman, Martis, Nonus, Petron, Regul, Rufin, Sabin, Severan, Terent, Torc, Vitan.

**Female Names:** Amilia, Arlana, Cassi, Cloel, Domitia, Fabula, Floriania, Gemellia, Junia, Laurenia, Laela, Manda, Marina, Nunia, Severina, Tullia, Varinia, Valeria, Vita, Quina.

## Shamballah

Shamballahns are generally a dark-skinned and dark-haired people with purple, mauve, scarlet, and indigo eye colouring. They are very perceptive and make good *hunters*.

**Boons:** *Alert, Beast-Friend, Born Athlete, Country Bumpkin, Jungle-Born, Keen Eyesight, Keen Hearing, Keen Scent.*

**Flaws:** *Distrust of Sorcery, Feels the Cold, Illiterate, Landlubber.*

**Male Names:** Akri, Badran, Bello, Donkor, Diallo, Eze, Jaafar, Juma, Kamuzu, Nasso, M'Dogo, M'Butu, Ohin, Rasul, Simballa, Talib, Ulan, Watimu, Zareb, Zuri.

**Female Names:** Afi, Bembel, Binta, Chipi, Damisi, Dayo, Geli, Elomi, Habika, Jahia, Lila, M'Lala, Panya, Sabra, Shani, Tabita, Tisha, Yusra, Zalika, Zina.

## Tyrus

A bustling river city – the people of Tyrus tend towards dark complexions and hair, with green and brown eyes. Tyrus *soldiers* are noted for their skill at archery, and their craftsmen produce superb longbows. *Sorcerers* are outlawed in Tyrus.

**Boons:** *Alert, Brawler, Carouser, Jungle-Born, Nose for Magic, Resistance to Sorcery, Trademark Weapon (Tyrus Warbow), War Cry (Tyrus).*

**Flaws:** *Braggart, City Dweller, Drunkard, Distrust of Sorcery, Illiterate.*

**Male Names:** Anxo, Baldo, Bartol, Bento, Dimas, Eloy, Ericos, Gaspar, Helder, Jorg, Mogos, Nuno, Ovanto, Pluco, Qido, Raul, Rui, Tacito, Thiago, Valen.

**Female Names:** Ana, Branca, Carmo, Desideria, Dorotana, Jovita, Judita, Kardelia, Lia, Lotia, Lygia, Miella, Nona, Rebeqa, Sabella, Tuvia, Uxia, Xoanna, Xania, Zeta.

## Urceb

Urceb's inhabitants are risk-takers, gamblers, and opportunists. Many have ventured into Urceb's undercity and are at home in dark underground areas – tunnels, catacombs, and caverns.

**Boons:** *Blind Combat, Carouser, Escape Artist, Friends in High Places, Friends in Low Places, Night Sight, Tools of the Trade.*

**Flaws:** *City Dweller, Illiterate, Taciturn.*

**Male Names:** Ambros, Axel, Bodo, Curd, Dolf, Egond, Falkor, Golo, Hegbran, Jonar, Kurnvarn, Lothar, Mennus, Londar, Rudig, Sepp, Till, Torsten, Urs, Volkard.

**Female Names:** Alhella, Barbella, Crika, Dorlina, Erna, Frekka, Gusala, Hannelor, Jolanda, Karolinda, Letta, Lieselotte, Margita, Nadja, Pia, Resi, Seffi, Ursa, Theda, Uta.





## Valgard

Valgardians are a tall, muscular, red- or fair-haired race of warlike tribesmen. If you come from Valgard, one of your careers is *barbarian*. You are unlikely to be a *magician* or *alchemist*, but they are not unknown in Valgard.

**Boons:** *Keen Scent, Marked by the Gods, Tundra-Born, Quick Recovery, Trademark Weapon (Valgardian Blade), War Cry (Valgard).*

**Flaws:** *Can't Lie, Country Bumpkin, Distrust of Sorcery, Feels the Heat, Illiterate, Landlubber, Taciturn.*

**Male Names:** Abrak, Ankar, Asvith, Banfar, Broti, Borkar, Craigor, Drakkar, Elkor, Fingor, Grimar, Gonnar, Hevik, Jark, Korik, Krok, Morkrar, Rokor, Thagric, Voldar.

**Female Names:** Adisa, Alvora, Asara, Berna, Brongara, Disa, Edarra, Erindis, Finnara, Fraorka, Gyllana, Hakatla, Helvera, Jarngera, Jodis, Jolinn, Kitta, Marfora, Rakela, Sesilida.



## Zalut

Also known as the City of Magicians, Zalut is ruled by *magicians*, *priests*, and *alchemists*. Zaluti are usually bald, and have very pale skins – albinos are not uncommon. They are very insular. It is thought that they are the last remaining descendants of the Sorcerer-Kings.

Characters from Zalut are usually from one of the above three careers or they are *slaves* (other careers are possible, however).

**Boons:** *Fearsome Looks, Learned, Magic of the Sorcerer-Kings, Night Sight, Nose for Magic, Poison Resistance, Power of the Void, Resistance to Sorcery, Savant.*

**Flaws:** *Arrogant, Combat Paralysis, Cowardly, Cravings, Cursed, Delicate, Distinctive Appearance, Morgazzon's Curse, Obsession, Poor Recovery, Unsettling, Untrustworthy.*

**Male Names:** Ariistuzuun, Ar'siuqqu, Balathu, Bashaa, Dadanuum, Hunzuu, Ikuppi, Libulluth, Nigsummu, Nikannuur, Nutesh, Nur-Yunna, Puzzur, Rihaatu, Sargon, Suusaandar, Tattaanu, Yamazuubaar, Zuuthusu, Zorgal.

**Female Names:** Ashlultum, Amatia, Banuna, Gemeti, Iltani, Ishtaya, Jaarthula, Kishu, Ku-Aya, Nidintu, Numunia, Nuteshi, Sillashu, Sumia, Thuulia, Yadidatum, Zakiti, Zemibi, Zorkara, Zadia.



# HEROIC CAREERS

*“Some men carve out a career with a sword in their hand, others with a dagger in the dark or even a drop of poison in a cup. Other men are not slayers or blood-letters but men of words, be they written down or spoken. Some have greatness thrust upon them – others have to fight with grim determination for every little sliver of glory that comes their way. The path you take to riches is your own but for some, fame was never their own destiny but the destiny of others.”*

— *The Crimson Edda*

## Overview

As mentioned earlier, careers are the key to playing *Barbarians of Lemuria*. The career path of a Hero represents all of his upbringing, training, and experience, and therefore can be used to help determine everything he knows – his skills, his knowledge, his expertise, and his influence.

**Choose four careers for your Hero and divide 4 points between them**, with a minimum rank of 0 and a maximum starting rank of 3. These points cannot be used elsewhere. Advancement Points (see Chapter 7) let you add and enhance careers.

## Choosing Your Careers

Choosing the four careers gives you an immediate handle on your character. A high rank in a career could mean that you spent a long period following that career path. A rank of 0 could mean only a short spell in – or just an affinity for – the career.

The careers give a general knowledge of anything to do with the career, such as who would hold high positions within the profession, where to find the guilds and who heads them, skills and abilities that members of the profession should have, as well as helping the Hero obtain employment in the career. Some careers improve your chance to gain followers, and others help on the battlefield.

Note that there are no individual skills as such in this game. The skills and abilities set out for each career aren't exhaustive and are intended only as a guide to how that career should help you. The careers provide some crossover of abilities.

If a player has two careers that could be used in a situation, it is up to the GM whether to allow both career ranks to be added to the task at hand, or whether to simply take the higher of the two ranks. If you can convince the GM that your career could be helpful in other areas, explain why or how, and the GM may agree and give you a bonus.

## Career Path

The main characters in many sword-and-sorcery stories follow many different paths during their lives of adventure – both Conan and Thongor started as *barbarians*, and at one time or another became *thieves*, *pirates*, *gladiators*, *soldiers*, and even, at the end, *nobles*.

Many of their travelling companions have several aspects to their character. Krongar's friend Jesharek is a *wizard*, *alchemist*, *scribe*, and *physician* (and probably other things, too).

When you choose your four careers, create a story that follows your character's career path. It doesn't have to be long – or even great literature – but it can hint at places your character may have been and things he or she might have done.

### Career path example:

*Dagul was born into a family of traders from Oomis, and this naturally led him into a life of buying and selling (merchant 2).*

*This lifestyle led him to sea trade and introductions to several sea captains in Parsool. Before long, he was sailing to far-off lands and learning the essential skills of a seaman (sailor 0).*

*On one particular voyage several years ago, pirates attacked Dagul's ship – the crew was captured and sold into slavery (slave 1).*

*Dagul's new mistress was the Witch Queen Methyn Sarr herself, and during his enslavement (and until his escape), he used every opportunity to learn the secrets of that great sorceress until he could perform basic enchantments himself (magician 1).*



## Alchemist (Artificer, Inventor)

Alchemists are the scientists and inventors of Lemuria, and are often mistaken for wizards by those who do not understand science. They are masters of metallurgy and chemical processes, mixing and blending various ingredients together to create potions and tinctures, and have extensive knowledge of herbs and plants, often growing them in their own gardens.

Their work with chemicals and metals enables alchemists to produce perfumes, potions, powders, poisons, metal alloys, devices, machines, and other amazing creations. Some knowledgeable alchemists can splice living things to create bizarre and horrific chimeras.

When making machines, alchemists work closely with blacksmiths to build their creations.

For more information on Alchemy, see Chapter 6.

**Attributes:** *Mind* is normally the most important attribute for alchemists, as they need to be able to make and read descriptive notes, understand ancient texts and diagrams, and build devices from the descriptions written by the Sorcerer-Kings.

**Adventuring:** This is not a terribly common career for Heroes as it requires much patience and little excitement. However, some of the more daring alchemists like to visit ancient sites to see the remains themselves, in case there are relics they'd recognise for their true worth that others would pass over.

**Fighting:** There are very few circumstances where having ranks as an alchemist would help a character in combat.

**Suggested Boons:** *Deft Hands, Excellent Library, Excellent Workshop, Keen Scent, Learned, Poison Resistance, Savant.*

**Suggested Flaws:** *Absent-Minded, City Dweller, Combat Paralysis, Delicate, Non-Combatant, Obsession* (knowledge or artefacts).

**Perilous Career:** For each rank above 2 in this career, the character must take a *flaw* (see the List of *Boons* and *Flaws*, page 40).

**Languages:** Alchemists need to learn Sorceric if they wish to use the powerful magics and alchemies of this ancient race. Learning this language is painfully difficult, and requires both spoken and written forms to be taken separately.

## Assassin (Agent, Spy)

Blades-for-hire, perhaps agents in the service of the king, spies and assassins make killing and stealing in a discreet manner a way of life. They are adept at sneak attacks, killing, information gathering, disguises, city lore, persuasion, poisons, and lock picking. Their methods involve gathering intelligence on their subject from various (sometimes seedy) sources, circumventing security measures of all types, adopting disguises that allow them to get close to the target, and building up a broad selection of contacts. They are also patient, sometimes hiding out in a single spot for days to await the perfect opportunity to strike. It is widely acknowledged that the best assassins are from Halakh.

**Attributes:** All of the attributes are important for assassin characters.

**Adventuring:** Assassins and spies tend to be loners, so this isn't a career that lends itself to an adventuring group. However, ex-assassins do have skills that might be welcome in an adventuring party.

**Fighting:** In combat, an assassin might gain a brief advantage in a surprise attack, such as when he strikes out of the shadows, or when he attacks by surprise using a concealed blade.

**Suggested Boons:** *Alert, Keen Hearing, Keen Eyesight, Friends in High Places, Friends in Low Places, Master of Disguise, Poison Resistance, Silver Tongue, Sneaky, Trademark Weapon.*

**Suggested Flaws:** *Arrogant, City Dweller, Hunted, Infamous, Obsession* (finish the mission).





## Barbarian (Berserker, Savage)

These characters are not from the cities of Lemuria, but from the Axos Mountains, the Valgardian Northlands, the Beshaar Deserts, and other wildernesses of the continent.

Barbarians are wild and untamed, like the lands they live in. They have natural skills in wilderness lore, survival, beast riding, intimidation, natural instincts, berserk rages, and so on.

**Attributes:** Living rough requires a certain degree of hardiness, and so barbarians are generally noted for their *strength*. A good *agility* is also useful.

**Adventuring:** Barbarian characters are natural adventurers and have the skills and abilities to survive where others wouldn't.

**Fighting:** In combat, barbarians are generally brutal and unrefined. This might shock city folks not used to dealing with such savagery, so a barbarian could gain a brief advantage where the fight is hard and dirty.

**Suggested Boons:** *Alert, Disease Immunity, Fearsome Looks, Hard-to-Kill, Jungle-Born, Keen Eyesight, Keen Hearing, Keen Scent, Mountain-Born, Plains-Born, Quick Recovery, Battle Harness, Strength Feat, Swamp-Born, Thick Skin, Tundra-Born, Trademark Weapon, War Cry.*

**Suggested Flaws:** *Country Bumpkin, Distinctive Appearance, Distrust of Sorcery, Gullible, Hot-Headed, Illiterate, Landlubber, Lustful, Taciturn.*

## Beastmaster (Animal Handler, Beast Trainer)

Beastmasters are in demand all over Lemuria for their special empathy and skill with animals. They train animals for riding, for pulling wagons, for combat, and even for the gladiatorial arena. Beastmasters can calm maddened creatures, are expert riders and wagoners, can recognise whether creatures are dangerous and about to attack or not, and often have some skill in healing them if injured or sick. Some beastmasters rule their animals by fear and deprivation.

**Attributes:** Beastmasters have to have a strong personality, tempered with a good heart (in most cases) and steely determination. So *appeal* is the most important, but *mind* is a close runner-up.

**Adventuring:** Beastmasters are sought after by merchant with caravans, by nobles and commanders of armies to train and look after their mounts, by owners of gladiatorial arenas, and by adventurers who expect to come across strange beasts on their missions.



**Fighting:** Beastmasters know how to deal with beasts and where their weak spots are, so they will gain the occasional advantage if they ever have to fight them.

**Suggested Boons:** *Alert, Beast-Friend, Born-in-the-Saddle, Keen Eyesight, Keen Hearing, Keen Scent, Night Sight, Poison Resistance, Battle Harness.*

**Suggested Flaws:** *Can't Lie, Country Bumpkin, Hot-Headed, Illiterate.*

## Beggar (Hobo, Vagabond)

Beggars are vagrants or tramps, aimlessly wandering from place to place. They may do casual work here and there, they may sell a few small trinkets that they carry about in their backpacks, or they may have to beg for a few coins when times are really hard. Some even turn their hands to dishonest pursuits.

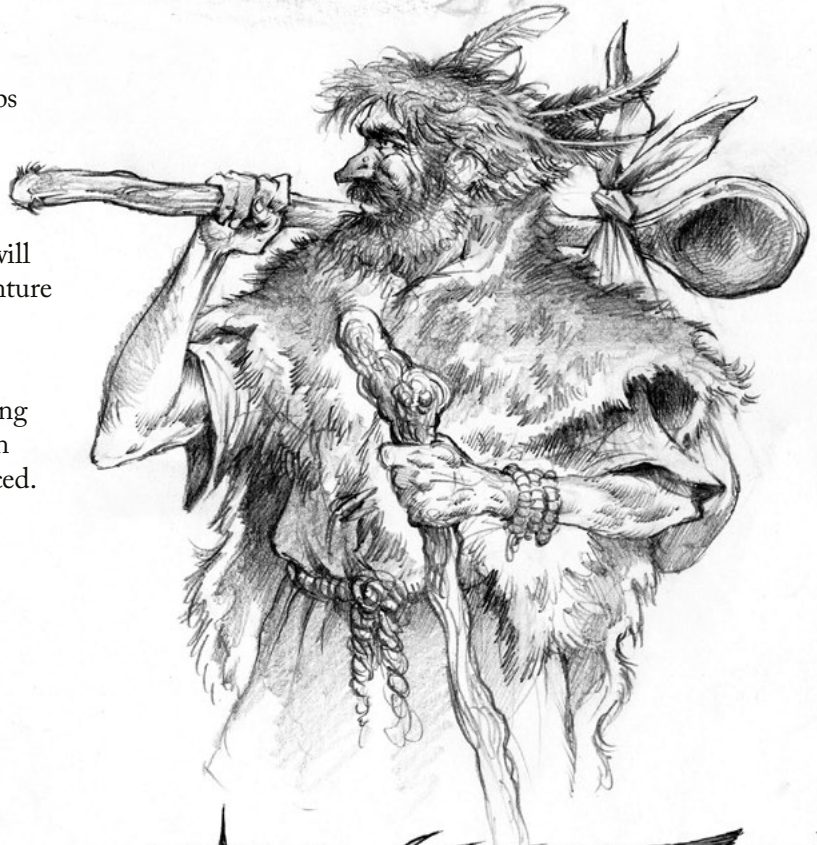
**Attributes:** There are no particular attributes that vagabonds are noted for, although it helps if begging to have a deformity, missing body part, or an unsocial disease (or at least to fake having one of these disabilities).

**Adventuring:** A life on the road means you will meet all sorts of people and can lead to adventure even if you are not actively seeking it.

**Fighting:** A vagabond is not normally a combatant, and therefore the only times having this career would be helpful in a fight is when the character is doing his best not to be noticed.

**Suggested Boons:** *Deft Hands, Friends in Low Places, Low-Born, Sneaky.*

**Suggested Flaws:** *City Dweller, Cravings, Cursed, Delicate, Distinctive Appearance, Drunkard, Illiterate, Missing Eye or Ear, Missing Limb, Morgazzon's Curse, Non-Combatant, Poor Recovery, Untrustworthy.*





## Blacksmith (Armourer)

Often found helping alchemists to build their inventions, these craftspeople work hard at their forges – melting, bending, shaping, and fixing metal objects. They are skilled at weapon and armour making and repair. They craft tools and implements, and manufacture many other metallic items and objects, from shackles and cages, to the metal parts of galleys and sky-boats. Their skills lie in metallurgy, and the knowledge of weapons, armour, and metal goods. This helps them when bartering and haggling the price of metallic items.

**Attributes:** Blacksmiths are noted for their *strength* and their toughness – being able to work hard at their forge tends to develop their muscles and hardiness.

**Adventuring:** Blacksmiths aren't really adventurers, although some do join mercenary companies to craft and maintain their weapons and armour.

**Fighting:** Although not a combatant, a blacksmith might receive a *melee* bonus if his opponent is wearing metallic armour and if he knows its design and weak points.

**Suggested Boons:** *Brawler, Battle Harness, Excellent Workshop, Master Crafter, Strength Feat, Tools of the Trade, Trademark Weapon.*

**Suggested Flaws:** *Feels the Cold, Gullible, Hot-Headed, Taciturn, Unprepared.*

## Dancer (Acrobat, Tumbler)

Dancing is an important part of entertainment in Lemuria. Ceremonies and feasts will have dancers or acrobats. Dancers are athletic, showing feats of skill, agility, and coordination. Some dancers extend their skills to a few sleight of hand and juggling tricks, and others to exotic techniques using veils to barely conceal their nakedness.

**Attributes:** Dancers rely mostly on their *agility* and their *appeal*. Acrobats and tumblers tend to be stronger than they look.

**Adventuring:** These entertainers often travel around in troupes from city to city. This can lead to some dangerous situations on the road, from fierce monsters to brigands and thieves.

**Fighting:** In combat, a dancer might gain an advantage if her opponent is too busy examining her charms, or she might gain an edge performing a roll or diving tumble. However, dancing is not really a combat *career* and will rarely be of use against a skilled fighting man. Acrobats can make very good use of vines, ropes, and wall hangings in daring swashbuckling-style moves, though.

**Suggested Boons:** *Alert, Attractive, Born Athlete, Deft Hands, Escape Artist, Quick Recovery, Sneaky.*

**Suggested Flaws:** *City Dweller, Delicate, Non-Combatant.*

## Executioner (Slaver, Torturer)

Executioners are expected to carry out public slayings as required by local nobles and judges.

Torturers are tasked with locking up some of the most hardened criminals in the cities of Lemuria. They ply their unpleasant trade in the most squalid of conditions, deep underground, extracting information from reticent prisoners and enemies of the kings.



Torturers are skilled in interrogation and intimidation, and have a basic awareness of anatomy and first aid (you've got to make sure your prisoners are healthy before they are broken).

Slavers travel to foreign parts to capture or buy "savages" to bring back to the cities of Lemuria for sale as gladiators, labourers, servants, and harem slaves.

**Attributes:** They are not often blessed with a great deal of *appeal*, but *strength* is handy for beheadings and for maintaining a hold on your captives.

**Adventuring:** Although torturers rarely leave their dank prisons, and don't have much interest in adventure, the odd executioner may find himself exiled and forced to choose riches and wealth over pain and suffering. Slavers travel far and wide.

**Fighting:** In combat, executioners prefer two-handed axes and great swords, and some slavers will be handy with a whip. Executioners are not subtle, so skilled fighters will rarely fall to their combat style unless already prone and helpless.

**Suggested Boons:** *Strength Feat, Fearsome Looks, Hard-to-Kill, Quick Recovery, Friends in Low Places, Trademark Weapon.*

**Suggested Flaws:** *Braggart, Cowardly, City Dweller, Drunkard, Fear of . . ., Greed, Illiterate, Lumbering, Missing Eye or Ear, Missing Limb, Poor Eyesight, Poor Hearing, Ugly & Brutish, Unsettling, Unprepared, Zealot.*

## Farmer (Herder, Peasant)

Farmers live outside the city, but often within half a day's travel, so that they are able to get their produce to the city to feed the populace. They are hardy and hard-working, and are skilled in basic plant and animal lore, animal handling, cooking, baking and brewing, trading for basic goods, and such like.

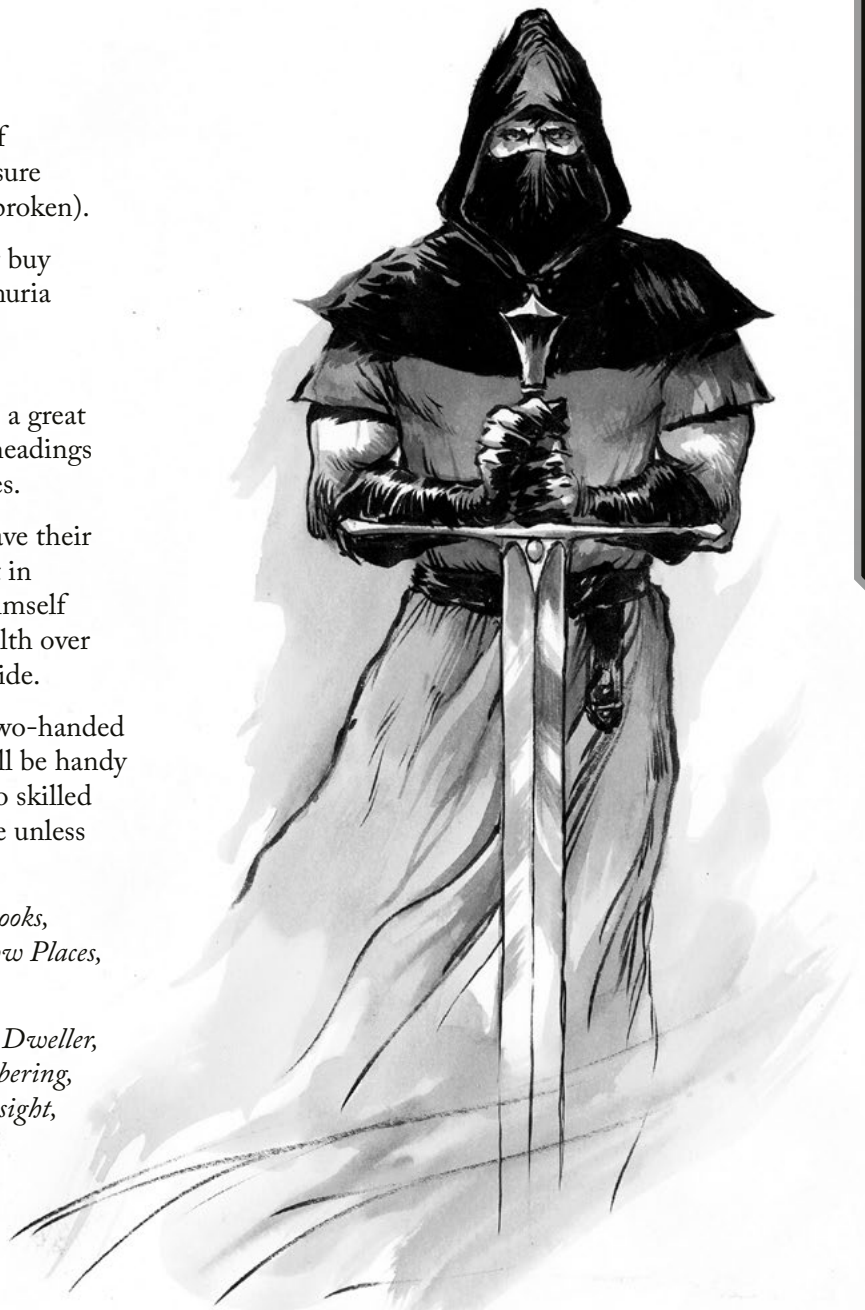
**Attributes:** Farmers do not rely on any one attribute over any other, although *appeal* is probably the least important.

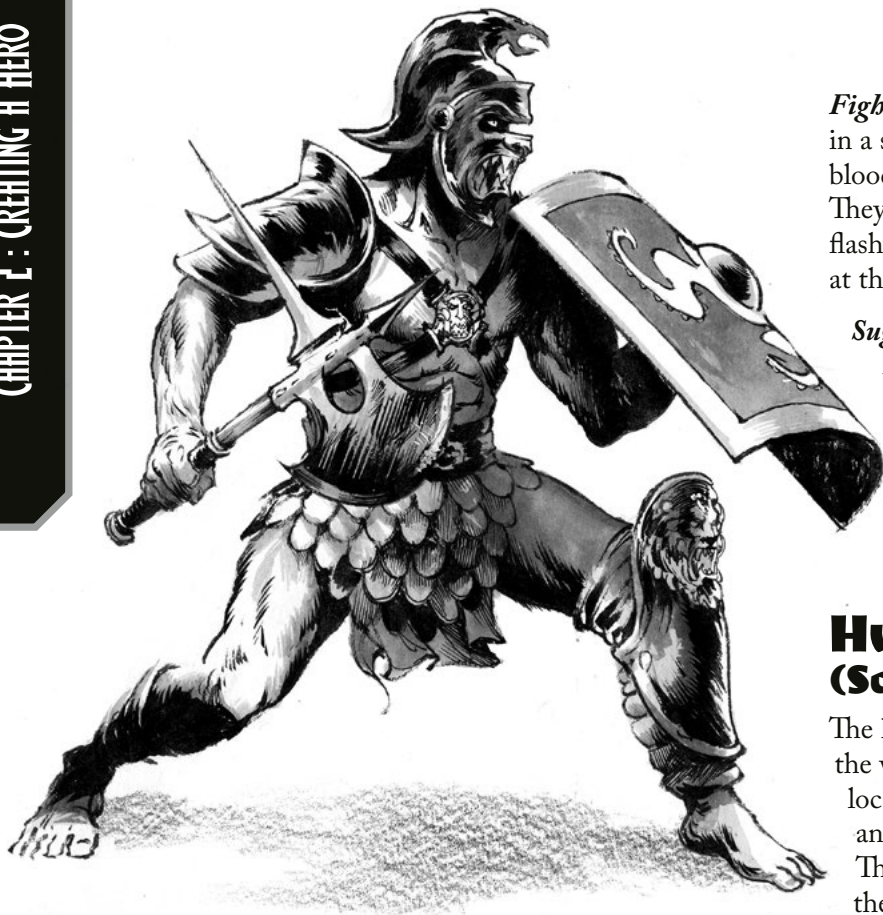
**Adventuring:** Farmers are not particularly adventurous, so something unusual or dreadful would have to happen to make a farmer leave his farm and take up a life of adventure.

**Fighting:** Farmers are not generally skilled combatants and so rarely receive any advantage from this career, except maybe when defending their own lands against raiders, or when turning an agricultural implement into a serviceable weapon.

**Suggested Boons:** *Beast-Friend, Brawler, Carouser, Marked by the Gods.*

**Suggested Flaws:** *Country Bumpkin, Drunkard, Gullible, Landlubber, Lumbering, Taciturn, Ugly & Brutish, Unprepared.*





## Gladiator (Champion, Myrmidon)

Gladiators are specialists at individual combat. They are adept with a variety of weapons. They can fight humans or beasts in an entertaining fashion. Gladiators may have ended up in the arena as a slave or to pay off a debt – whatever the reason, they have survived to hear the howls of the crowd and their adversary at their feet. The best gladiators are often famous outside the arena, which can be to their advantage or to their detriment.

**Attributes:** Gladiators should be *strong* and *agile*, but the most popular ones also have plenty of *appeal*.

**Adventuring:** A life in the arena does not lend itself to a life of adventure. However, many Heroes have spent some of their time in a gladiatorial arena, either by choice, by circumstance, or by necessity.

**Fighting:** They are especially good at fighting in a style that is designed for spectacular bloodletting rather than a simple quick kill. They might get a combat bonus on certain flashy moves, if not overused and, as usual, at the GM's discretion.

**Suggested Boons:** *Alert, Born Athlete, Brawler, Fearsome Looks, Hard-to-Kill, Marked by the Gods, Quick Recovery, Battle Harness, Trademark Weapon, War Cry.*

**Suggested Flaws:** *Braggart, Distinctive Appearance, Hot-Headed, Missing Eye or Ear, Missing Limb.*

## Hunter (Scout, Tracker)

The hunter is a master of tracking prey through the wilderness and the wastelands. Once hunters locate their target, they'll use stealth, traps and/or expert bowmanship to bring it down.

They are at home in the wild and can survive there for long periods, returning to more civilised areas only when they have furs and hides to sell, or when they require the company of their fellow men (or women).

**Attributes:** *Agility* is important to a hunter, as are *strength* and *mind* to a slightly lesser degree.





**Adventuring:** Hunting dangerous beasts is adventure enough. However, hunters are also very familiar with the areas they hunt in and sometimes stumble across old trails, ancient ruins, and strange places during their travels. For this reason, they can be highly sought after as guides.

**Fighting:** In combat, a hunter may receive a career bonus if fighting a creature of a type he is familiar with, but the career is rarely useful against human opponents.

**Suggested Boons:** *Alert, Beast-Friend, Desert-Born, Keen Eyesight, Keen Hearing, Keen Scent, Mountain-Born, Night Sight, Plains-Born, Sneaky, Swamp-Born, Tools of the Trade.*

**Suggested Flaws:** *Landlubber, Missing Eye or Ear, Missing Limb, Taciturn.*

## Magician (Sorcerer, Witch)

Magicians are both respected and feared. There are few who will deal with them willingly without great need, as a great many magicians are amoral at best, exceedingly evil at worst, and all of them are at least slightly unhinged. Magicians often live alone, with only a few servants or the occasional apprentice to attend them. Along with the knowledge of such esoteric lore as astrology, astronomy, and demonology, magicians research forbidden tomes of arcane knowledge, or make pacts with demons to learn Words of Power that can shape reality itself.

Magicians steeped in the Lore of the Void are mostly from Zalut, although there are minor magicians in just about every city of Lemuria (apart from Tyrus, where magicians are outlawed).

For more information on magicians, see Chapter 6.

**Attributes:** Magicians need a powerful *mind* both for their studies and for the will to create and cast mighty spells.

**Adventuring:** Magicians aren't usually great adventurers, preferring to leave that stuff to their hirelings and minions. However, sometimes they will venture out of their lairs to personally supervise or join an expedition, when they may gain something of great mystical significance at the end of it.



**Fighting:** There are not many circumstances where being a magician helps in a fight using ordinary weapons. But then, the best magicians don't need to use mundane weapons to kill someone.

**Perilous Career:** Sorcery is a fast track to power but it also brings its own price. For each rank taken as a magician beyond the first, take one extra *flaw*. This also applies if you advance in rank as a magician later on during the Saga.

**Suggested Boons:** *Detect Deception, Excellent Library, Learned, Magic of the Sorcerer-Kings, Power of the Void, Resistance to Sorcery, Savant.*

**Suggested Flaws:** *Absent-Minded, Arrogant, Cravings, Delicate, Distinctive Appearance, Fear of..., Infamous, Morgazzon's Curse, Non-Combatant, Obsession, Poor Recovery, Unsettling, Untrustworthy.*

**Languages:** Magicians must know Sorceric if they wish to use the powerful magics and alchemies of the ancient race of the Sorcerer-Kings. Learning this language is painfully difficult – both spoken and written forms must be taken separately.



## Mercenary (Bandit, Warrior)

These warriors work for anyone who will pay for their services. Some form themselves into companies under a strong leader and others travel individually or in small bands to seek employment. Often these mercenary groups turn to banditry when not gainfully employed. Just about all the city-states of Lemuria have used mercenaries in their past conflicts and most will continue to do so. They tend to have skill in living rough, riding, intimidation, carousing, and in basic upkeep and repair of weapons and armour.

**Attributes:** Mercenaries should be *strong* and *agile* to be able to ply their trade of war.

**Adventuring:** Mercenaries, by nature, tend to be drifters – travelling across Lemuria to seek employment. Even when warring has ceased, there will be jobs guarding merchant caravans, treasure-hunting expeditions, and working for the nobility as bodyguards.

**Fighting:** Mercenaries are notorious for their ability to fight well when well paid, but to fight badly – or not at all – when conned or badly paid. In combat, they might receive a career bonus if the money is particularly good.

**Suggested Boons:** *Alert, Blind Combat, Brawler, Born-in-the-Saddle, Carouser, Hard-to-Kill, Quick Recovery, Inspire, Battle Harness, Trademark Weapon, War Cry.*

**Suggested Flaws:** *Braggart, Greed, Hot-Headed, Lustful.*



## Merchant (Peddler, Trader)

Merchants are not shopkeepers – they are wide-travelled adventurers, who seek new and exotic goods to sell from faraway places. As such, merchant characters pick up a range of useful skills like trading, appraisal, obtaining rare or unusual goods, persuasion, city lore, knowledge of distant places, and guild membership.

If you want a strange or unusual item, speak to a merchant first.

**Attributes:** Merchants need a quick *mind* and a degree of *appeal* to haggle and barter for their living.

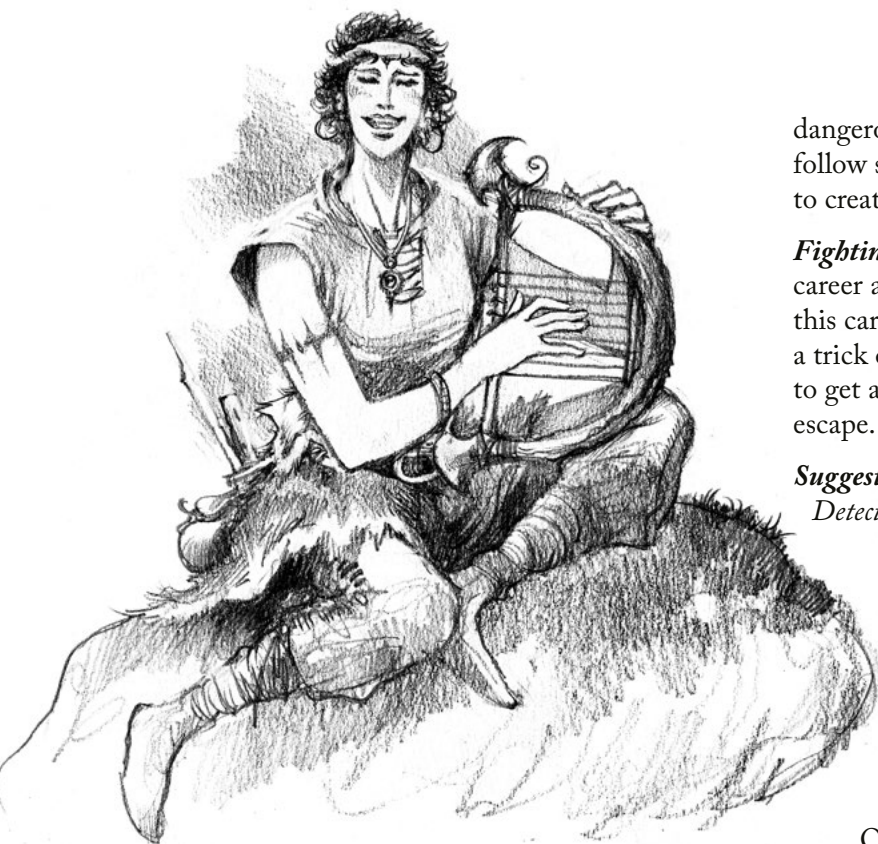
**Adventuring:** A life on the road is a life of adventure, whether the merchant tries to avoid it or not. Many merchants actively seek out new lands and new markets, leading to many adventures.

**Fighting:** Merchant is not a combat career, so this will almost never be helpful to a character in a fight.

**Suggested Boons:** *Detect Deception, Great Wealth, Savant, Silver Tongue.*

**Suggested Flaws:** *Greed, Non-Combatant, Obsession, Unprepared.*





## Minstrel (Bard, Poet)

As wandering entertainers, minstrels perform songs, music, poetry, and plays – telling tales of distant places and historical or fantastical events. They often create their own stories or memorise and embellish the work of others. Whilst most are travellers taking their songs and music from city to city, some are retained at the courts of nobles for their own entertainment.

These performers are happiest when playing to crowds and earning a few coins for their efforts. Some minstrels extend their art to a bit of juggling and possibly other sleight-of-hand trickery – this can be a good cover for a character who is also a thief. Because they travel and are great gossips, they learn ancient legends, are good orators, and have some knowledge of city and world lore. A minstrel is often a big hit with the ladies, having as they do a gift for saying the right thing.

**Attributes:** Minstrels require *appeal* as well as *agility* and quick *minds*.

**Adventuring:** Minstrels are wanderers, so by their very nature they can get caught up in some

dangerous escapades on the road. Some might also follow soldiers and adventurers, simply to be able to create heroic tales from first-hand experience.

**Fighting:** Minstrel is not generally a combat career and there are very few circumstances where this career will provide a combat bonus. Possibly a trick or distraction might give the opportunity to get a surprise stab or, more likely, a chance to escape.

**Suggested Boons:** *Artistic, Attractive, Carouser, Detect Deception, Keen Hearing, Learned, Master of Disguise, Inspire, Silver Tongue, Tools of the Trade (instrument).*

**Suggested Flaws:** *Arrogant, Delicate, Drunkard, Lustful, Non-Combatant.*

## Noble (Aristocrat, Courier)

Often holding homes in the city and estates or villas outside the city, these characters are usually titled (though not necessarily deserving) and have some authority over the common people, peasants, and slaves. Nobles are often able to obtain credit, have high-ranking contacts, and are skilled in such things as bribery, browbeating, dress sense, and etiquette.

**Attributes:** Nobles need plenty of *appeal* as well as clever *minds*, although at the end of the day, money always talks whatever the circumstances.

**Adventuring:** Nobles are not notable adventurers, although they will often finance expeditions to remote areas to obtain artefacts or to carry out trade. Some more adventurous nobles will join expeditions to oversee them.

**Fighting:** In combat, having a career of noble will rarely be of any benefit whatsoever. However, some peasants or lower classes will have qualms about attacking their superiors. Also, nobles often lead armies (whether capable or not).

**Suggested Boons:** *Attractive, Born-in-the-Saddle, Friends in High Places, Great Wealth, High-Born, Inspire.*

**Suggested Flaws:** *Arrogant, Braggart, City Dweller, Cravings, Greed, Hot-Headed, Lustful.*



## Physician (Healer, Leech)

Physicians, and others who can heal injured or sick people, are very important individuals in the cities of Lemuria. With their great scale of knowledge and the importance of their job, they are held in high esteem in society. Most of the lowest-born citizens cannot afford the services of a physician, and are forced to use the services of charlatans and quacks.

Physicians are dispensers of potions and medicines and have practical skills in bone setting, surgery, and child delivery. They are knowledgeable of plant lore, first aid, and diseases and their cures. Many physicians have their own herb gardens, where they grow the exotic plants that are used in their medications. And some physicians practise a little basic alchemy (see Chapter 6). Physicians need to be literate.

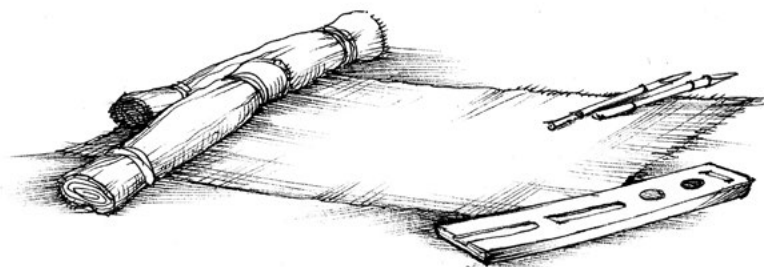
**Attributes:** *Mind* is the most important attribute for a physician character.

**Adventuring:** Being a physician does not lend itself to a life of adventure, although physicians will be required by both sea and army captains.

**Fighting:** In combat, the physician's career is not really of particular benefit to a character, although after the fight, they are often most welcome.

**Suggested Boons:** *Deft Hands, Disease Immunity, Excellent Library, Healing Touch, Learned, Poison Resistance.*

**Suggested Flaws:** *Can't Lie, City Dweller, Combat Paralysis, Drunkard, Non-Combatant.*



## Priest (Druid, Shaman)

Priests reside in their temples in the major cities of Lemuria – they lead worship of the gods. They also determine the will of the gods. Priests are knowledgeable in theology, ancient lore, astrology, astronomy, ancient languages, oratory, and must be literate. Their position gives them a special place in the minds of the rest of the populace, and this gives them great power over all aspects of the government, the military, and the populace in general.

Druids worship the Dark Lords and are less savoury – their form of worship includes human sacrifice.

For more information on priests and druids, see Chapter 6.

**Attributes:** Priests need to have clever *minds*, and the best ones have plenty of *appeal* to be able to sway or attract followers.

**Adventuring:** Some priests are highly adventurous – seeking out ancient knowledge and artefacts of their gods. Others prefer the easy life and rarely leave the safety of their temples.

**Fighting:** Having the *priest* career will rarely, if ever, give you any advantage in combat. The only plus might be that gods-fearing fighters will be loath to attack a priest.

**Suggested Boons:** *Detect Deception, Friends in High Places, Inspire, Learned, Marked by the Gods, Nose for Magic, Resistance to Sorcery, Savant, Silver Tongue.*

**Suggested Flaws:** *Arrogant, Combat Paralysis, Cravings, Distrust of Sorcery, Morgazzon's Curse, Non-Combatant, Obsession, Zealot.*

**Languages:** Druids and priests need to learn Sorceric if they wish to use the powerful magics and alchemies of the ancient race of the Sorcerer-Kings. Learning this language is painfully difficult, and requires both spoken and written forms to be taken separately.



## Sailor (Mariner, Pirate)

Sailors are sea warriors and adventurers, are skilled in sea lore, navigation by stars, and boat handling, and have a good knowledge of local ports and nearby coastlines and islands.

Skilled mariners are always in demand and so they will rarely be refused working passage on board a galley.

Rogues of the sea, pirates are skilled in seacraft and speak their own version of Lemurian, known as Sea-Tongue.

**Attributes:** Sailors need *strength*, and some *agility* is useful too.

**Adventuring:** A life at sea is full of adventure – sea monsters, exotic places, strange people, sea battles and treasure maps are all food and drink to a mariner.

**Fighting:** Sailors may receive a combat bonus in actions at sea and possibly even against sea creatures that they might have some familiarity with or heard about.

**Suggested Boons:** *Alert, Brawler, Born Athlete, Born-at-Sea, Carouser, Deft Hands, Friends in Low Places, Keen Eyesight, Battle Harness, Sneaky, War Cry.*

**Suggested Flaws:** *Braggart, Distinctive Appearance, Distrust of Sorcery, Drunkard, Fear of ..., Greed, Hot Headed, Illiterate, Lustful, Missing Eye or Ear, Missing Limb.*

## Scribe (Librarian, Scholar)

Scribes are researchers and teachers, well-educated and knowledgeable on a wide variety of subjects – they are mathematicians, cartographers, astronomers, linguists, historians, and philosophers. Scribes are also skilled at debate as they discuss at length a variety of topics with other enlightened individuals.

Scribes need to be clear of thought to do their laborious work of cataloguing volumes and copying texts. It goes without saying that they need to be literate.



**Attributes:** *Mind* is of primary importance to a scribe.

**Adventuring:** Scribes make poor adventurers, although to have some of the knowledge of a scribe would make such a character a useful addition to a party.

**Fighting:** Whilst scribes might have it that “the pen is mightier than the sword”, there are not actually many circumstances where having a career in scribe will have any discernible use in combat.

**Suggested Boons:** *Excellent Library, Learned, Savant.*

**Suggested Flaws:** *Delicate, Can't Lie, Combat Paralysis, Non-Combatant, City Dweller, Obsession.*





## Sky-Pilot

Sky-pilots are the elite of the fighting men of Satarla and are trained to fly the sky-boats of the Satarlan Sky-Navy. They are held in awe by those shackled by gravity. Along with their knowledge of piloting and general sky-boat maintenance, sky-pilots are also skilled navigators and highly observant, so they are much sought after as scouts, couriers and explorers. They are usually ex-soldiers, and most are nobles too.

**Attributes:** *Mind, agility* – and to a lesser extent *appeal* and *strength* – are all handy to an elite sky-pilot.

**Adventuring:** A sky-pilot is naturally a daring soul, so anyone coming from this career will still have a yearning for a life of adventure.

**Fighting:** Sky-pilots in combat will always have the advantage over any fighter unused to combat taking place in the skies.

**Suggested Boons:** *Born Athlete, Friends in High Places, Great Wealth, Keen Eyesight, High-Born, Inspire, Marked by the Gods, Trademark Weapon.*

**Suggested Flaws:** *Arrogant, Braggart, City Dweller, Hot-Headed.*

## Slave (Serf, Thrall)

Slavery is not exactly a career of choice for a heroic adventurer. Nevertheless, it can be useful in rounding out a character concept, and does provide the opportunity to pick up a few skills and techniques that other careers do not give.

The career provides skill in things like humility, going unnoticed, listening and sneaking, as well as cooking, cleaning, gardening, sewing, and manual labour. Some slaves (the strong ones or the troublemakers) are sold to gladiatorial arenas.

In Zalut, if you are not a priest, an alchemist, or a magician, you are a slave.

**Attributes:** Slaves that are used for labour need good *strength* – female slaves normally find things better (or worse!) if they have *appeal*. Slaves used to run errands often need high *agility*. Clever slaves are normally considered to be troublemakers.

**Adventuring:** Adventurous slaves invariably do not remain enslaved for very long, unless it suits their purposes. A life on the run from slavery leads to adventure, whether wanted or not.

**Fighting:** The career is not really of any practical use in a fight. Still, slaves will mostly be ignored by warriors, maybe to their cost.

**Suggested Boons:** *Escape Artist, Keen Hearing, Sneaky, Strength Feat.*

**Suggested Flaws:** *City Dweller, Combat Paralysis, Cursed, Fear of . . ., Feels the Cold, Illiterate, Landlubber, Mute, Non-Combatant, Poor Recovery, Taciturn.*



## Soldier (Guard, Militiaman)

Soldiers are the paid guards in a city or in the standing armies of rich nobles. They are often stoic but of limited imagination. They will have some city lore, perhaps skills in intimidation and riding, as well as a limited amount of authority – especially the officers.

**Attributes:** *Strength* is normally most important for soldiers, although archers and cavalymen could do with a bit of *agility*. Officers need to have plenty of *appeal* to lead their men, and quick *minds* to make sound battle plans.

**Adventuring:** Most soldiers are dull and uninspired. However, characters will use their time in the city guard to hone their weapon skills ready for their next adventure.

**Fighting:** Soldiers are not specialists of any sort but will sometimes gain a career bonus in combat, especially if fighting tactically as a part of a well-led unit.

**Suggested Boons:** *Born Athlete, Born-in-the-Saddle, Brawler, Carouser, Hard-to-Kill, Inspire, Quick Recovery, Trademark Weapon.*

**Suggested Flaws:** *Braggart, Drunkard, Gullible, Lustful, Poor Hearing, Taciturn.*



## Temptress (Courtesan, Serving wench)

There are some who have honed seduction down to an art form. The temptress may be a nobleman's mistress, a courtesan, or even a common tavern wench, but she uses her power over men for her own ends. She is as dangerous as she is beautiful: the sort that men fight battles and wars over. A temptress is skilled in fashion sense, *savoir-faire*, conversation, manipulation, and seduction. Some are even good at taking things from customers without them noticing.

Note that although *Barbarians of Lemuria* is designed to evoke the themes and feel of the classic sword-and-sorcery stories, this particular career is also open to men (using the career name *lothario*).

**Attributes:** *Appeal* is the most important attribute for a temptress. *Agility* and *mind* can be useful too.





**Adventuring:** Temptresses are usually not very adventurous (outside of the bedroom, at least!), so you'd need other careers to help explain your life of peril.

**Fighting:** This career is seldom helpful in combat, though a temptress may be able to add her career to distract guards.

**Suggested Boons:** *Attractive, Beguiling, Carouser, Deft Fingers, Friends in High Places, Friends in Low Places, Inspire, Sneaky, Silver Tongue.*

**Suggested Flaws:** *City Dweller, Delicate, Hot-Headed, Lustful, Non-Combatant, Unprepared.*

## Thief (Rogue, Scoundrel)

Perhaps you fell into a life of crime, or began as a young street urchin. In either case, you have a certain unique set of skills that most find unsavoury. Thieves, scoundrels, and other ne'er-do-wells will have skill in such things as city lore, climbing, burglary, sneaking, picking pockets, skulduggery, and gambling, and may be part of some "guild" organisation.

Malakut is known as the *City of Thieves*, as you will almost certainly be robbed at some time or another if you stay in the city for any length of time.

**Attributes:** Thieves require *agility* for their trade, but a quick *mind* also helps.

**Adventuring:** Good thieves are sought after by adventurers looking to break into temples and tombs where there are locks and traps guarding the treasures.

**Fighting:** Thieves usually need to avoid combat where possible, so will normally only gain a career bonus in combat when trying to get away – and not always then, if up against well-trained city guards.

**Suggested Boons:** *Alert, Carouser, Deft Hands, Escape Artist, Friends in Low Places, Keen Hearing, Low-Born, Night Sight, Sneaky, Tools of the Trade (lock picks).*

**Suggested Flaws:** *City Dweller, Cowardly, Greed, Hunted, Infamous, Illiterate, Poor Recovery, Untrustworthy.*





## Worker (Dockworker, Labourer)

Workers are unskilled labourers – men who erect palisades, dig ditches, build homes, city walls and temples, or load and unload wagons and riverboats. Workers often move around doing a range of odd jobs here and there, many of which are seasonal or temporary. Workers will be skilled in heavy lifting, intimidation, carousing, and hard labour. Some of the tasks carried out by workers are also the work of slaves.

**Attributes:** Workers tend to find a high *strength* very useful in their physical endeavours.

**Adventuring:** Labour is dull and doesn't really lead to a life of adventure. Therefore, a character with Worker as one of his careers is unlikely to have stuck it out for very long.

**Fighting:** Workers are not really fighters, although they do tend to settle their disputes with their fists. They might be given a bonus during a brawl, especially when grappling or choking someone.

**Suggested Boons:** *Carouser, Brawler, Giant Strength, Hard-to-Kill, Strength Feat, Fearsome Looks, Poison Resistance, Tools of the Trade.*

**Suggested Flaws:** *Can't Lie, Drunkard, Fear of..., Hot-Headed, Illiterate, Lumbering, Lustful, Poor Hearing, Taciturn, Unsettling.*

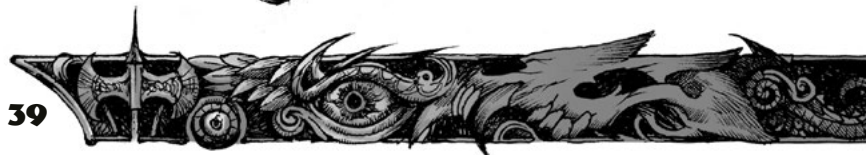
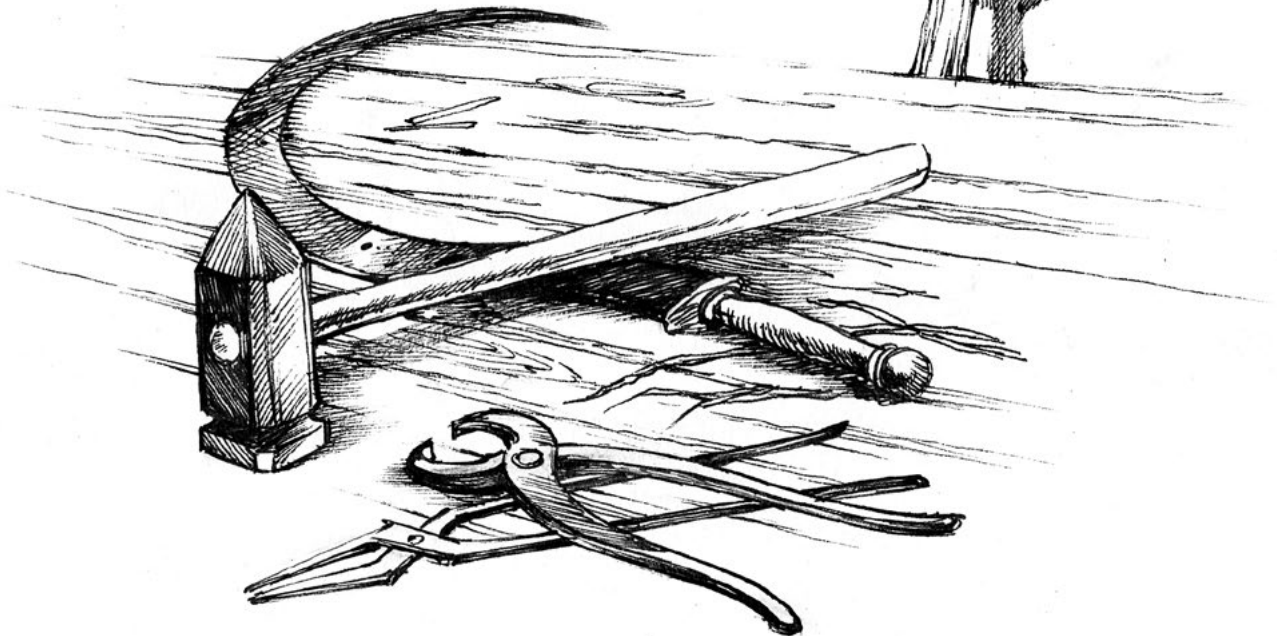
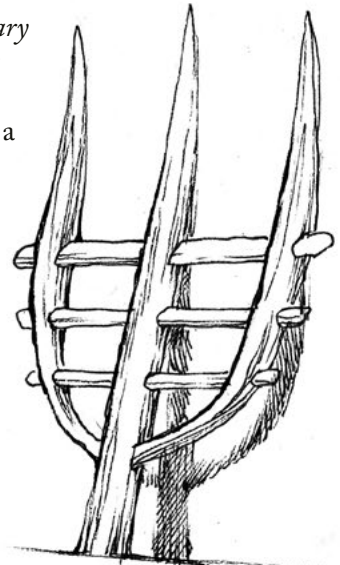
## On Creating New Careers

There may be a temptation to create new careers, but you should give real thought to this before you do.

The reason for this is that the careers already provided are broad enough that they should encompass everything a sword-and-sorcery character should be able to do. Any further careers will serve only to crossover areas already covered by the other careers.

For example, it's often suggested that there needs to be an *archer* career. This simply isn't necessary. An archer is really a *soldier* or *mercenary* skilled with a bow. There isn't much else an archer does that a *soldier* doesn't do.

So, all you need to do is take the *soldier* or *mercenary* career and put perhaps at least 1 in *agility* and 2 in *ranged* (more if you want a more dedicated but less all-round hero). If you want an archer who is more of a woodsman-type, pick *hunter* and put 2 or more points in *ranged*.



# LIST OF BOONS AND FLAWS

Several *boons* and *flaws* can be taken only at character creation (that is, not by advancement). It's largely up to the GM which ones, but examples would be *Desert-Born*, *Jungle-Born* and *Mountain-Born*.

## Boons

Most *boons* grant you a *bonus die*. Where this isn't the case, the effect of the *boon* is clear from the description.

**Artistic:** You have an artistic flair. Roll a *bonus die* when appraising or creating items of art.

**Attractive:** You are particularly handsome or pretty. Roll a *bonus die* in situations where good looks might be important.

**Alert:** You are quick to spot danger and react. You receive a *bonus die* to your Priority Rolls.

**Battle Harness:** This *boon* allows your character to wear a chainmail bikini or a loincloth and battle harness (light armour at best) and treat it as if it were medium armour for damage protection purposes, with no armour penalties at all.

**Beast-Friend:** You have a natural affinity with animals. Whenever dealing with animals, roll a *bonus die*. If you are a beastmaster, you will also have two or three small companions, or one medium or large companion.

**Beguiling:** Your looks and bearing are such that people who might be attracted to your type are enchanted by you. Once per day you may suggest a course of action to a number of *rabble* equal to *appeal* + d6, who will do their best to please you, even if it potentially puts them in danger. You must have the *temptress* career to take this *boon*.

**Blind Combat:** No light? No problem. By using smell, sound, disturbances in the surrounding air, etc., you are one with the universe. Whatever penalties the GM applies to fighting in the darkness, your character does not suffer at all.

**Brawler:** You are a skilled pugilist and wrestler. Roll a *bonus die* to attack when you are fighting with your fists, feet, head, etc.

**Born Athlete:** When doing any athletic activities such as sprinting, climbing, swimming, or leaping (other than fighting), you may roll a *bonus die*.

**Born-in-the-Saddle:** When dealing with riding beasts or carrying out physical activities (other than fighting) while mounted, you may roll a *bonus die*.

**Born-at-Sea:** You grew up on and around boats and ships. When dealing with ships or carrying out physical activities on board ship (other than fighting), you receive a *bonus die*.

**Carouser:** You were more-or-less brought up in a tavern and are popular when the drink is flowing. Roll a *bonus die* to gain information, make contacts, or acquire goods and services whilst in a tavern. You are also resilient to the effects of alcohol.

**Deft Hands:** When undertaking actions requiring fine manipulation, such as picking pockets, making things, juggling, or card-sharpping, you receive a *bonus die*.



**Desert-Born:** When tracking, trapping or hunting, or carrying out other similar activities (not fighting) in a desert, you roll a *bonus die*.

**Detect Deception:** You are good at spotting when you are being lied to. Any time someone tries to lie to or con you, you often see right through them. You receive a *bonus die* to divine fact from fable. You won't automatically know the truth, but you know that what you're being told isn't.

**Disease Immunity:** You are immune to all diseases, even magical ones.

**Escape Artist:** Ropes, chains, manacles, even prison cells – nothing holds you for long. Either by skill or by dumb luck, you always get away (eventually). Roll a *bonus die* whenever you are in this situation and are trying to break free.

**Excellent Library:** You have a first-rate library for conducting your research. You get a *bonus die* on any rolls to find out anything while you are in it. The library does need to be restocked from time to time, leading you to occasional adventures whilst you seek the means to do this.

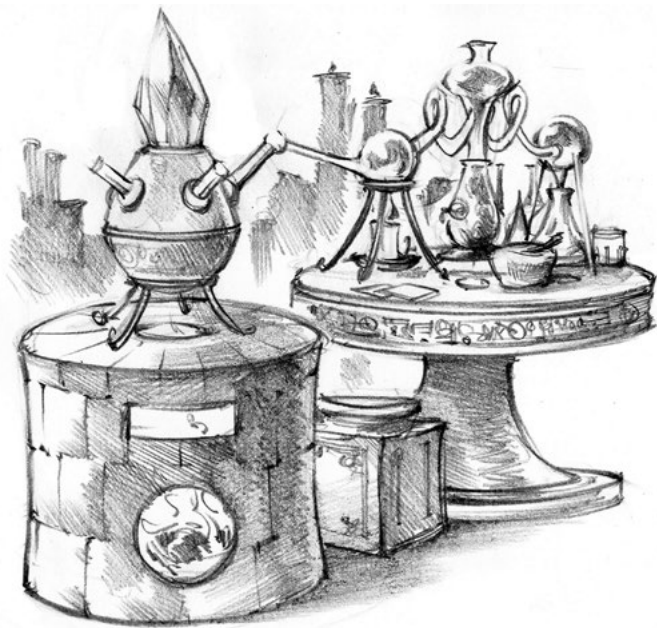
**Excellent Workshop:** You have a first-rate workshop for conducting your experiments. You get a *bonus die* on any rolls to make alchemical preparations or mechanical devices while you are in it. The workshop does need to be restocked from time to time, leading you to occasional adventures whilst you seek the means to do this.

**Fearless:** Your character shows no fear. Even magically induced fear has no effect on him or her.

**Fearsome Looks:** Roll a *bonus die* whenever you are trying to force somebody to give you information or do something they don't want to do.

**Friends in High Places:** You have contacts within the upper echelons of society. While they usually do not stick their necks out for you, they will give you aid, expecting a favour in return when it suits their own interests. The sorts of things that these favours usually entail is getting you access to another important person, sharing information with you, using their pull with the local nobility, etc.

**Friends in Low Places:** You have friends in various hives of scum and villainy around the land. These favours might entail putting you in contact with a fence, getting you a hiding place, etc.



**Giant-Friend:** You grew up around giants (or you have somehow made an impression on them) so they treat you like one of their own. Roll a *bonus die* when dealing with the Blue Nomads.

**Giant Strength:** You are big and strong. You may add 1 to your *strength*. Your maximum *strength* is 6 rather than 5, and your maximum starting *strength* is 4 rather than 3.

**Great Wealth:** You have a source of income or an inheritance. Roll a *bonus die* on any attempt to obtain any goods, services, or other items you need whilst in your home city.

**Hard-to-Kill:** You are hard to put down and have the toughness of a bronyx. Add +2 *lifblood* to your total.

**Healing Touch:** Gain a *bonus die* whenever rolling to help someone recover from injury, poison, etc. You must have the *physician* career to take this *boon*.

**High-Born:** You grew up in the palaces and courts of the rich and noble. You receive a *bonus die* when dealing with courtly manners and matters of good form.

**Inspire:** Inspires your friends and supporters. This could represent an appeal to the gods, inspired leadership, inspirational music, or just your own force of personality. Inspire gives a *bonus die* for one round after the call to all your companions' Attack Rolls (if they can hear you). This can be done once a day for free, or again for a Hero Point.





**Jungle-Born:** You grew up in the jungle. When tracking, trapping, hunting, or carrying out other similar activities (not fighting) in a jungle environment, you roll a *bonus die*.

**Keen Eyesight:** Whenever you make a *mind* Task Roll to perceive something using your eyesight, you receive a *bonus die*.

**Keen Hearing:** Whenever you make a *mind* Task Roll to perceive something using your hearing, you receive a *bonus die*.

**Keen Scent:** Whenever you make a *mind* Task Roll to perceive something using your sense of smell, you receive a *bonus die*.

**Learned:** When recalling a fact from your area of speciality, you receive a *bonus die*.

**Low-Born:** You grew up on the city streets. You receive a *bonus die* when dealing with the lowlife and scum of a city's underground, or when carrying out activities (not fighting) such as trailing people or noticing things.

**Magic of the Sorcerer-Kings:** You understand some of the ancient secrets of the Sorcerer-Kings. You can roll a *bonus die* when casting spells, although you must also take an extra *flaw*.

**Marked by the Gods:** The Gods favour you. You have an extra Hero Point.

**Master Crafter:** You are a superb craftsperson and can make fine quality items. You gain Craft Points as *alchemist*, but only for making common and uncommon weapons, armours and tools. You may also assist (that is, add your Craft Points) to devices and creations (not potions) made by an alchemist. You must have the *blacksmith* career to take this *boon*.

**Master of Disguise:** You gain a *bonus die* whenever you are trying to conceal your true identity. In addition, whenever you want to suddenly appear in a scene where your character wasn't already, you can spend a Hero Point to emerge as one of the random guards, townsfolk, etc., in the background. You were there the whole time, merely incognito!

**Mighty Fists:** Your fists are rock-hard from years of training in the fighting pits or brawling in the city taverns. You can add your full *strength* to damage caused when fighting unarmed.

**Mighty Shot:** With your selected type of ranged weapon (bow, sling, javelin, etc.) you can cause your full *strength* to the damage on a hit.

**Mountain-Born:** You grew up in the mountains. When tracking, trapping, hunting, or carrying out other similar activities (not fighting) in a mountainous terrain, you roll a *bonus die*.

**Night Sight:** You receive a *bonus die* when darkness causes negative modifiers to see things.



**Noble Bearing:** You may add +1 to your *appeal* attribute. Your maximum *appeal* is 6 rather than 5, and your maximum starting *appeal* is 4 rather than 3.

**Nose for Magic:** You receive a *bonus die* when trying to spot or track a wizard, or a magical effect or artefact.

**Plains-Born:** You grew up on the plains. When tracking, trapping, hunting, or carrying out other similar activities (not fighting) in a plains environment, you receive a *bonus die*.

**Poison Resistance:** You receive a *bonus die* whenever you are resisting the effects of drugs, venoms, toxins, and even alcohol.

**Power of the Void:** You have gazed upon the darkness of the Void and receive two extra points of Arcane Power. However, you also have to take an extra *flaw*.

**Quick Recovery:** You have a much better constitution than many. When recovering after a combat, you regain one additional *lifeblood*, on top of the half you normally recover. In addition, you recover one *lifeblood* each day regardless of the type of activity you carry out after being injured.

**Resistant to Sorcery:** If a spell is cast at you, roll a d6. On a roll of 6, it simply does not work on you.

**Savant:** You may add +1 to your *mind* attribute. Your maximum *mind* is 6 rather than 5, and your maximum starting *mind* is 4 rather than 3.

**Silver Tongue:** You are very persuasive and can make any lie sound plausible. Roll a *bonus die* whenever trying to lie, con, fast-talk, or otherwise deceive someone.

**Sneaky:** You are lithe and nimble. Roll a *bonus die* where stealth is important.

**Strength Feat:** You are able to focus your *strength* to perform particular tasks. Roll a *bonus die* when breaking, lifting, pulling or pushing things.

**Swamp-Born:** You grew up in the swamps. When tracking, trapping, hunting, or carrying out similar activities (not fighting) in swamps and marshes, roll a *bonus die*.

**Thick Skin:** You have particularly leathery skin, which gives you +1 to your protection from damage, even when not wearing armour.

**Tools of the Trade:** You own a set of tools suited to your trade or craft. Roll a *bonus die* when attempting any actions for which using these tools would be beneficial.

**Trademark Weapon:** You have a quality weapon (a Valgardian Blade, Tyrus Warbow, Axish Sling, Halakhi Kir, Malakut Khastok, Parsool Sea Axe, Satarlan Foil, or another weapon made especially for you or that you inherited) that you have practised with since a child. When using this weapon (or, if lost, stolen or broken, a replacement made to duplicate its qualities exactly, possibly at great expense), you receive a *bonus die*.

**Tundra-Born:** You were born in the snowy tundra. When tracking, trapping, hunting, or carrying out other similar activities (not fighting) in a snowy terrain, you roll a *bonus die*.

**War Cry:** Scares the hell out of those of your character's opponents that can hear the War Cry. They roll a *penalty die* on all their Attack Rolls for the first round following the War Cry. This ability can only be used once a day (once more for a Hero Point).

**Winged Folk Agility:** You may add 1 to your *agility*, and your maximum *agility* is 6 instead of 5.



## Flaws

Most *flaws* make you take a *penalty die* when making a Task Roll. Where this isn't the case, the effect of the *flaw* is described.

**Absent-Minded:** While you are not necessarily stupid – indeed, you may be brilliant – you have difficulty keeping track of appointments, people's names, items on lists, and various other memory-based tasks. This means that sometimes the GM will spring things on you that your character forgot.

**All Thumbs:** You take a *penalty die* when picking locks, firing a bow or crossbow, or when doing fine work.

**Arrogant:** Roll a *penalty die* when dealing with provincials or foreigners, where your arrogance might annoy or offend them. This *flaw* is especially common amongst the nobility.

**Braggart:** You have a very high opinion of yourself and feel the need to share it with the world. You often take credit for things that you never did, and make those accomplishments you did achieve seem so much grander with each retelling, often disregarding the role anyone else played in the story. Needless to say, you often play fast and loose with the truth with these boasts, which could lead to you being called a liar.

**Can't Lie:** Whether it is simple nervousness or a strong code of honour, you are terrible at lying. You get a *penalty die* whenever you try to deceive, tell half-truths, or conceal something that you know when you are asked about it directly. You'd much rather say, "I'm not going to tell you," than "I don't know what you are talking about."

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

**Combat Paralysis:** When swords are drawn, you tend to freeze up and act with uncertainty. Roll a d3. This is the number of rounds that you freeze, during which you can only take defensive actions.

**Country Bumpkin:** The big city is a confusing and heartless place for the new arrival. You take a *penalty die* in situations to do with urban survival.

**Cowardly:** This is not a very common *flaw* for a Hero, but you have a great deal of difficulty resisting when the effects of fear take hold of you. Roll a *penalty die* to any rolls to resist the effects of fear or intimidation. In addition, you try to avoid any form of conflict, if at all possible.

**Cravings:** You are addicted to something and require it every day to function fully. Whenever you go more than a day without it, you have a *penalty die* on all rolls.

**Cursed:** The Gods have forsaken you or you are just plain unlucky. You begin with -1 Hero Point. For some reason, bad things always seem to happen to you. The town guard mistakes you for a wanted man, the wench you picked up in the tavern turns out to be a runaway princess, you step on a twig just as you nearly snuck away, etc.

**Delicate:** You have a small or slender build. Deduct two from your *lifeblood* total.

**Distinctive Appearance:** There is something about the way you look that sticks in men's minds. Perhaps you have a very memorable scar or tattoo. Maybe you were born with six fingers on your left hand. Whatever it is, you have some superficial characteristic that causes you to stand out. You gain a *penalty die* whenever you try to disguise yourself or maintain a low profile. If you are also *Hunted* (see below), bounty hunters and spies are twice as likely to spot you on entering and leaving a city.

**Distrust of Sorcery:** When dealing with wizards and alchemists, you take a *penalty die*.

**Distrust of Strangers:** You always doubt the honesty and reliability of people you don't know. This is mainly role-played – you will watch them closely in case they are tricking you, you'll remain tight-lipped in their presence and you'll begrudgingly carry out menial orders or requests. This will definitely lead to heightened tension in certain situations.

**Drunkard:** Roll a die when you are required to do something important for the rest of your companions. If a '1' comes up, you are drunk and unable to do anything until sobered up.



**Elderly:** Your character is not as young as he used to be. If he has not had a decent amount of rest each day, he will begin to slow and tire. Use an extra *penalty die* for any physical action if pushed too hard without rest. Other opportunities for good role-play will undoubtedly come out of this *flaw*.

**Fear of . . .:** There is something that you have a great and irrational fear of. Roll a *penalty die* in the presence of (or when confronted by) your phobia. Some possible fears include: fear of fire, reptiles, spiders, heights, crowds, death, the dark, closed spaces, flying, etc.

**Feels the Cold:** You are especially susceptible to the cold. You take a *penalty die* for any tasks undertaken in a cold environment.

**Feels the Heat:** You are especially susceptible to heat. You take a *penalty die* for any tasks that you undertake in a hot or desert environment.

**Greed:** You cannot resist any chance to make money. If money is to be made, your judgement goes out of the window. You take a *penalty die* whenever tempted by the offer of cash.

**Gullible:** You believe the most outrageous lies. Roll a *penalty die* when being persuaded something is a good idea when it isn't.

**Hot-Headed:** Your anger often gets the better of you, and you are likely to fly off the handle at the slightest insult or imagined insult. You get a *penalty die* to any rolls when trying to suppress your anger and act rationally, such as not making a scene at a royal ball when insulted, or trying to ignore an enemy's taunt. Your anger can also get you into duels, or worse.

**Hunted:** Perhaps you are wanted by the authorities, or have offended some powerful noble or pirate king. Regardless of whom, you constantly have to evade agents intent on capturing or even killing you. Roll a d6 whenever you enter a new city. On a 1, agents of your enemy (or your enemy himself, if you choose) will spot you and make your life unpleasant.

**Illiterate:** You cannot read or write, and you cannot choose a career with literacy as a requirement.

**Infamous:** You are well known for some wicked deed in your past. Irrespective of whether the allegations are true or not, or whether you had a good reason to do what you did, this bad reputation precedes you wherever you go. You get a *penalty die* in social situations when making first impressions, and continue to receive the penalty until you earn a person's trust.

**Landlubber:** You take a *penalty die* on activities whilst at sea.

**Lumbering:** You are unsteady on your feet. You take a *penalty die* when balance is important – for example, crossing a narrow bridge or standing on a mountain ledge.

**Lustful:** You find it hard to resist the charms of the opposite sex, and you get a *penalty die* to any rolls to avoid succumbing to a pretty or handsome face.

**Morgazzon's Curse:** You are mad. Work with the GM to determine how this manifests itself.

**Missing Eye or Ear:** You take a *penalty die* whenever the GM feels it is appropriate to the situation.

**Missing Limb:** You take a *penalty die* whenever the GM feels the situation is appropriate.

**Mute:** You are unable to talk, so always roll a *penalty die* in social situations to make yourself understood.

**Non-Combatant:** You are not a warrior – your skills lie elsewhere. You have only two points to spend on combat abilities instead of four, but begin with six points for careers instead of four. In addition to this, it costs you twice as many advancement points to increase combat abilities.

**Obsession:** There is something with which you are completely obsessed. It could be a fascination with a certain pursuit, person, or thing. You spend a great deal of time and money on this obsession. Whenever you are in the presence of the object of your obsession, you have a *penalty die* on all rolls that require you to ignore it. Sometimes your obsession can get you into a lot of trouble.

**Poor Eyesight:** You take a *penalty die* when trying to observe or spot something.





**Poor Hearing:** Whenever you make a check to perceive something using your hearing, you take a *penalty die*.

**Poor Recovery:** You have a poor constitution. You require medical attention to restore lost *lifeblood*, and recover nothing from normal rest.

**Taciturn:** Your character is ridiculously tight-lipped. It's a rare day on which he uses a sentence of more than three words, and it's virtually unheard of for him to initiate conversation. His extreme reluctance to speak unfortunately means he never volunteers information without being asked. Take a *penalty die* in social situations.

**Ugly & Brutish:** You are unattractive. Take a *penalty die* in situations where your looks are important.

**Unprepared:** You are not aware of what's going on around you and are slow to react to danger. Add a *penalty die* for Priority Rolls.

**Unsettling:** Something about you isn't quite right – the way you look or smell or speak. Even animals shy away from you. Take a *penalty die* in social situations or when dealing with animals.

**Untrustworthy:** You take a *penalty die* when the situation calls for someone to believe or trust you.

**Zealot:** This is a *flaw* far more common amongst *villains* than Heroes. There are many willing to die for their faith, but a zealot would kill for it. You get a *penalty die* whenever you must be civil to a non-believer.

## LANGUAGES

Your character can speak Lemurian. You can speak your own language too, or if you come from a Lemurian-speaking background, you can choose another language for your character.

You can also select a number of additional languages equal to your *mind* attribute. If you have a relevant career, you can learn further languages equal to your career rank(s). Relevant careers would be *alchemist*, *magician*, *merchant*, *minstrel*, *noble*, *physician*, *priest*, and *scribe*.

Unless you have taken the *flaw*: *Illiterate*, you can also read and write these languages (if they have written forms – except Sorceric).

There are hundreds of languages and dialects in Lemuria, but the main languages are as follows:

**Axian:** This (sometimes called Axish) is the language of the tribes of barbarians that live in the Axos mountain range. It is not at all well-known beyond the Axos Mountains, although there are believed to be some ancient texts written in times long gone – when Axian was spoken more widely – that have become lost in ancient caves hidden deep in those mountains.

**Beshaari:** The desert nomads of Beshaar speak and write in their own language. Most of the people of Halakh speak Beshaari, although Lemurian is spoken in that city almost as much.

**Festrelish:** Although with a basis in Lemurian, Festrelish is now so different to be almost unintelligible to a Lemurian speaker.





**Giantish:** The Blue Nomads speak their own language. It has no written form. Many of the merchants in Oomis learn Giantish as their second language.

**Grooth:** This is not really a fully developed language – more a collection of grunts as well as considerable displays of foot stamping, facial contortions and ape-like waving of arms. There is no written form. It is uncommon outside of the tribes of the Grooth.

**Kashtian:** The inhabitants of the Kasht Swamp have their own language – each tribe speaking a variant of the basic language.

**Lemurian:** Most people in Lemuria speak Lemurian. However, every city speaks a different dialect of Lemurian and that sometimes means the traveller can have difficulty understanding the locals. Sometimes you might be required to make a *mind* Task Roll to understand people from other cities.

**Malakutian:** The people of Malakut and the surrounding area have their own language.

**Sea Tongue:** The Pirate Isles have a mixture of different people from all over the continent and beyond, and their languages have mixed and mingled to form a strange combination of the familiar and the unfamiliar. There is no written form.

**Shamite:** Shamballah has its own tongue, spoken in the city of Shamballah and surrounding areas.

**Sorceric:** This is the ancient language of the Sorcerer-Kings. All their texts and manuals are written in this script. *Magicians, alchemists, druids, and priests* need to learn Sorceric if they wish to use the powerful magics and alchemies of this ancient race. Learning this language is painfully difficult, and requires both spoken and written forms to be taken separately. The Magicians of Zalut converse strictly in Sorceric, unless dealing with outsiders.

**Valgardish:** The people of Valgard speak and write in their own surprisingly elaborate language.

**Windsong:** The sing-song language of the Winged Folk. The language has the sound of breeze blowing through the crags of mountains, or high winds whistling around canyons and caverns. The language is very

difficult for those other than Winged Folk to reproduce successfully. There is a written form, which is almost as difficult to translate.

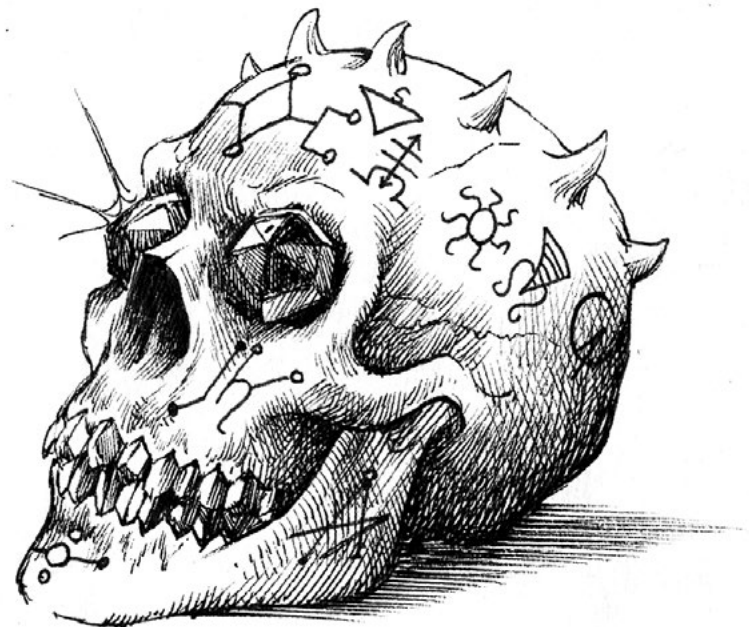
**Ygddari:** The ancient language of man is called Ygddari (or Old Tongue). Not many speak it and even fewer can read it. However, old texts are occasionally recovered from the ruins of Ygddar, Qiddesh, Qeb, Qar, and Oosal, and some skilled scribes are needed to translate their writings.

## Reading Unknown Texts

Careers that are noted for being literate (*scribes, physicians, alchemists, priests, etc.*) allow a character to roll to work out the gist or essence of a text, even where the writing is of a language unknown to them. This requires a Task Roll, the difficulty for which depends on the nature of the text itself.

## Understanding Strange Languages

Where a career is noted as being one that requires skills in the spoken word, or characters of that career are likely to be well-travelled (*minstrels, merchants, etc.*), allow a character to roll to work out the gist or essence of a language and make basic conversation, even if the tongue is unknown to them.



# THE TRAPPINGS OF HEROES

*“And lo! The brave warriors of the city ride out on their kroarks to face their enemy. They are proud in their gleaming mail, their long spears in their right hands and shields in their left. And the Archers of Tyrus stand grim-faced and ready, longbows in hand. It is Tyrus warbow versus Satarla blade and in the cold light of dawn, there is no certainty which would win the day.”*

— *The Satarla Volumes*

## Starting Gear

The basic rule about character equipment is to give the players what they want! Conan, Red Sonja and Thongor never went shopping – neither should characters in *Barbarians of Lemuria*. If a player wants his character to have something that would be appropriate to his career, let him have it. If he wants something less appropriate, you can still let him have it. You can always take it away from him!

He is a soldier – let him have armour and a whole bunch of different weapons. He is a barbarian – let him have a necklace of andrak’s teeth, a loincloth, some javelins, a wineskin, and a sword. She is a serving wench – let her have a knife, several sets of fancy clothes, jewellery, and make-up. He is a magician – let him have rings on every finger, amulets, a star-patterned robe, and a skull-topped staff. She is a noble – let her have a villa outside Satarla and a galley in the port.

No costs have been included for the simple reason that Heroes can have what they want and what would be reasonable for their careers. Think of it this way – of what use is a palace in Satarla, when you are lost and alone in the Jungles of Qush, armed with only a sword in your tired fist?

By the same token, there are no rules for encumbrance. Heroes only go around with what they can reasonably carry. They live for the day. You never know what you will need on adventure and you can’t take everything, so why bother? Use your Hero Points instead. That’s what they are for.

If you want backpacks full of adventuring gear, a weapon for every occasion, three spare suits of

armour and a pack animal to carry it all around on, then play another game. If all you want is a breechclout and a sturdy blade, play on!

Characters start with whatever gear is appropriate to their career(s) and whatever other stuff is agreed between the GM and player. After that, if a character needs other items, he or she can make rolls against appropriate careers, to find, buy, steal, beg, or borrow stuff.

Difficulty modifiers might be appropriate if the character is in the middle of nowhere, if the item is scarce or expensive, and so on. Merchants and thieves are particularly adept at getting hold of stuff and nobles always have more money available.

## Using the Right Weapon for the Job

Although bigger weapons can cause bigger wounds, this isn’t the whole story – sometimes a weapon is just plain unsuitable for the job in hand. There will be times when this is unavoidable (if it’s the only weapon you’ve got), but when you have a choice, you should choose the right one.

Having said that, some characters have their own reasons for choosing the weapon they use and they will swear by it, whatever the circumstances. Nothing to do with how effective or damaging it might be – it could even be for (what appears to everyone else) a totally irrational reason.

Select your weapons based on how you see your character – not just because a weapon has the best damage. If you are a thief or assassin, you don’t necessarily want to appear to be heavily armed (if at all), so you would need to keep your weapons hidden – this means light weapons.

If you are a merchant or other non-combatant, you are less likely to be seen as a potential danger to more violent types if you are not bearing arms. In addition, reactions from other people will be different – who wants to do business with a merchant who looks like he might chop you to pieces if you try to negotiate a better price with him? As with armour, displaying weapons can provoke fear or uncertainty in social situations, so there is a good reason for some characters not to pick the most damaging weapons.



Weapon	Damage	Range increment	Notes
<i>Melee Weapons</i>			
Axe	d6	10'	<i>Can be thrown</i>
Club	d6	10'	<i>Can be thrown</i>
Cudgel	d6L		<i>Non-lethal option</i>
Dagger	d6L	10'	<i>Concealable, Can be thrown</i>
Flail	d6H		<i>Attack ignores shield</i>
Foil	d6L		<i>Fashionable</i>
Great Sword/Tulwar	d6H		<i>Two-handed</i>
Khastok*	d6H+1		<i>Two-handed</i>
Kir*	d6L+1		<i>Concealable</i>
Mace	d6	5'	<i>Can be thrown</i>
Morning Star	d6H		<i>Two-handed</i>
Parsool Sea Axe*	d6 or d6H		<i>One- or two-handed</i>
Polearm	d6H		<i>Two-handed</i>
Quarterstaff	d6		<i>Two-handed</i>
Spear	d6	20'	<i>Can be thrown</i>
Sword	d6		
Valgardian Blade*	d6 or d6H		<i>One- or two-handed</i>
<i>Missile Weapons</i>			
Arbalest	d6H	150'	<i>2 combat rounds to load</i>
Axish Sling*	d6L	40'	
Bow	d6	75'	<i>Two-handed</i>
Crossbow	d6	100'	<i>Two-handed</i>
Dart/Javelin	d6L	20'	<i>Thrown</i>
Sling/ Staff-sling	d6L	30'/60'	<i>One-handed /Two-handed</i>
Tyrus Warbow*	d6H	125'	<i>Two-handed</i>

On the other hand, if you are a mercenary or a gladiator, you have few concerns about what weapons are on display. You probably have at least one concealed, one or two at your belt, a bow or crossbow, as well as possibly a two-handed weapon, or a shield to go with your sidearm. You want people to be cautious of you.

\* These weapons are cultural and rarely found in the hands of anyone outside of that heritage unless bought at very high cost, taken in plunder or in some other similar fashion. It is also likely that anyone bearing one of these weapons will be viewed unfavourably if they do so. Nobody outside of the particular culture can ever take a boon of *Trademark Weapon* in any of these.



# WEAPONS

Each weapon is described below, together with the damage notation for that weapon. See the next chapter for a detailed explanation of how damage works.

**Arbalest:** A much larger crossbow, the arbalest (sometimes called a heavy crossbow) is little used in Lemuria except as a mobile siege weapon.

**Axe:** These are usually made with bronze, iron, or steel heads on a wooden haft. They can be called war-axes, long-axes, or hand-axes. They are one- or two-bladed.

**Bow:** This represents a wide variety of weapons that fire arrows by drawing back and releasing a bowstring, strung between the two ends of a curving length of wood.

**Club:** This is a larger version of the cudgel. It is a stout length of wood, used in one hand

to bludgeon and batter your opponent. Clubs usually have a wider or knobbed head and can be called war-clubs, knobkerries, or shillelaghs.

**Crossbow:** A crossbow is a simple device for firing a short bolt or quarrel with some force and little training. They take a round to load (ready to fire on the second round).

**Cudgel:** The simplest of all weapons, a cudgel is a crude weapon like a stout stick or truncheon of less than 3' in length, a chair leg or even an unbroken bottle used to bludgeon your opponent. You can use a cudgel to cause non-lethal damage to knock out your opponent rather than kill him.

**Dagger:** This covers all forms of short stabbing, thrusting or slashing weapons, either with one or two edges, that can be thrown with 10' range increments or used in close quarters. Highly concealable, it is a favourite of rogues and assassins.

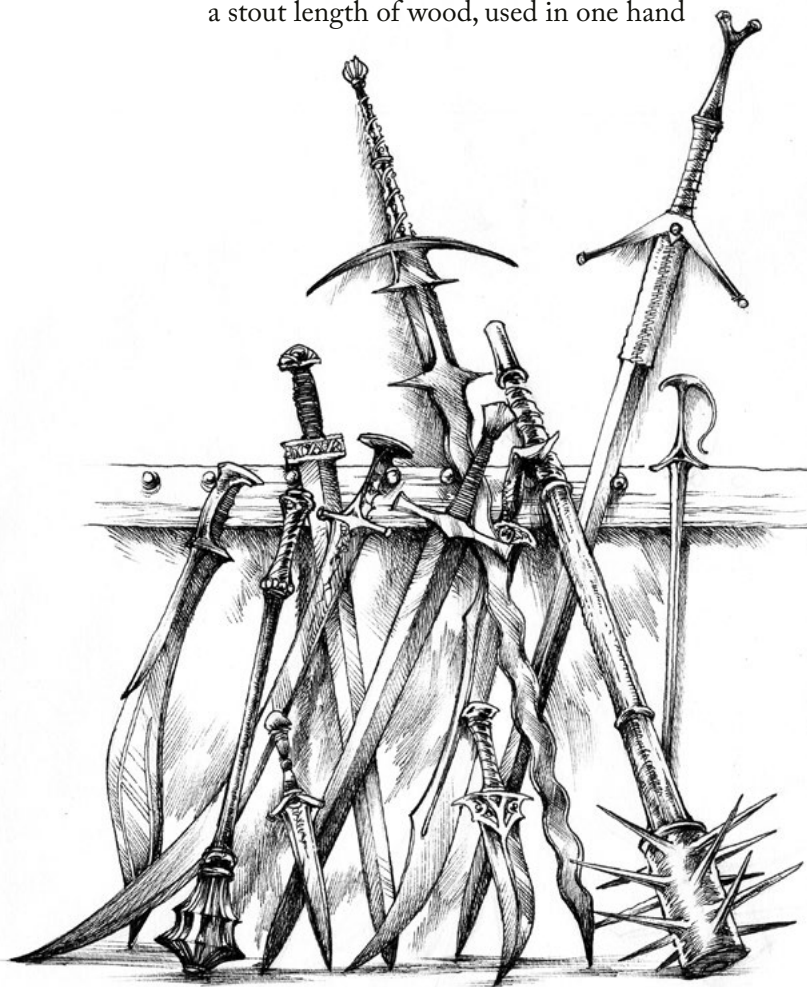
**Dart:** Darts are missile weapons, designed to be thrown such that a sharp (often weighted) point will strike first. They are larger than arrows and shorter than javelins, although like arrows they have flights. You would usually carry a number of these into battle.

**Flail:** Flails are made with a shaft of wood, mounted by a length of chain with a spike-ball head. They are not too common in general use in Lemuria, but can sometimes be found in gladiatorial arenas. *Flails ignore the defence addition gained from using a shield.*

**Foil:** The foil is a small slim-bladed sword, primarily used by the fops and courtiers of the city-states of Lemuria, who have turned fencing into an art. They are often used with a parrying dagger, buckler/small shield, or rolled cloak in the off-hand.

**Great Sword:** These are larger two-handed swords, up to 6' in length. They can be called claymores, bastard swords, tulwars, war blades and battle blades.

**Javelin:** This weapon represents a light throwing spear with a short pointed tip. Fighters who use these weapons would typically arm themselves with two or three such weapons. Winged Folk of Axos are fond of javelins.



**Khastok:** The leaf-bladed fighting spear of the Jemadar Guard of Malakut. The Jemadar Guard prize their Khastok and will do anything rather than let it fall into enemy hands.

**Kir:** A wavy-bladed long fighting knife typical from Halakh, and rarely found elsewhere.

**Mace:** A mace is similar to a club, but with a metal head, often with spikes or flanges. One-handed maces can be thrown at increments of 5' as they aren't very effective used this way.

**Morning Star:** A large lump of metal with spikes at all angles on the end of a 4'-5' pole. It is basic but effective.

**Parsool Sea Axe:** A boarding axe used by Parsool seamen which can be used one or two-handed.

**Pole Arm:** This is a catch-all name for a pole weapon – that is, a close-combat weapon in which the main fighting part of the weapon is placed on the end of a long shaft, typically of wood, thereby extending the user's effective range. They are used with two hands and can be called halberds, mauls, great-axes, battle-axes, glaives, war scythes, and many other names besides.

**Quarterstaff:** A quarterstaff is a simple stout pole of around 6' in length, used as an aid to walking, and as an effective weapon.

**Sling:** The sling is inexpensive and easy to build. It is a simple leather thong whirled around the head to cast small stones or cast lead bullets with some force, at 30' range increments. Two-handed versions are fitted onto a staff and are called *staff-slings*. This imparts a greater range, making the increments 60'. The Axish sling is actually little different to any other common sling; it's just that the people of the Axos mountains are particularly proficient with them. They have however played up the idea that there is some special plant fibre that the thongs are made from that gives them their extra range.

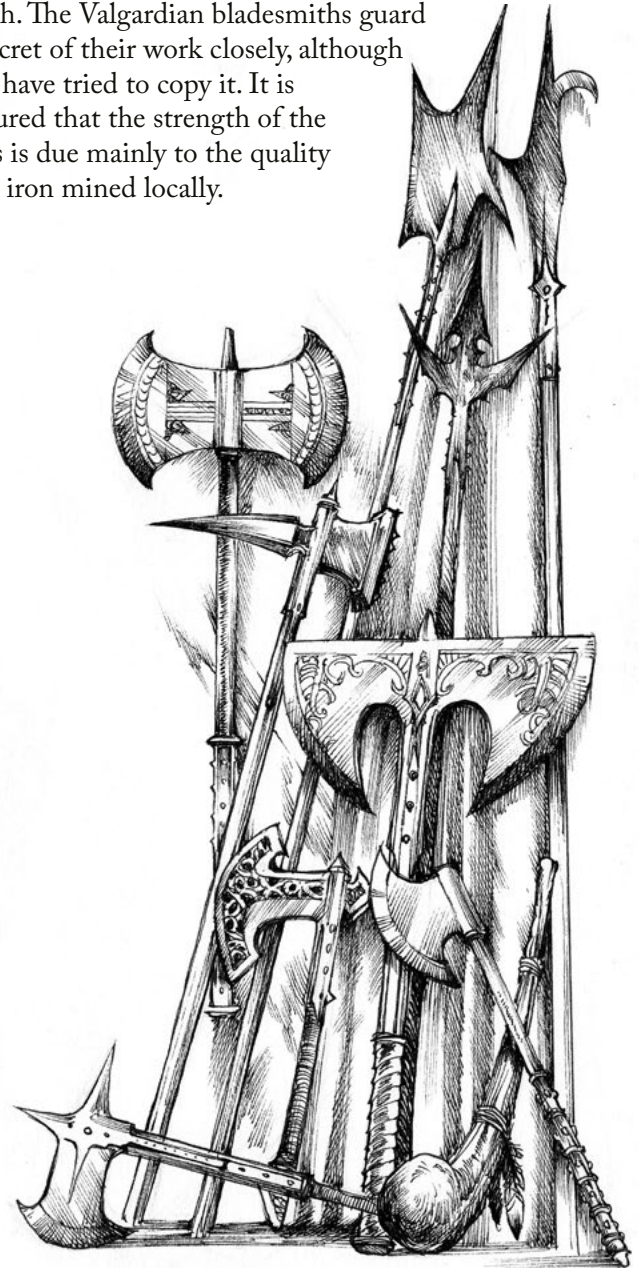
**Spear:** A 6' or longer length of wood with a pointed tip, designed for throwing at 20' range increments, or for use in combat against mounted opponents in particular.

**Sword:** This weapon is a favourite amongst Heroes. This is the catch-all description for all manner of long-bladed, one-handed weapons

used all over Lemuria, such as cutlasses, tulwars, scimitars, rapiers, broadswords and longswords. Call it what you want on your character sheet, because that will add flavour to your character, but at the end of the day a sword is a long blade used for killing.

**Tyrus Warbow:** The archers of Tyrus train from a very young age in the use of this powerful bow. Tyrus archers have fun with other warriors by lending their bows to them and then watching them struggle to aim at the proverbial "barn door".

**Valgardian Blade:** Around 3'-4' in length, the Valgardian blade is used either in one hand or in both. The Valgardian bladesmiths guard the secret of their work closely, although many have tried to copy it. It is rumoured that the strength of the blades is due mainly to the quality of the iron mined locally.



# ARMOUR

Heroes tend to wear little in the way of armour – Lemuria can be very hot, making armour uncomfortable to wear for extended periods. Armour is often therefore a matter of practicality versus protection.

Armour is broken down into three categories: *light*, *medium*, and *heavy*. These categories are very broad and open to your interpretation. You should choose an armour category that suits your character concept rather than worry about what the very best armour is.

Armour absorbs a variable amount of damage – measured by its protection. When hit in combat, you roll the die and the result is the number of points to be subtracted from the damage before it is applied to your *lifeblood*. This allows for the fact that there will be places where the armour is thicker, and there will be less well-protected areas too. If you prefer not to roll a die, you can use a flat armour protection value instead. Your GM will let you know which method is being used in the game.

Heavier armour inhibits the wearer's movement, and so there are penalties to your *agility*. Also spell casting is more tiring – when wearing armour, add the number indicated to the Arcane Power costs of casting spells (see Chapter 6).

The protection value for each category is set out in the table below. The alternative static protection value is shown like this: (1).

## No Armour

If your character is essentially a non-combatant, likes to be able to move freely, and/or is going into a situation in which the wearing of armour would be incongruous, you might not want your character to wear any armour at all. The GM might apply penalties in social situations if your character is wearing armour where it might be frowned upon – for example at the King's Banquet.

## Light Armour

If your character prefers to avoid combat but knows that he is likely to be involved all the same, you might like your character to have some minimal protection. Light armour could represent extensive body coverage in soft leathers, or less coverage in thicker leather, or even light mail. So your character could wear a stout leather jerkin with leather vambraces, or a padded cloth doublet, leather boots and gloves. Or you could say that your light armour consists of a light mail shirt and nothing else.

Light armour is generally concealable (except on close inspection or by a seasoned soldier) and doesn't mark you out specifically as a warrior.

### Light armour effects:

- Roll a d6-3 (0-3 points of damage reduction).
- If you prefer static numbers, light armour absorbs 1 point of damage.
- Wearing light armour restricts magicians and imposes an extra 1 Arcane Point cost on a spell casting.

## Medium Armour

Combining some of the mobility of the lighter armour and better protection of heavy armour, this is the armour worn by the typical adventurer expecting to get into combat situations on a regular basis. Medium armour could represent fairly extensive coverage of leather armour, with stiffened leather in some of the more vital areas, or partial coverage of mail with leather in other areas. It could even represent a steel breastplate and minimal/no other armour.

Someone in medium armour can often remove portions of their armour to reduce it to light armour, as necessary.

### Medium armour effects:

- Roll a d6-2 (0-4 points of damage reduction).
- If you prefer static numbers, medium armour absorbs 2 points of damage.
- Medium armour slows you down, so reduce *agility* by 1 while wearing it.
- Wearing medium armour restricts magicians and imposes an extra 2 Arcane Points cost on a spell casting.



Armour	Protection	Penalties	Arcane Cost
No Armour	0	-	-
Light Armour	d6-3 (1) from damage taken	Social if not concealed	+1 AP
Medium Armour	d6-2 (2) from damage taken	Social/ -1 <i>agility</i>	+2 AP
Heavy Armour	d6-1 (3) from damage taken	Social/ -2 <i>agility</i>	+3 AP
Helmet	+1 to armour protection	Social/ -1 <i>initiative</i>	-
Small Shield	+1 to <i>defence</i> vs. one attack/round	-	-
Large Shield	+1 to <i>defence</i> vs. all attacks/round	-1 <i>agility</i>	-

## Heavy Armour

This armour is worn by some gladiators, knights going into battle, or those expecting to participate in deadly combat in the near future. It is not worn all day long, and is certainly not worn when travelling or going about normal daily activities. Heavy armour would represent extensive coverage of mail, such as a knee-length hauberk, with gauntlets and greaves, or a steel breastplate with vambraces and greaves, or possibly a brigandine (leather coat with steel inserts) with gauntlets and boots.

Someone in heavy armour can usually remove portions of their armour to reduce it to medium armour, as necessary.

If your *strength* is below 0, you can't wear heavy armour at all (at least you can't do anything worthwhile whilst wearing it).

### Heavy armour effects:

- Roll a d6-1 (0-5 points of damage reduction).
- If you prefer static numbers, heavy armour absorbs 3 points of damage.
- Heavy armour slows you down, so reduce *agility* by 2 whilst wearing it.
- Wearing heavy armour restricts magicians and imposes an extra 3 Arcane Points cost on a spell casting.



## Helmets

If you are wearing a helmet, this adds +1 to your protection if already wearing armour. Therefore, if in light armour and helmet, you'd roll d6-2. In medium armour, roll d6-1. In heavy armour, roll d6.

Helmets give you a penalty in social situations and to your *initiative* (as it's harder to notice things whilst wearing a helmet).

Most Heroes take their helmets off, unless preparing for battle.

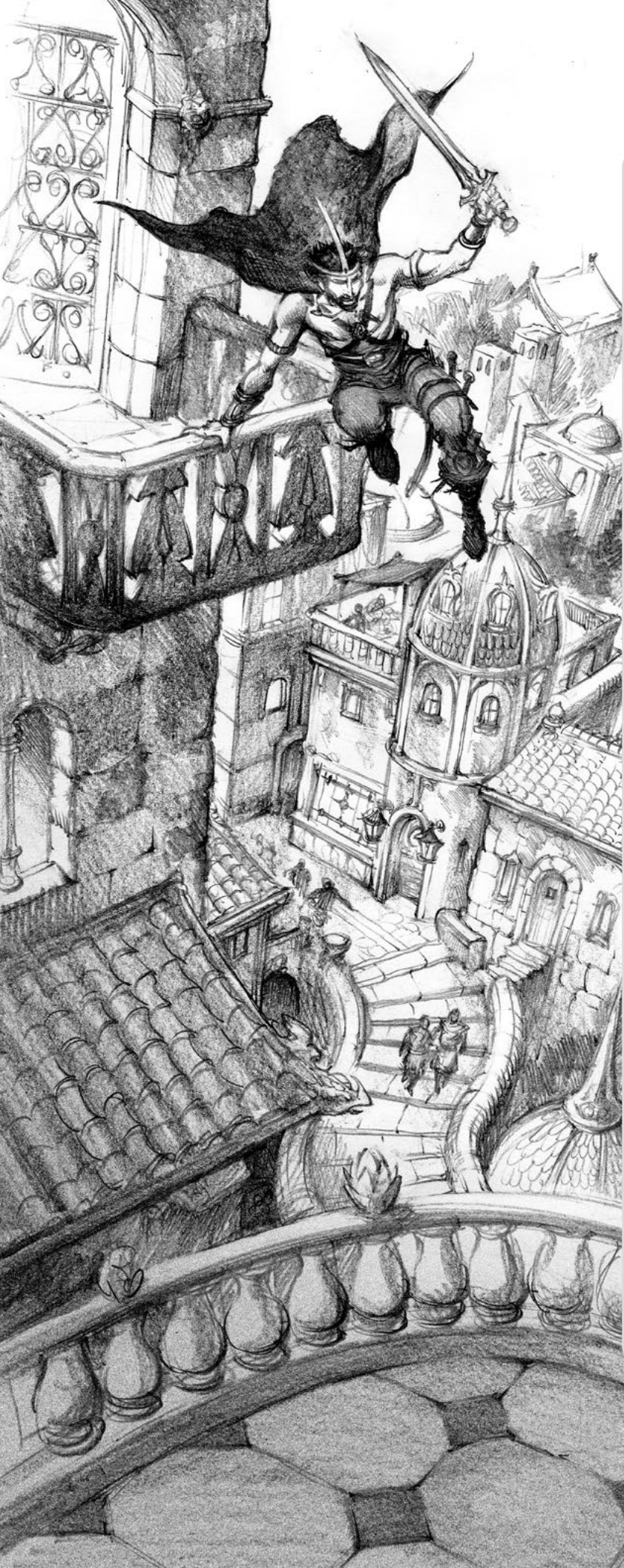
## Shields

The benefit of a shield can only be used when you are aware of your attacker and you are ready and prepared to block their attack with that shield.

🦋 *Small shields* give +1 to *defence* against one attack per round that you are aware of.

🦋 *Large shields* give +1 to *defence* against all attacks that you are aware of, but modify your *agility* by -1.





# HERO CREATION

## SUMMARY

1. Envision your character and figure them out before you try to “build” them.
2. Divide **4 points** between the **four attributes** (*strength, agility, mind* and *appeal*).
3. Divide **4 points** between the **four combat abilities** (*initiative, melee, ranged* and *defence*).
4. Choose **four careers** and divide **4 points** between them. The order of the careers is best done chronologically and helps tell the story of your character.
5. Choose your **languages** – Lemurian + one other. Add +1 for each level of *mind*, and +1 for appropriate career ranks.
6. Select **boons** and **flaws**.  
You get the first *boon* for free (based on your country or city of origin), +1 more *boon* (any) if you take a *flaw* (from your place of origin), or +2 more if you take two *flaws* (the second can be any *flaw*), or lose Hero Points instead.
7. Derive **lifblood** (10+*strength*), **Hero Points** (normally 5), **Arcane Power** (if you have a career rank in *magician*), **Fate Points** (if you are a *priest*) and **Craft Points** (if you are an *alchemist*).
8. Choose some **weapons** and **armour** as appropriate, and agree with the GM anything else you might have.



## Example

Mike is making a character. He envisions a brash young Satarlan nobleman, whom he names “Aulius Bar-voc”. He envisions Aulius as athletic and dashing, but not especially strong, and allots his attributes as strength 0, agility 2, mind 1, and appeal 1.

He sees Aulius as a very capable swordsman with a solid defence and a distaste for bows. He assigns his combat abilities as initiative 1, melee 2, ranged -1, and defence 2.

Now Mike thinks about what careers Aulius has experienced. He was born a noble, and as with many young Satarlan noblemen, he was given the opportunity to join the Sky-Navy, which he did. However, due to a falling out with his commanding officer and a duel he should never have accepted, he was dismissed from service and bounded out of Satarla. He ended up joining a merchant galley bound for Parsool, where he used the skills learned in the air to good use on the sea – here he has spent his last few years. His careers are noble 1, sky-pilot 1, merchant 0, sailor 2.

With his points assigned, Mike decides to choose some boons and flaws. First, he has to choose a free boon from the list of Satarlan boons – he decides on “Marked by the Gods” (maybe he is being watched over by Hurm) – that gives him 6 Hero Points instead of 5. For another boon (which can be selected from the full list of boons), Aulius is given “Alert” – Aulius is always ready for danger and reacts quickly when threatened. As he has taken a second boon, he now needs

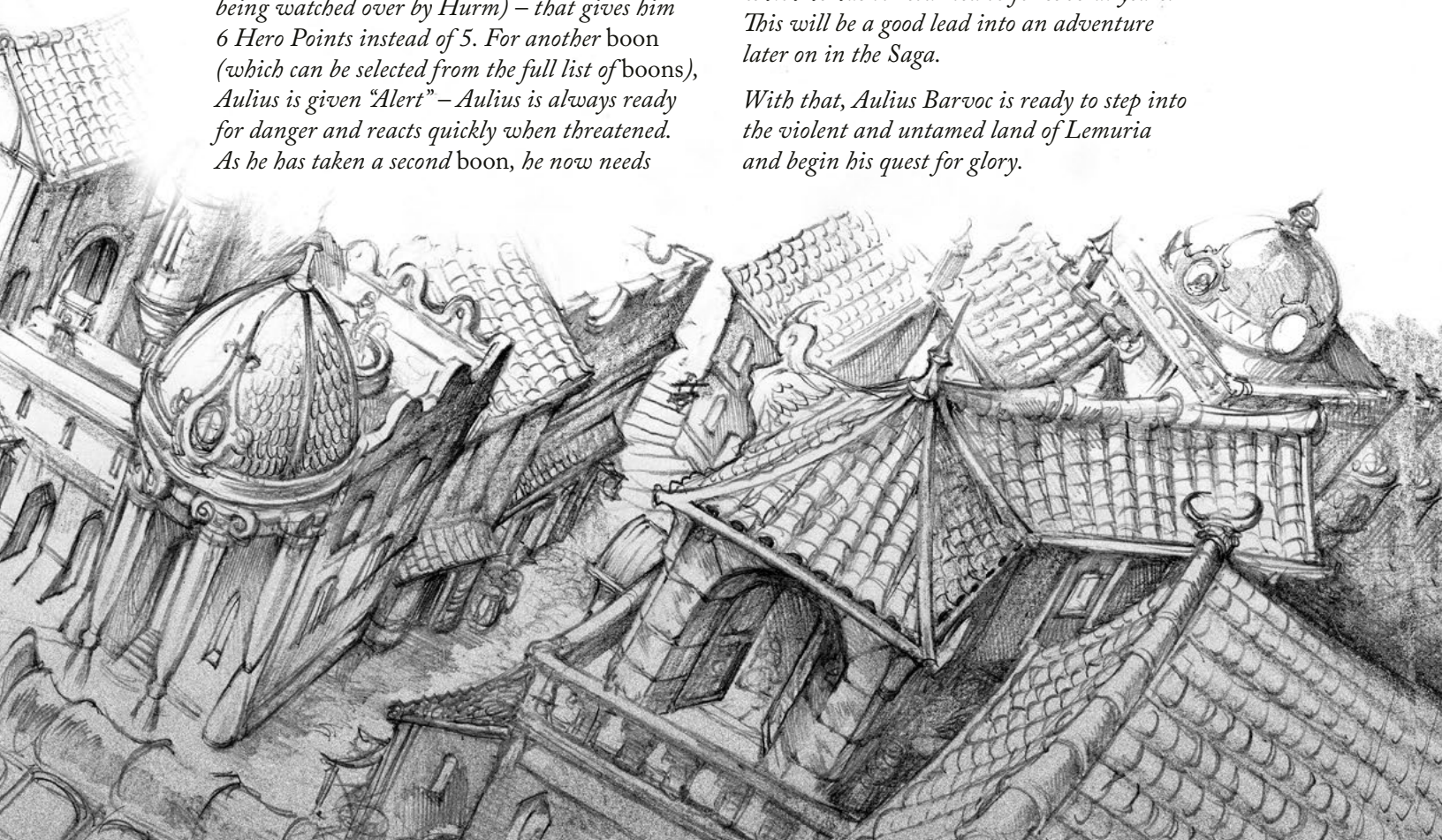
a flaw. This is easy – the officer who bounded Aulius out of Satarla has a reason for doing this, unknown to Aulius (or even to Mike at the moment, whose character this is). So the officer is now given a name – Sky Captain Vitan. Mike and the GM can work out what his reason for destroying Aulius’s career is as the Saga develops. Mike adds the flaw of “Hunted (by Vitan)” to his character sheet.

Coming from Satarla, Aulius’s first language is Lemurian. He chooses Malakutian for his second language. With mind 1 and the noble career (1), he receives 2 more languages and selects Beshaari and Festrelish. He can read and write these languages as well as converse in them.

He then fills in his lifeblood: 10 and Hero Points: 6. As he isn’t a magician, he has no Arcane Power, so he leaves this blank.

Mike then decides on some basic trappings for his character. He uses his careers as a guide, and makes five quick picks: he has a fine riding parvalus (as he is a noble), a good sword (a sidearm for a sky-pilot), a few small trinkets and trade items (merchant), and several fighting knives (sailor). It’s agreed with the GM that Aulius also inherited a villa outside Satarla, which he hasn’t returned to for several years. This will be a good lead into an adventure later on in the Saga.

With that, Aulius Bar-voc is ready to step into the violent and untamed land of Lemuria and begin his quest for glory.





## Chapter 3

# THE PATH TO GLORY

*“And lo! Lord Hurm looked down upon the city of Oosal to where Thangard had climbed the highest tower to make his desperate appeal. Not normally given to interceding in the affairs of man, Lord Hurm nevertheless felt a little of the passion of this Hero; so much so indeed that he was moved to act. Calling Karyzon the Messenger, he bade him to carry his words to Thangard.”*

— *The Crimson Edda*

## PERFORMING ACTIONS

To perform an action, you simply roll and add two regular six-sided dice (2d6). To this result, add your character’s most appropriate attribute. If you are fighting, you then also add the combat ability for the type of attack being made. If you are not fighting, you then add any appropriate career rank.

Although a player can attempt to persuade the GM that a certain career will aid a task attempt, the GM is the final arbiter. For example, a Hero with a rank in *assassin* is likely to know something about poisons, so the GM might well allow you to add your rank to your Task Roll (based on your character’s *mind* rating) to recognise a poison in a drink. However, being an *assassin* would not help you to track a deodarg through the Jungles of Qush – you need to be a *hunter* to do that.



## The Effects of Boons and Flaws

You might have a *boon* or a *flaw* that enables you to roll three dice instead of two dice. But you still take the result of only two of those dice. If it is a *boon* that allows you to roll an extra die (a *bonus die*), you drop the lowest die. If it is a *flaw* (where you roll a *penalty die*), then you drop the highest die.

## Modifiers

The GM will then tell you if there is a modifier to your total. For easier tasks, you may get to add to your total. For tougher tasks, you may have to deduct from your total.

**If the final number is 9 or higher, you succeed at what you are trying to do. If the final number is lower than 9, you do not succeed.**

## Task Modifiers

The table on the next page sets out the difficulty of a task, the equivalent range for missile fire and the modifier that should be applied to tasks of that difficulty. There may be further modifiers applied based on other circumstances.



## Automatic Success

Rolling a 12 on any Task Roll is an automatic success. This means there is always a chance that you might be able to achieve the seemingly impossible.

## Mighty Success

If rolling a 12 would have been a success in any event, you have instead achieved a **Mighty Success**. In combat, the results of a Mighty Success are described later. However, out of combat, how you (or the GM, if you prefer) narrate this success depends on the task being performed – but whatever it is, you do it brilliantly!

## Legendary Success

If you roll a 12 and spend a Hero Point, you can convert your Mighty Success into a **Legendary Success**. In combat, the results of a Legendary Success are described later. However, out of combat, how you (or the GM, if you prefer) narrate this success depends on the task being performed – but whatever it is, you do it brilliantly, *and* receive a bonus result, extra information, or some other added advantage that you weren't expecting.

## Automatic Failure

Rolling a 2 (both dice coming up with a 1) on any Task Roll is an Automatic Failure. This means there is always a possibility that even the best characters will have a momentary lapse, or that some chance snatched away their success.

## Calamitous Failure

If you roll a 2, you can choose to convert this Automatic Failure into a **Calamitous Failure**. A Calamitous Failure is described by the player but must put the Hero into a disadvantageous situation at least for the current and next round (if in combat), or for the immediate future in a scene that doesn't involve combat. In doing this, the player may be awarded a **bonus Hero Point** for use later during the adventure (which means you can exceed the usual limit of 5 Hero Points). The GM is the final arbiter on whether to award the bonus Hero Point or not.

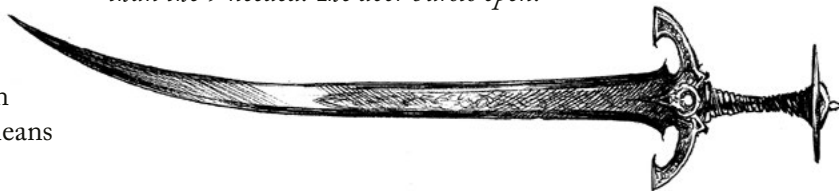
Difficulty	Modifier to task roll	Missile fire range
Very Easy	+2	-
Easy	+1	Point-Blank
Moderate	0	Close
Hard	-1	Medium
Tough	-2	Long
Demanding	-4	Distant
Formidable	-6	Extreme
Heroic	-8	Utmost

## Task Roll Example #1

*Krongar the Mighty, a Northern Barbarian with strength 3, is attempting to break down a door, which he is sure blocks his way to a vast hoard of treasure.*

*The GM decides that Krongar has no careers that would be helpful to the task in hand and has already predetermined that the solid door will be a difficulty of Hard, or -1.*

*The player rolls 10 on 2d6, adds 3 for Krongar's strength, making 13. He then subtracts 1 for the Hard difficulty, meaning that the overall total is 12, which is more than enough than the 9 needed. The door bursts open.*



## Task Roll Example #2

*Assuming our Hero gets through the door, rather than finding hidden wealth, he finds a great pit. Having smashed through the door, he finds he is hurtling towards the gaping hole. Attempting to leap the pit is an agility Task Roll, and Krongar has a 1 in this attribute. Luckily, the GM is in a good mood and decides that his natural barbarian instincts will come into play and allows the player to add Krongar's barbarian career rank of 2 to the dice roll.*

*The dice come up 6 and with the +3 gives a total of 9. With a Moderate task difficulty (modifier 0), Krongar is across the pit and heading for even greater adventure.*





## USING HERO POINTS

You can use Hero Points to affect the outcome of a battle or situation and swing the odds to your favour. The following options are available to you:

- 🐞 A Twist of Fate
- 🐞 Defy Death
- 🐞 Splintered Shield, Shattered Sword
- 🐞 Luck of the Gods
- 🐞 Mighty Success
- 🐞 Legendary Success
- 🐞 Shake Off Wounds
- 🐞 Decide with the GM

### A Twist of Fate

Where the narrative of a scene has not clearly defined a certain piece of information, the player might suggest something that sounds reasonable and make that suggestion become fact. Use of a Hero Point in this manner should be at the discretion of the GM. It shouldn't be to make major changes in a scene, and can't be used to change something that has already been determined.

For example, if a character is locked in a dungeon cell, she could use a Hero Point to find a loose stone in the wall that she can pry away, maybe to use to bash the guard over the head when he comes in to serve her slops.

A *magician* could use a Hero Point to account for one of his spell requirements in this way – for example, if the time of day has not already been established, he could state, “Ah, the hour is perfect for my conjuration!”

### Defy Death

Hero Points can always be used to keep a Hero alive where he would otherwise be killed. If you have taken sufficient damage to put you at -1 to -5 *lifeblood*, you may spend a point to put your *lifeblood* to zero: alive but unconscious.

If you have received sufficient damage to put you below -5 *lifeblood*, you may spend a Hero Point to stabilise your wounds. You are still unconscious but will recover with several days' rest.

### Splintered Shield, Shattered Sword

If you are carrying a shield, you can absorb all damage caused by a single blow. Alternatively, you can block the blow with your weapon (not just a sword) – your shield or weapon is completely destroyed in the process.

### Luck of the Gods

You can spend a point to roll the dice again whenever you make a Task Roll (even if you roll a 2, which would otherwise be an automatic failure).

🐞 If you do this, you must use the result of your second roll.

🐞 If your roll includes one or more *bonus dice*, you use all dice the second time as well.

### Mighty Success

Whenever a player succeeds with a Task Roll, in combat or otherwise, he can raise the ordinary success into a Mighty Success by expending a Hero Point. The result of a Mighty Success depends on what exactly the character is doing but the Hero definitely succeeds spectacularly.



**In combat, a Mighty Success gives the following options (from which you select one result):**

**Bloody Slash/Crushing Blow:** You add +6 to the damage caused.

**Carnage:** You may make another attack immediately following this one. It can be against the same or a different opponent. No further Hero Points can be spent on this second attack, though.

**Disarm:** If your opponent is wielding a weapon, you can disarm your opponent, rather than cause any damage.

**Knockdown:** You can knock down any opponent that is less than or equal to your size – or up to one size larger – and they are thrown back several paces (not good if near a cliff edge!) If attacked whilst regaining their feet, they take a *penalty die* on their next action.

**Precision Strike:** You can hit your enemy in a specific location with the intention of maiming them and affecting their capabilities. You cause damage as normal, but Precision Strike also allows you to give your opponent a *penalty die* to specific Task Rolls – mostly you'd want to affect their Attack Rolls, but this isn't absolutely necessary – a stab through the eyeball would apply a *penalty die* to any Task Roll that involves your opponent's vision, for example (which may or may not include Attack Rolls). Other options would be to specify a strike point to chop off a tentacle or stinger, or slice open a section of thick hide to create a weak point (reducing the creature's protection rating to the next lower rating). Some effects will need to be worked out with the GM at the time, but should be similar to the above examples.

**Rabble Slayer:** If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight. They aren't necessarily dead, but they are certainly not coming back any time soon.

## Legendary Success

If you roll a natural 12 when making your Task Roll, that would have been a success in any event (a Mighty Success). By expending a Hero Point, you can raise that result into a Legendary Success, even if you spent a Hero Point rolling the dice again (as long as you got 12 on the second roll).

However, you cannot make a Legendary Success unless you roll 12 on the dice – so you cannot bump up a normal success into a Mighty Success and then spend another Hero Point to make it a Legendary Success.

In combat, a Legendary Success gives the option to choose any two of the options of a Mighty Success. So, for example, when fighting *rabble*, you can choose Rabble Slayer and add Bloody Slash/Crushing Blow to slay even more *rabble*. You can choose the same option twice if you wish.

## Shake Off Wounds

When a Hero has just suffered damage, he can take a momentary pause (using his next action) to shake off some of the effects of that wound. In other words, somehow the wound wasn't quite as bad as it first seemed. Roll a d6H – this is the number of *lifeblood* he gets back (but he cannot exceed the *lifeblood* damage he just took).

## Decide with the GM

Any other situational advantage that your GM can be convinced to allow.

## Regaining Used Hero Points

Any used Hero Points are recovered, in full, at the end of an adventure.

If you had 5 Hero Points to start the adventure and used 3 of them during the adventure, you start your next adventure on 5 points. If you only had 3 to begin with, you have 3 at the start of the next adventure. You cannot go above your starting allocation of Hero Points, except when you receive a bonus Hero Point from a Calamitous Failure.



# BLOODY BLADES: COMBAT

Combat is dealt with in rounds of a few seconds or so in length. In that time a character can fire a bow, strike or parry with a weapon, throw an axe, etc.

## Who Acts First?

At the start of a combat, players roll to discover the order in which Heroes and NPCs act in all Combat Rounds of the current combat situation, aiming for 9 or more.

**NPCs do not make a Priority Roll.** They just act based on the Heroes' Priority Rolls, as described below.

**Priority Roll =**  
 $2d6 + \textit{mind} + \textit{initiative} + \textit{modifiers}$ .  
**Total of 9+ to succeed.**

**Success:** You take your action before everyone else.

**Mighty Success:** You act before everyone else. Also, because of this success, in the first Combat Round only Heroes and *villains* may act – *toughs* and *rabble* stand dumbfounded.

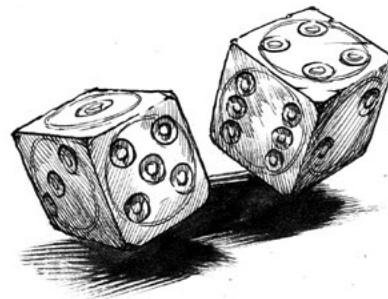
**Legendary Success:** As Mighty Success, except you also get to add +1 to your Attack Roll for the entire encounter.

**Failure:** You take your action before *rabble* but after everyone else.

**Calamitous Failure:** You go last in the entire combat. In addition, in the first Combat Round you are unable to take any action at all and, if you have a shield, you are unable to use it to add to your *defence*. Remember, if you turn a Task Roll of two 1s into a Calamitous Failure, you receive a bonus Hero Point at the GM's discretion.

**If several Heroes get the same result**, they can decide who goes first, or go in order of highest *agility*. If *agility* is even, then their actions are effectively simultaneous.

**If there is time for a short rest after combat**, a new set of Priority Rolls will need to be made.



Priority	Character
1	Heroes with a <i>Legendary Success</i>
2	Heroes with a <i>Mighty Success</i>
3	Heroes with a <i>Success</i>
4	<i>Villains</i>
5	<i>Toughs</i> (no 1 <sup>st</sup> Combat Round vs <i>Legendary/Mighty Success</i> )
6	Heroes with a <i>Failure</i> result
7	<i>Rabble</i> (no 1 <sup>st</sup> Combat Round vs <i>Legendary/Mighty Success</i> )
8	Heroes with a <i>Calamitous Failure</i> result

## Priority Roll Modifiers

🦋 If you are ambushed or caught by surprise, your Priority Roll is a Hard task (that is, a -1 modifier is applied).

🦋 If you surprise or ambush your opponent, your Priority Roll is a Very Easy task (gain a positive modifier of +2).

🦋 If you have a career that the GM agrees is appropriate to the situation, you can receive a bonus based on your rank in that career.

🦋 If a *tough* or a *villain* has an *initiative* score, take the highest such score of those involved and subtract this from the Heroes' Priority Rolls. If no *initiative* is listed, treat as zero.

## Priority Roll Examples

**Example #1:** *Krongar and Rork Kozaar are set upon by bandits (rabble), with a tough leader (who has 0 initiative). Krongar has mind 0 and initiative 1, and Rork has mind 1 and initiative 1. Making their*



*Priority Rolls, Krongar rolls an 8, +1 initiative = 9 = Success. Rork rolls a 3, +1 initiative, +1 mind = 5 = Failure. Krongar takes his action first. Then the tough leader acts. Then Rork acts. If there are any bandits left, they then get to act.*

**Example #2:** *Krongar and Rork Kozaar next run into a more powerful group of bandits (rabble), with a tough leader (who has initiative 1). Making their Priority Rolls, Krongar rolls an 11, +1 initiative -1 enemy initiative = 11 = Success. Rork rolls a 7, +1 mind, +1 initiative, -1 enemy initiative = 8 = Failure. Krongar takes his action first. Then the tough leader acts. Then Rork acts. Then the bandit rabble can act.*

**Legendary Success example:** *Krongar and Rork Kozaar have warily ventured into a cave from which they heard some strange rustling sounds when they are suddenly rushed by a Giant Skorpider (classed as a villain), 3 lesser Skorpiders (classed as toughs), and 6 Skorpider young (classed as rabble). Krongar and Rork were prepared, so the GM allows them not to be surprised (even if they are a little worried!), and the players make their Priority Rolls. Rork's player gets a total of 9 (after modifiers) and Krongar's player gets two sixes! Krongar has mind 0 and initiative 1, making 13. This is more than enough to win Priority and is a Mighty Success. Krongar and Rork have a free round to act before the smaller Skorpiders, but they are both still worried by the Giant Skorpider and, as the chance doesn't come around often, Krongar's player opts to spend a Hero Point to boost his Mighty Success up to a Legendary Success and gain a +1 to his attacks for the encounter. Krongar doesn't back down from a fight very often!*

## Optional Delays and Performing an Interrupt

When it comes to your turn to act, you can choose to delay your action. This means that your character is keeping an eye on the situation and waiting until an opportunity presents itself. If you do this, you can **interrupt** anyone else's action to take your character's action by using a Hero Point. Otherwise you just take your action at the very end of the round, or lose that Combat Round's action altogether.

## Movement and Distance

During a raging battle, the scenery and locality can be very important. As a game of *Barbarians of Lemuria* doesn't need to use minis and a battle mat, it remains for the GM and the players to picture the scene in their heads. The scene can initially be described in broad strokes, but as the fight goes on, smaller details might need to be established in greater detail. This is where a commonsense approach is needed, both by the players and the GM. Generally, the GM should say yes to most reasonable questions unless there is a specific reason (possibly unknown to the players!) why he shouldn't.

For example, if the fight is taking place in a dank underground dungeon ill-lit by guttering torches, it would be reasonable for a player to suggest there might be some dark-shadowed corner he could lurk in to ambush an unwary guard. Or, in a jungle, it might be reasonable for a player to suggest there are vines hanging down from the branches of the trees that he can climb up or use to swing onto the back of the chark that is attacking them. Where it's a greyer area, a GM might require the PC to spend a Hero Point to make sure that what he wants is in the area where the combat is taking place.

Combat and movement are handled in an abstract way. Much relies on the GM in setting the scene, the players interpreting that and, within reason, describing their own character's moves and actions.

You can make an *agility*-based Task Roll if it becomes important to see who gets somewhere first or if someone can escape a character chasing him. A career might help – for example if a chase occurs in the jungle, the *hunter* or *barbarian* careers might be appropriate.

If you really do want to use figures and a tactical board, you can assume that a character can move 25' per round modified by 5' per point of *agility*. A running character moves at twice this speed. A sprinting character moves at four-time-normal speed (twice running speed).



## Resolving Attacks

Combat resolution is similar to task resolution. Rather than adding a career to the attribute though, the most appropriate combat ability is added. The Task Roll (called an Attack Roll) required is still 9 or more, but this time in addition to any GM-determined modifiers (which could be due to range for thrown or fired weapons, or for hitting an enemy from an advantageous position and so on), the opponent's *defence* rating also becomes a modifier to the roll needed to hit.

**Attack Roll = 2d6**

+ *agility* (or *strength*\*)  
 + *melee* (or *ranged*)  
 - *target's defence*  
 + any range (or other) modifiers

**Total of 9+ to succeed**

\*at the GM's discretion (for example, if brawling, or in special circumstances: the barbarian throwing off his shield and taking his sword both hands to strike a powerful blow, the pirate jumping from above on his adversary, and so on.)

### Attack Roll Examples

*Example #1:* Krongar (*agility 1, melee 2*) snatches up a sword and swings at a bunch of approaching mercenaries (rabble). He rolls an 11, +1 *agility*, +2 *melee* = 14, more than enough to gain a Success.

*Example #2:* Krongar regains his Trademark Weapon (Valgardian Blade) and charges the mercenary captain (a villain, *defence 1*). He rolls a bonus die for his Trademark Weapon, and gets a 1,2,5. He keeps the 2 and 5 to get 7. He then adds his +1 *agility*, +2 *melee*, -1 *enemy defence* = 9, enough to strike the captain.



## Ranged Weapons

Weapon ranges are given in the weapon descriptions in Chapter 2 and are base ranges at *point-blank*. Each additional range increment is one difficulty level harder on the table below.


*Example #1:* A thrown dagger has a range increment of 10'. Up to 10' would be *point-blank*, up to 20' would be *close range*, and so on.

*Example #2:* Krongar (*agility 1, ranged 0*) hefts a spear and hurls it towards a snow ape (*defence 1*) 45' away. A spear has a range increment of 20', so this is the third range increment, which is *Medium range*, and so gives a -1 modifier to the Attack Roll. He rolls an 10, +1 *agility*, +0 *ranged*, -1 *Medium range*, -1 *target defence* = 9, and the spear only just hits its target.


Range	Modifier to roll
Point-Blank	+1
Close	0
Medium	-1
Long	-2
Distant	-4
Extreme	-6
Utmost	-8

## Resolving the Effect of a Hit

When you have hit your target, you need to know how badly you hurt him, her or it. To do this, you need to roll one or two dice, depending on the weapon being used. Damage is scored directly against the *lifeblood* of your opponent after deductions for any armour.

 **No weapons** – Fists, feet, head, knees, elbows.

If you are brawling, roll a d3 and add half *strength* (rounded down). Brawling damage can be fully recovered from after 15 minutes' rest.

 **Improvised weapons** – Chair leg, goblet, chark tooth, brass knuckles.

If using an improvised weapon, roll a d3 and add *strength* (or half *strength* if thrown).







🦋 **Light weapons** – *Daggers, cudgels, foils, darts, javelins, slings.*

These are small and – in some cases – easily concealable weapons. Damage tends to be lighter, but in skilled hands these weapons can still be very deadly. If using one of the above (or a similar weapon), roll a d6 and a *penalty die*, with the lowest die as your damage result. This is written as d6L. Add *strength* if a melee weapon, or half *strength* (rounded down) if a ranged weapon.

🦋 **Medium weapons** – *Swords, quarterstaves, maces, clubs, axes, spears, bows, crossbows.*

These are the commonest weapons – carried by fighting men, they are definitely intended to display the fact that you are armed and dangerous. If using one of the above (or a similar weapon), roll a d6 for damage. Add *strength* if a melee weapon, or half *strength* (rounded down) if a ranged weapon.

🦋 **Large (two-handed) weapons** – *Great swords, flails, morning stars, pole arms, arbalests.*

These are serious weapons, much more likely to cause significant harm. Characters with *strength* below 0 are unable to wield these weapons at all. If using one of the above (or a similar weapon), roll a d6 and a bonus d6 and use the highest die for damage. This is written as d6H. Add *strength* if a melee weapon, or half *strength* (rounded down) if a ranged weapon.

Weapon	Damage	Strength bonus
Brawling	d3	Add half <i>strength</i> (rounded down)
Improvised	d3	Add <i>strength</i> (melee) or half <i>strength</i> (ranged)
Light	d6L	
Medium	d6	
Large	d6H	

## Hitting Damage Examples

**Example #1:** *Krongar slashes a thief (rabble) with a knife (d6L), and rolls a 1 and a 5. He has to keep the lower value, 1, but now gets to add his strength of 3 for a total of 4 damage. This is enough to slay the thief.*

**Example #2:** *Krongar is wearing medium armour (d6-2) in battle and gets hit by a soldier (tough, strength 1) with a pole arm – a large weapon (d6H). The GM rolls 2 and 5, keeps the higher 5 damage, then adds +1 for the soldier's strength = 6 damage. Krongar's player rolls 4-2 = 2 points of damage reduction, so Krongar loses 6-2 = 4 lifeblood.*



## Careers and Combat

Combat-oriented careers (*soldier*, *gladiator*, *sailor*, *mercenary*, etc.) provide many skills, abilities, contacts and experiences that add to various tasks fighting men might carry out. However, as a rule they do not add to your combat abilities. Having a high rank in *soldier* does not make you a better fighter – it makes you a better tactician, gives you contacts and knowledge, and improves your understanding of the general lot of the warrior.

However, there will be some occasions where being a fighter (or, indeed some other careers, like *acrobat*, *pirate* or *thief*) could give you a slight combat edge. In some rare circumstances, the GM could allow a career to provide an additional bonus, based on your career rank, in the form of a bonus to your Attack Roll, or to the damage you do if you hit (never both).

For example, *assassins* may be allowed an additional bonus when striking unaware enemies, or *gladiators* may be allowed to make special manoeuvres to give them a slight edge over an opponent. But such a manoeuvre would most definitely not work twice on the same opponent.

You would need to describe to the GM how this manoeuvre would work and the effect you believe it should have. Some experienced NPCs will have seen all this before, of course, and won't be taken in. See the careers in Chapter 2 for more information.

## Combat Options

Combat is quick and brutal in *Barbarians of Lemuria* – allowing the following options can slow combat down. Therefore, it is up to the GM to allow some, all, or none of them in his game. Alternatively, the GM may say that these combat options are available only to characters with at least one fighting career.

### All-Out Attack

You may adopt a reckless approach – this means that you cannot use your shield or off-hand parrying weapon at all, and you receive a -2 *defence* against all attacks aimed at you. However, you do receive a +2 bonus to your Attack Roll.



## Bypass Armour

You are aiming for a weak or unarmoured area of your opponent. Just take the static armour rating as an additional negative modifier to the Attack Roll (-1 for light armour, -2 for medium and -3 for heavy). It is up to the GM whether this rule is extended to bypassing the natural armour of creatures.

## Defensive Stance

You can choose to adopt a wary approach, readying yourself to block or evade a blow. Taking a defensive stance gives you +1 to your *defence* but -1 to your Attack Roll.

## Full Defence

You can dodge, block, parry or otherwise act completely defensively in the round. If you do this, you don't get to attack in the round, but instead get +2 to your effective *defence* for all attacks directed at you, on top of anything you get for a shield or off-hand parrying weapon.

## Offensive Stance

You can choose to pay less attention to attacks against you in an effort to ensure you hit your target. This gives you +1 to your Attack Roll, but -1 to your *defence*.

## Two-Weapon Fighting

You can only use light or medium weapons. Generally, you will attack with one and block with the other, or attack with both. In the first instance, you can treat the parrying weapon like a small shield (+1 to *defence* against one attack), but you get -1 to your Attack Roll. If attacking with both, your Attack Roll is at -1, but you cause damage as if wielding a medium weapon (if using two light weapons), or as a large weapon (if using at least one medium weapon). In other words, using two weapons increases your chance of causing more damage – you don't roll to attack with each weapon individually.

# WOUNDS AND DEATH

When a Hero is wounded, the damage he suffers is subtracted from his *lifeblood*. As long as he still has *lifeblood*, he can continue to act normally.

🦋 **If *lifeblood* falls to zero, you fall over, stunned.** Next round, choose to:

- Pass out due to injury, in which case you wake at the end of the fight and return to half *lifeblood* (rounded up).
- Spend a Hero Point, take the next combat round to shake yourself out of your daze and recover half *lifeblood* (rounded up), and return to the fray the round after that.

🦋 **If *lifeblood* falls below zero, the character is unconscious and dying.** He will lose 1 *lifeblood* each round until he dies (see below), receives medical attention, or the gods intervene (by the expenditure of a Hero Point).

🦋 **If, because of wounds received, *lifeblood* falls below -5, the character has died.** Nothing short of godly intervention (in the form of the expenditure of a Hero Point) will save him.

## Recovering Lost Lifeblood

As long as you are still at zero or positive *lifeblood*, and provided you get a chance to rest for about 10 or 15 minutes immediately after a battle and take a swig of water or wine, you will recover up to half your lost *lifeblood* straight away (rounding up). This represents recovery from fatigue, bashes, and minor cuts/bruises. Brawl damage (that is, damage where no weapons were used) is fully recovered in this time.

After that, you recover 1 *lifeblood* per day, if the day is taken up with only light activity.

Careers that enable a character to heal (*physician*, or perhaps *alchemist* if he has a potion or access to certain plants/herbs) are able to immediately heal 1 *lifeblood* per rank in the appropriate career. After that, they can make a Moderate Task Roll each day to double a character's healing rate.



***Example:** Krongar, who has 13 lifeblood, is wounded in a battle. He suffers 6 points of damage, so his lifeblood is now down to 7. After the battle, he has a quick rest and downs a few swigs from his wine flask. He regains 3 points (half of the damage he suffered).*

*His current companion, Sharangara of Oomis, is a physician of rank 1, which means that when she has a chance to work on his wounds, she can restore another 1 point of lifeblood immediately. Krongar is feeling much better now, having recovered 4 points of his lost lifeblood, and is now on 11.*

*The pair press on for a day and do not encounter any more trouble. Krongar regains a further lifeblood and Sharangara gets to make a Task Roll to double this. The player rolls 8, which adding her physician rank of 1 and mind of 1, gives her 10, which is higher than she needed (requiring 9 or higher). Krongar is now fully fit and ready for more action.*

## Stabilising the Dying

If you have received enough damage to reduce *lifeblood* to a negative number, you are down and dying. You will suffer the loss of 1 *lifeblood* every round until you reach -6, when you will die. This does not apply to damage received during a brawl, where no weapons were used. You will simply be unconscious and will recover within 10-15 minutes and then follow the rules for recovery shown above.

Before you reach -6, you can be stabilised by another character reaching you and making a Moderate Task Roll, using *mind* and any appropriate career. The difficulty is one level tougher for every negative *lifeblood* point suffered.

Once stabilised, you are still out cold, but you will recover one *lifeblood* per day until you reach a positive total.

***Example:** Sharangara (lifeblood 10) has been attacked in the jungle by a ravenous beast and suffers 12 points of damage in the onslaught. She falls over, bloody and torn, falling to -2 lifeblood.*

*Next round, Krongar slays the creature while Argol Arran rushes to Sharangara's side. Sharangara drops to -3 lifeblood (she has lost 1 lifeblood this round as she already had a negative lifeblood total). As Argol is an alchemist, his player persuades the GM that Argol has a few powders that will help. Adding his mind (+1) and his career rank as an alchemist (+1), Argol receives a total of +2 to his roll. However, because Sharangara is on -3 lifeblood, the Task Roll difficulty is raised 3 levels from Moderate to Demanding (-4, see the Task Roll Table page 57), so Argol takes an overall total of +2 -4 = -2 to his Task Roll.*

*He rolls 11, which is just barely the 9 he needed to succeed in stabilising Sharangara! Now she will have to sleep, but with Argol's constant attention, she could be back on her feet in a few days.*

## Lifeblood for NPCs

The GM generates important NPCs in the same way as Heroes. They will generally have 10 or more *lifeblood*, depending upon their *strength* attribute (*lifeblood* could be 9, if *strength* is -1). *Rabble* will have only 1, 2, or 3 *lifeblood*, so one decent hit will likely put them out of action. They are killed or rendered unconscious (the player's choice) when they reach zero *lifeblood* or less. *Toughs* have somewhere from 5 to 8 *lifeblood*.





## Chapter 4

# WARS OF LEMURIA



## LAND BATTLES

Lemuria is a rugged and dangerous land that is in a near-constant state of warfare. Minor nobles often settle their petty disputes by raising troops of mercenaries to attack their neighbours. Some nobles have even grander ambitions, and raise armies large enough to challenge their kings. Barbarian raiding parties frequently storm down from the mountains or across the plains to sack unprepared towns and villages. Bandits attack and rob caravans and other travellers on the roads, which are often well guarded, leading to fierce and bloody pitched battles. The nomadic tribesmen of the Beshaar – and, to a lesser extent the Blue Giants of the Plains of Klaar – will settle their disputes in the field of combat.

Many of the major cities have fought terrible wars with one another, and tensions still exist to this day. Sometimes a king will rise to the challenge of uniting Lemuria under one rule, and so become Emperor. Thus far, all have failed, but such conquests have always been long, costly, and very bloody.

When war is the backdrop of a campaign setting, it may be inevitable that Heroes find themselves on the battlefield – where they not only take part, they turn the tide!

## Rate of March

Many factors come into play when getting your army from one place to another – the quality of the road (if there are roads), the nature of the terrain, the size, composition, and condition of your force, the weather, and so on.

The average rate of march for trained infantry under favourable weather conditions is 2½ miles per hour over roads, and 1 mile per hour cross-country. As soon as mountains, baggage trains and followers are brought into the equation, the rate can go down drastically. A normal foot march for a large army with its supplies can cover about 12-15 miles in a day. More than 20 miles in a day is a forced march, and there is a limit to how many days this sort of pace can be maintained.

Smaller forces, especially those on mounts, can move much more quickly, perhaps doubling this rate of movement – even more for short periods.



## The Composition of Armies

Warfare in Lemuria is conducted primarily with peasants and farmers drafted from their fields, formed into massed infantry, and armed quickly and cheaply with spears, bows, or slings. Most are unarmoured but some might have simple wooden, leather or wicker shields.

**Infantry:** Professional infantry are armoured and armed with a range of weaponry. They are divided by type based on how heavily armoured they are – that is, light, medium, and heavy infantry. Many of these professionals will be mercenaries from all over Lemuria, but others will be troops from the standing armies of the King and his nobility. Tyrus is notable for its skilled archers, who are trained from an early age to use the bow. Malakut has its professional force of female *kbastok*-armed troops, the Jemadar Guard – well-drilled and very effective on the battlefield.

**Mounted:** Cavalry will be of various types too, and all cavalry will be professional warriors. The lightly armoured Beshari ride their sand runners into battle. They are skirmishers, preferring to ride into bow or javelin range, get off a shot or two, and ride away. Most other armies have similar light cavalry that ride parvaluses into battle. Heavy cavalry are shock troops designed to crash into enemy lines and create carnage – they ride kroarks into battle, so both mount and rider are deadly combatants. The knights of Satarla are particularly notable for their combat skill.

**Chariots** are used widely – pulled by parvalus, boughon or even by banth – and can be used either to transport troops rapidly into battle, as mobile archery platforms, or as powerful armoured shock weapons. Malakut is particularly noted for its speedy light charioteers.

**War eldaphons** are also trained and guided for combat. Their main use is to charge the enemy, trampling them, breaking their ranks, and instilling terror. As if their hide isn't enough, they can also be armoured to make them virtually unstoppable. Blue Giants are known for their battlefield use of the eldaphon.

## Sorcery on the Battlefield

It is an unwritten rule that sorcery is not used on the battlefield. Kings and commanders are constantly reminded that to turn to the mystical arts of the Sorcerer-Kings is to turn the clock back and to create the conditions for the return of the Dark Lords (see Chapter 6 for more on sorcery).

Most sorcery is of limited battlefield use in any event. Since simple sorcery (spells of the First Magnitude) merely replicates things that are possible for a man to do if he has the right tools, it is far easier to arm a man and let him go and get himself killed for you than to get a magician to do basically the same thing. In any event, most magicians have little interest in committing themselves to the battlefield – there is little to be gained and a great deal to be lost.

Nevertheless, there will be the odd occasion where a magician will feel that his own desires may be achieved by aligning himself with one side or another in a war. To have any practical effect on the battle, the character must have some rank in the *magician* career and be capable of casting spells of at least the Second Magnitude. At this level, mighty beasts can be summoned to tear into enemy formations, troops can be brought back to fight on even in death, and enemy units can be made to turn on each other. At the Third Magnitude, the battle can be virtually decided by sorcery – an earthquake can open up the ground beneath the opposing army, or an unstoppable demon can be summoned.

Nearly all sorcery for use on the battlefield requires some sort of time component – it might be casting time, some sort of ritual sacrifice, awaiting a certain condition (the phase of the moon?) or delivery to the magician by his minions of certain rare ingredients or a tome of power.

Where it is known that an opposing force has a magician in its ranks, a commander might engage a magician simply to counter the enemy's sorcery. However, as this inevitably leads to an arms race, it doesn't happen very often. More likely, the commander will send a group of Heroes to deal with the threat of the enemy magician. This is covered under the rules for Heroic Actions.



## Battlefield Rounds

Unlike hand-to-hand combat, a round of battlefield combat lasts much longer than a few seconds. Depending on the scale of the engagement, a Battlefield Round could represent an hour between small armies, a day in large pitched battles, or even a month during a siege. Much more “game time” passes during a Battlefield Round, while still resolving a battle in the same amount of playing time.

Every Battlefield Round one of the Heroes makes a roll for their side’s army to see how close they are to victory. Between Battlefield Rounds, the GM may permit Heroic Actions – these allow the individual Heroes a chance to sway the outcome of the battle.

## Army Rating

Each side in a battle is given an Army Rating comparing their strengths to the enemy army. If one side is weaker in one aspect, write nothing. Instead of reflecting this as a penalty to one side, this is reflected as a bonus to the other. Thus if the Heroes’ army is outnumbered three to one, it doesn’t affect their army rating, but gives the enemy army a +4 bonus to theirs. Essentially, if one army has a bonus in a category, the other army will have nothing in that category. If both sides are evenly matched, both would

have a +0 to that category. The exception is the Commander category, which simply uses the army leader’s rank in the *soldier* career as a bonus.

Note that the Heroes will normally have only a very limited idea of the strengths and weaknesses of either army.

*Example: The City of Satarla is besieged by an army from Tyrus. King Juvor’s army is moderately better trained because they’ve been preparing for this surprise attack (+1) and are overwhelmingly larger (+4). However, the Satarlan defenders have an overwhelmingly advantageous position, being in a fortified city that can only be attacked from one side (+4 to their Army Rating). Neither side has advantage of supplies or equipment, but Satarla does have sky-boats (+2). Both sides have very competent commanders (+2 to each). This leaves King Davym’s Satarlan army with an Army Rating of 8 and the Tyrus attackers with a 7, giving the defenders +1 to its rolls.*

*The attackers may not succeed in their bold bid, but the young Juvor isn’t stupid – he’s been talking to Parsool and they are moving their naval fleet into position to destroy Satarla’s fleet. If successful, they can negate some of the defender’s positional advantage by attacking from sea as well as from land (which would then give the defenders a -3 disadvantage). However, the actions of a small group of Heroes may be able to hasten the defender’s victory before that happens...*



**Army Training**

- +1 Moderately better
- +2 Much better

**Army Size**

- +1 Moderately larger
- +2 Much larger
- +4 Overwhelming

**Battlefield**

- +1 Good position
- +2 Excellent position
- +4 Overwhelming

**Supplies/Equipment**

- +1 Better supplied/equipped
- +2 Much better supplied/equipped
- +2 If Satarlan army and includes sky-boats (so up to +4 in total if the army is also much better supplied and equipped)

**Sorcerer**

- +2 If spell of Second Magnitude cast
- +4 If spell of Third Magnitude cast

**Commander**

- Add the commander's *soldier* career rank as a bonus

## Resolving a Battlefield Combat

Winning and losing a battle is tracked using abstract **Victory Points**. Each side begins a battle with zero Victory Points. As time passes, keep a running total of how many Victory Points the Heroes' side has. If the number is *positive*, it means the Heroes' side is winning the battle. If the number is *negative*, they are losing.

Heroes do not take damage with each Battlefield Round. Instead, anything that happens to the Heroes is a result of Heroic Actions (see below).

**🐉 If the Heroes' side gets 10 Victory Points**, they have won the battle and the enemy retreats or surrenders.

**🐉 If the Heroes' side reaches -10 Victory Points**, their side has lost the battle (unless some Heroic Action saves them), and their army retreats or surrenders. Once a result of -10 Victory Points is obtained, allow the Heroes to resolve one final Heroic Action, which could possibly give their side a glimmer of hope.

**🐉** Regardless of who wins or loses, the Heroes survive the battle.

**The Battle Roll:** Each Battlefield Round, one of the Heroes makes a Task Roll (called a Battle Roll) for their side in the battle. **The Battle Roll is 2d6 plus their Army Rating minus their opponent's Army Rating.** Take the result and **subtract 7**, keeping a negative result if necessary. This is how many Victory Points their side achieves this Battlefield Round, and is added to their running total of Victory Points. Repeat this Battle Roll each round until the Heroes' army reaches +10 or -10 Victory Points, and the battle ends.

## Heroic Actions

While battlefield combat is run in Battlefield Rounds (which could take an hour, a day, or even a month during a siege), Heroic Actions are resolved using the regular combat rounds. While Battle Rolls determine the outcome of the battle as a whole, Heroic Actions determine what happens to the Heroes directly. Even though they are just a part of the battle, Heroes have a way of being able to turn the tide, and their actions can even add Victory Points to their own side in a conflict.

Which Heroic Actions come up for the Heroes depends on the situation. It can be a matter of being at the right place at the right time, or it can be a mission assigned by their army's high command. Alternatively, the Heroes may volunteer – or even go off on their own – to perform their own mission. Missions that take longer are better suited for sieges and pitched battles, while shorter missions make more sense in a skirmish or smaller battle.

**Bring Reinforcements:** This will usually be resolved by a chase with the Heroes trying to get away from the battle, or having to fight their way through to get reinforcements to the battle. Once this has been achieved, the GM will reassess the





compared size of the two armies. Reinforcements can really turn the tide, as they will affect how many Victory Points each side achieves per turn. Similarly, the Heroes may undertake a mission to bring supplies to a garrison under siege, etc.

**Capture VIP:** There is someone in the enemy army that the high command wants captured alive for their information. This would be an extremely difficult mission involving stealth and espionage, but worth +2 or +3 Victory Points on success.

**Deliver Message:** There is vital information that the Heroes must get into the hands of a commander on their side. This will likely involve a chase scene and stealth, perhaps running a gauntlet of enemy fire. Success grants the Heroes' army +2 Victory Points.

**Destroy:** There is something on the battlefield that must be destroyed, and the Heroes undertake the mission – which may be an adventure in itself. This could be blowing a breach in the enemy fortress, destroying a bridge, or perhaps destroying enemy siege weapons. This will usually involve a career Task Roll for some Hero with some engineering expertise, will likely involve stealth, and may involve personal combat to infiltrate the area and stay long enough to finish the job (and get out alive). Gain +2 Victory Points on successful completion.

**Hold Position:** The Heroes must keep a key position out of enemy hands. This could be the top of a hill, a bridge, a breach in the wall, etc. If the Heroes can hold the area for three Combat Rounds, their army gets +1 Victory Point. They may hold this position between multiple battlefield combat rounds, gaining +1 Victory Point each time. Instead of defending a position, the Heroes may instead be charged with defending one of their army's own VIPs.

**Inspire:** On the battlefield, the Heroes have an opportunity to greatly affect morale for their side. If they are losing the battle, perhaps they rally the troops. If they are winning, perhaps they lead the charge that decides the day. This would require a Task Roll using *appeal* + career, probably followed by a couple of rounds of combat. Success means the Heroes' army gets a *bonus die* to its next Battle Roll.

**Kill VIP:** There is a very important person in the enemy army that must die if the Heroes' army is to succeed. While this could be a simple sniper attack, a more heroic version would involve crossing swords with the person amid the carnage of the battlefield! Gain +1 to +2 Victory Points on success.

**Prevent Sorcery:** This is where the Heroes have been sent to stop a ritual by an enemy magician. This is usually a full roleplaying adventure in itself. It cancels the Sorcerer bonus of the enemy's Army Rating (+2 or +4 points).

**Rescue Operation:** A VIP from the Heroes' army is a prisoner in the enemy camp. The Heroes have to sneak into the enemy camp and get out alive with the VIP in tow. This is an exceedingly dangerous assignment, an adventure in and of itself, and will involve stealth and personal combat. Success gives the Heroes' army +2 or +3 Victory Points.

**Steal Intelligence:** There is vital information from the enemy Army that the Heroes must acquire. This might mean infiltrating the enemy camp, espionage behind enemy lines, or it could mean intercepting an enemy messenger. Success grants the Heroes' army +2 Victory Points.

**Take Position:** The Heroes must capture a key position from the enemy. This should be resolved over a few combat rounds. If the Heroes kill or drive off most of the enemy, their army wins +1 to +3 Victory Points, depending on the location. They may then have to hold the position, however.





## WARFARE AT SEA

Due to the difficulties presented by travelling overland, a large portion of Lemurian trade and travel is conducted by sea. Adventurous merchants explore new lands and make fortunes from deals with foreign peoples. Traders and fishermen travel the local waters. Unscrupulous pirates stalk the sea for fat merchant ships. Warships transport soldiers to war in distant lands.

The common practice is to hug the coastlines and beach the ship each night and in rough weather. The effort taken to row a fast galley requires a lot of fresh water for the crew. This makes stops a necessity for war galleys and large merchant vessels.

The distance a large galley can cover in a given day depends very much on the weather. On a

good day, the oarsmen, rowing for 6-8 hours, can propel a ship between 50 and 60 miles. Experienced crews and good ships could cover nearly twice that distance, but that would take a heroic effort. Similar performance can be expected by a vessel under sail, but the performance depends on the wind's speed and direction rather than the crew's efforts.

The characters can charter a ship, book passage, or sign on as mercenaries. They may have access to a ship if they have sufficient ranks in the *noble* career. A king may supply a ship if they want the Heroes to go on a quest.

The characters can take charge of the ship or hire an experienced captain, but adventuring in a ship requires a crew, who can be hired mercenaries or followers.



## Ship-to-Ship Battles

Sea battles are fairly common around the coasts of Lemuria. The main tactic is to pursue and ram the opponent's ship. The ramming ship will lower sails and row at full speed, aiming at a selected target vessel. When in range, archers and slingers will shoot volleys at the defending ship to kill or disable oarsmen and other crew. Some warships will also have a catapult to launch stones or firepots of burning pitch – a select few ships are equipped with dreaded alchemist-created flame machines.

Once the defending ship has been rammed, the marines rush on board and fight with melee weapons.

Ship-to-ship engagements are handled similarly to the normal combat rules. Each round is a little longer than a melee combat round – maybe several minutes or more – during which time a ship can fire its catapult, gain ground on an enemy, or grapple in readiness to board.

Each Hero has his own duties on board ship. The Hero who owns the ship is likely to be the captain and in charge of certain aspects, another character might be in charge of the marines and responsible for boarding/repelling boarders, another might have charge of the catapult, etc. These positions determine which player rolls for which action and who therefore makes the Task Roll. If there is any doubt, the ship's captain makes the Task Roll.

## Ranges at Sea

The initial range between two opposing vessels is determined by the situation and is dealt with in an abstract way. The range determines what type of manoeuvre or attack a ship can make. On a clear sunny day, it is likely that ships will be spotted at Utmost range (see Table on next page). On hazy days, the range would be Extreme. On less clear, misty, foggy, or stormy days, or at night, the initial spotting range will be correspondingly closer.

**At the start of the action, the captain makes a Priority Roll to determine the order of action, as follows:**

**Priority Roll = 2d6**

+ *mind*

+ *initiative*

- *villain's mind* (if there is a villain aboard the enemy ship)

**Total of 9 + to succeed**

**Calamitous Failure:** The ship goes last for the entire combat. In addition, in the first round, your ship is unable to take any action at all – your ship is effectively motionless through disorder and inaction.

**Failure:** You take your actions last.

**Success:** You take your action first.

**Mighty Success:** You act before everyone else. In addition, in the first round, you get a free round in which your opponents (except ships containing *villains*) cannot act.

**Legendary Success:** As Mighty Success, except you also get a +1 bonus to any Attack Rolls made for the entire encounter.

## Sea Battle Round

Each sea battle round is broken up into three phases. A ship can take one action in each phase as follows:

### Phase 1: Manoeuvres

*Break Free, Grapple, Rake, Ram, Run/Close*

### Phase 2: Attack

*Boarding, Catapult, Fire Machine, Missile*

### Phase 3: Repairs

*Repair Hull, Save Crew, Stop Fires*



Naval range	Modifier to roll	Max. range for attack or manoeuvre
Out of sight	-	
Utmost	-8	
Extreme	-6	<i>Catapult</i>
Distant	-4	
Long	-2	<i>Fire machine, Missile (bows, slings, etc.)</i>
Medium	-1	<i>Ram</i>
Close	0	<i>Grapple, Oar Rake</i>
Point-Blank	+1	<i>Board, Break Free</i>

## Manoeuvres

To determine the success of the manoeuvres, roll as follows:

### Task Roll = 2d6

- + (Hero) career rank
- + *resources* allocated
- +/- modifiers\*

### Total of 9+ to succeed

\*Modifiers = range, target *defence*

### Break Free

This manoeuvre is used to break out of a ram or grapple. At this stage, the ships will be at *Point-Blank* range, but a successful break away will put them out to *Close* range.

### Grapple

Grappling is where a vessel uses oars or grappling hooks to seize a target ship, allowing a boarding party to swarm over. To grapple, the ships must start the round at *Close* or *Point-Blank* range. The attacker makes a Task Roll. The defender can use some of its *resources* to avoid the grapple (acting as *defence* against the grappling attack – the crew are assumed to be cutting the lines and so on). The grappled ship remains immobile until it makes a successful Break Free manoeuvre.

#### Mighty Success options:

- 🐉 Locked Together: Enemy ship loses next round of actions

- 🐉 Bonus die on boarding action

#### Legendary Success options:

- 🐉 Both of the above  
(or you can take the same option twice)

### Oar Rake

The attacking ship runs alongside and attempts to run over and break the enemy's oars. The aim is to disable the enemy ship without sinking it. An oar rake does not leave the ships locked together as a ram does. To rake, the ships must start the round at *Close* or *Point-Blank* range. The attacker makes a Task Roll. The defender can use some of its *resources* to avoid the rake (acting as *defence* against the raking attack).

**Damage:** d6 to target's *hull*

#### Mighty Success options:

- 🐉 +6 damage to target's *hull*
- 🐉 Precision Ram: Gives a *penalty die* to your choice of the enemy ship's Task Rolls
- 🐉 Crew Slayer: Damage done to the target's *hull* is also done to its *crew*
- 🐉 Strike: Enemy ship loses next round of actions

#### Legendary Success options:

- 🐉 Choose any two of the above  
(or you can take the same option twice)



## Ram

To ram, the ships must start the round at *Close* or *Medium* range. The rammer makes a Task Roll. The defender can use some of its *resources* to avoid the ram (acting as *defence* against the ramming attack). If a ship is rammed it takes damage (a number of d6 which depends on the ram of the ramming ship) to its *hull* points. A successful ram leaves the ships locked together, requiring a Break Free manoeuvre to move apart.

## Run/Close

A ship can try to escape or close the range. If the other ship decides not to close, then the running ship moves into the next furthest range bracket automatically. If they both run, both ships move further away. If they both close, the distance between them narrows by two range brackets. However, if the opposing ship attempts to close, make a Task Roll for each ship (a Hero rolls for one ship, the GM for the other). If both succeed or fail, the distance remains as it was. If one succeeds and one fails, then the distance either narrows by one range bracket or widens by one range bracket, depending on which one succeeded. Once the ship is beyond *Utmost* range it is out of sight and away.

**Mighty Success:** Close by two range brackets

**Legendary Success:** Close by three range brackets

## Attacking Ships

**Attack Roll = 2d6**

- + (Hero) career rank
- + *resources* allocated
- +/- range modifiers
- target *defence*

**Total of 9+ to succeed**

### Damage

Damage is subtracted from the target ship's *crew* or *hull* points. Damage takes effect immediately during play. If a ship remained on fire from the previous turn, roll for fire damage at the beginning of the new turn.

## Boarding

A boarding action can be attempted if the two ships are locked together following a successful ram or grapple. Boarding actions are the only actions with no limit on the *resources* you can use to add to your Attack Roll. Boarding can also be a way for Heroes to take Heroic Actions at sea, in a similar way to Land Battles. Such actions would be part of a small roleplaying adventure – perhaps with the Heroes exploring the enemy ship whilst battling the enemy crew.

**Damage:** d6 to *crew*

**Mighty Success options:**

- 🐉 +6 damage to *crew*
- 🐉 Strike: Enemy ship loses next round of actions

**Legendary Success options:**

- 🐉 Take two Mighty Success options

## Catapult

Catapults are used to hurl boulders or pots of burning pitch up to *Extreme* range. Boulders can crush the hull and rigging of a ship as well as kill the crew. A firepot that bursts will shower the hull and crew with burning pitch. The pitch keeps burning until the crew douses the flames.

**Damage:**

- 🐉 Rock: d6 to *hull* and d3 *crew*
- 🐉 Fire: d3 *hull* and d3 *crew*



## Fire Machine

This alchemist's device requires special skills to use. The exact design and formulae are a closely guarded secret. The fire machine is a large pressurised tank with a tube on the top. The machine shoots a stream of burning liquid great distances (maximum of *Long* range). The flames are near impossible to extinguish.

**Damage:** d6 to *hull* and d6 *crew*

### Mighty Success options:

- 🐉 +6 damage to *crew*
- 🐉 +6 damage to *hull*
- 🐉 Precision Shot: Gives a *bonus die* to your choice of the enemy ship's Task Rolls
- 🐉 Strike: Enemy ship loses next round of actions

### Legendary Success options:

- 🐉 Take two Mighty Success options

## Missile

A ship's crew can make missile attacks with javelins, bows, or slings up to *Long* range.

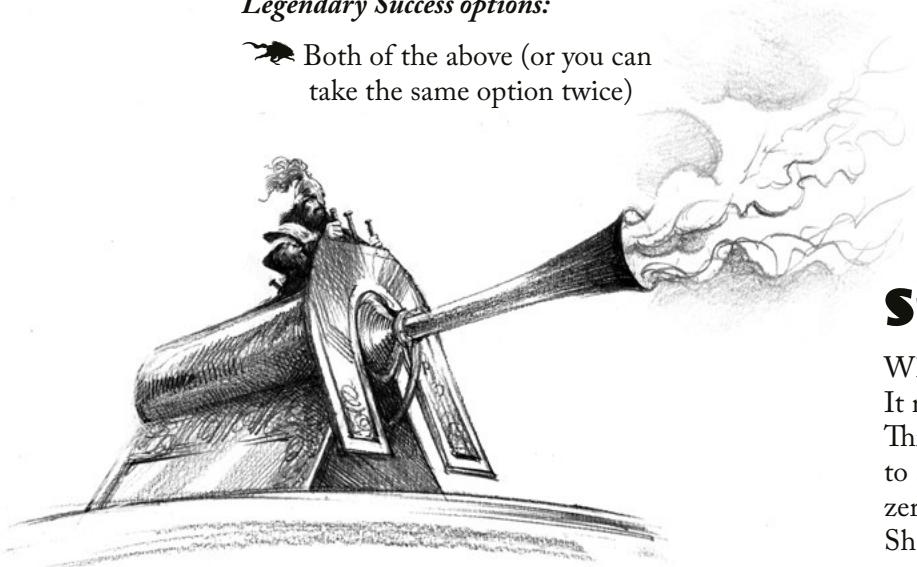
**Damage:** d6 to *crew*

### Mighty Success options:

- 🐉 +6 damage to *crew*
- 🐉 Precision Shot: Gives a *bonus die* to your choice of the enemy ship's Task Rolls

### Legendary Success options:

- 🐉 Both of the above (or you can take the same option twice)



## Repairs

**Task Roll = 2d6**

+ (Hero) career rank  
+ *resources* allocated

**Total of 9+ to succeed**

The last segment in the round is to make repairs. The crew can attempt to patch holes in the hull, repair rigging, put out fires, and help the wounded. So, the Heroes must decide whether to fix the ship, put out fires or save crew members.

On a successful Task Roll, the ship can gain back d6 *crew* or d6 *hull* (up to where it was before the damage was caused). If a fire is put out, the ship will not take any more fire damage in the next round.

### Mighty Success options:

Perform two of the following:

- 🐉 Repair *hull*
- 🐉 Put out fire
- 🐉 Tend to wounded *crew*

### Legendary Success options:

- 🐉 Perform three Mighty Success options

The same repair option may be taken multiple times for both Mighty and Legendary Successes.

## Fire

The most feared weapon in naval warfare. When a ship catches fire, the fire will burn until it is extinguished. The ship's *hull* and *crew* will take damage every turn until the player makes a successful repair roll during the repair phase of a Battle Round.

## Sinking

When a ship reaches zero *hull* points, it will sink. It may take a while for a ship to fully submerge. This gives the crew time to abandon ship and pray to Shazzadion for mercy. When the ship reaches zero *crew* points, there is no one left to pray to Shazzadion...



## Example Ships

There are many types of ships, from lumbering merchant ships to sleek war galleys. Merchant ships rely only on sail power, so, they are dependent on fair winds for travel. War ships are galleys, built long and narrow for speed, with sails as well as oars. Some war galleys are very sluggish due to their monstrous size and can be defeated by larger numbers of smaller, faster ships.

Below are some example ship statistics. They represent the relative manoeuvrability and fighting ability of the ships.

**Oars:** This number is simply the amount of oars the galley uses to move. Some large vessels have oars arranged in two tiers. There is one crew member pulling at each oar. Most of the crew of any war galley is made up of oarsmen.

**Crew:** The number of *crew* determines the bonus the crew lends to any actions or manoeuvres the captain commands: for every 20 *crew*, a ship gets 1 *resource* point. When being attacked by missile weapons, the loss is to the *crew*, which in turn results in reduced *resources*.

**Hull:** This is the “lifeblood” of the ship. The number represents the amount of damage the ship can take before sinking.

**Ram:** This is the amount of damage the ship will do to other ships if it successfully rams them.

**Resources:** This number represents the crew’s ability to perform tasks. The ship gets 1 *resource* point per 20 *crew*, rounded to the nearest whole number. The *resources* number can be added to Task Rolls (manoeuvring, attacks and repairs) or to the ship’s *defence* during a turn. As a *defence*, the number is subtracted from any attacks an adversary’s ship makes. The *defence* is the same for all attacks made against the ship in the round. The number may be split up or used all on one action, with a maximum of +3 for any single action except boarding. As a ship’s *crew* takes damage, the *resources* available will get lower.



### Small Sailing Ship

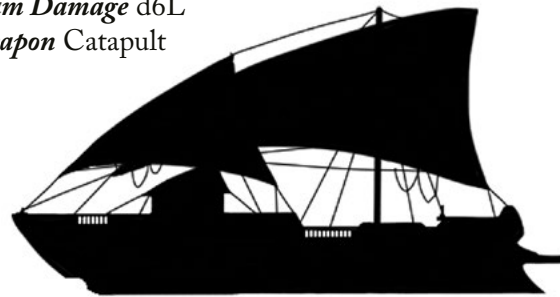
**Oars** 0 - **Crew** 4  
**Hull** 4 - **Resources** 0  
**Ram Damage** d6L



These wide-beamed merchant vessels rely on sails and have one mast. They stow their cargo directly on the keel and on the ship’s frame. A pair of steering oars is at the stern. Variants have crews of 20 or more.

### Large Sailing Ship

**Oars** 0 - **Crew** 20  
**Hull** 8 - **Resources** +1  
**Ram Damage** d6L  
**Weapon** Catapult

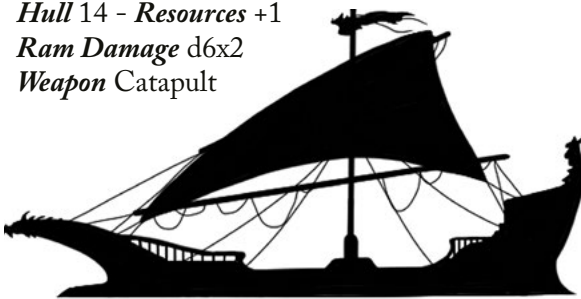


These are larger wide-beamed merchant vessels that rely on sails, and have one or two masts. They are built to transport large amounts of goods from port to port. They have one or more cabins on the stern as refuge for the captain or an important passenger. There are smaller and larger variants.



## Small War Galley or Merchant Galley

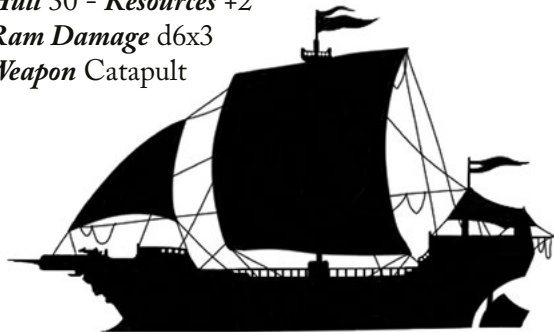
*Oars* 20 - *Crew* 24  
*Hull* 14 - *Resources* +1  
*Ram Damage* d6x2  
*Weapon* Catapult



This is a small war galley, or a merchant ship with teeth. It is often used as a fast trader or to transport troops. It can outrun pirates as well as fight. This type of ship is popular amongst adventurous merchants.

## Medium War Galley

*Oars* 30 - *Crew* 35  
*Hull* 30 - *Resources* +2  
*Ram Damage* d6x3  
*Weapon* Catapult



This is the fastest of warships, and is the most common ship type used by pirates.

## Large War Galley

*Oars* 50 - *Crew* 55  
*Hull* 50 - *Resources* +3  
*Ram Damage* d6x4  
*Weapon* Catapult or Fire Machine

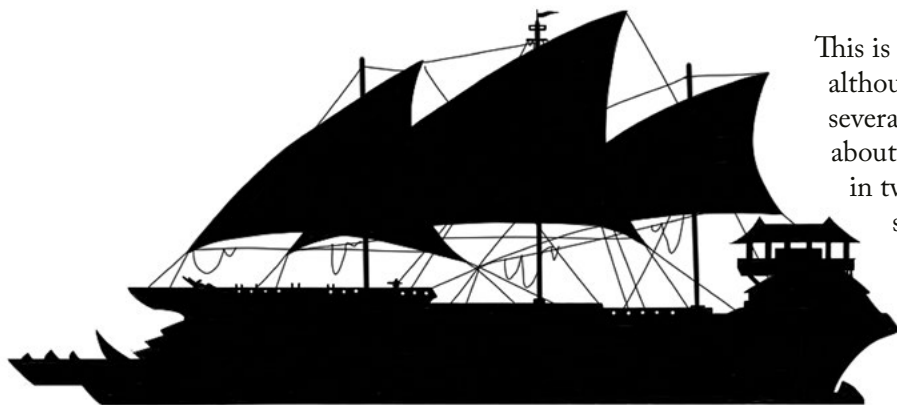


This is the mainstay of any port city's war fleet. Large war galleys are around 120' long, about 12' wide with 25 oars per side. They are used to crush enemies at sea and to transport soldiers to other lands. There may be 15-20 marines on board, in which case, add +1 to *resources* for boarding actions.

## Huge War Galley

*Oars* 100 - *Crew* 110  
*Hull* 65 - *Resources* +5  
*Ram Damage* d6x5  
*Weapon* Catapult or Fire Machine

This is usually the flagship of any city's fleet, although both Satarla and Parsool have several of them. They are around 135' long, about 12' wide, but the oars are arranged in two rows so that there are 50 oars per side. They are used to crush enemies at sea and to transport soldiers to other lands. There may be 30-40 marines on board, in which case, add +2 to *resources* for boarding actions.





## The Glory of Parsool

*Oars* 170 - *Crew* 220

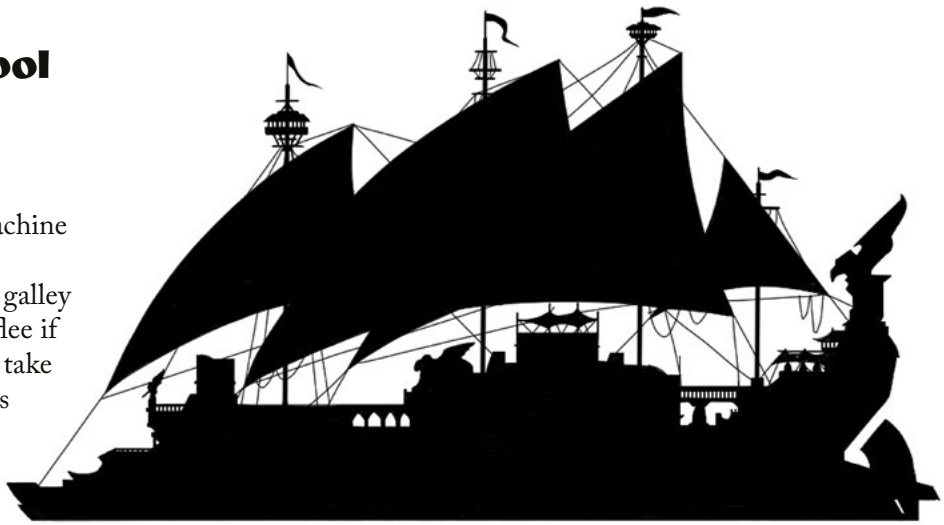
*Hull* 80 - *Resources* +11

*Ram Damage* d6x6

*Weapon* Catapult and Fire Machine

This is the most powerful war galley there is – other ships tend to flee if they see this impressive vessel take to battle. The *Glory of Parsool* is 150' long and about 15' wide and has its oars arranged in three rows, with 85 oars on each side. It also has a screw propeller (stolen and adapted from a design by the Satarlan Sky-Navy, for its sky-boats) to give it bursts of extra speed when required – usually when ramming enemy vessels.

The ship is highly manoeuvrable and, unlike most other vessels, only free men row the oars – no slaves are used at all. It is a singular honour to serve on The *Glory of Parsool* and there are always scores of men lined up to fill any vacancies. There may be 60-80 marines on board, in which case, add +3 or +4 to *resources* for boarding actions.



## Sea Creatures

Kalathorns, sharks, pods, crocators, and, of course, the dreaded behemathons are all large enough to endanger sea and river vessels. They can attack (and be attacked by) ships, using the same rules. Sea creatures will usually ram the sides of ships, seeing them as the main threat, but some creatures attack the crew instead. See Chapter 5 for a description of these creatures.



## Example of a Battle at Sea

The Glory of Parsool spots three pirate war galleys (of medium size). It is a clear sunny day, so they are spotted at Utmost range. The Glory has two Heroes on board – one is the captain (a sailor rank 3) and the other is a soldier (rank 2), who has been placed in charge of the missile weapons and will lead any boarding actions. The Glory has 60 marines on board (+3 on boarding actions).

The Glory gives chase and the pirates run. The Priority Roll is 8 + mind (1) and initiative (2), totalling 11 (success). But one enemy ship has a villain on board, so his mind (3) is deducted, reducing the success to a failure against that ship. The pirate galley commanded by the villain (pirate 2) runs and uses all resources (+2). The roll is 7, +4 to make 11. He succeeds and pulls out of Utmost range, escaping over the horizon to open sea.

The Glory's captain curses under his breath and goes after the other ships, rolling 6, adding his sailor rank (+3) and resources (+3) getting 12 in total. The pirates roll totals of 6 and 7 respectively (even though both used their resources of +2) – both failing, and so the Glory closes in on both ships from Utmost to Extreme range.

The only weapon aboard the Glory that can fire at that range is the catapult, so the Hero soldier orders a boulder to be lobbed at one of the pirate ships. He uses resources of +3 (leaving the Glory with +5) and makes an Attack Roll, getting two sixes, with +2 for his soldier rank and +3 for resources is 17 which, even taking -6 for Extreme range, is a Mighty Success! The player immediately spends a Hero Point to turn it into a Legendary Success! The

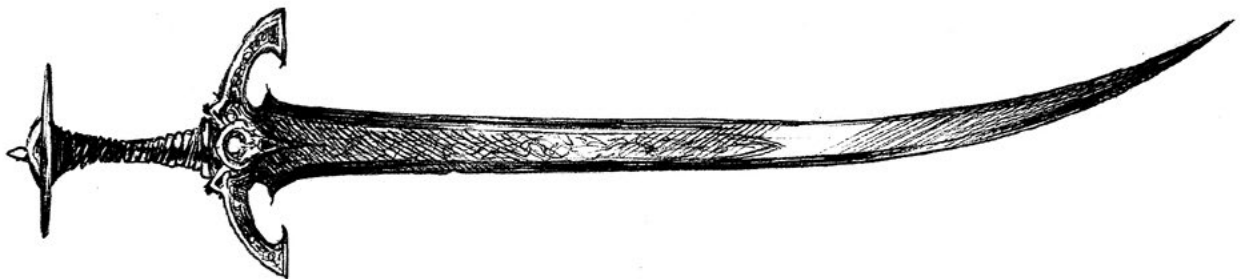
player doesn't want the ship to escape, and would rather capture it than sink it, if he can. So, he opts for +6 crew damage and "Strike" (the ship will lose its next action). He rolls a d6 damage from the boulder, getting a 3. The pirate galley drops from 30 to 27 hull. He rolls d6+6 for the crew, getting 10, so the crew number falls from 35 to 25, meaning that it has only +1 for resources from now on (it's already used its resources for this Battle Round too), and it cannot take its next round of action either. It is still in the water and is a sitting duck!

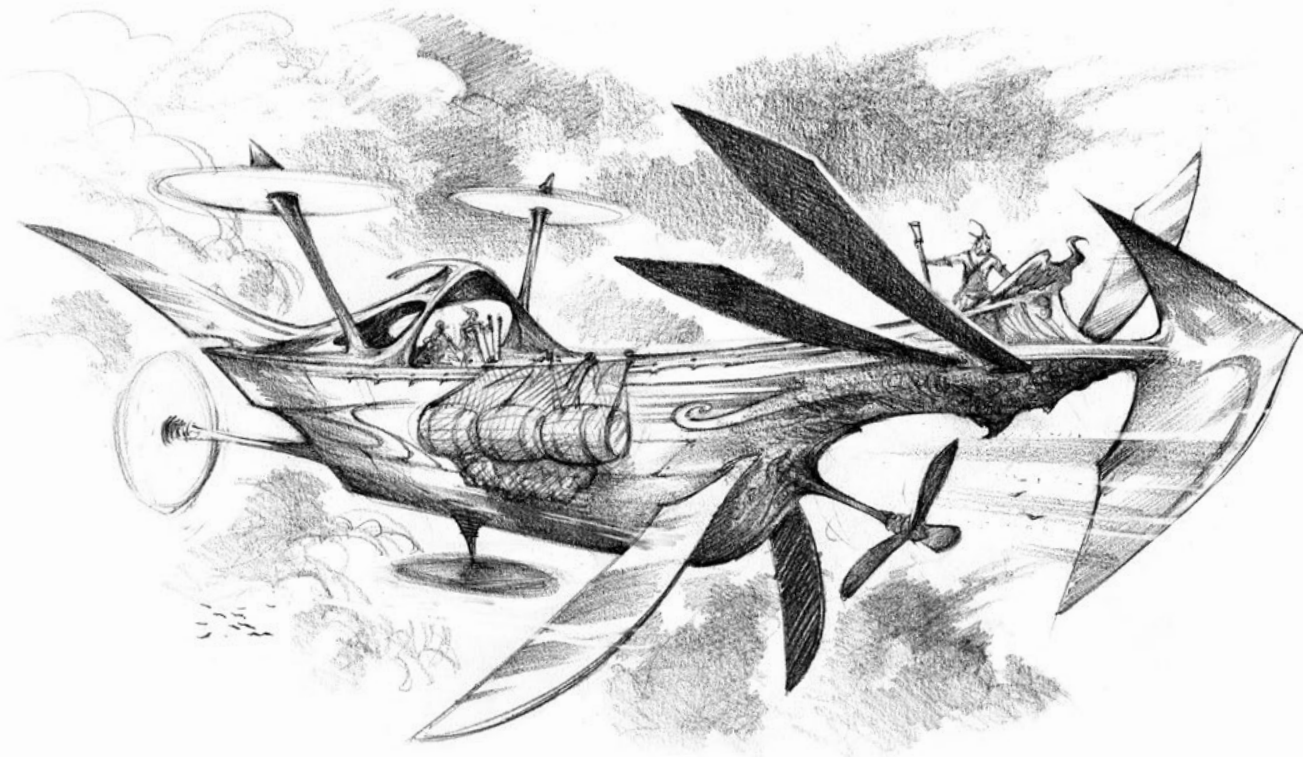
The other pirate tries firing its catapult – the Glory uses +3 resources (leaving +2) for defence. The pirate rolls 11, but with -3 defence and -6 for Extreme range, the boulder falls well short.

Last of all is the repair phase. The only damaged ship is the first pirate, so it sends its leech to see to the injured men – rolling a 7 with no resources left to add, the leech fails to save any crew and the only thing for it is to throw them overboard, thus ending the first sea Battle Round.

## Massed Fleet Engagements

The rules here are for actions involving just one ship (that the Heroes are on) against another ship or a few opposing ships. If you are resolving a massed fleet action, you can use the rules for land battles pretty much as they are, since they are abstracted for two large opposing forces. All you need to do is change the word "Army" for "Fleet" and where you would use the *soldier* career as a modifier, instead use the *sailor* (or *pirate*) career.





## SKY-BOATS IN BATTLE

Sky-boats are flying boats made of *allanium*, the lighter-than-air metal. Dondar Thule, an alchemist from Lysor, built the first of these craft. Later, the King of Satarla had him build a whole squadron of 12 boats, at great expense.

The boats are 30' long and are driven by powerful spring-powered rotors. One set at the rear propels the boat forward, and a second set beneath the prow pushes the boat backward if necessary. Other rotors in the centre of the deck and beneath the keel force the craft either up or down as desired. The rotors are controlled by four labelled levers (located in the craft's small cabin). The craft are able to reach speeds of around 50 mph.

Sky-boats are generally armed with an arbalest mounted near the prow. The prow is strengthened for ramming in a holdover from war galley design, although no sky-boat has ever yet needed to ram anything.

Sky-boats usually operate singly – where they work best is for courier and scouting work, at which they have no equal. Occasionally, they fly in troops of three sky-boats for special missions. However, sometimes sky-boats have been pressed into battle – dropping boulders onto the enemy

from a great height is cheap and effective. Dropping alchemist-designed firebombs is more costly, but is especially effective against wooden siege engines and enemy shipping. The typical *crew* of a sky-boat is three men, but up to 16 can be on board – giving +1 to the *resources* of the sky-boat. The crew would generally use bows or javelins to harass enemy ship's crews.

Only the Winged Folk of the Axos Mountains could challenge a sky-boat – and against a troop of such ships, even these winged people, slight and lightly armed as they are, know to leave well alone. It's a different story if an *azhdarkho*, *mythunga* or the dreaded *drakk* is sighted, though – any of these flying beasts is more than capable of bringing down a lone sky-boat. Of course, if Parsool or Tyrus ever managed to build their own sky-boats, aerial battles could feature more heavily in Lemurian warfare.

### Sky-boat

*Hull* 6 – *Crew* 3

*Ram Damage* d6 – *Resources* 0 (or +1)

*Weapon* Arbalest





## Chapter 5

# GAZETTEER OF LEMURIA

## THE LEGEND OF LEMURIA

*“Oomis was the first city of the New Age of Man following the fall of the Sorcerer-Kings, but Satarla is the greatest. The priests foretell that in the fullness of time eight proud cities will come to stand under the black and gold banners of Satarla, ruled by a rude barbarian from Valgard in the frozen northlands. Krongar the Mighty is this warrior’s name – but for now he is a dark-haired youth shivering in a snowstorm in the Mountains of Axos. Little does he know that the cave he is venturing into for shelter is the lair of a great Snow-Worm and, even now, those visions of the future may be thwarted before they have ever begun! Such is the whim of the Gods.”*

— *Krongar’s Saga*

### The Age of the Sorcerer-Kings

Unknowable millennia ago, mankind arose from the depths of barbarism to the heights of civilisation. Theirs was a time of great strife in which wars were fought across the entire world with sorcery and magic – where great machines could unleash devastation across whole continents. These were the Sorcerer-Kings – men with incredible powers at their fingertips. But they were not satisfied – once they had mastered their own world, they sought to master the entire universe in their quest to become Gods.

But men were not supposed to be Gods. The Sorcerer-Kings could not control the forces they believed they had mastered and in their arrogance and ignorance set free the Dark Lord, Hadron, who for thousands of years had been building his power in the Void, biding his time for this moment.

Hadron was loosed to wreak havoc across the Earth – and he did so with great fury! He toppled the mightiest cities of the Sorcerer-Kings. He caused the sea to boil and rage, reclaiming land that it once owned. Whole mountain ranges were levelled, just as new ones were thrust violently from the earth. There was nothing the Sorcerer-Kings could do to save themselves – their magic had lost its power, and the evil might of Hadron was too great.

### The Age of Darkness

There followed the Age of Darkness. The Earth still trembled and bucked against Hadron’s power. Fires still came spouting from the land, pouring blackness into the heavens. Forests continued to wither and die, and there was a great coldness across the lands.

From the dark places came new threats: lurking horrors, carnivorous beasts, ferocious monsters, and cruel, twisted half-men. Some of these were undoubtedly minions of the Dark Lord – others were the results of the vile necromancy of the surviving Sorcerer-Kings, who had been forced into hiding.



This was a barbaric time, where the blade of a warrior ruled and where terror and death were constant companions. Yet somehow mankind found a way to survive, and then to fight back against the Dark Lord. It began with the Hero Hrangarth, the First Blade-Bearer.

## The Forging of the Orb-Blade

Whilst the Dark Lord ruled the land, man would continue to struggle to rebuild. Despising the Sorcerer-Kings' great evil, the Gods of Lemuria devised a plan that led to the creation of the Orb-Blade – forged by Yrzlak from the Star-Orb that Sa'Tel sent crashing to earth as a portent of change.

The Gods gave the blade to Hrangarth (called the Blade-Bearer), creating the first – and possibly mightiest – Hero of Lemuria.

With the celebrated blade, Hrangarth fought his way into legend, slaying foul beasts, nightmare creatures, and the minions of the Dark Lord himself. He led brave warriors across the mountains and into Lemuria to build the first great city of Ygddar. Hadron was sent back to the Void, and so the light came back to the Land.

## The First Age of Man

So began the Age of Man. The continents had settled, but they had changed. The once mighty cities of the Sorcerer-Kings had fallen to rubble and dust and were no more.

So warriors came to Lemuria and fought back against the horrors that stalked the land. And when those warriors died, more came because the land was rich.

Over the centuries, those first warriors and those that followed spread slowly throughout the vast untamed jungle-lands and across the great mountain ranges of Lemuria, and magnificent kingdoms were founded: Ygddar, Qeb, Oosal, Qar, and Qiddesh. These kingdoms, at first friends, soon discovered wealth and power, greed and envy.

They fought and fell and rebuilt and fought again. But with enormous slowness, civilisation began to grow.



## The Return of the Sorcerer-Kings

From their secret places the Sorcerer-Kings had watched the rise of man, jealous of what he had achieved whilst they had been hidden in darkness.

The Sorcerer-Kings had become almost reptilian in their exile, with pale, skeletal and hairless bodies. They had also become warped and cruel, delving deeper into the impenetrable secrets of their forefathers and unlocking the mysteries of the Void. The Sorcerer-Kings believed that men could cause Hadron to rise again – so they set forth into the world to take back what they assumed was theirs.

Kylarth was the Blade-Bearer at the time that the Sorcerer-Kings began their initial assaults on Qiddesh, Qar, and Ygddar. First of all, Kylarth and his army easily defeated these degenerate magicians and their slaves, but the Sorcerer-Kings were clever and their magics took a toll. Each time they returned with stronger beasts and in greater numbers, until the defenders became hard-pressed to hold onto their cities.

Events began to turn against the race of man when the Mad God Morgazzon tricked the Blade-Bearer to do battle in the Swamps of Festrel. Lord Kylarth was driven mad, and the Orb-Blade was lost.

Over the next hundred years, the Sorcerer-Kings slowly pushed their way back over the land, forcing mankind back to the sea and behind the walls of their puny cities.

One by one those cities fell to the power of the Sorcerer-Kings and their Dark Gods, until only Oosal remained. The price was high. The Sorcerer-King's magic had devastated the lands around, leaving a barren wasteland where once tall trees and lush crops grew in abundance.

## The Fall of the Sorcerer-Kings

Thangard, who was King of Oosal at the time, cried out to the Gods to deliver his people from their deaths at the hands of these reptiloid magicians.

Then one night during a ferocious storm, Father Hurm appeared to King Thangard above the towers of Oosal and told him where he could find the Orb-Blade that Kylarth had lost in the Festrel Swamp.

Thangard ventured to the swamp and there slew a great swamp beast, the Zathog, and so recovered the potent blade.

The final battle was fought at Hydrdal Chasm and the Sorcerer-Kings were defeated, shattered by the power of the Orb-Blade. However, the life of King Thangard and the breaking of the Orb-Blade (which is believed to have fallen into the black depths of Hydrdal Chasm) was the price. Still, a small number of the Sorcerer-Kings escaped destruction and now lurk again in darkness, awaiting the chance to summon their demonic masters back to earth once more.

## The Second Age of Man

The old lands were devastated and the cities of Ygddar, Oosal, Qeb, Qar, and Qiddesh are no more. The Orb-Blade was broken, and lost in Hydrdal Chasm – although some scribes and priests say there are prophesies that speak of another Blade Bearer who will rise up to unite Lemuria under one glorious rule.

The survivors from those great cities left the Plains of Klaar behind them and founded new cities, hacked from the steaming jungles to the west. Oomis was the first, then Urceb, Satarla, Parsool, Lysor, Tyrus, M'lor, Halakh, Malakut, Zalut, and last of all, Shamballah.

It is a savage age of sorcery and bloodshed, where strong men and beautiful women, warlords, priests, magicians, and gladiators battle to carve a bloody path leading to the Throne of Lemuria. It is an age of heroic legends and valiant sagas too. And this is one of them...



# THE GODS OF LEMURIA

*“By the Twenty Gods”*

*— An oft-used oath in Lemuria*

The “Twenty Gods” of Lemuria are described in this section. Actually more than twenty gods are listed – some of the gods that were once worshipped are now remembered as names or records in various chronicles, with little more known of them. Most priests and scholars would find it difficult to agree on the exact names of all twenty original Lemurian gods, although there are several that would undoubtedly appear on everyone’s list.

It is uncertain whether the Dark Lord and the other Gods of the Void should figure amongst the Twenty Gods of Lemuria, or whether they should be classed as demons. The debate continues to this day.

The Realm of the Gods, called **Mezzechesh**, is gained via the Cloud Stairs at the top of Mount Kolvis. At the foot of the stairs is Yrzlak’s Forge, though these days he’s not often there. The stairs, which were created by Sa’Tel, are visible only on a moonlit night, and then only briefly. If you walk the stairs and the moon disappears behind a cloud, the stairs will disappear and you will fall to your death. A common saying is, “You’ve gone up the Cloud Stairs” – meaning “in your dreams”, or “you’ve been daydreaming”. Guarding the very top of the stairs, you will always find Fyrzon with his great mace. Beyond Fyrzon is Mezzechesh and the majestic villa in which the gods reside.



## The Twenty Gods

### Afya, Goddess of Life

The Lady of Healing is worshipped by many physicians, and women everywhere who want children. She is the daughter of Hurm and Piandra. She is usually depicted as a young woman dressed in a sort shift and sandals with a garland of flowers about her neck.

### Charkond, God of War, Lord of Battle

The son of Hurm and Lilandra is depicted as a black-skinned warrior, with four arms and four andrak legs. He is clad in a golden breastplate, wears helm and shield and is armed with a spear – although he is skilled with any weapon. He generally represents the chaos of battle, rather than the skill of military strategy. As such he is worshipped mainly by mercenaries, berserkers, mariners, and raiders.

### Chiomalla, Goddess of Crops, Lady of the Harvest

She is depicted as a mature but nonetheless attractive woman, usually dressed in a brown and green robe, carrying a sheaf of wheat and a staff. She is worshipped by farmers and anyone reliant upon grain or other crops for their livelihoods, such as innkeepers, bakers, and so on.

### Dyr, God of Storms, the Thunder Lord

A powerful god, Dyr is known to fly into rages for the most trivial of reasons. Dyr is depicted as a tall, muscular man wearing a mail shirt and a purple mantle. In battle he uses his halberd Jarnost (which was made by Yrzlak). Dyr is worshipped by just about everyone who is affected by stormy weather.

### Fillana, Goddess of the Stars

The Lady of the Night Skies is worshipped by many who conduct their business at night and also by anyone reliant on the stars for navigation, such as whores, assassins, burglars, sailors, and sky-pilots.





### **Fyrzon the Sentinel, the Steadfast**

Also known as the Gate Keeper, Watcher of the Stairs. Fyrzon is often depicted as a man with the head of a bouphon, wielding a great iron mace named Mulkandrar. He is stalwart and true – being able to stand for years without moving if needed. Once his feet are grounded, nothing can make him move. If you aren't desired in Mezzechesh, you will not get past Fyrzon.

### **Grondil the Builder God**

The god of Bricks and Buildings, the Stoneworker, Grondil is depicted as a muscular, bearded man, either carrying a hod of bricks or chiselling a lump of stone. He built the villa of Mezzechesh and is worshipped by architects, builders, masons, and by anyone who owns or rents their own building (almost all).

### **Hurm, Father-God, God of the Sky**

The King of the Gods is depicted as a regal, mature man with a sturdy frame and dark beard, usually just wearing a belted leather kilt. He carries his royal sceptre in one hand and a bronze bell in the other. The bell is used to call all the other gods and goddesses to order, and has powers over men and beasts too. Hurm is worshipped by all.

### **Iondal the Carouser**

The Lord of Song and Debauchery is depicted as a pot-bellied man with a goblet in one hand and a haunch of meat in the other. There are usually naked women at his feet. His followers tend to be minstrels and bards, tavern-keepers, and decadent nobles.

### **Karyzon the Wind Lord**

The Messenger of the Gods is depicted as a handsome and athletic-looking youth, sometimes with feathered wings sprouting from his back,





sometimes without, and often naked. Karyzon is worshipped by the Winged Folk, as well as by sailors and sky-pilots. Karyzon is the son of Nemmereth and Lilandra.

## **Knothakon, God of Wisdom, Lord of Aeons**

Knothakon is depicted as a man in a white robe with a massive head that is far too big for his shrivelled body. His head grows as he stores more knowledge, but shrinks a little when he imparts some of this knowledge to others. He is worshipped by scribes and scholars everywhere.

## **Kryphondus**

Ancient texts speak of this god, but scholars have not yet succeeded in learning more than the name itself.

## **Lilandra the Seductress**

The goddess of Love and Beauty is worshipped by many – especially by courtesans and dancers. Lilandra's temples tend to resemble very high-class brothels. She is depicted as a beautiful

woman, and of all the goddesses most likely to appear nude or semi-nude. Poets praise the radiance of her smile and her laughter. Others appreciate her physical features rather more.

## **Nemmereth of the Long Sleep, The Death God**

Worshipped by Lemurian priests in his guise as one of the Twenty Gods, Nemmereth is considered by Grey Druids to be a Dark God. He is brother to Hurm, with whom he had a falling out over Piandra, and was defeated in combat. He generally appears as a tall and kindly clean-shaven man wearing grey robes, although his other aspect (as a Dark Lord) has a skeletal form with maggots coming out of his eyes and mouth.

## **Piandra, The Goddess of Luck, Lady of Fortune**

She wears colourful patchwork garb and has dice in one hand and cards in the other. Piandra is worshipped by gamblers and anyone who needs a slice of luck when all other gods have failed them.



Hurm

Karyzon

Knothakon

Lilandra



## Quathoomar, Lord of Travel, The Pathfinder

Originally a god of the Blue Giants, but now worshipped by many other travellers of all kinds. He appears as a huge Blue Giant that can stride over hills and mountains as if they are anthills. He carries a great wooden maul and wears a behemathon-hide tunic.

## Sa'Tel, The God of Stars

Sa'Tel created the Star-Orb and sent it to earth for Yrzlak to forge the blade that he gave to Hrangarth to defeat the Sorcerer-Kings. He is usually depicted as a bright light or star, although he is sometimes pictured as a slim naked man of indeterminate age with deep black eyes.

## Shazzadion the Sea Lord

God of the Oceans, Ruler of the Waves. He is depicted as an older ebony-skinned man with a grey beard and bald head. He wears a shimmering green tunic and carries a great spear. Shazzadion has a great sea-serpent called Fulca that he rides at great speed over the oceans, or that sometimes pulls his war galley. Shazzadion's followers are sailors and pirates everywhere, and anyone who has to travel across the sea.

## Yrzlak the Godsmith

The god that forged the Orb-Blade. His forge is within the volcano of Mount Kolvis. He is usually depicted as a great bearded man wearing a leather apron and with hammer, tongs and anvil – the tools of a smith. He is sometimes shown riding an enormous black bouphon. Yrzlak is worshipped by blacksmiths, armourers, soldiers, and even some alchemists (who, as men of science, generally do not worship the gods).

## Zalkyr the Bright, Lord of Light, Sun God

Worshipped by all as he represents light, warmth and growth. He travels across the sky on either a chariot or a sky-boat (the latter being more common in Satarlan temples). In the Crimson Edda, Zalkyr is described as an aging king with golden flesh, silver bones, and hair of sunlight.

## Zarymphyxos

Only the name of this god is known.



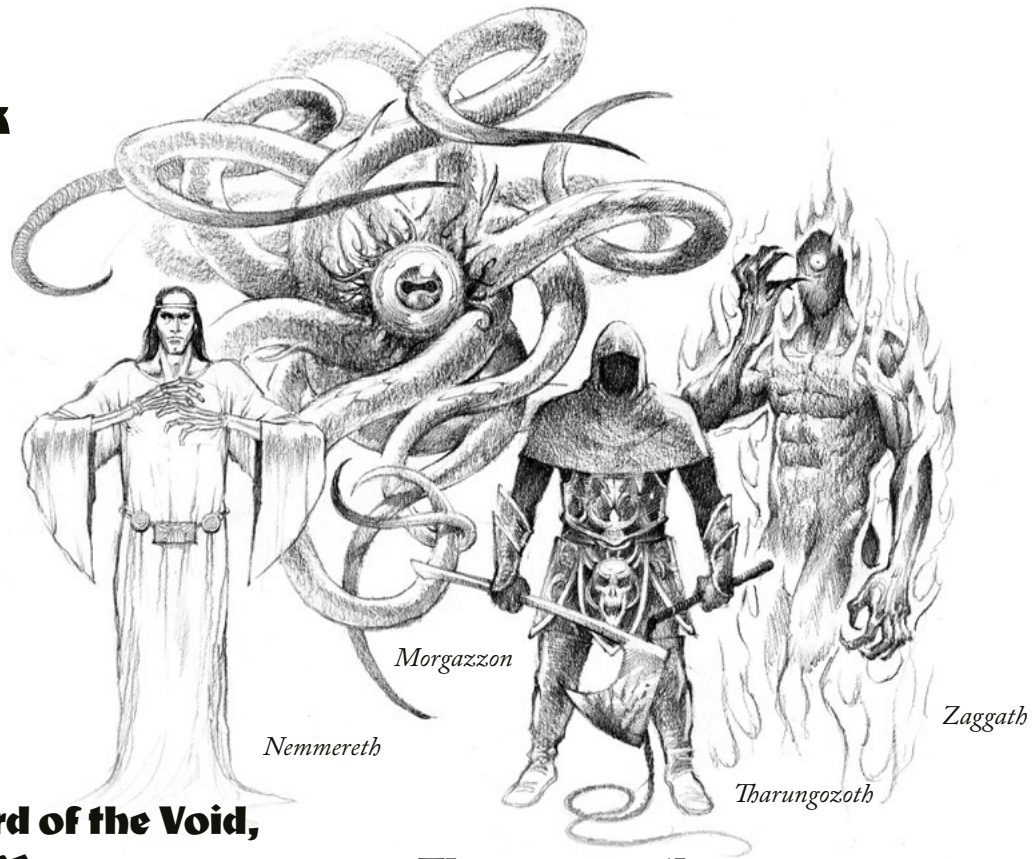
Yrzlak

Shazzadion

Quathoomar



## The Dark Gods



### Hadron, Lord of the Void, the Dark One

Worshipped by the Black Druids and the Sorcerer-Kings, he is usually depicted as an androgynous human-shaped patch of night sky with stars scattered throughout his form. However, he can assume any form he likes. Hadron has the power of destruction at his fingertips. He is the ruler of the Void, where the Dark Gods and demons are said to dwell.

### Morgazzon, The Demonlord of Madness

Also, the Insane God. Worshipped by the Yellow Druids, Morgazzon is said to have one of his homes in the Festrel Swamp. Morgazzon often appears as a wild-eyed, long-bearded hermit in brown robes, although he sometimes appears as a shapeless mass of writhing tentacles with a yellow orb-like eye in the centre. Morgazzon's followers are becoming highly ambitious of late, and are starting to appear in some of the cities of Lemuria.

### Nemmereth of the Long Sleep, The Death God

Nemmereth is described above, in the list of the Twenty Gods.

### Tharungozoth the Slaughterer, the Pain Lord

Tharungozoth is worshipped by the Black Druids and some torturers, gladiators, and slavers. He appears as a solid, broad-shouldered man with a black hood over his head and a black studded leather jerkin, wielding either a whip or an executioner's axe – sometimes both. He often has long iron nails sticking through his neck, shoulders, knees, elbows, and ankles.

### Zagath, Lord of Fire

He is worshipped by the Red Druids, and is said to reside on the Fire Coast where his devoted agent is Methyn Sarr, the Witch Queen. He appears as a man-form, immolated in bright red and orange fire.

### Zylidith, Lord of Blood, God of the Sacrifice

Worshipped by the Crimson Druids, Zylidith always requires his Druids to perform a human sacrifice to receive their spell benefits. He can appear as a gaunt naked man weeping blood, and sometimes as a monstrous and shapeless scarlet mass.



# THE RACES OF LEMURIA

There are several races in Lemuria besides men – however, men are by far the most common, being widespread across the whole continent. Some of these other races were created by sorcery and alchemy in ancient times by the Sorcerer-Kings. The others ... well, who knows?

You can create NPCs of these races in the same way as creating Heroes. Players could create characters of one of these races, with agreement from the GM. Each race has its own *boons* and *flaws*. However, you can only select *boons* and *flaws* from those listed by race when creating your character – that is, you can't select any from the master list unless spending Advancement Points.

## Blue Giants

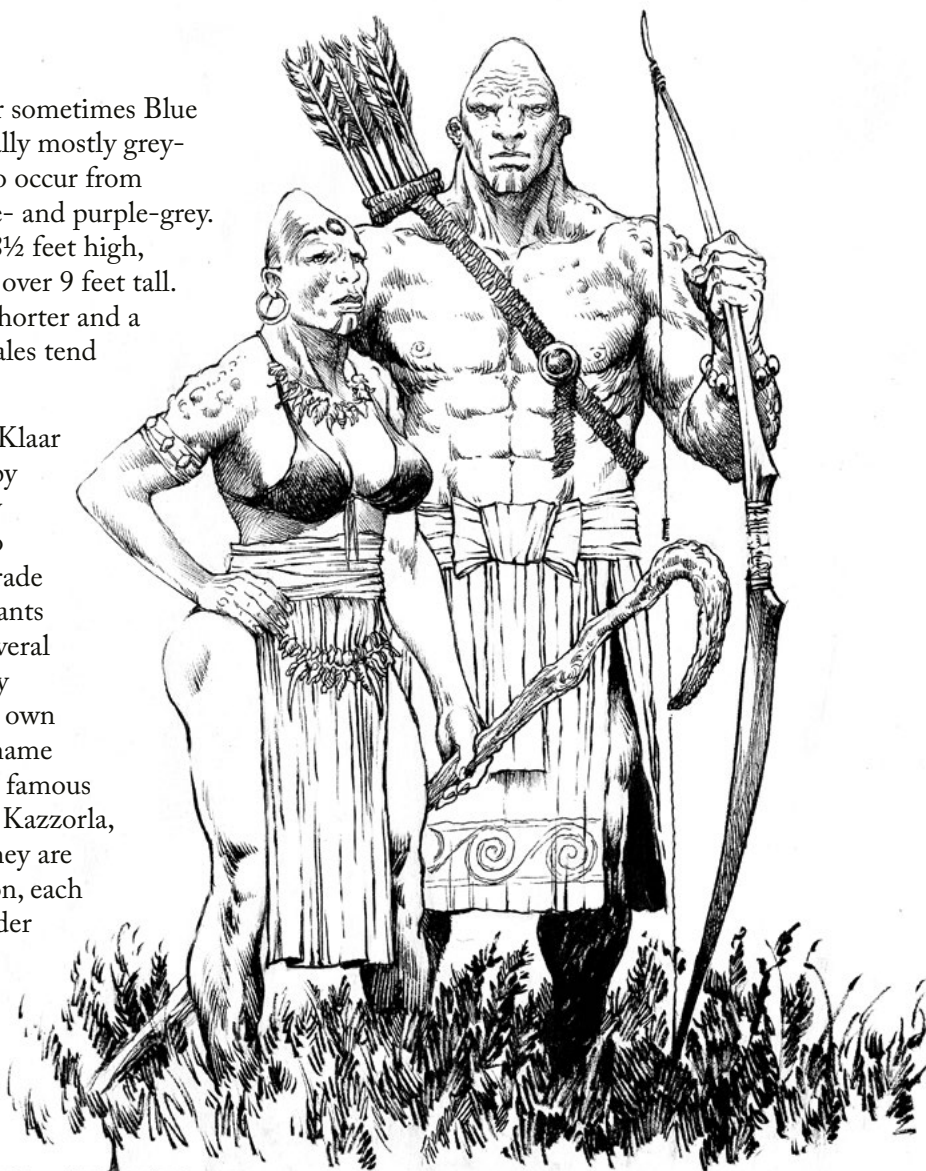
Although called Blue Giants (or sometimes Blue Nomads), these people are actually mostly grey-skinned, but colour variations do occur from green-grey, through grey, to blue- and purple-grey. Males range from about 7½ to 8½ feet high, but there are known to be some over 9 feet tall. Females are, on average, a foot shorter and a little less stocky. Males and females tend to be hairless.

Blue Giants roam the Plains of Klaar in their mighty wagons, pulled by huge, slow-moving banths. They are a proud race that has little to do with men, except maybe to trade occasionally with trusted merchants at Urceb or Oomis. There are several major tribes and twenty or thirty smaller tribes. Each tribe has its own name, which forms the second name of the tribal members. The most famous tribes are the Hegga, Karvoona, Kazzorla, Chunth, Thazaar and Kozaar. They are led by a chieftain and, in addition, each tribe boasts its own spiritual leader and doctor, called a shaman.

Despite their looks, Blue Giants are not a particularly warlike race, although they can be very dangerous fighters. When they have a disagreement with another tribe, they go into battle riding specially trained eldaphons.

They prefer to trade, and many tribes gather at the Ygddar ruins for a week at the end of each month to exchange goods and to meet up with old friends. Some tribes are hostile towards one another and occasional fights break out, but these trade weeks are generally friendly affairs.

Blue Giants are believed to be the result of experiments and alchemies performed by the Sorcerer-Kings. The *Crimson Edda* and other



historical journals certainly mention that blue-skinned giants were with the Sorcerer-Kings at the various battles around Ygddar and the other cities at the time of Lord Kylarth and then King Thangard. At the battle of Hydral Chasm, the Blue Giant, Chunak, led a revolt against their reptiloid masters and caused hundreds of them to fall to their deaths before they could bring the worst of their foul sorceries to bear. Without this turnaround, the Sorcerer-Kings would have won the day.

Blue Giants do not make good *magicians* or *alchemists* and cannot select these careers at all. Blue Giant *priests* are called *shamans* and they generally worship Quathoomar.

**Suggested Boons:** *Beast-Friend, Brawler, Giant-Friend, Giant Strength, Fearsome Looks, Hard-to-Kill, Plains-Born, Quick-Recovery, Strength Feat, Thick Skin.*

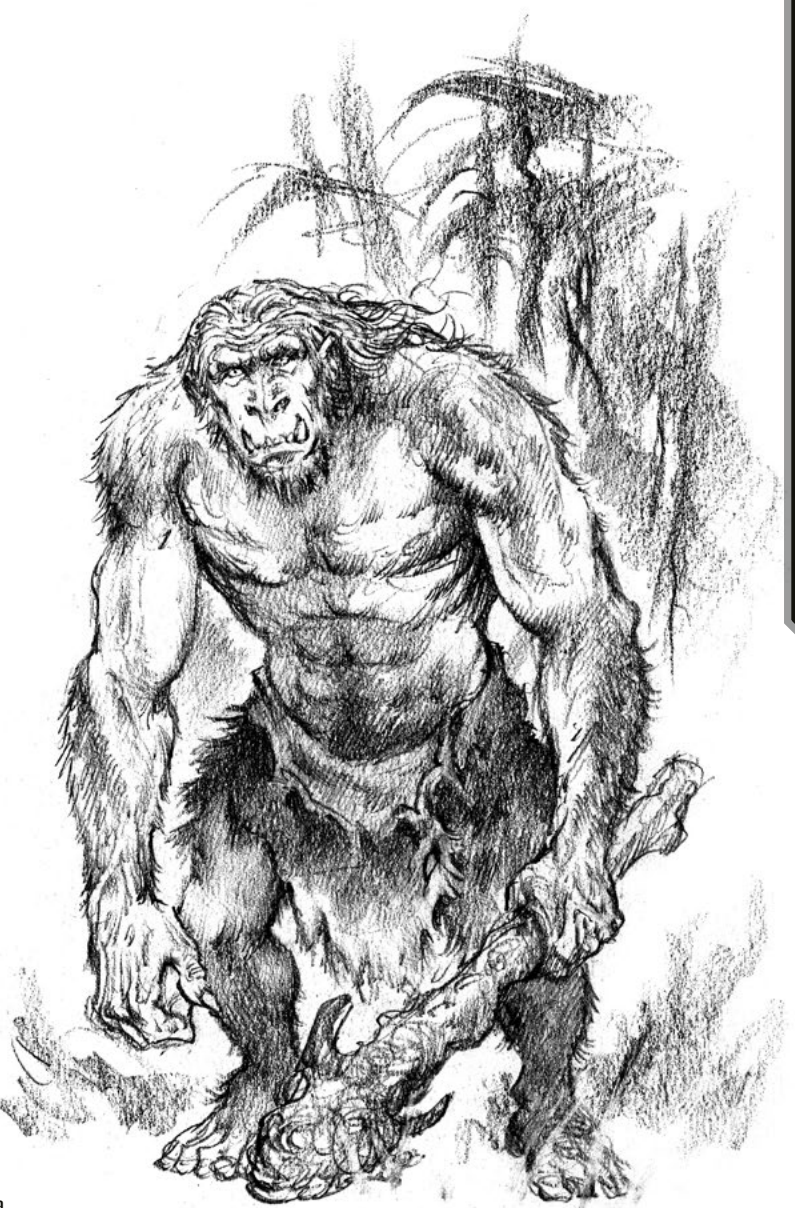
**Suggested Flaws:** *All Thumbs, Country Bumpkin, Distinctive Appearance, Distrust of Sorcery, Landlubber, Lumbering.*

**Male Names:** Bork, Chun, Dekk, Gurnt, Gort, Gozaar, Kerrikk, Erkk, Fakk, Jaakko, Jank, Jouka, Jrycki, Kall, Koozo, Kook, Kuk, Lek, Lozzar, Nukk, Penkk, Tarrk, Venk, Vil, Vork.

**Female Names:** Akki, Bekka, Bezis, Danki, Eeva, Furka, Inka, Irka, Joon, Jurva, Kalli, Karis, Kella, Kooki, Krakki, Lazzis, Likka, Lovi, Marjukka, Marzi, Nukka, Nukeel, Oki, Rikki, Tharki.

## Grooth

Grooth are primitive, man-eating beast men, living in small scruffy settlements of rude huts in the jungle-lands. The Grooth are just one or two steps above apehood. They have squat, powerful bodies, long powerful arms that dangle almost to the ground, and short bowed legs. Their faces are brute-like with little red eyes beneath immense bony ridges, and great jaws with up-thrusting lower teeth. The only signs of a culture any higher than the brutes they resemble are that they use clubs of hard wood and the wooden shafted spears tipped with pointed stones – these and a scrap of filthy animal hide bound about their loins.



If you want to play a Grooth, you can only initially select from these careers: *savage (barbarian), beastmaster, slaver, gladiator, hunter, warrior, shaman (priest), slave, worker.*

All Grooth automatically have the *flaw: Illiterate.*

**Suggested Boons:** *Brawler, Fearsome Looks, Hard-to-Kill, Jungle-Born, Keen Hearing, Keen Scent, Night Sight, Quick Recovery, Strength Feat.*

**Suggested Flaws:** *Absent-Minded, All Thumbs, Country Bumpkin, Cursed, Distinctive Appearance, Distrust of Sorcery, Fear of... (Fire), Hot-Headed, Landlubber, Poor Eyesight, Taciturn, Ugly & Brutish.*

**Male and Female Names:** Ak, Bruk, Cek, Dur, Erg, Fik, Gar, Hig, Ig, Jat, Kof, Lurt, Mak, Nin, Op, Prek, Quh, Rir, Sum, Tulk, Um, Vit, Wat, Zuk.

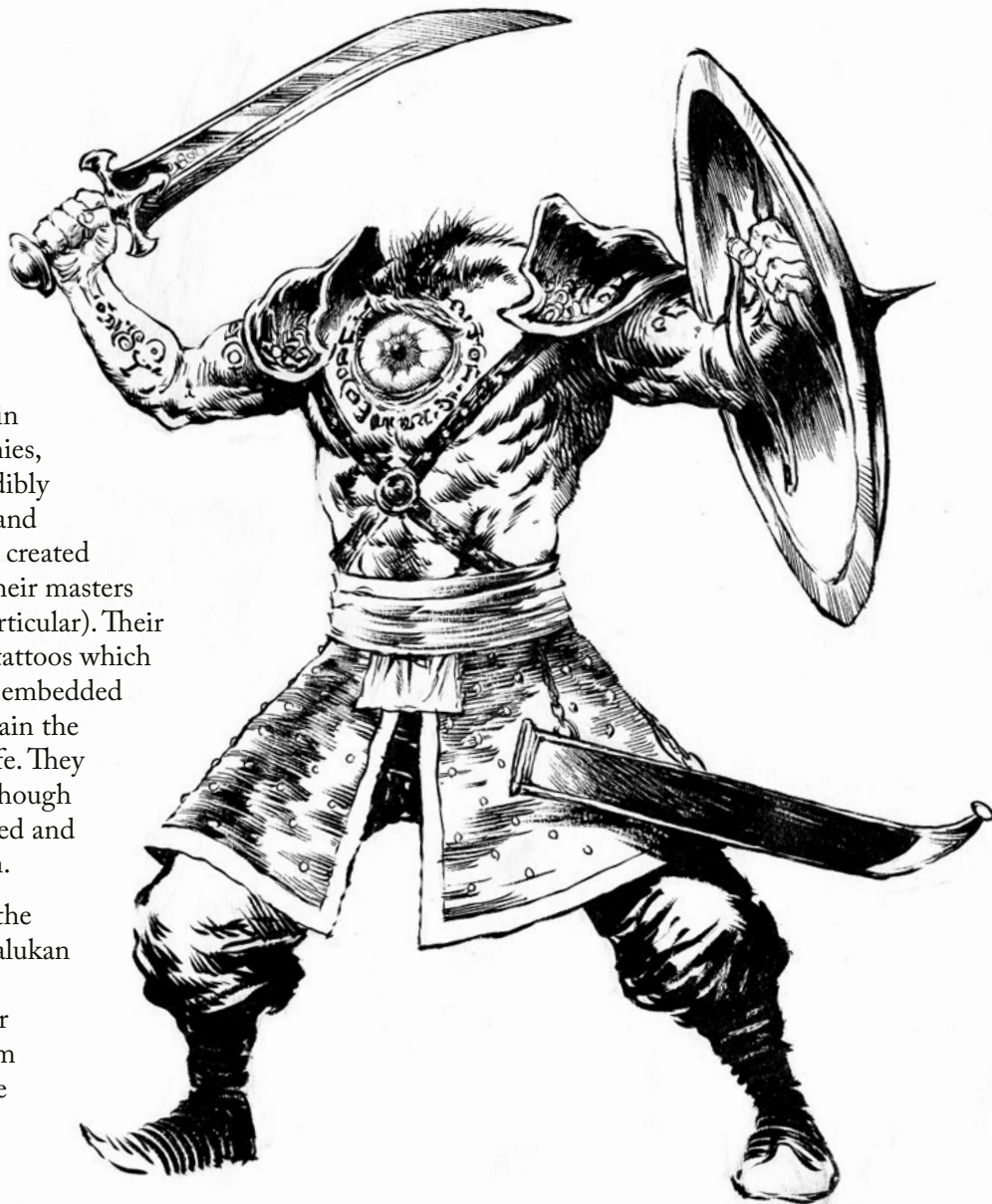


## Kalukan

The Kalukan are a race of headless eunuchs with a large single eye set in the centre of their chests, behind which their brain is located. Bred in vats by ancient alchemies, these beings are incredibly strong, need no food, and never sleep. They were created to be able to protect their masters (from magicians in particular). Their bodies are covered in tattoos which have ancient sorceries embedded in them to help maintain the Kalukan's unnatural life. They are entirely sexless, although their bodies are muscled and proportioned like men.

The Witch Queen of the Fire Coast uses the Kalukan (called the Kalukan Sentinels) to guard her fortress, and arms them with great tulwars. The Kalukan are unable to speak as they have no mouths, and so always roll a *penalty die* in social situations to make themselves understood. They also have no written language, which might lead some to believe they are stupid, but this is not the case. They are quick learners and can be taught to read and write.

All Kalukan are born slaves, so Kalukan Heroes automatically have *slave* as their first career and *guard (soldier)* or *worker* as their second. Most other career choices are open to them – strangely, perhaps because they were created by alchemy, some have an affinity for creating and making potions and devices when given the opportunity. Kalukan cannot be *minstrels*, *merchants*, or *temptresses* and some other careers are difficult for them.



All Kalukan automatically have the *flaw*: *Mute*.

**Suggested Boons:** *Alert, Fearsome Looks, Disease Immunity, Giant Strength, Hard-to-Kill, Night Sight, Nose for Magic, Poison Resistance, Quick Recovery, Resistance to Sorcery, Strength Feat, Thick Skin, Trademark Weapon (Tulwar).*

**Suggested Flaws:** *All Thumbs, Cursed, Distinctive Appearance, Illiterate, Lumbering, Unsettling.*

The Kalukan are not normally given names, but can acquire a nickname. An option would be that you choose another player (or the GM) to give you a name if you are playing a Kalukan Hero.





## Morgal

The Morgal are a race of blood-drinking vampires who can live for many centuries (or possibly eternally). They start off human-like, albeit very tall and pale, but as they age they become more deranged and less than human. Their eyes range from red to violet to black. Their fingernails grow very quickly, so unless a Morgal constantly cuts them, they always end up resembling beast-like claws within a week. Some scribes believe the Morgal might be an offshoot of Sorcerer-Kings that were separated from the rest of their race at some point in the dim and distant past.

### Suggested Boons:

*Detect Deception, Excellent Library, Excellent Workshop, Hard-to-Kill, Magic of the Sorcerer-Kings, Night Sight, Power of the Void, Quick Recovery, Resistance to Sorcery, Savant.*

**Suggested Flaws:** *Cowardly, Cravings, Distinctive Appearance,*

*Fear of Fire, Morgazzon's Curse, Obsession, Phobia, Unsettling.*

**Male Names:** Apuulluunideeszu, Kadashmasazz, Kiipluuu, Nigsummuzzugal, Niiqarquusu, Shamazzad, Shudduggaat, Shu-Thuzzul, Thusuzuu, Ugurnaszir, Vaargaxx, Xhaothigguzzar.

**Female Names:** Aplazza, Arishakka, Deemethresu, Labashi, Puzuri, Ripaazz, Rihatzzzi, Selukzu, Utuala, Yaattirram, Yahattizzi, Zashimbra.

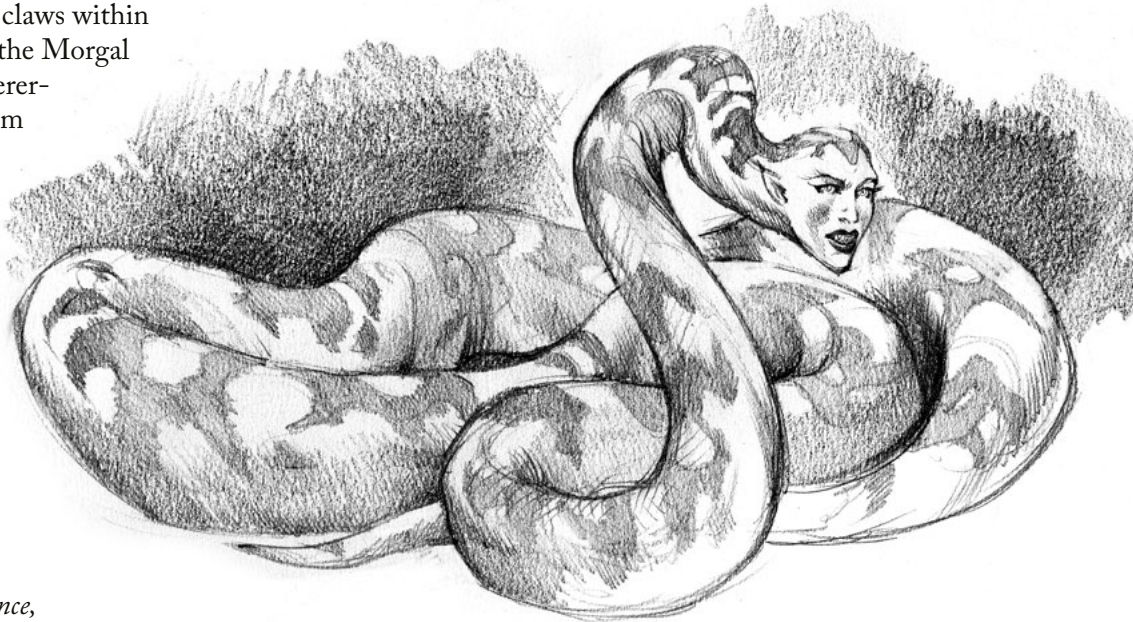
## Slorfh

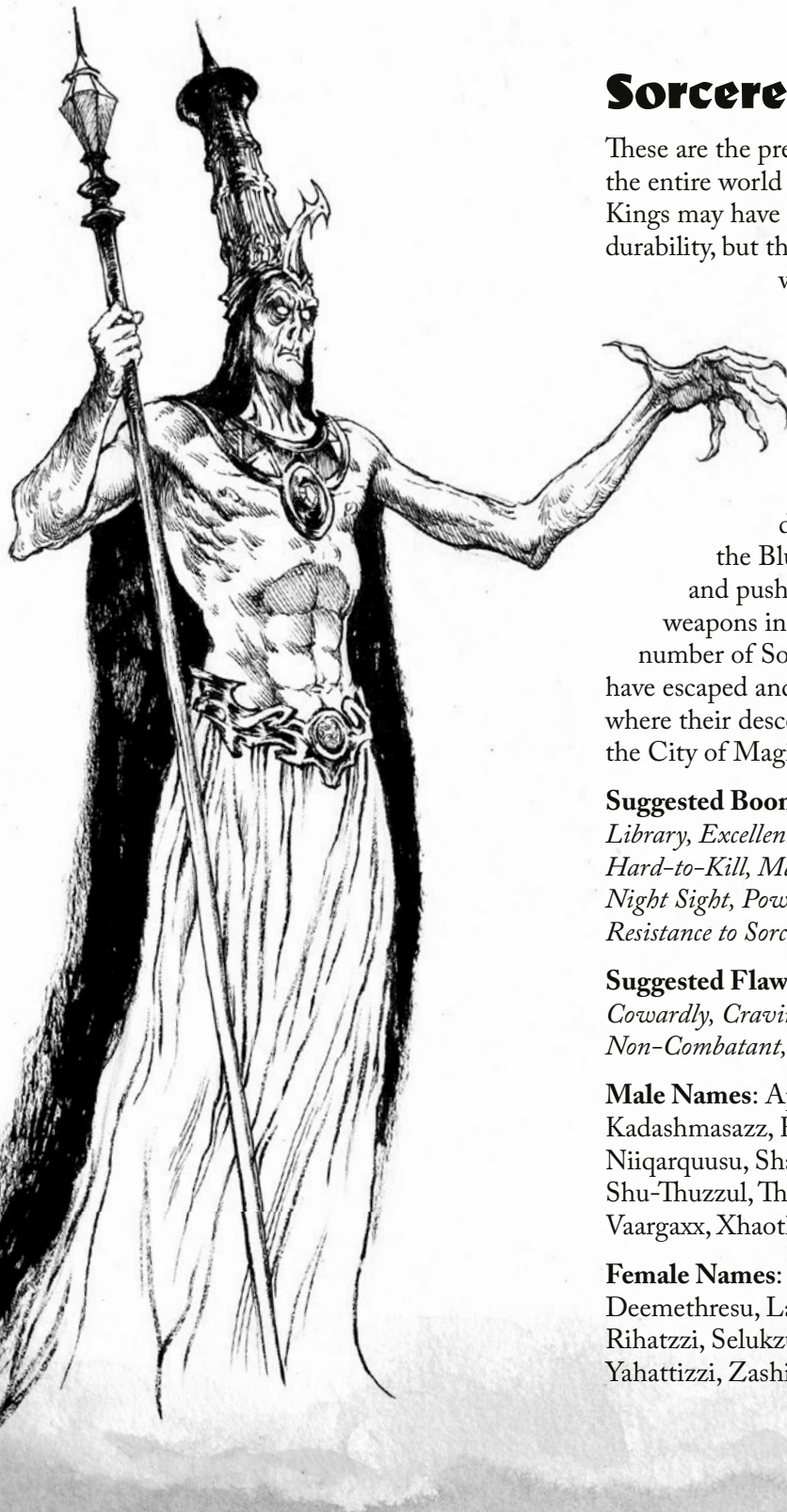
Slorfh are almost certainly the creations of the Sorcerer-Kings. They are woman-headed serpents that dwell in the Beshaar Deserts and can also be found (though less commonly) on the Plains of Klaar. They are pale (almost colourless), putrid snakes but with the head of a beautiful, white-faced woman with needle-sharp teeth. Their bite is mildly toxic, sending their victims into a deep sleep.

**Suggested Boons:** *Artistic, Alert, Desert-Born, Detect Deception, Escape Artist, Fearsome Looks, Keen Scent, Night Sight, Plains-Born, Poison Resistance, Silver Tongue, Sneaky, Thick Skin.*

**Suggested Flaws:** *Cursed, Distinctive Appearance, Feels the Cold, Unsettling, Untrustworthy.*

**Names:** Bashaa, Demetzri, Eneshu, Gileru, Ishme, Labashi, Numunia, Memorashi, Salishme, Tiggarati.





## Sorcerer-Kings

These are the previous rulers of Lemuria – or even the entire world – before man came. The Sorcerer-Kings may have possessed enhanced strength and durability, but they were not especially skilled warriors. They were certainly very clever and creative, and had knowledge of the forces of sorcery. They could draw their power from Hadron and other unspecified Lords of the Void.

The Sorcerer-Kings were destroyed at Hydral Chasm, when the Blue Giant slave, Chunak, revolted and pushed one of their master's sorcerous weapons into the chasm. A very small number of Sorcerer-Kings are believed to have escaped and fled to the island of Thule, where their descendants now live in Zalut, the City of Magicians.

**Suggested Boons:** *Detect Deception, Excellent Library, Excellent Workshop, Giant Strength, Hard-to-Kill, Magic of the Sorcerer-Kings, Night Sight, Power of the Void, Quick Recovery, Resistance to Sorcery, Savant, Silver Tongue.*

**Suggested Flaws:** *Arrogant, Combat Paralysis, Cowardly, Cravings, Distinctive Appearance, Non-Combatant, Obsession, Phobia, Unsettling.*

**Male Names:** Apuulluunideeszu, Kadashmasazz, Kiipluuu, Nigsummuzzugal, Niiqarquusu, Shamazzad, Shudduggaat, Shu-Thuzzul, Thusuzuu, Ugurnaszir, Vaargaxx, Xhaothigguzzar.

**Female Names:** Aplazza, Arishakka, Deemethresu, Labashi, Puzuri, Ripaazz, Rihatzzi, Selukzu, Utuala, Yaattirram, Yahattizzi, Zashimbra.





## Winged Folk

These are a mysterious race that lives in hidden valleys high up in the Mountains of Axos. They are very secretive, rarely dealing with outsiders at all. The Winged Folk (both male and female) are slender, agile, and highly creative. Their homes are built in well-adapted caves and on rock ledges. Their wings are functional, allowing them to glide around the rocky cliff faces or even to fly for short distances if unencumbered. Their feet are bird-like claws, allowing them to cling to rock faces with ease. They are not great warriors, and use only darts – light missile weapons – with which to defend their homes or to hunt small game. Most armour is too cumbersome for flight, although a few of the stronger ones might – if danger threatens – don leather bracers, battle harnesses and greaves (light armour), or use a small shield.

If you play a Winged Folk, you can choose any career, although the following are very rare: *assassin, executioner, gladiator, sailor, soldier, thief, worker*, and *vagabond*, so create a good explanation for how your character's career path includes any of these.

**Suggested Boons:** *Alert, Artistic, Beast-Friend, Born Athlete, Keen Eyesight, Mountain-Born, Night Sight, Trademark Weapon (dart), Winged Folk Agility.*

**Suggested Flaws:** *Combat Paralysis, Delicate, Distinctive Appearance, Distrust of Sorcery, Non-Combatant.*

**Male Names:** Aamaneeth, Aaneet, Aaleevic, Cloonacool, Easreth, Eemenearl, Eveearic, Faerloec, Flaanaceel, Graaranic, Heael, Heoorl, Himeen, Hoorcaarl, Iaoween, Jaoor, Laaric, Meerscaarl, Nyaneeth, Oorlacoorth, Raor, Raoeeth, Saamaneal, Soorth, Urllaanic.

**Female Names:** Aaroel, Aerieena, Aellaarree, Earraa, Eleemeena, Evearilla, Flitillia, Flooressa, Flaarmeena, Galaania, Gleeemaa, Gleesinra, Heelestraa, Haorellee, Ieliellaa, Iastreena, Ifeelea, Laesa, Loornaea, Lolaandrea, Meerceena, Nyleea, Oorea, Raoreea, Seorea.



# THE GEOGRAPHY OF LEMURIA

*“As the clouds parted, Krongar could see from his vantage on the deck of the sky-boat the whole of Lemuria laid out before him, as a map on a king’s desk. Satarla, directly below, walled, magnificent – without doubt earning its place as the Jewel of Lemuria. To the north, the lush green of the Qush jungle lands, serene and magnificent, hiding the many perils within those verdant green depths. And beyond that, the dominant might of the Axos Mountains, thrust up from the earth in aeons past during the cataclysmic reign of Hadron and his Dark Lords. Further still, though even at this height invisible to Krongar, would be his Valgardian homeland – the Frozen North, cold and white with frost and snow.”*

— Krongar’s Saga

## Overview

Lemuria is a huge land with many varied geographic features, rolling hills, huge mountain ranges, steep scarps and valleys, vast dry plains, dense jungles, fetid bogs, dark tangled woods, broad navigable rivers and rushing streams. It is a rugged and largely untamed land, so the dangers are many.

To the North, the Mountains of Axos rise up to the clouds – a massive, impenetrable wall sealing off the frozen land of Valgard. Mount Kolvis, a volcano, is the highest peak and is also home to the Twenty Gods.

To the South, the smaller Besharoon Range creates another great wall, beyond which the arid Deserts of Beshaar bake in the heat of the sun.

The Empty Lands in the West – beyond which no man has ventured – form a third natural boundary, with the Eastern Ocean completing the final border of Lemuria.

The steaming jungles of Qush and Qo cover much of the Lemurian landmass. The nature of the woodland changes the further you go in either direction, but what doesn’t change is the raw and antediluvian wildness of those ancient forests. With barely a break they cover thousands of leagues, hiding ancient ruins, lost tribes, exotic beasts, and other wonders yet to be discovered by intrepid hunters and adventurers.

The Plains of Klaar cover a vast proportion of the north-east region. Rumbling their way slowly over this vast open prairie are the caravans of the Blue Giants. There are many ruins dotted around

these plains – like the known ancient cities of Oosal, Ygddar, Qiddesh, Qar, and Qeb – and other towers, ziggurats and temples yet undisturbed, waiting to be found and their riches plundered.

Most people will live and die in the villages, towns, and cities where they were born. There is little need (and much danger) for most to travel further afield. However, there are inevitably those that do brave the dangers of the Lemurian wilderness – adventurers, explorers, traders, diplomats, vagabonds, couriers, and mariners, amongst others. Most short journeys are made on foot, and it is common for poorer travellers to band together for protection if travelling the roads within their city bounds (which can be up to a hundred miles or more around the city proper, with many small towns and villages within this area). Richer citizens, travellers, nobles and cavalrymen ride parvaluses (horse-like animals). Special units of knights ride trained reptilian kroarks, which can fight with their rider. The Beshari ride trained flightless birds across their desert lands.

For longer journeys, there are a number of choices. River travel by barge and galley is common between the large cities. Most wealthy merchants own at least one barge – indeed, some nomadic river people live almost entirely on the waterways in their house-barges. Merchant galleys, as well as venturing upriver, also regularly cross the Gulf of Satarla, cutting out the many thousands of miles that would be required by land. They will often take on paying passengers as a means of topping up their profits.





# MAP OF LEMURIA



THARUNGOZOTHYR

FROZEN PLAINS

GREAT

FOREST

THE GLACIER SEA

GHOST WOOD

WHITE SERPENT RIVER

WITCH WAY RIVER

THE ROT KINGDOM

BEI WEI

LIU

VOLGAR

WITCH'S TEETH

KHANSAN CITY

TOR XIAN

VALGARD

LOW HILLS

WISE MAN'S WOOD

FROZEN TYR

NELHEIM

BOLKAN'S FARM

VINTERGART

POOR HILLS

MIDBURG

STALHEIM

KHANATE

AXOS MOUNTAINS

MOUNT KOLVIS

VHENDIS SEA

QIDDESH

TOWER OF JESHAREK

QAR

EMERALD CHASM

OOSAL

JUNGLES OF QUSH

PLAINS OF KLAAR

YGDAR

QEB

SHAM

SHAMBALLAH

OOMIS

SWAMPS OF FESTREL

URCEB

THE EMPTY LANDS

TYRUS

SATARLA

GULF OF SATARLA

IYSOR

EASTERN OCEAN

JUNGLES OF QO

MLOR

THULE

MOUNTAINS OF BESHAROON

MALAKUT

PARSOOL

ZALUT

PORT OF THE SEA LORDS

DESERTS OF BESHAAR

HALAKH

KASHT SWAMP

FIRE COAST

THE PIRATE ISLES

THE UNKNOWN SEA

FORTRESS OF THE WITCH QUEEN

Those traders who do not own galleys, or have more land-based businesses, move their goods by banth, either piling the goods directly onto the broad backs of those beasts, or by banth-pulled wagons for longer treks. Blue Giants are particularly noted for their reliance on these massive creatures. Farmers are more likely to move their goods to market by bouphon – again either directly loaded onto their backs or in wooden carts.

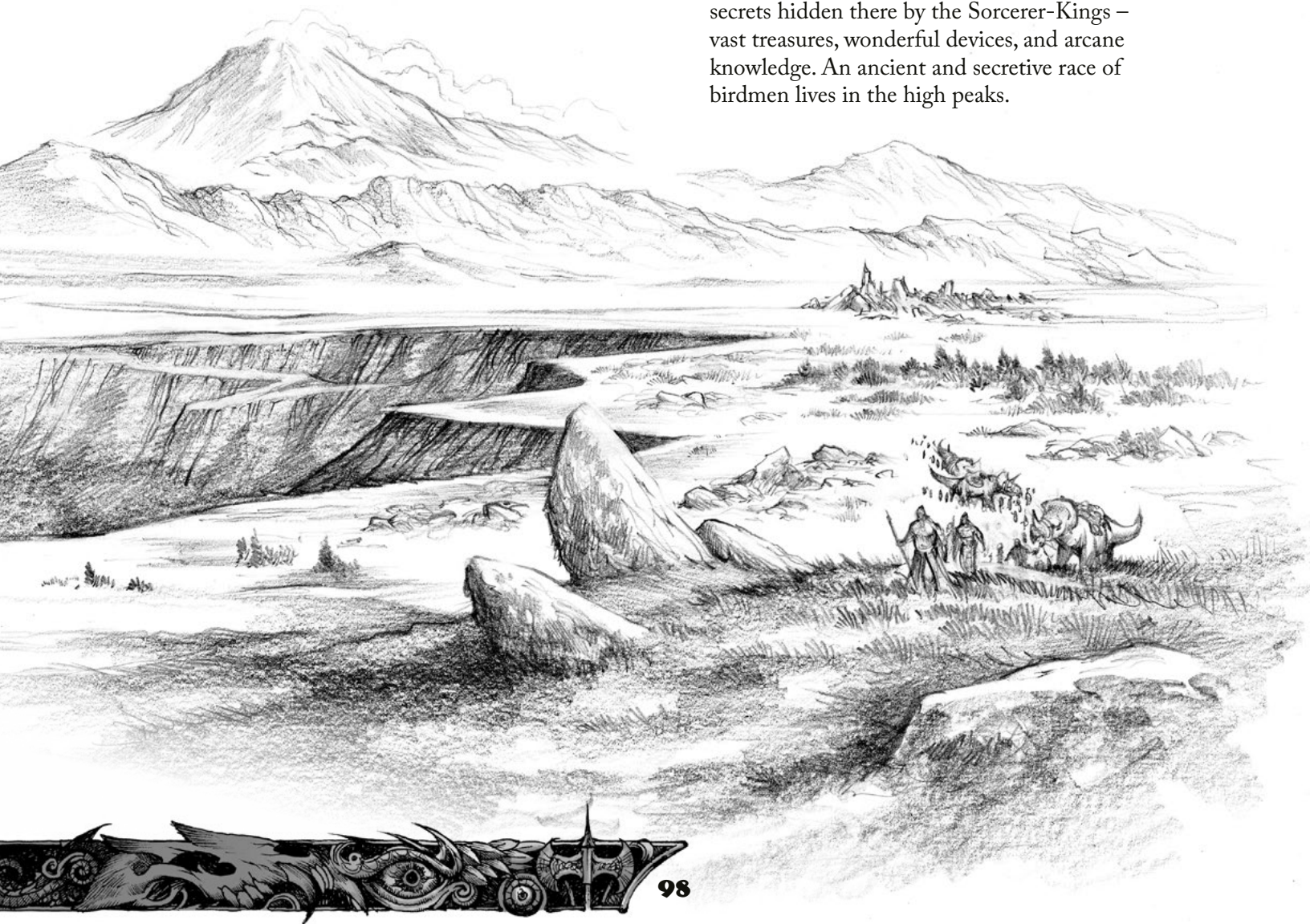
Major roads are generally only paved through the cities and for up to 10 or 20 miles beyond the city walls. After that, the quality of the roads depends on how much or little they are used, and how far out of the city you travel. All of the major cities are linked by roads of varying quality, centred on Satarla (all roads lead to Satarla), but if travelling anywhere other than between major centres, you will be lucky to find anything better than a rutted dirt track.

## Axos Mountains

The Mountains of Axos make up a massive mountain range, of which the tallest peak is the volcano, Mount Kolvis. The range separates the southlands from the barbarians of the Ice Wastes (also known as the Frozen Northlands) of Valgard. There are several passes through the range, used by few but the most adventurous or heavily armed travellers. The mountains are home to many dangerous beasts and barbarian tribes, as well as natural hazards.

The Axos tribes are scattered throughout the mountain range. They fight frequently and trade a little. Some of the tribes do a little surface mining, so there are iron implements to be found as well as gold and silver in their adornments.

There are said to be miles of caverns and tunnels beneath the mountains, some of which are haunted by a race of blind ghouls who are rarely seen on the surface. Other caves contain secrets hidden there by the Sorcerer-Kings – vast treasures, wonderful devices, and arcane knowledge. An ancient and secretive race of birdmen lives in the high peaks.



## Beshaar Desert

The Beshaar Desert is the vast dry desert south of the Besharoon Mountains. It is home to hundreds of different tribes of nomads that ride sand runners – large flightless birds that have been domesticated for riding. The tribes are raiders and merchants in equal measure. They fight often – usually over obscure customs, but sometimes over water or tribal boundaries (which are often based on access to water). The desert sands have reputedly buried many an ancient treasure-filled palace or tomb, and some desert hermits and wise men know the legends of these lost places.

## Besharoon Mountains

This is a mountain range separating the Deserts of Beshaar in the south from the Jungles of Qo to the north. The City of Halakh is built on the eastern end of the range, just before it meets the Kasht Swamp. There are a number of mountain tribes that build their villages in these mountains, and some of these tribes know of a great cavern guarded by serpents and filled with silver and gold.

## The Empty Lands

As far as anyone has ventured, The Empty Lands is a large desolate wasteland. Travel is made more difficult by the harsh winds that often blow across the crags and rocky scarps that make up much of the landscape. There is life here – most of it as hostile as the land it inhabits. Poisonous trees, gorses that shoot acidic needles, winged vipers, invisible spiders and fire-breathing scorpions are some of the beasts that have been reported. There are garbled reports also that there are roads made by men out there. Other tales say that if you travel far enough you will come to a city of gold...

## Festrel Swamp

Festrel is a foul-smelling swamp at the mouth of the River Oom. It is here that Lord Kylarth was driven mad and lost the Orb-Blade. Festrel Swamp was also home to a beast known as Zathog. Lord Thangard slew Zathog when he retrieved the Orb-Blade to fight the final battle against the Sorcerer-King. More creatures like Zathog might exist either here or in other swamps.

## Fire Coast

The Fire Coast is a stretch of the coastline south of the Kasht Swamp. It becomes unbearably hot due to the lava beds that spew out their smoke and ashes all around this parched landscape. This is where Zaggath, Lord of Fire dwells. It is also in this inhospitable place that the fortress of the Witch Queen, Methyn Sarr, is located.

## Fortress of the Witch Queen

The Witch Queen, Methyn Sarr, is a sorceress whose powers are reputed to rival those of the Magicians of Zalut. She worships Zaggath, Lord of Fire. It is possible she is also a Red Druidess as well as a witch. She is also reputed to hold the legendary Star-Orb within her fortress, which is guarded by the Kalukan Sentinels.

## Halakh

This is a southern city located at the eastern end of the Mountains of Besharoon. It is a major trading centre for the nomads of the Beshaar Desert. Halakhians are generally short, dark-haired, tough and swarthy. The city is known for its assassins who use their crooked trademark dirks, called kir.

Halakh is also the centre of the Grey Druids, a cult that worships the Death God, Nemmereth. They have a massive temple dedicated to that god in the centre of the city. The current king of Halakh is Zomat Deshkar. He acquired his title very recently by assassinating the previous king. This is an acceptable way to do things in Halakh.

## Kasht Swamp

East of the City of Halakh are miles of dangerous swamps known as the Kasht. The swamp is home to a vast number of man-eating beasts, though there are people living and thriving in these swamps. Their homes are made of wood and reeds and other materials gathered from the surrounding landscape. Many homes are built on stilts to keep them above the water level. There are a few foot trails through the swamp, but travel is mostly by small boat or raft.



## Klaar Plains

This is a vast prairie, which was once a verdant land where man had built great cities. These cities now lie in ruins, the land laid to waste by the Sorcerer-Kings. Now the plains are home to the Blue Giants, who were freed from their servitude when the Sorcerer-Kings were defeated at Hydral Chasm. The Giants criss-cross the plains in their banth-pulled caravans, following trails first made in days long past. Hydral Chasm is so deep, the sun never strikes the bottom. There are noxious vapours down there that will kill anyone attempting to venture to its depths. Occasionally these vapours rise to the surface, killing animals and plants around the edges of the chasm.

## Kolvis

The highest mountain in Lemuria – it is a volcano, also known as Yrzlak's Forge or God's Forge. It is the place where Yrzlak created the Orb-Blade from the fallen Star-Orb, with which Hrangarth fought the Sorcerer-Kings. Kolvis is also the entrance to Mezzeschesh, the Realm of the Gods.

## Jesharek's Tower

Jesharek Jool is a Wizard-Alchemist of great renown. He left Tyrus over 50 years ago, when magic was outlawed and found this ruin, which is believed to date back to the time of the Sorcerer-Kings. He rebuilt it and now continues his studies here, undisturbed, in the relative peace of the foothills of the Axos Mountains.

## Lysor

Lysor is a city on the Gulf of Satarla. It is known as the City of Healing or the Serene City – the best physicians and temples of healing can be found here. The city is built on an area of natural springs, and the sick, lame and injured travel here from far and wide, looking to be healed. Because of this, Lysor is a busy city, packed with many temples and multitudes of pilgrims looking for spiritual and moral guidance. The streets and public areas of Lysor overflow with beggars, prophets, tourists, wanderers, peddlers, poets, scholars, healers, and acolytes.

The current king is Colmus Kavataz. He resides in the Serene Palace with his queen, Raima, and their beautiful twin daughters, Zulena and Jehana.

All is not as well as it seems on the surface, though, and rumours abound that Morgazzon, Demon of Madness, has a cult within the city and that the Yellow Druids have returned to do their evil work.

## Malakut

The Malakuti are a warlike people, but recent battles with Halakh, Parsool and Satarla have kept them quietly behind their city walls, licking their wounds. Malakut is also known for its powerful Thieves Guilds. The Queen of Malakut is Suria Klodis. She has an all-female palace guard, called the Jemadar Guard, as famous for its fighting skill as its loyalty. In battle they wield the famous khostoks, leaf-bladed fighting spears. The city is a mass of narrow twisting streets on many levels, with flat-roofed wooden-framed or mud-bricked buildings, cut through by broad avenues that the nobles use to travel from palace to palace. Dotting the cityscape are parks and pleasure gardens where everyone takes the air, often late into the night. Malakuti food is very spicy, and foreigners either love it or loathe it. Throughout the spice markets and streets of tradesmen, strollers can be entertained by professional storytellers, jugglers and acrobats. The luxurious Royal Palace is on high ground next to the river and neighbours the imposing fort that looks down on the city.

## M'lor (ruins)

The Lost City. Lost to the jungles of Qo a thousand years ago, it is now inhabited by zombie-like people sapped of their will by Xozan, a cruel blood-drinking Morgal.

## Oom River

The river that flows southwards from the eastern end of the Axos Mountains, along the west edge of the Plains of Klaar and through the Festrel Swamps, before pouring into the Gulf of Satarla. The City of Oomis is built on its banks.



## Oomis

Oomis is the first of the new cities of Lemuria. Settled by the remnants of the men of Oosal, Ygddar, Qeb, and the rest of the ancient cities after the battle at Hydral Chasm, Oomis is the only city that the Blue Giants really feel comfortable in. Oomis is a great trading centre where merchants from all over come to obtain rare items from the Plains of Klaar.

The city is currently under the rule of King Keldon III. His Queen Dorlina has borne him two sons, Keldon and Kelderik, and a daughter, Nitina. Despite his children's and queen's protests, the king has recently taken on an adviser called Ilkthar, a Yellow Druid. The Yellow Druids have a fast-growing cult within Oomis (and if the rumours are true, through Ilkthar they actually run the city).

## Oosal (ruins)

The city of Oosal is now a ruin. It is the place where Hurm appeared to Lord Thangard and told him where he could find the lost Orb-Blade. It is located to the north of the Plains of Klaar, near to the Hydral Chasm, where the final battle was fought and the Sorcerer-Kings destroyed.

## Parsool

This is the second city of Lemuria, after Satarla. It builds the finest galleys, and boasts the finest mariners. Parsool's constant battle with pirates has meant massive tax increases in recent years, and the citizens are close to revolt. The current king is Zandar Bley.

Parsool is a windy, winding, sprawling city, always with some kind of building work going on. The buildings of Parsool are mostly wooden – the poor live in clapboard terraces, while the rich live in buildings of ornately carved hardwoods.

All roads seem to lead to the sea in Parsool, and the constant cries of the sea-birds sometimes drive visitors mad. The city itself is reached by the coastal road, so you see it long before you reach the main city gate (one of the eleven city gates, in all).

Although the nobles pretend otherwise, trade rules in Parsool. The richest merchants love to display their wealth by wearing sumptuous fabrics and draping themselves in jewels. Parsool envies Satarla but is constantly engaged in sea battles with pirates, causing ruin for many of the merchants of this otherwise bustling and diverse city.





Parsool's sea navy is the most powerful in Lemuria. The only reason Parsool has not yet challenged Satarla is due to that city's Sky-Navy. However, Parsool's navy does include the most powerful warship ever built – the mighty *Glory of Parsool*.

## Pirate Isles

The Pirate Isles are a chain of islands that harbour some of the worst buccaneers and sea dogs. There are many sea captains here, but they all answer to Gorthan Half-Hand. The main town is the Port of the Sea Lords.

The pirates are mariners that have forsaken the mainland and taken to the sea, surviving by robbing ships and raiding the coast. Their fleets, operating out of the Pirate Isles, can be small or large enough to threaten even the largest palace states. A Sea King rules each fleet by might and guile, usually owning most of the ships. The other captains and crew follow the king for the promise of greater riches.

## Port of the Sea Lords

Also known as the City of Pirates, it is a sprawling jumble of buildings set in and around the sea cliffs of the largest of the islands of the Pirate Isles.

The pirates come here to drink, to trade, to crew their ships, and to make repairs. As a port city, it is notorious for its gaudy displays of wealth and loose morals. The current Sea Lord or Pirate King is Gorthan Half-Hand. For a bodyguard, he has a Kalukan Sentinel he calls Gort.

## Qar (ruins)

Qar is one of the original cities that fell into ruin after destruction by the Sorcerer-Kings. Beneath the city are deep catacombs where ancient treasures can be found – however, a terrible beast is reported to live in the tunnels.

## Qeb (ruins)

Qeb is the ruined remains of one of the original cities that fell after destruction by the Sorcerer-Kings. Tales abound of great wealth lying in wait for adventurers, but also of great dangers.

## Qiddesh (ruins)

Nothing much is left of the once great city of Qiddesh – just rubble and fallen masonry, covered by the dust of centuries.

## Qo Jungle

Qo is a thick jungle north of the Mountains of Besharoon and south of the River Tyr.

Many ferocious creatures live within. Hidden throughout the thick tropical foliage are many peoples, organised into tribes. Each tribe has its own customs and ways. The lost city of M'lor is somewhere within the jungle's dark depths.

## Qush Jungle

Qush is a massive, dense and steamy jungle covering much of central Lemuria. Much like the Qo, it is home to fearsome beasts and savage tribes. Much of it is completely unexplored, and several tribes of half-men are said to live in the deepest parts of the jungle.





## Satarla

Satarla –the Jewel of Lemuria – is the grandest city on the continent, with majestic red tile-roofed buildings, impressive marble-columned temples and bath houses, magnificent wide plazas, expensive bronze and granite statues, and wonderful tree-lined parks and fountains. Satarla is also home to the Great Library, the destination of scribes and scholars from all over Lemuria.

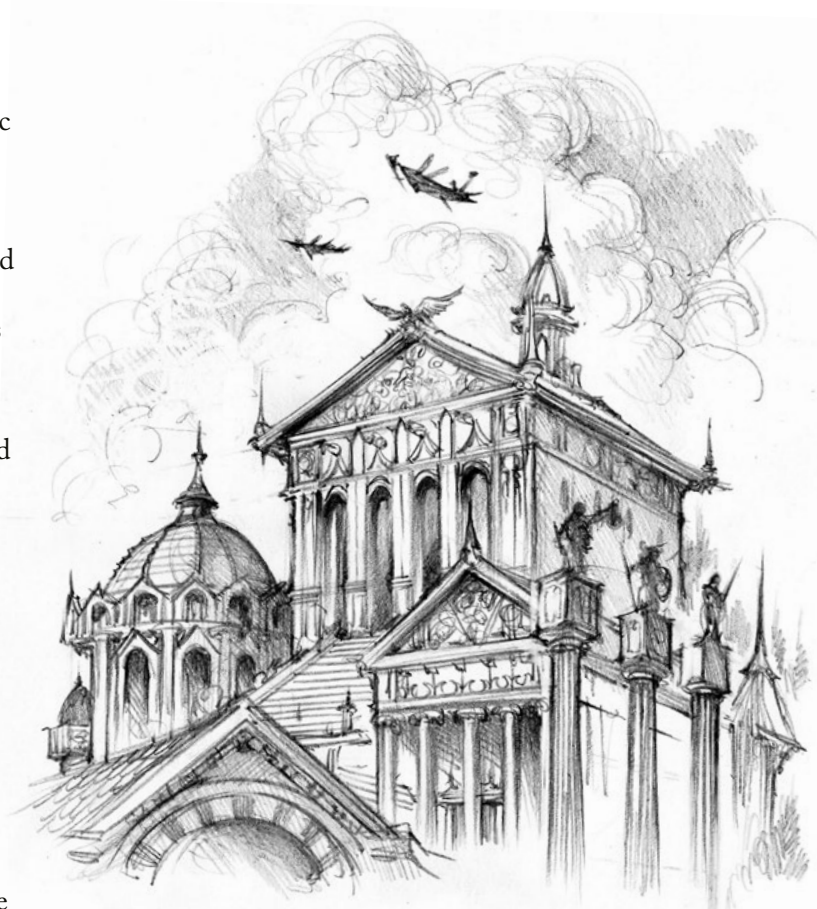
The city has a cosmopolitan air – its busy streets are always a riot of sights, sounds and smells. The poor live in packed tenements, while the rich have well-appointed town houses – even if they spend most of their time in their luxurious estates outside the city walls.

Street vendors crowd the busy streets with their exotic wares and the smell of food cooked outdoors competes with the sounds of music from the many street musicians that also vie for your coins.

All of this activity provides rich pickings for the numerous petty criminals who live in the dangerous slum called *The Sump* – a place of narrow alleys and dark doorways, where the city guard only venture occasionally and in large numbers.

Satarla is also the home of the Sky-Navy, a fleet of sky-boats made from the lighter-than-air metal, allanium. You can tell the foreigners – they're the ones standing gawping and pointing in amazement as the sky-boats return to their mooring posts on the highest towers of the Royal Palace.

Satarla's current king is Davym Tarv, a brave warrior. Twenty years ago, Davym led his armies to a great victory against the longbow men of Tyrus. It's said he had ambitions to pursue his conquest further, but for some reason didn't press this advantage, instead returning to his throne in Satarla. Some say he feared a strike by Parsool or Malakut, but others believe he simply lost his nerve. Davym has recently married his long-time concubine, Avnuby.



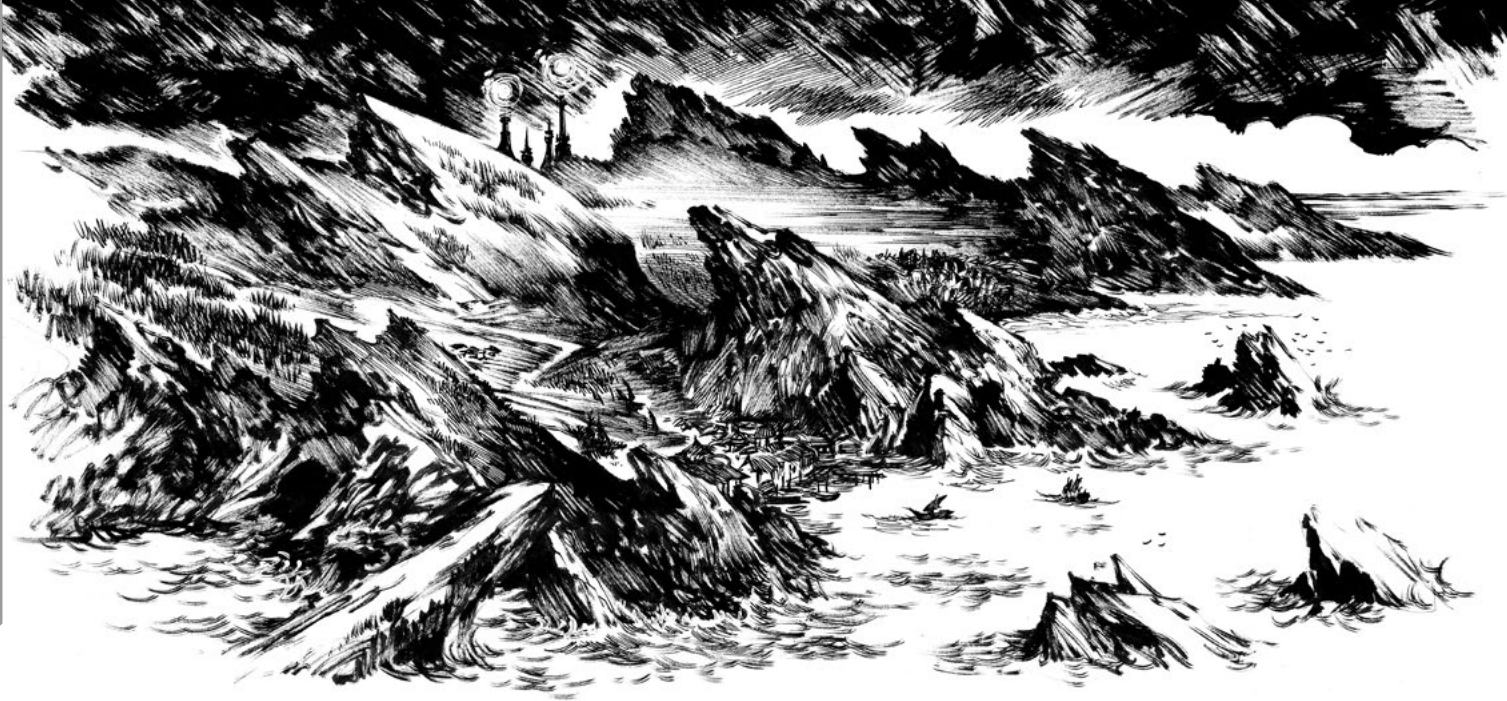
## Sham River

The Sham is a river that runs from the western end of the Axos Mountains into the Tyr. Through the mountains it runs quite swiftly, but between Shamballah to where it joins the Tyr, it is slower moving and navigable by river craft. It is full of dangerous and exotic water beasts, however. The city of Shamballah is built on its banks.

## Shamballah

Shamballah is a city on the Sham River, to the west of the Jungles of Qush. It is the last major city before the Empty Lands. The people are very fine hunters and are known for their skills with animals. The current ruler is King Barvak Indalon with his queen, Imbalayo. Much of the city centre and palace area is built with the stone remains from a ruined city in the jungle, several miles away. The remainder of the city is mainly elaborate huts of wood and baked mud.





## Thule

Thule is the island where the last of the Sorcerer-Kings are said to have hidden after their defeat at Hydral Chasm. Zalut, the City of Magicians, is the only major city on the island. It is a rocky island, with few trees and a windswept landscape. Strange beasts – perhaps escaped pets and demons of the Magicians – are rumoured to roam the land, making it dangerous to make landfall anywhere other than Zalut itself.

## Tyr River

The Tyr River flows from the Mountains of Axos (near Kolvis), through the Jungles of Qush, and empties out into the Gulf of Satarla. The City of Satarla is built at its mouth. After being joined by the Sham, it is a wide, slow-moving river – perfect for transporting goods in galleys and barges.

## Tyrus

A large and strongly fortified city built on the River Tyr, Tyrus is known for its riverboat building, its skilled longbow men, and the brave (or foolhardy) hunters who venture daily into the Qush. It is a major river trading port for merchants coming downriver from Shamballah and upriver from Satarla.

Fifty years ago King Syton outlawed the practice of magic and founded the Wizard-Watch, a special force of trained soldiers, to keep the

city clean of sorcery. The Watch has become a dangerous police force under their current captain, Salem. Using their Royal Seal, they have gone well beyond their original authority and have far more influence in political affairs than most any other individual person or body in the city.

Tyrus is still licking its wounds after a war with Satarla twenty years ago, in which King Syton was killed. Relations are still stretched between the two cities. The current king is Syton's son, Juvor, who has ambitions to rule the whole of Lemuria and has taken his eye off the ball as regards Salem and his inquisitors.

## Urceb

Urceb is a coastal city overlooking the Eastern Ocean, and lies to the south of the Plains of Klaar. The current king is Negedzar Frome. Urceb (also known as the *Forgotten City*) is not noteworthy when compared with most of the others. However, it is built on the ruins of another ancient city, whose name is lost in the dim reaches of time.

There is a thriving society in the upper levels of the Undercity (sometimes referred to as Urceb Below). Whatever you can find above ground is replicated in Urceb Below – homes, taverns, bazaars, temples, workshops, and all the normal trappings of everyday life. Whilst it was originally occupied only by the thieves and the homeless, it has become more-or-less a normal part of life of Urceb.



There are hundreds of “maps” of Urceb’s catacombs, and thousands of trinkets supposedly scavenged from the lower depths by adventurers are for sale in the city’s marketplaces, both above and below ground. Most of the inhabitants of Urceb have a trapdoor in their cellars or know of an entrance to the lower vaults that they will show to adventurers – for a price.

## Valgard The Frozen Lands /Northern Wastes

*They say the Old Gods are dead. They say the Sorcerer-Kings no longer walk this Earth. They say many things. But I spit on those sons of whores.*

*They can take their civilised ways which make them lazy and fat and complacent and they can shove it where the Sun Chief dares not enter.*

— *Klavdan the Eye,*  
*Chief of the Plains Wolf Tribe*

Within the ill-defined borders of the North-Western Ice Wastes lies the nation of Valgard, united beneath the banner of the House of Kalvar, and home to flame- and golden-haired barbarians. It is a land of long, harsh winters and brief, cool summers, populated by men who have shunned civilisation to eke out an existence at the frozen tip of Lemuria. The land is heavily forested to the south and east but a stark tundra for the remainder. The people are hunters and fighters, having little agriculture.

Valgard is home to a number of separate tribal groups – perhaps as many as fifty. Mostly nomadic, they have recently been united beneath the banner of Kalvar after a series of short but savage battles. It is a place with little interest in the petty affairs of the south, nor in the foul sorceries of upstart magicians. And yet the southern city-states encroach more and more on Valgard’s domain, hungry for artefacts from before the Second Age of Man.

King Kalvar feels the pressure from some of the younger chieftains to gather the tribes and march on Satarla itself, to show the world that



blood still runs hot in Northmen’s veins. A powerful warrior in his day, Kalvar understands the need for these young warriors to prove their courage, but he tires of endless bloodshed, and thought that the bringing together of the tribes would see an end to constant warfare.

The city of Valgard – renamed Vintergart in honour of King Vinter Kalvar – is a sprawling expanse of yurts huddled about one of the few permanent structures, King’s Tower. It is here that the weaponsmiths forge Valgardian broadswords, famed throughout the land for their keenness and strength. The strangely dark-haired Krongar grew up here, before heading south for fame and fortune.



The Frozen Lands cover vast expanses that are home to many strange and perilous places. The following are but a few examples:

🐉 **The cities of Midburg and Stalheim** are more traditional cities with many buildings of wood and stone. The village of Volgar is clustered beneath the bones of a long-dead dragon, its rib bones forming a convenient structure for the canopy of Volgar's Great Hall.

🐉 **Witch's Teeth** is an area of foul sorceries. Great, jagged structures thrust from the cold, barren earth and belch thick black smoke into the sky. Witches live here, and abominations. **Nelheim** is a village in the vicinity of Witch's Teeth. It is known for fierce warriors who often do battle with the unimaginable horrors that leak out from the old Sorcerer City.

🐉 **The Poor Hills** are notable for ghostly sounds and sightings and most do not venture there. It has been said that Grandfather Chief lives here, and certainly the people of **Bolkan's Farm** attest that a mysterious old man is often seen walking the hills the day or night before disaster strikes. Bolkan's Farm is a little town located at the foot of the largely barren Poor Hills. It is noted as the birthplace of King Kalvar.

🐉 **The Ghost Wood** is an ancient forest once connected to the North's Great Forest, before a dread army from Tharungozothyр burned through it to assault the tribes beyond.

🐉 **Tharungozothyр** is an ancient city of obsidian towers and maddening geometries. It is said that Lord Hadron himself sits at the centre of the metropolis, quietly watching. The area around the city is disturbingly silent and bereft of vegetation and animal life. The city is protected by ever-shifting walls of grey, chittering insects, and its gates are guarded by ancient Sorcerer-Kings entombed in unholy suits of iridescent armour.

🐉 **The White Serpent River** is home to hundreds of small fishing settlements. **The Witch Way River** is choked with bones and skulls. No one knows why. **The Frozen Tyr** is a colossal serpent carving its way across the Frozen North. Indeed, it is a place often sought by witches and necromancers, who hope that some of the foulness of the Witch Way River has made it down and

through the Great Forest. A century ago the Frozen Tyr turned black, and all who drank from it or fished in it died in the throes of a terrible madness. It has since returned to normal, though the people of the North perform many rituals to cleanse the water of any unclean magic that may still linger beneath those violent waters.

🐉 **The Rot Kingdom** was once the height of civilisation, but is now populated by the walking dead. Although the people of the North avoid this place, it is not particularly dangerous.

## Vhendis Sea

The Vhendis is a large inland sea at the foot of the Axos Mountains, touching the north-east of the Qush.

## Ygddar (ruins)

The First City, built by Hrangarth, the first Hero of Lemuria – the Blade-Bearer. The city fell to the Sorcerer-Kings and now lies in tumbled ruin on the Plains of Klaar. Blue Giant tribes now use this as a meeting place for trading, carousing and to resolve their inter-tribal disputes.

The Scribes of Ygddar, olden scholars tasked to record the histories of the Lemurian cities of Ygddar, Oosal, Qeb, Qiddesh, and Qar, wrote many volumes, including the lost *Ygddar Codex*.

## Zalut

Zalut is called the City of Magicians. It is one of the few ancient cities of the Sorcerer-Kings that remain. It has been rebuilt, repaired and added to over the years by the Council of Magicians that now rule the city. It is a city of tall towers and spires – the mightier the sorcerer, the taller the tower. The current High Magician is Dazzandroth Zant, and he resides in the central tower, the top of which, they say, reaches into the clouds.

It is believed the Magicians have located some of the Sorcerer-Kings' old texts and have already translated some of these mysterious books and scrolls. It is possible that the Magicians also harbour descendants of the original Sorcerer-Kings – or indeed, that the Magicians themselves are their descendants.



Whilst Zalut does trade with the outside world, it is very rare that anyone is allowed past the port gates and into the city proper. Those that are allowed within have their movements around the city very severely limited and are closely watched. It is a sleeping city during daylight, with long, almost deserted streets and colourless and silent squares, but at night it comes to a semblance of life – always with an air of otherworldliness and menace.

## PLANTS IN LEMURIA

*The following are a few examples of the luxuriant plant life in Lemuria.*

**Blood Vines:** Thorny tree creepers that entangle their victims and feed on their blood. They are found in the Jungles of Qush and Qo. If a blood vine attaches to its target, it starts to suck blood at a rate of 1 *lifeblood* point per round until the victim is killed, or the vine removed. It only attaches to resting or sleeping prey and, because it also injects a small amount of a natural numbing drug, the target does not generally notice until it is too late.

**Dream Lotus:** A mauve-coloured flowering jungle plant that produces a dream-inducing drug, and

for this reason is highly sought after by magicians, priests, and alchemists.

**Jallallabar:** Very tall trees, growing over 200', found in the deepest parts of the jungles of Qush and Qo. The wood of the jallallabar is highly prized for shipbuilding, in particular.

**Raku-wine:** Good but expensive wine made from raku-berries.

**Ralidish:** This is both the name of a tree and the fruit it bears. Also known as the waterfruit, it is found in Lemurian jungles. Its pale-skinned fruit is pulpy and refreshing, and can be a lifesaver to lost travellers.

**Slith:** Vampire flowers found in the jungles of Qush. The petals exuded a narcotic vapour that stuns its prey (men and animals). Then its fanged blossoms drain its victim of blood.

**Turalon:** These are fabulous black, dark red and deep purple roses of Lemuria's jungles.

**Urld:** A hard black wood, similar to teak. The Urld tree grows in the cold tundras of the Northlands.

**Zannibal:** A tall tree that makes up much of the jungles of Lemuria. The wood is used for just about everything, from furniture to house and boat building, to making charcoal.



# THE BEASTS OF LEMURIA

There are many strange and varied creatures in Lemuria, many of which are the results of experiments by the Sorcerer-Kings thousands of years ago. Mammals are comparatively scarce (compared to nowadays) but dinosaur-like reptiles are far more common. Dangerous animals lurk everywhere out in the wilderness, and no traveller should venture out to the jungles of Qush or Qo (in particular) without taking proper precautions.

There are hundreds of types of insects, some just the same as we have today – cockroaches, locusts, termites, ants, flies, hornets, beetles, spiders, and so on. There are also great numbers of overgrown insects – far larger than we have in our current era. Whether these are due to experimentation thousands of years ago, mutation, or just the abundance of food, is uncertain.

Farmed animals include: mouflon and soay (types of sheep), goats, hogs, boar, chickens, turkeys, aurochs (cattle), and so on. Many of them are much less domesticated than they are today and there aren't such a range of different breeds either. Fish are little different from those we find in our current rivers and seas. Birds do still exist, but are less abundant.

Detailed in this section is a sample of the different creatures you can use to provide a challenge for your players.

Creatures in *Barbarians of Lemuria* are given attributes (except *appeal*) and combat abilities as a gauge of their own relative strengths and weaknesses. The creature is described first, and then attributes and combat abilities are provided, representing those of the average creature of that type. You can vary these to create tougher (or weaker) versions of the same creature. Some creatures also have traits, in the form of *boons* and *flaws*, which are used in exactly the same way as for Heroes.

The Creature Table on next page is to help you to design your own strange beasts. Simply decide on a size for your creature, and that will give you its damage and *lifeflood* as a base to work from.

## Creature Attacks and Damage

Creatures generally only make one Attack Roll – even if they have both teeth and claws with which to attack their prey, because as a rule, a beast will attack a single target with whatever natural weapons (teeth, claws, horn, trample, etc.) it has. The damage listed is the cumulative effect of the beast's overall attack.

**When using the information in the Creature Table, note the following:**

👉 Don't add the creature's *strength* to damage, or its *agility* to the Attack Roll – the listed combat abilities already incorporate all of these factors.

👉 Damage is taken from the number on a single die. "d6L" means you roll two d6 and use the lowest die result. "d6H" means roll two d6 and use the highest die result. Where there is  $\times 2$ ,  $\times 3$ , or  $\times 4$ , you multiply the die result by that number to get the final damage.

👉 The damage is the average for a beast of that size. Some particularly savage or powerful beasts or those that have numerous attacks will do damage for a beast of a larger size. Placid beasts will do damage as if a size or two smaller.

👉 The creature's *strength* is already factored into the damage.

## Creature Protection

Creatures often have thick muscle, fur, or hide, and this alone can provide very good protection against attack. Some creatures have the added bonus of bony plates, shells, bony ridges, and so on. Others are so big that no weapon will reach their internal organs to cause enough harm to kill them.

Protection ratings are similar to armour ratings – the GM rolls a die to determine how much damage is absorbed and or deflected. However, there is nothing wrong with using fixed armour values for creatures – even if you use variable protection for man-made armour.



Size	Priority	Damage	Lifeblood	Strength	Move	Examples
Tiny	<i>Rabble</i>	1	1	-3	15'	<i>Ganuc, jit</i>
Very small	<i>Rabble</i>	d3	2	-2	20'	<i>Cathgan, kyphus</i>
Small	<i>Tough</i>	d6L	5	-1	25'	<i>Frossor, phong, purgat, uzeg</i>
Medium	<i>Tough</i>	d6	10	0	25'	<i>Sand runner, skorpider, snow worm, ursavus, venator, wolf, xolag</i>
Large	<i>Villain</i>	d6H	20	4	30'	<i>Andrak, bouphon, crocator, kroark, lurkfish, parvalus, snow ape, swampus, wolf-dire, yorth</i>
Very Large	<i>Villain</i>	d6H	30	6	30'	<i>Azbdarkho, bronyx, dracophon, jemadar, terror bird, triotaur</i>
Huge	<i>Villain</i>	d6x2	40	8	35'	<i>Banth, cave/snow bear, dinohyus, mythunga, zathog</i>
Massive	<i>Villain</i>	d6Hx2	50	10	35'	<i>Chark, deodarg, drakk, elasmotherium, eldaphon</i>
Enormous	<i>Villain</i>	d6Hx2	60	12	40'	<i>Poad, giant skorpider</i>
Gigantic	<i>Villain</i>	d6x3	70	14	40'	<i>Kalathorn, sarkolith</i>
Immense	<i>Villain</i>	d6Hx3	85	16	45'	<i>Xolth</i>
Colossal	<i>Villain</i>	d6x4	100	18	45'	<i>Behemathon</i>

## Creatures and Priority

For the purposes of the priority and horde rules, tiny and very small creatures are *rabble*, small and medium creatures are *toughs* with +0 *initiative*, and large-sized (and upwards) creatures count as *villains* with +0 *initiative*.

## Creature Traits

### Boons

**Camouflage:** The creature is hard to spot, mostly due to colouration or texture of its skin or fur.

**Excellent Hunter:** Roll a *bonus die* for tracking.

**Ferocious Attack:** Roll a *bonus die* for the beast's Attack Roll.

**Multiple Attacks:** The beast has two completely different modes of attack that require separate Attack Rolls (e.g. claws and pincers, many tentacles).

**Special Attack:** The creature has an unusual method of attack. The nature of the attack is described in the creature description.

**Venomous Attack:** The individual creature description sets out the poisonous effects.

### Flaws

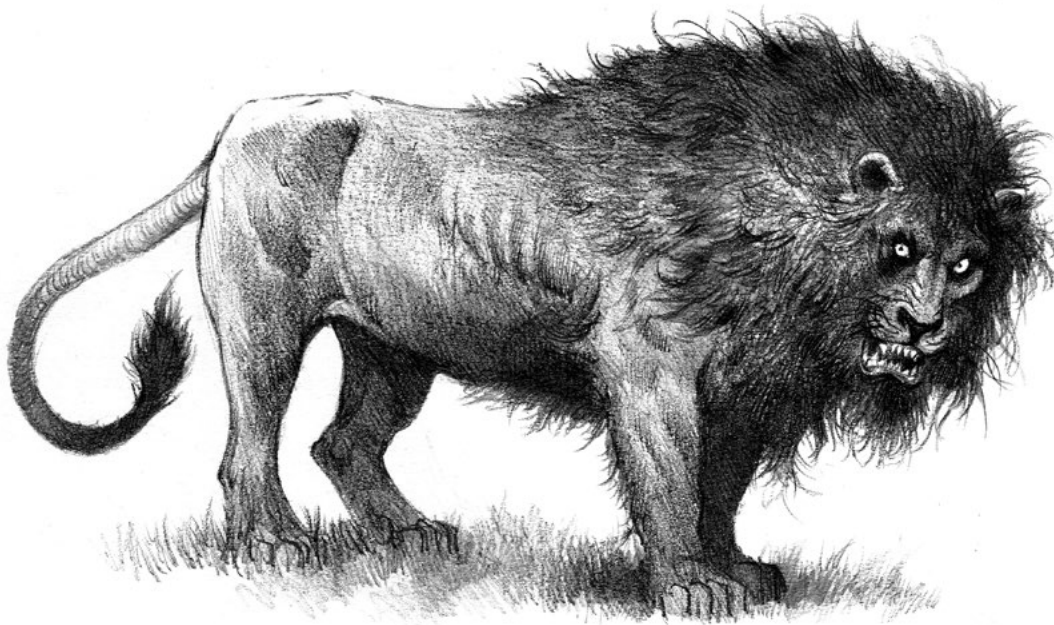
**Docile Attack:** *Penalty die* for the beast's attack.

**Poor ...:** The creature is deficient in scent, hearing or eyesight, as set out in the description.

## Creatures of Lemuria

The major beasts that might cause concern to travellers and adventurers are shown over the next several pages. Most dangerous creatures avoid the works of man whenever possible.





## Andrak

**Creature Size:** Large

**Normally Found:** Mountains, plains

Andrak are large black lion-like beasts with shaggy black manes and growing to about 10-12' in length. They attack with their vicious teeth and wicked retractable claws. The ones living in the Axos Mountains tend to be loners, whereas the ones that roam the Plains of Klaar tend to form into family groups.

### Traits

**Excellent Hunter:** The andrak is one of Lemuria's top predators.

Attributes	Combat Abilities
Strength 4	Attack +3
Agility 2	Damage d6H
Mind 0	Defence 2
Lifeblood 20	Protection d6-3 (1)

## Azhdarkho

**Creature Size:** Very Large

**Normally Found:** Mountains, plains

Azhdarkho are scaly flying lizards resembling drakk but are somewhat smaller and more nimble. They tend to be more colourful than their cousins, with snake-like hides of purples, blues, reds, and yellows. Their bat-like leathery wings can be about 30' from tip to tip. Like drakks, if they hit their target, azhdarkho will attempt to carry their prey to its nest to feed – especially if they have young. Unlike drakks, azhdarkho can spit a glue-like fluid from their beaks up to about 50' – this prevents their prey from escaping whilst they swoop onto them to feed.

### Traits

**Special Attack: Spit.** The azhdarkho's spit is gluey – it will immediately slow the movement of any creature it hits. Heroes get to 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)





## Banth

**Creature Size:** Huge

**Normally Found:** Plains of Klaar

Banth are huge triceratops-like beasts, living on the Plains of Klaar. They can be domesticated as beasts of burden and are sought after by wealthy merchants for the huge loads they can pull along. Blue Giants use them to pull their caravans around the plains. When angered (which isn't that often), banth attack with either their horns, or by trampling anyone in front of them.

### Traits

*Docile Attack, Poor Eyesight*

Attributes	Combat Abilities
Strength 8	Attack +0
Agility -3	Damage d6 x2
Mind -2	Defence 0
Lifblood 40	Protection d6 (4)

## Behemathon

**Creature Size:** Colossal

**Normally Found:** Sea

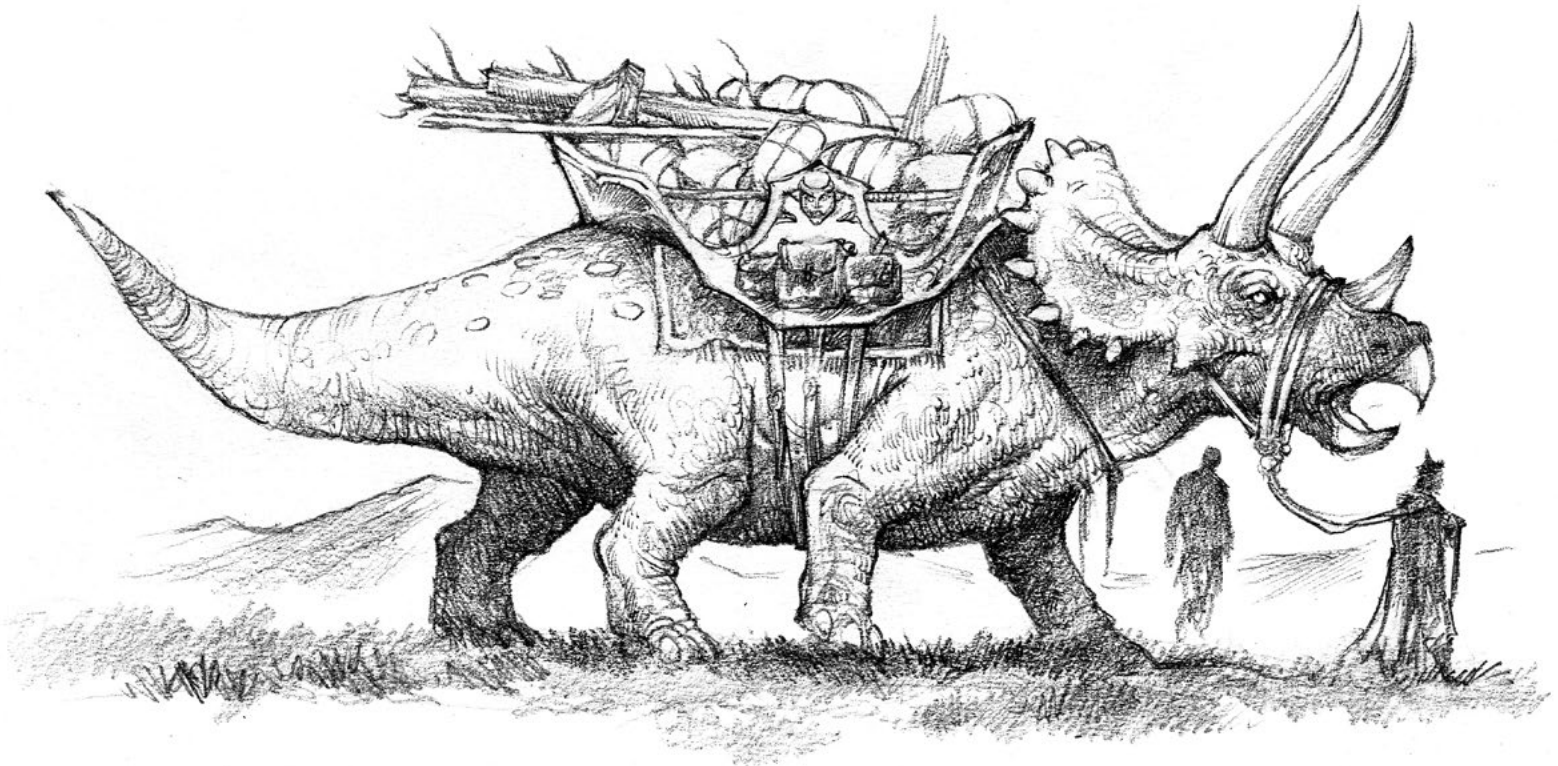
The behemathon is the largest sea monster known. It is a colossal squid-like beast with ten tentacles long enough to drag down the largest war galleys. The biggest of these creatures is reputed to exist in the Vhendis Sea.

Although the creature has ten tentacles, in combat it only grabs with two of them, whilst the others just thrash about violently. If both tentacles hit the same target, the behemathon will attempt to swallow whole whatever it has a hold of, or drag it to the sea bed.

### Traits

*Multiple Attacks:* Roll two attacks due to the tentacles lashing out in all directions.

Attributes	Combat Abilities
Strength 18	Attacks (x2) +0
Agility -4	Damage d6H x4
Mind -2	Defence 0
Lifblood 100	Protection d6 (4)



## Bouphon

**Creature Size:** Large

**Normally Found:** In the coastal river regions of the Gulf of Satarla, swamp edges

Bouphon are large, horned, bison-like animals that make good eating and have tough hides. They are useful as beasts of burden and, in the wild, generally live on the edges of rivers, lakes and marshlands.

Attributes	Combat Abilities
Strength 5	Attack +0
Agility -2	Damage d6H
Mind -2	Defence 0
Lifeblood 20	Protection d6-3(1)

## Bronyx

**Creature Size:** Very Large

**Normally Found:** Qo, Qush

The bronyx is an unusual creature, much like a smaller version of a chark. It has huge claws the length of a short sword, and long, narrow, crocodile-like jaws with horrendous serrated teeth and a long tail. It is a dangerous predator. Bronyx attack with a bite and both of their claws.

Attributes	Combat Abilities
Strength 6	Attack +2
Agility 1	Damage d6H
Mind -1	Defence 0
Lifeblood 30	Protection d6-2(2)

## Cathgan

**Creature Size:** Very small

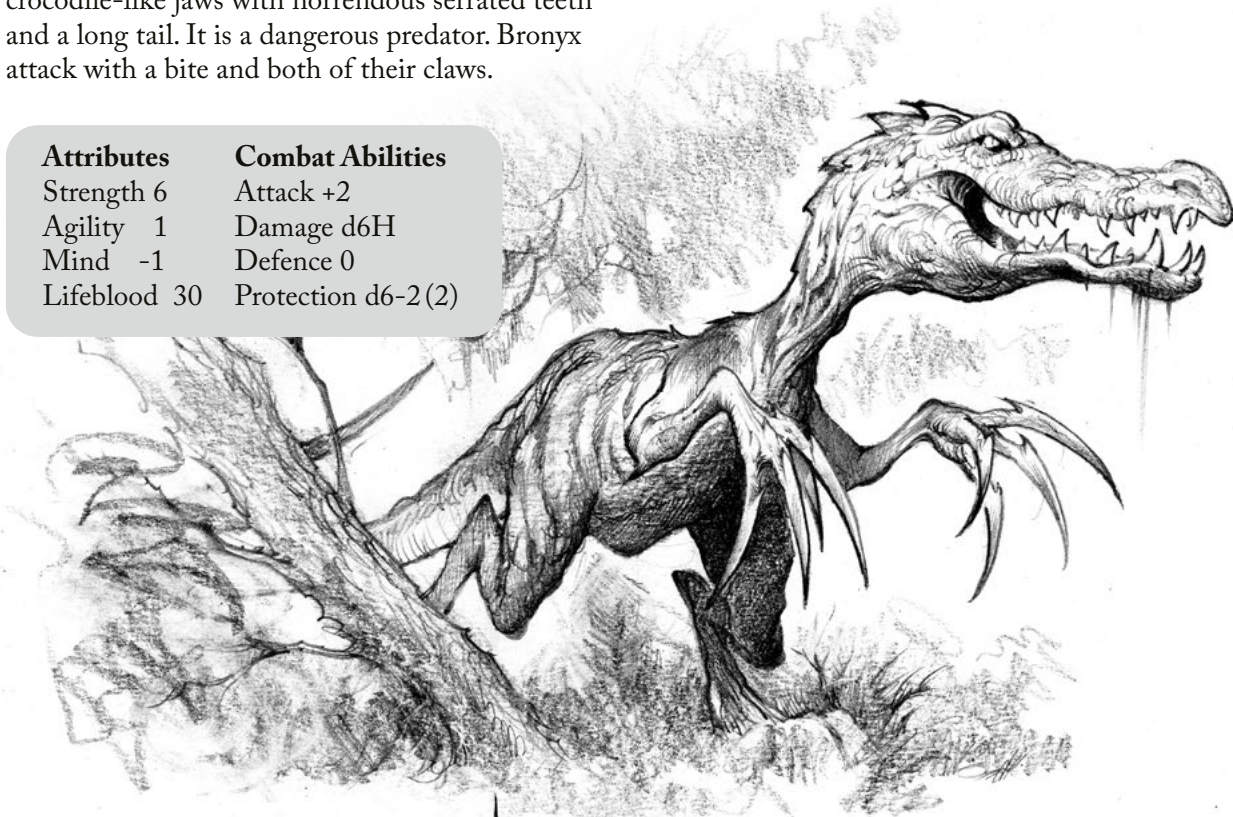
**Normally Found:** Deserts

These are very small scarlet vipers, found in the southern deserts beyond Malakut and Halakh. They have very poisonous bites. If it hits and damage gets through any armour, the cathgan injects venom into its prey.

### Traits

**Venomous Bite:** This will immediately paralyse anything of man-size (medium) or smaller. Heroes get to make a Tough *strength* Task Roll to avoid paralysis. Once paralysed, the victim will die within an hour. Affected Heroes get to make another Tough *strength* Task Roll to avoid death.

Attributes	Combat Abilities
Strength -2	Attack +3
Agility 2	Damage d3
Mind -4	Defence 4
Lifeblood 2	Protection 0



## Cave Bear/Snow Bear

**Creature Size:** Huge

**Normally Found:** Mountains, tundra

These bears tower over a man if rearing on their hind legs, which they do when enraged. Their massive claws are capable of ripping a man to shreds, and their powerful muzzles are full of extremely sharp teeth for tearing into meat.

Snow bears are white and live further north. Their furs are sought after but dangerous to obtain.

Attributes	Combat Abilities
Strength 8	Attack +2
Agility 0	Damage d6x2
Mind -1	Defence 1
Lifeblood 40	Protection d3 (2)

## Crocator

**Creature Size:** Large

**Normally Found:** Swamps, rivers

These are terrifying beasts with long jaws full of sharp teeth. They float with their eyes just above the surface looking like ordinary logs, before springing to attack their prey. They are far quicker in water than out of it.

### Traits

**Camouflage:** Crocators can be hard to spot when unmoving.

Attributes	Combat Abilities
Strength 4	Attack +2
Agility 1[-1]	Damage d6H
Mind -2	Defence 0
Lifeblood 20	Protection d3 (2)

*The bracketed attribute is for when out of water.*

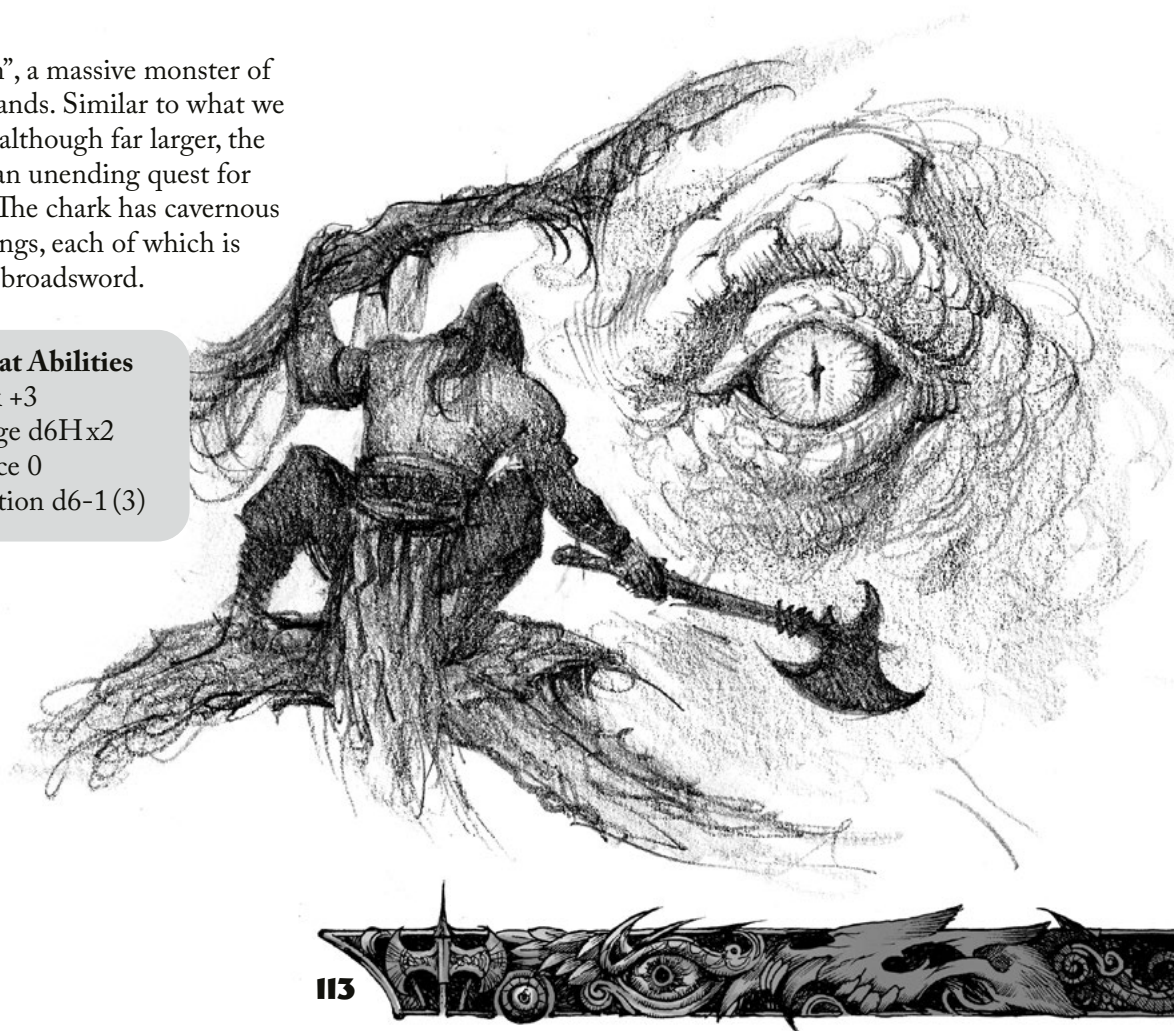
## Chark

**Creature Size:** Massive

**Normally Found:** Jungles

The dread “Jungle-Dragon”, a massive monster of the Qush and Qo jungle lands. Similar to what we call a Tyrannosaurus Rex, although far larger, the chark’s entire existence is an unending quest for food, to fill its huge belly. The chark has cavernous jaws containing rows of fangs, each of which is longer than a Valgardian’s broadsword.

Attributes	Combat Abilities
Strength 10	Attack +3
Agility 0	Damage d6Hx2
Mind -1	Defence 0
Lifeblood 50	Protection d6-1 (3)





Attributes	Combat Abilities
Strength 10	Attack +3
Agility 2	Damage d6Hx2
Mind 1	Defence 4
Lifblood 55	Protection d6 (4)

## Dinohyus

**Creature Size:** Huge

**Normally Found:** Jungles

A dinohyus is a giant warthog-like hoofed mammal, distantly – if at all – related to the boar. This creature eats plants, roots and fungi, has a long skull, a small braincase, a pair of knob-like protrusions on the back of the lower jaw (in the cheek area), blunt incisors, and wide, strong canine teeth. Its long legs make it a surprisingly swift runner. The neck is short and stout, and there is a hump on the shoulders formed by spines along the backbone. It is about 12' long and 6' high at the shoulder, with a 3' long head. The dinohyus is very bad-tempered.

### Traits

**Ferocious Attack:** The dinohyus is an extremely vicious predator.



Attributes	Combat Abilities
Strength 8	Attack +1
Agility -2	Damage d6x2
Mind -2	Defence 0
Lifblood 40	Protection d6-2 (2)

## Deodarg

**Creature Size:** Massive

**Normally Found:** Jungles

These are the terrific dragon-cats of the Jungles of Qush and Qo. They are one of the most feared land-beasts of the entire continent. It is believed they were created by the Sorcerer-Kings to guard their ziggurats and citadels. When the Sorcerer-Kings were destroyed, the deodarg escaped into the wild where they now flourish. They have two hearts and two brains and so are virtually un-killable, except by the mightiest Heroes. They attack with their savage claws and bite with vice-like jaws. They are superb trackers.

### Traits

**Excellent Hunter:** The deodarg is one of Lemuria's most dangerous predators and can smell blood a mile away.

**Ferocious Attack:** The deodarg is an extremely vicious predator.



## Dracophon

**Creature Size:** Very Large

**Normally Found:** Plains, jungles

Six-legged with a tough hide, thick tree-stump legs and a ponderous look, these creatures appear to be plant-eaters until you see the creature's mouth... Their long, snagged, sword-like teeth protrude from their jaws – the teeth of a predator. A dracophon's diet consists primarily of snakes and giant worm-like creatures that live on the jungle edges and burrow on the plains. The dracophon's teeth are perfect for holding onto a wriggling prey. When angered or frightened, the dracophon rears onto its hind two legs to create the impression it is much larger than it is.

Attributes	Combat Abilities
Strength 7	Attack +1
Agility 0	Damage d6H
Mind -3	Defence 1
Lifblood 35	Protection d6-3(1)

## Drakk

**Creature Size:** Massive

**Normally Found:** Mountains, plains

Drakk are huge scaly lizard-like flying monsters, found in mountain regions. They may be a type of giant pterodactyl. Drakk have a scaled and writhing body, and gigantic bat-like leathery wings about 45' from tip to tip. The drakk's head (hideous beyond belief) is at the end of a long snaky neck, with a monstrous hooked beak and cruel scarlet eyes beneath a blue crest of bristling spines. A long snake-like tail floats behind it and cruel, taloned bird-claws reach out from beneath the creature's yellow belly. If they hit their target, the drakk will attempt to carry its prey off to its nest to feed – especially if it has young.

Attributes	Combat Abilities
Strength 9	Attack +3
Agility 0	Damage d6Hx2
Mind -2	Defence 3
Lifblood 45	Protection d6-3(1)



## Elasmotherium

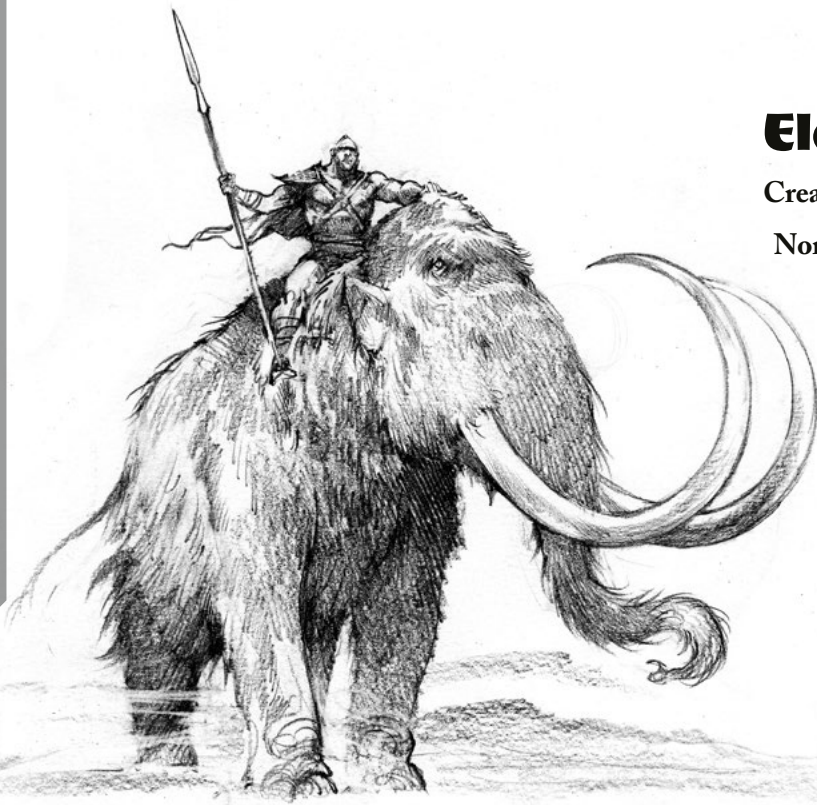
**Creature Size:** Massive

**Normally Found:** Plains

Elasmotherium is a rhinoceros-like beast with a very long horn. It stands 13' tall at the shoulder and is about 21' long. The horn is over 6' long. It is a solitary animal, active from dawn to dusk. It will generally flee humans unless wounded or protecting young, and is very dangerous when riled.

Attributes	Combat Abilities
Strength 10	Attack +1
Agility -3	Damage d6Hx2
Mind -2	Defence 0
Lifblood 45	Protection d6-1(3)





## Eldaphon

**Creature Size:** Massive

**Normally Found:** Plains

The eldaphon is a long-haired mastodon-like beast with a long trunk, and great curved tusks up to 15' in length. The Blue Nomads sometimes ride them into battle, although eldaphons are notoriously difficult to train and hard to control. They attack with their tusks and by trampling.

Attributes	Combat Abilities
Strength 11	Attack +0
Agility -2	Damage d6Hx2
Mind -2	Defence 0
Lifeblood 50	Protection d6-2 (2)

## Frossor

**Creature Size:** Small

**Normally Found:** Jungles, plains

This mammalian-reptilian cross is about 4' long and grey-furred, with powerful front claws for digging out termites from the dirt. The creature has small teeth and a long snout and tongue. It rarely attacks people.

Attributes	Combat Abilities
Strength 0	Attack +0
Agility -1	Damage d6L
Mind -1	Defence 0
Lifeblood 5	Protection 0

## Ganuc

**Creature Size:** Tiny

**Normally Found:** Plains

A ganuc is a tiny, skittish plant-eater bearing both mammalian and reptilian characteristics. It can comfortably sit on the palm of your hand – and in Satarla and some other cities, they are bred as pets for children. There are some species that have a mildly toxic bite, so you do need to trust your supplier!

### Traits

**Venomous Bite:** Affects only creatures up to man-size (medium). A Moderate *strength* Task Roll is needed to save, or receive a -1 modifier to all Task Rolls for half a day.

Attributes	Combat Abilities
Strength -3	Attack +1
Agility 2	Damage 1
Mind -3	Defence 0
Lifeblood 1	Protection 0



## Jemadar

**Creature Size:** Very Large

**Normally Found:** Mountains, plains

Jemadar are great man-eating creatures with thick crimson-coloured hides. They are sleek – a cross between a jungle-cat and a raptor, although the jemadar has six long legs ending in sharp claws, with a barbed tail and deadly killer fangs.

They generally live in the foothills of the Besharoon. They can rear to attack their prey with 4 of their 6 claws, and their bite is horrendous.

Attributes	Combat Abilities
Strength 6	Attack +4
Agility 1	Damage d6Hx2
Mind 0	Defence 3
Lifblood 30	Protection d3 (2)

## Kalathorn

**Creature Size:** Gigantic

**Normally Found:** Sea

Kalathorn are gigantic sea serpents, twice as long as a typical Lemurian war galley, and similar in form to a prehistoric plesiosaur.

Attributes	Combat Abilities
Strength 14	Attack +1
Agility -1	Damage d6Hx3
Mind -2	Defence 0
Lifblood 70	Protection d6-1 (3)



## Jit

**Creature Size:** Tiny

**Normally Found:** Jungles, swamps

A jit is a tiny spider of a yellow colour, with red spots. It likes steamy damp conditions and lives in jungles and swamps.

### Traits

**Special Attack:** A jit bites its living target and (on a roll of 1 on a d6) injects its eggs into the wound. A few days later, hundreds of spiders hatch out, chewing their way into and out of the flesh of their host, usually killing it as a result. If seen by a physician within an hour, the

physician can remove the eggs. Otherwise, they have to be cut out (d6 damage to the host) if done within a day. After a day, it is too late, and the newly hatched spiders will burst out of their host, causing d6 ×2 damage.

Attributes	Combat Abilities
Strength -4	Attack +2
Agility 4	Damage 1
Mind -4	Defence 5
Lifblood 1	Protection 0





## Kroark

**Creature Size:** Large

**Normally Found:** Everywhere

A kroark is a greenish-grey reptilian creature that stands upright on two powerful hind legs. The beast can be trained for riding and for battle, although they are difficult to train, so a well-trained kroark is worth a considerable sum of money.

Attributes	Combat Abilities
Strength 4	Attack +2
Agility 1	Damage d6H
Mind -2	Defence 2
Lifeblood 15	Protection d6-3(1)

## Kyphus

**Creature Size:** Very small

**Normally Found:** Everywhere

A cross between a mammal and a reptile, a kyphus resembles a small furry lizard, with rodent-like teeth. Up to 1' long, these creatures eat insects and grubs, and can be found all over Lemuria. Those found on the plains and deserts tend to have far less fur and appear more lizard-like.

Attributes	Combat Abilities
Strength -2	Attack +1
Agility 0	Damage d3
Mind -2	Defence 0
Lifeblood 2	Protection 0

## Lurkfish

**Creature Size:** Large

**Normally Found:** Swamps, rivers

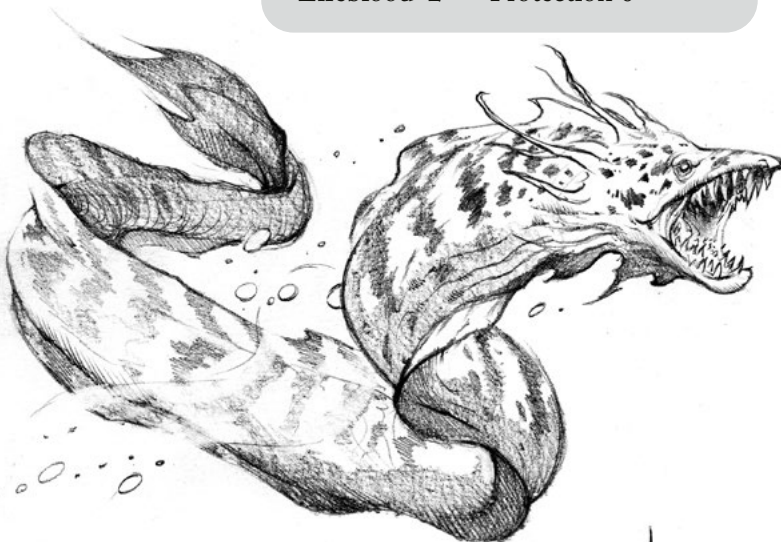
The lurkfish is a large eel-like fish, with a massive head, branch-like barbs and an elongated body. It has been reported there is a variety of lurkfish that lives out in the Gulf of Satarla, but mostly it is found in swamps and rivers. They have a very keen sense of smell and touch.

### Traits

**Excellent Hunter:** The lurkfish can detect movement in the water up to a mile away.

**Special Attack:** The lurkfish has evolved a sophisticated way of killing its prey by electricity. To hunt, it creates a weak electric field and detects whatever movement goes through the field. Once its victim comes within range, it releases a thousand volts to stun its prey – then the lurkfish can eat at leisure. To resist being stunned, a Hero needs to succeed a Hard *strength* Task Roll. Being stunned lasts 6 rounds, less the Hero's *strength*.

Attributes	Combat Abilities
Strength 3	Attack +1
Agility 1	Damage d6
Mind 0	Defence 0
Lifeblood 20	Protection 0





## Mythunga

**Creature Size:** Huge

**Normally Found:** Mountains, coasts

A great feathered bird with a huge beak and massive talons capable of carrying off prey back to its nest in the mountains. It flies out of the sun or low clouds to be almost invisible to prey, and lets out a great cry just before it strikes its target with its cruel claws.

Attributes	Combat Abilities
Strength 7	Attack +4
Agility 1	Damage d6H
Mind 0	Defence 2
Lifeblood 35	Protection 0

## Parvalus

**Creature Size:** Large

**Normally Found:** Plains

A parvalus is a four-legged, grass-eating mammal that lives in large herds on the open plains and grasslands. Parvaluses are typically found on the Plains of Klaar and – a slightly different species – on the open prairies between Parsool and Malakut. They have short fur of varied colouration with longer manes generally of different colour running down their necks. They can be trained to make excellent riding mounts because they are far more docile than a kroark.

### Traits

**Docile Attack:** Parvaluses are not aggressive.

Attributes	Combat Abilities
Strength 4	Attack +0
Agility 1	Damage d6
Mind -2	Defence 0
Lifeblood 15	Protection 0



## Phong

**Creature Size:** Small

**Normally Found:** Everywhere

Phong are scarlet bloodsucking bats the size of small cats. They hunt in great packs.

### Traits

**Special Attack:** If they can bite a victim without their victim waking up, they can drain *lifeblood* at a rate of 1 point every 5 minutes. They can drink up to 4 points of *lifeblood* in this way before having their fill. Often the first that victims know about it is when they awaken in the morning and feel “drained”.

Attributes	Combat Abilities
Strength -1	Attack +2
Agility 3	Damage d6L
Mind -2	Defence 3
Lifeblood 3	Protection 0

## Purgat

**Creature Size:** Small

**Normally Found:** Everywhere

A purgat is a small rat-like mammal with grey-brown fur and a long, scaly tail. They grow up to about 2' long and eat grubs, insects and some vegetation in the wild. They are opportunistic survivors though, and can also be found anywhere there is an easy food source – in farms, cellars, sewers, and on board ships. It is believed they also spread disease. Singly, they are not particularly dangerous, but when they form into a pack they can be a danger to all in their path.

Attributes	Combat Abilities
Strength -1	Attack +1
Agility 1	Damage d6L
Mind 0	Defence 1
Lifeblood 3	Protection 0

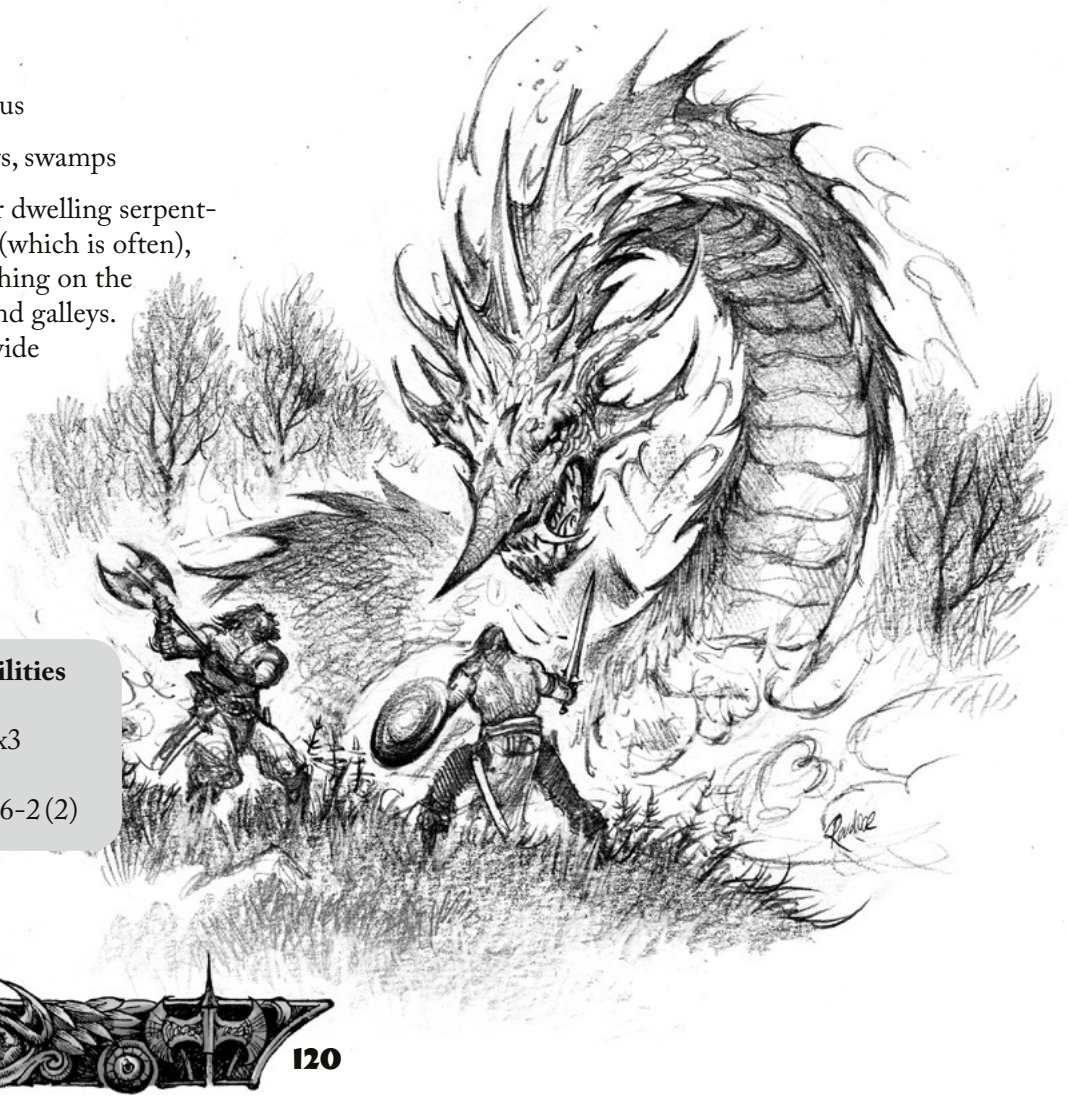
## Poad

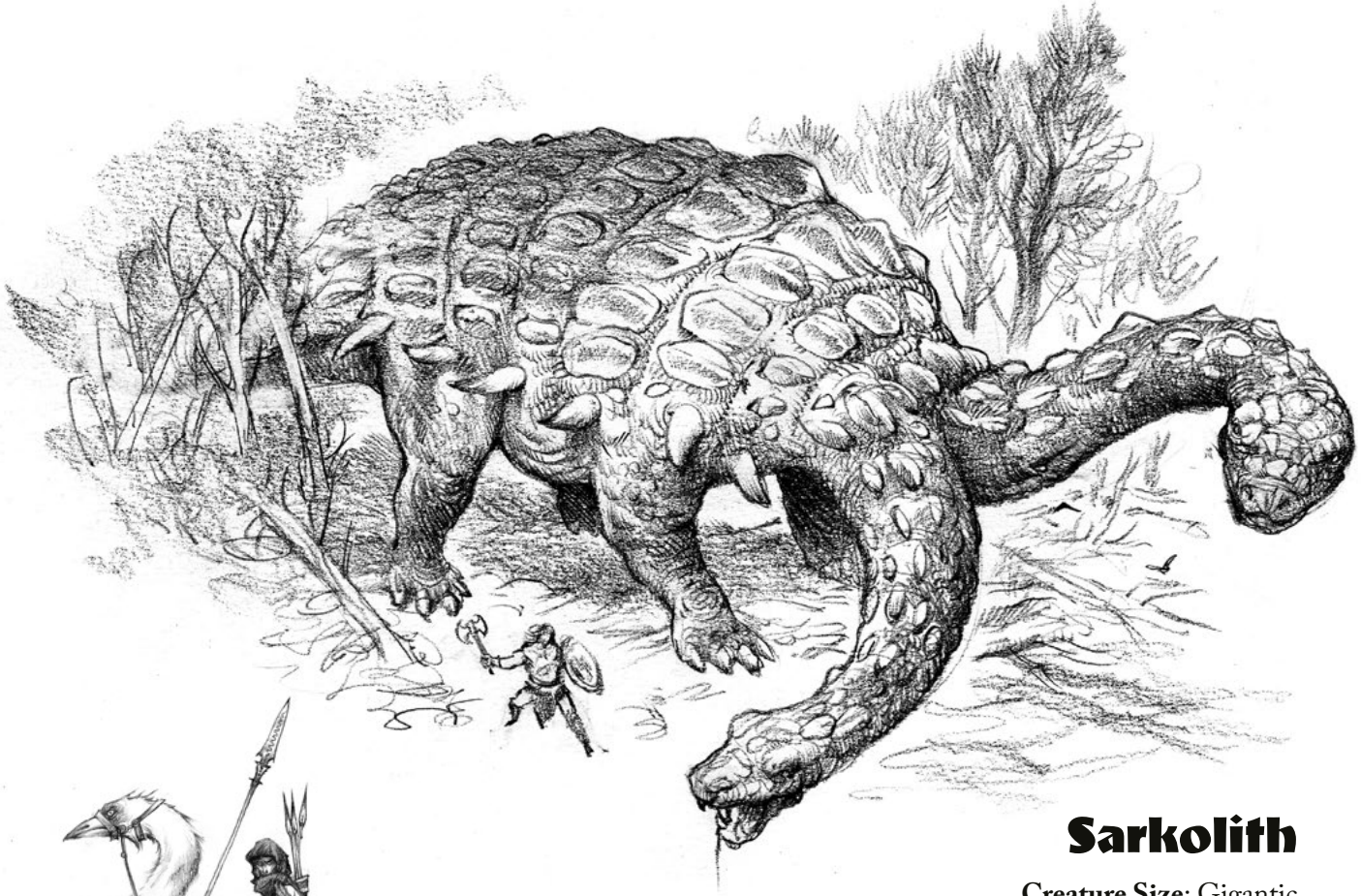
**Creature Size:** Enormous

**Normally Found:** Rivers, swamps

Poad are enormous river dwelling serpent-dragons. When hungry (which is often), they tend to attack anything on the river, capsizing barges and galleys. Their thick skins are a wide range of colours.

Attributes	Combat Abilities
Strength 12	Attack +2
Agility 0	Damage d6 x3
Mind -1	Defence 0
Lifeblood 60	Protection d6-2(2)





## Sarkolith

**Creature Size:** Gigantic

**Normally Found:** Jungles

The sarkolith is a large four-legged dinosaur with a thick hide and small bony plates in its skin which act as an articulated form of armour. The sarkolith's most notable feature is that it has two long necks surmounted by snake-like heads. Some types of sarkolith have one head that has a poisonous bite.

### Traits

**Multiple Attack:** The sarkolith can make two Attack Rolls – either both at one target or at two individual opponents.

**Venomous Bite:** The sarkolith automatically kills any creature smaller than medium-sized. A Formidable *strength* Task Roll is needed to save, or lapse into a coma, which lasts d6 days – after which, if an antidote isn't received, the victim will die. Not all sarkolith have this *trait*.



## Sand Runner

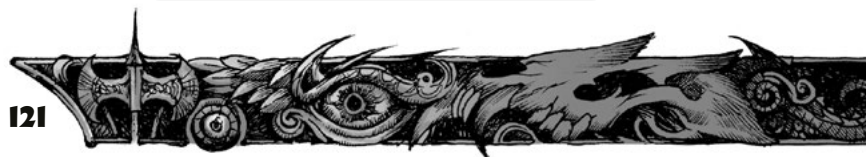
**Creature Size:** Large

**Normally Found:** Deserts

Big ostrich-like birds of the Beshaar Desert, sand-runners tend to have sandy-red plumage and powerful legs. Their feet are quite large and well-splayed, for running swiftly on a sandy surface. Trained as riding beasts by the desert tribesmen, they are impressively fast.

Attributes	Combat Abilities
Strength 3	Attack +1
Agility 2	Damage d6
Mind -2	Defence 2
Lifblood 12	Protection 0

Attributes	Combat Abilities
Strength 14	Attack +0
Agility -2	Damage d6 x3
Mind -2	Defence 0
Lifblood 70	Protection d6 (4)



## Skorpider

**Creature Size:** Medium

**Normally Found:** Deserts, plains

These are black, giant-sized scorpion-spider hybrids, growing to over 3' in length, with crushing pincers and a stinger in the tail. They are extremely hostile and will attack anything (sometimes in packs), even things much larger than them. Their stingers inject a toxin that paralyses their prey. There are believed to be enormous skorpiders (see below) in the most inhospitable central desert areas.

### Traits

**Venomous Stinger:** It will immediately paralyse anything of up to large size. Heroes get to make a Hard *strength* Task Roll to avoid paralysis. Once paralysed, the victim will die within an hour. Affected Heroes get to make another Hard *strength* Task Roll to avoid death.

Attributes	Combat Abilities
Strength 0	Attack#1 +2, d6L
Agility 0	Attack#2 +0, d3 + poison
Mind -2	Defence 0
Lifeblood 8	Protection d3 (2)

## Skorpider, Giant

**Creature Size:** Enormous

**Normally Found:** Deserts, plains

These are giant versions of skorpiders.

### Traits

**Venomous Stinger:** It will immediately paralyse anything of up to *immense* size. Heroes get to make a Demanding *strength* Task Roll to avoid paralysis. Once paralysed, the victim will die within an hour. Affected Heroes get to make another Demanding *strength* Task Roll to avoid death.

Attributes	Combat Abilities
Strength 10	Attack#1 +3, d6 x2
Agility -1	Attack#2 +1, d6 + poison
Mind -1	Defence 0
Lifeblood 60	Protection d6 (4)



## Snow Apes

**Creature Size:** Large

**Normally Found:** Mountains, tundras

Snow apes are large yeti-like bipedal creatures of the Northern Ice Wastes and high mountain ranges. Some are known to have an extra set of arms beneath the first pair – these snow apes tend to be fiercer than their cousins and have the *boon: Ferocious Attack*.

Some say that another, very rare, type of snow ape exists that has adapted to the hot and humid climates of certain jungles, but this may simply be a fanciful legend...

Attributes	Combat Abilities
Strength 5	Attack +1
Agility 0	Damage d6H
Mind -1	Defence 1
Lifeblood 15	Protection 0





## Snow Worms

**Creature Size:** Medium

**Normally Found:** Mountains, tundras

These are big white-furred snake-like creatures that live in the Northern Ice Wastes and in high mountain ranges. They are slow moving but quiet and cunning, so have to rely on not being spotted to get close enough to their prey. However, they can shoot a fine, sleep-inducing mist from their mouths up to a range of 10'. Once the prey is asleep, they wrap themselves around it and slowly constrict it to death.

### Traits

**Docile Attack:** Snow worms don't need to attack quickly, as their sleep mist usually dulls their victim's senses.

**Special Attack (sleep mist):** This affects only those within about 10' in front of the snow worm, so will only generally affect one or two Heroes, but "hits" automatically. Heroes caught in the cloud immediately feel groggy for two rounds after the mist hits, attacking at -2 effectiveness and moving at half speed during that time. After two rounds, they need to make a Hard *strength* Task Roll or fall unconscious. If they succeed, they shake off the effects in another two rounds (or immediately with a Mighty or better success). Once unconscious, the Hero wakes naturally within about five minutes with a successful Hard *strength* Task Roll, or about an hour otherwise.

**Stealthy:** Snow-worms are slow movers but move very quietly.

Attributes	Combat Abilities
Strength 3	Attack +0
Agility 0	Damage d6
Mind 1	Defence 0
Lifeblood 10	Protection d6-3 (1)

## Swampus

**Creature Size:** Large

**Normally Found:** Rivers, swamps

Descendants of octopi, swampi live in the swamps and marshes of Lemuria and sometimes swim upriver a short way. They have four octopi-like arms and four individual snail-like foot muscles, with which they can venture out of the water and onto the land, and can stay out of the water for several days. They use their two front tentacles to catch their prey, whereupon they will bite it and inject a powerful venom, hopefully killing the prey instantly to feed. Hunters and adventurers rely on the fact that, out of water, they are sluggish (use the bracketed information).

### Traits

**Multiple Attack:** The swampus can make two Attack Rolls, almost always against the same target. It has to hit with both tentacles on the same target to hold onto its prey long enough to bite it. A hit with the bite is automatic if the victim doesn't escape the swampus' grasp with a Tough *strength* Task Roll. The bite happens in the round following its grab.

**Venomous Bite:** This will immediately kill anything of up to medium size. Heroes get to make a Demanding *strength* Task Roll each round to avoid death. On failure, death occurs in 3 rounds.

Attributes	Combat Abilities
Strength 2	Attack(x2) +2 [+0]
Agility 1 [-1]	Damage <i>see above</i>
Mind -1	Defence 1 [0]
Lifeblood 20	Protection 0



## Terror Bird

**Creature Size:** Very Large

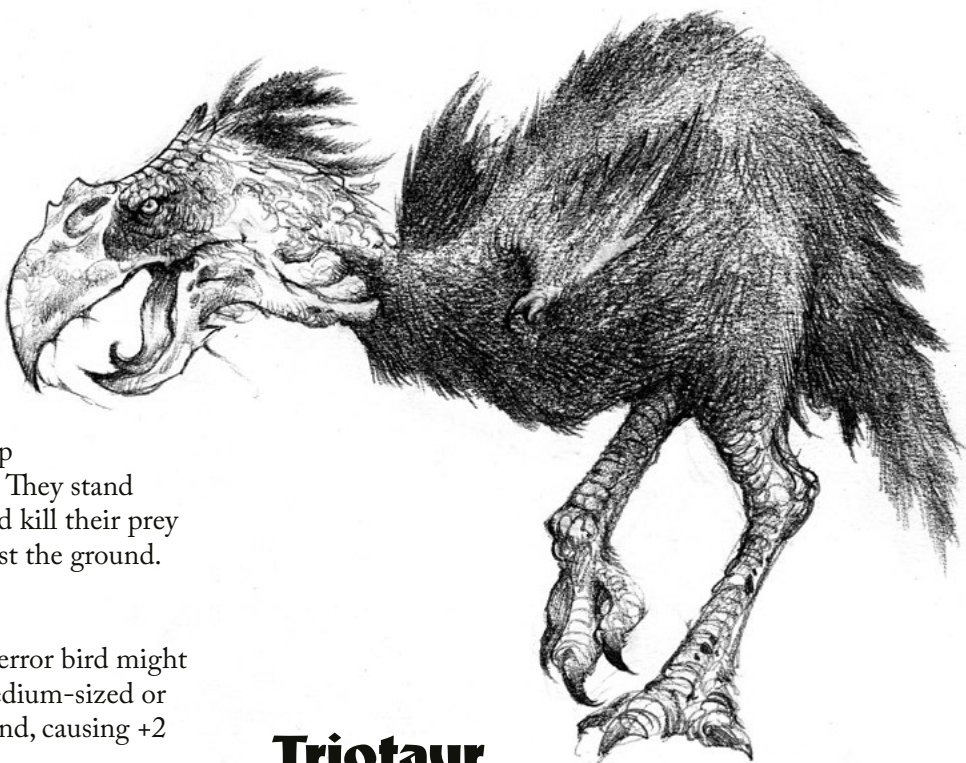
**Normally Found:** Deserts, plains

These are huge flightless birds, similar to sand runners but much uglier, with massive claws and beaks but just stubby vestiges of wings. They are one of the top predators of the Beshaar desert. They stand half-again the size of a man, and kill their prey by smashing it repeatedly against the ground.

### Traits

**Ferocious Attack:** If it hits, the terror bird might instead pick up its victim (if medium-sized or smaller) and dash it to the ground, causing +2 damage.

Attributes	Combat Abilities
Strength 4	Attack +2
Agility -1	Damage d6H
Mind -1	Defence 0
Lifblood 30	Protection 0



## Triotaur

**Creature Size:** Very Large

**Normally Found:** Jungles

The triotaur is a bant-like creature with a bony neck frill for protection, a short horn on the snout, with two long horns on either side below. This creature is more aggressive than its cousin, and very difficult to domesticate.

Attributes	Combat Abilities
Strength 7	Attack +2
Agility -2	Damage d6H
Mind -2	Defence 0
Lifblood 30	Protection d6-1(3)



## Ursavus

**Creature Size:** Medium

**Normally Found:** Jungles

Ursavus is a small bear, a little smaller than a man, with dog and cat-like features. It lives and hunts in the trees, mostly eating birds, bird eggs, small monkeys, and other tree-dwellers. They do leap on ground prey occasionally, but rarely attack men unless very hungry.

Attributes	Combat Abilities
Strength 0	Attack +2
Agility 1	Damage d6
Mind -1	Defence 0
Lifeblood 10	Protection 0

## Uzeg

**Creature Size:** Small

**Normally Found:** Everywhere

The uzeg is a naked white rat-like creature with lambent green eyes and long venomous fangs. It can grow to the size of a small dog, although there are tales of larger ones in some of the sewers of the great cities of Lemuria.

Attributes	Combat Abilities
Strength -1	Attack +2
Agility 2	Damage d6L
Mind -1	Defence 3
Lifeblood 5	Protection 0

## Venator

**Creature Size:** Medium

**Normally Found:** Plains, jungles

The venator is a small, fast-moving, lightly built predator that walks on two legs, like a small chark. It is a little smaller than a man, with short arms, large eyes, a long neck, and a small head ending in a bony beak.

Attributes	Combat Abilities
Strength 0	Attack +3
Agility 2	Damage d6
Mind -2	Defence 2
Lifeblood 10	Protection 0



## Wolf

**Creature Size:** Medium

**Normally Found:** Everywhere

These predators can be frightening on their own, and are the subject of many tales used to frighten children. However, wolves also hunt in packs, where they become especially deadly to their prey.

Attributes	Combat Abilities
Strength 1	Attack +3
Agility 2	Damage d6
Mind -1	Defence 1
Lifeblood 10	Protection 0

## Wolf, Dire

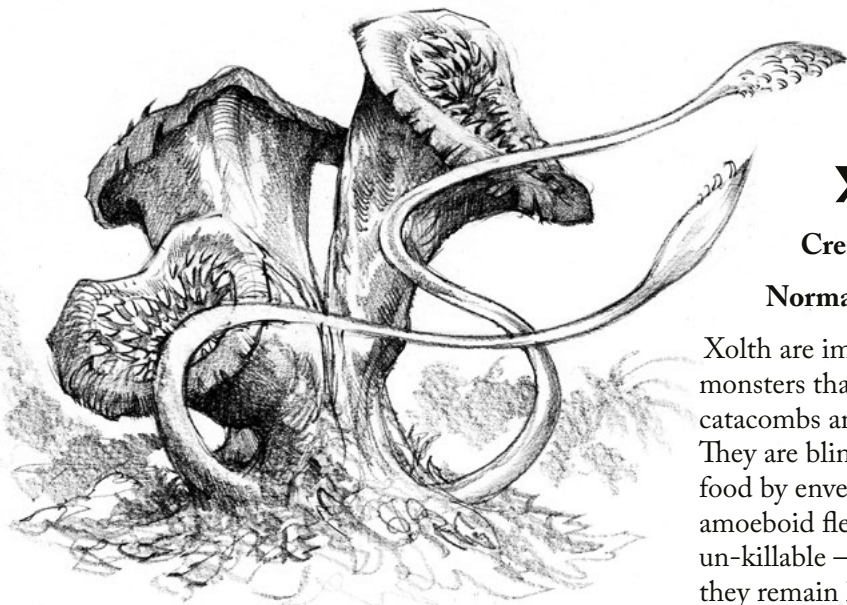
**Creature Size:** Large

**Normally Found:** Everywhere

These are larger and more physically imposing than normal wolves but luckily they tend to be a bit more solitary.

Attributes	Combat Abilities
Strength 4	Attack +2
Agility 1	Damage d6H
Mind -1	Defence 0
Lifeblood 20	Protection d6-3(1)





## Xolag

**Creature Size:** Medium

**Normally Found:** Damp caves, jungles, swamps

These carnivorous plant-animal hybrids, fungoid in nature, are capable of limited movement and can capture small animals – even unwary men – using their two long, flexible frond-tentacles.

### Traits

**Multiple Attacks:** The xolag can make two Attack Rolls with its tentacles.

Attributes	Combat Abilities
Strength 2	Attack (x2) +1
Agility -1	Damage d6L
Mind -2	Defence 0
Lifeblood 8	Protection 0

## Xolth

**Creature Size:** Immense

**Normally Found:** Damp caves, underground

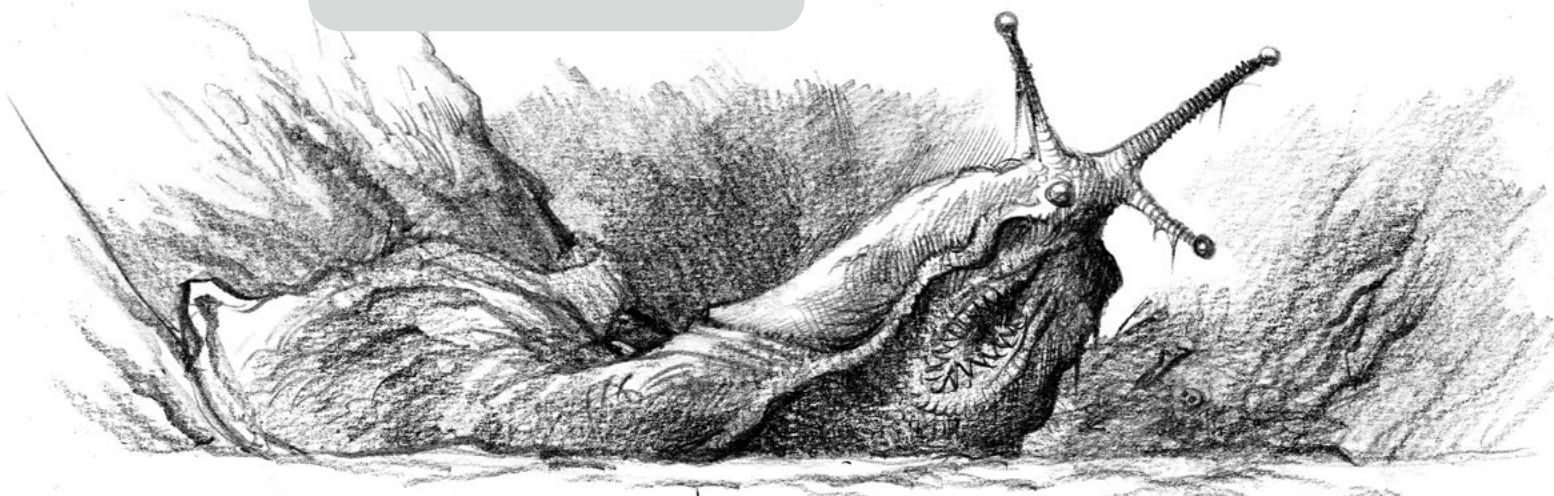
Xolth are immense, hideous, worm-like monsters that breed in the many caverns, catacombs and buried cities beneath Lemuria. They are blind and slug-like, and absorb their food by enveloping their prey within their pulpy, amoeboid flesh. The biggest ones are almost un-killable – xolth continue to grow as long as they remain living. One titanic specimen was worshipped by a depraved cult in the Catacombs of Qeb. It was 100' long, although bigger ones are suspected to exist. According to the Crimson Edda, xolth fear fire but little else.

### Traits

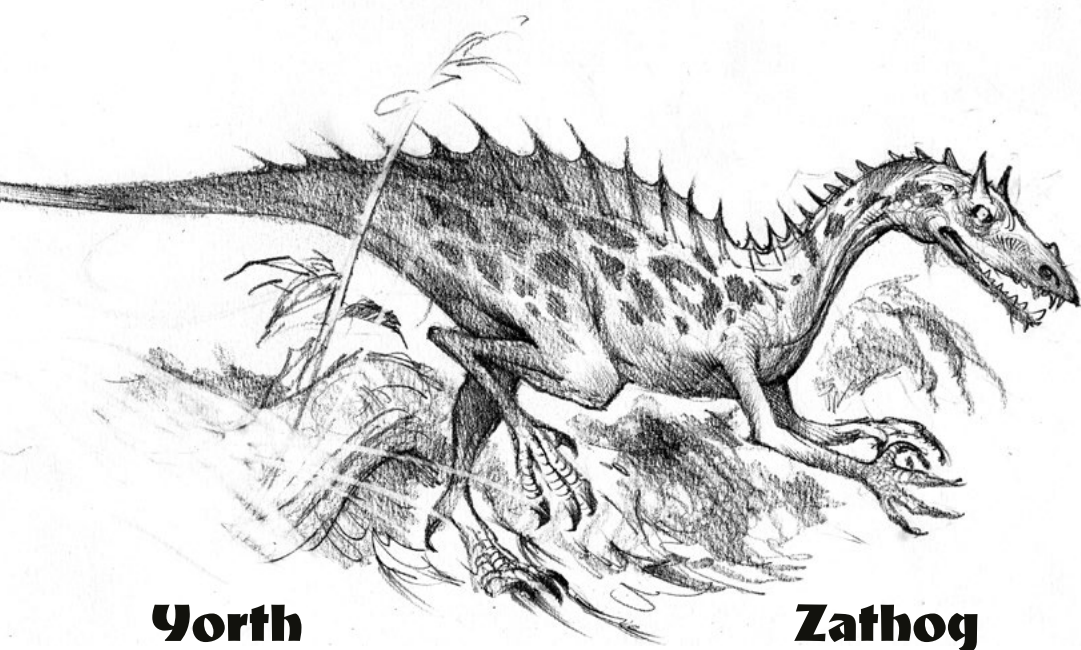
**Fear of Fire:** The xolth is likely to avoid fire.

**Special Attack:** Once enveloped, you either have to kill the beast and cut your way out or be absorbed, taking d6 *lifeblood* damage each round you are inside the creature.

Attributes	Combat Abilities
Strength 16	Attack +1
Agility -3	Damage <i>special</i>
Mind -3	Defence 0
Lifeblood 85	Protection d6 (4)







## Yorth

**Creature Size:** Large

**Normally Found:** Jungles, mountains, plains

Yorth are large predators with sharp spiny ridges along their backs and rudimentary horns. They grow up to about 8' in length. They vary in colour depending on where they live – which is mainly in the jungles, but can be in the foothills of the mountain ranges, or even on the Plains of Klaar.

Attributes	Combat Abilities
Strength 4	Attack +3
Agility 2	Damage d6H
Mind -1	Defence 2
Lifeblood 20	Protection d6-3 (1)

## Zathog

**Creature Size:** Huge

**Normally Found:** Swamps

This creature is a hideous swamp-dwelling reptile, a little like a huge crocodile. It has exceptionally tough grey-green or grey-brown hide and a huge mouth filled with rows of sharp poisonous fangs.

### Traits

**Venomous Attack:** A bitten Hero must immediately make a Tough *strength* Task Roll or suffer an additional d2 *lifeblood* poison damage. Each round thereafter, the Hero automatically suffers the loss of an additional d2 points of *lifeblood*. For every point of *lifeblood* lost, the Hero is at -1 on all activities, until the effects of the poison are contained and the poison extracted (by a *physician* making a Tough Task Roll). If the Hero reaches zero or less *lifeblood*, he passes out and must make another Tough Task Roll. At this point the Hero is stable, so he suffers no further *lifeblood* loss, but will not come around until he either succeeds a Hard Task Roll (roll each morning), or until a *physician* extracts the poison (a Hard Task Roll) or an *alchemist* gives him an antidote.



Attributes	Combat Abilities
Strength 8	Attack +2
Agility -1	Damage d6 x2
Mind -2	Defence 0
Lifeblood 40	Protection d6-2 (2)



# THE BLOODLESS

The Bloodless are corpses that have been reanimated through vile magics and alchemies, or they are creatures that have been kept alive for so long that they resemble dead things.

Ancient Bloodless are dry and dusty, brittle-boned, and often retain some of the powerful arcane sorcery that they had in life.

Other, more recently created Bloodless, are either skeletal cadavers, often wearing the remains of the dusty old clothes or rusty armour that they were buried in, or they are simply rotting corpses given the semblance of life by dark necromancies, shambling along puppet-like and mindless.

The Bloodless do not have *lifeblood* and therefore do not suffer from wounds like living things – instead they have *lifeforce*, which is a measure of the arcane powers that give them their apparent life.

When their *lifeforce* reaches zero, they are returned to the death that they were so rudely brought back from.

## Necropede

**Size:** Large

**Normally Found:** Guarding crypts and tombs, or summoned by sorcery

Among the most horrific of the creatures brought forth by dark sorcery, necropedes are formed from the upper torsos of many human corpses, each stitched in line to form a crude mockery of the centipedal form. Only the foremost torso retains its head. The monstrosity climbs and runs about on its many arms to strike, crush, or grapple victims and intruders. It will launch a savage attack on its victim with its clawed hands.

### Traits

#### *Ferocious Attack*

Attributes	Combat Abilities
Strength 6	Attack +4
Agility 0	Damage d6H
Mind 0	Defence 0
Lifeforce 30	Protection 0

## Bloodless Sorcerer-Kings

With their pallid, almost fleshless skull-like faces, they resemble the Morgal, with whom they are believed to share a common ancestry.

Bloodless Sorcerer-Kings are insanely evil and lurk in their dark crypts and lost underground places, plotting and scheming – awaiting a time when they can come forth to rule the world again.

Although their powers have waned, they still use the foul necromancies that once made them the most powerful race on earth.

The Magicians of Zalut are believed to receive their instructions from Zorphalar – a Bloodless Sorcerer-King so old that he was there at Hydral Chasm, when his kind were overthrown and forced into hiding.

### Traits

***Magic of the Sorcerer-Kings:*** Roll a *bonus die* when casting spells.

***Power of the Void:*** (included in Arcane Power).

***Unsettling:*** Take a *penalty die* in social situations or when dealing with animals.

Two other *flaws*.

Attributes	Combat Abilities
Strength 3	Attack +2
Agility 0	Damage d6+3 (sword)
Mind 3	Defence 2
Lifeforce 13	Protection 0
Arcane Power 15	
<b>Careers :</b> <i>Sorcerer</i> 3-6	





## Necrophage

**Size:** Medium

**Normally Found:** Lurking in crypts and tombs, or summoned by sorcery

Necrophages are the eaters-of-the-dead – degenerate subhumans, pallid, gaunt, and hairless, with large, staring eyes, claw-like nails, and fangs that reek like a charnel house. They possess a bestial cunning.

Attributes	Combat Abilities
Strength 2	Attack +3
Agility 2	Damage d6
Mind 0	Defence 2
Lifeforce 10	Protection 0

## Skeletal and Zombie-like Bloodless

Generic skeleton-like or zombie-like Bloodless can be created as *rabble*. They are dressed in whatever clothes and armour they had on whilst living, though the clothing of skeletal Bloodless will be far more tattered (if it hasn't rotted away altogether). They are found in crypts, tombs, graveyards, on the decks of ghost ships and similar places. These Bloodless click, lurch or shamle as they walk, and are mindless and speechless.

## Skittering Hand

**Size:** Very Small

**Normally Found:** Guarding magicians' lairs

Many lives were ritually taken in the names of the Sorcerer-Kings. Frequently, the hands were hewn from the corpses, imbued with unnatural strength and power, and set to crawl and slink in order to guard, claw and throttle at the behest of their creators. Skittering Hands still lurk in the ruins of the Sorcerer-Kings, as well as in the dwellings of many a devotee of the dark arts.

**Traits**

**Special Attack:** They can make a Very Easy Attack Roll (the victim cannot use their *defence*) to grasp the neck of a sleeping person. They then throttle for d3 damage automatically each round. Victims can tear the Horror Hand from their neck with a Moderate Task Roll (*strength*-based).

Attributes	Combat Abilities
Strength 0	Attack +3
Agility 3	Damage d3
Mind -2	Defence 4
Lifeforce 3	Protection 0





## DEMONS

Demons are the minions of the Dark Lord or the summoned servants of druids and magicians. They come in three basic types: *Minor*, *Lesser* and *Greater*. They can come in all shapes and sizes – the physical appearance of the demon is entirely up to the GM (if the demon has a physical body at all).

### Minor Demons

**Attributes:** 2 points to spend  
**Combat abilities:** 2 points to spend  
**Lifeblood:** 10 + *strength*  
**Damage:** d6L + *strength*  
**Priority rating:** *rabble*

### Lesser Demons

**Attributes:** 6 points to spend  
 (4 points max in any one attribute)  
**Combat abilities:** 6 points to spend  
 (4 points max in any one combat ability)  
**Lifeblood:** 20 + *strength*  
**Damage:** d6 + *strength*  
**Priority rating:** *tough*

### Greater Demons

**Attributes:** 12 points to spend  
 (6 points max in any one attribute)  
**Combat abilities:** 12 points to spend  
 (6 points max in any one combat ability)  
**Lifeblood:** 30 + *strength*  
**Damage:** d6H + *strength*  
**Priority rating:** *villain*

Attribute points can be increased by lowering one or two attributes below zero, but only as far as -2.

Instead of careers, demons have Demonic Powers: **Minor Demons have one power, Lesser Demons have two powers and Greater Demons have four.** The powers of demons are described below.

## Demonic Powers

**Armour:** The demon has bony plates, spines, thick hide, or other defences that provide protection against physical attacks. Protection is d6-2 (2).

**Destructive Attacks:** The demon's attacks are particularly damaging. It causes the next higher damage level on the Beasts table (so a Greater Demon with this power causes d6×2 damage).

**Enhanced Weaponry:** The demon possesses some form of natural weaponry, such as claws, fangs, blades, beaks, clubbed tails, etc., or is more skilled at using normal weapons. The demon receives a *bonus die* to all Attack Rolls.

**Heavily Armoured:** This power provides d6 (4) protection, but at the cost of two Powers.

**Human Form:** The demon can take the shape of a human, but if injured or caused to fight, will normally morph back into its demonic form.

**Malleable Flesh:** The demon is clay-like or squishy in a most disgusting way, and can form itself into weird shapes – from completely flat, to amoeboid, to spherical, and can get into or out of any shackles or prison (except sorcerous ones).

**Non-Corporeal:** The demon lacks a physical body (in this dimension at least) and can only be harmed by sorcery or some alchemy.

**Offspring:** The demon produces d6 offspring every week. They start as *rabble* for a week after spawning, advancing to Minor Demons, and then to Lesser Demons in another week, stopping at one level of demon lower than their sire – so Minor Demons can only ever produce *rabble*.

**Poison:** The demon can exude a poisonous substance, which will immediately paralyse anything of man-size (medium) or smaller. Heroes get to make a Tough *strength* Task Roll to avoid paralysis. Once paralysed, the victim will die within an hour. Those affected get to make another Tough *strength* Task Roll to avoid death.

**Regeneration:** The demon can regenerate a point of damage every round, and can remove the effects caused by a Precision Strike in two rounds.

**Seductive:** The demon has unnatural appeal and can immediately make d6+6 *rabble* obey its orders



to the letter. It can also seduce Heroes (who must make a *mind*-based Task Roll or become pliant to the demon's requests).

**Sorcery:** The demon can cast spells. Minor Demons have 2 Arcane Power, Lesser Demons have 5 Arcane Power, and Greater Demons have 10.

**Special Knowledge:** The demon has one career at rank 6.

**Speech:** The demon is capable of human speech.


**Telepathy:** The demon can implant messages and suggestions, as well as read minds.

**Vulnerability:** In return for an extra Demonic Power, you can give a demon a weakness. The demon takes double damage from a particular source (magic, fire, electricity, iron, acid, etc.) or normal damage from a source that is not normally harmful to humans (sunlight, water, music, certain symbols, etc.).


## Summoning Demons

To summon a Minor Demon is a First Magnitude Spell. A Lesser Demon counts as a Second Magnitude spell, and a Greater Demon is a Third Magnitude spell (see Chapter 6).

When the demon is summoned, the sorcerer must either bind the demon or make a pact with it – otherwise the demon will be out of control, and will likely attack the summoner.

 Binding a demon needs another spell: First Magnitude for a Minor Demon, Second Magnitude for a Lesser Demon, Third Magnitude for a Greater Demon.



 Entering a pact with the demon needs no Task Roll – the sorcerer must only agree to satisfy the demon's needs regularly. What those needs are and how often they must be satisfied is determined by the GM, but it should be demanding, painful, or degrading. Some examples: the sorcerer may never come in contact with direct daylight, the demon must have a virgin of royal blood every full moon, the sorcerer must carry the demon's child, etc.

Demon type	Priority	Attributes	Combat Abilities	Powers	Lifblood	Damage
Minor	<i>Rabble</i>	2 points	2 points	1	10	d6L
Lesser	<i>Tough</i>	6 pts (4 max in one)	6 pts (4 max in one)	2	20	d6
Greater	<i>Villain</i>	12 pts (6 max in one)	12 pts (6 max in one)	4	30	d6H



## Example Demons

### Minor Demon Zullthegg

Zullthegg is a lanky creature – if standing upright, he'd be a foot taller than a man, but mostly he runs around ape-like on all fours. Zullthegg has greenish-brown skin, long arms and much shorter legs, leaving him with an exceptionally long torso.

He is stronger than his skinny body would suggest, and very agile too. He forms darts from his fingernails and fires them at double the normal range for throwing darts.

Zullthegg appears to be one of a number of very similar Minor Demons – his name might be Zullthegg or he might be just “a” Zullthegg.

Attributes	Combat Abilities
Strength 1	Melee 0
Agility 2	Ranged 2
Mind -1	Defence 0
Appeal 0	Damage d6L
Lifeblood 11	
<b>Powers :</b>	
<i>Enhanced Weaponry (Demon Darts)</i>	

### Lesser Demon Vul'mazzanlu, the Ape Thing

Vul'Mazzanlu is a Lesser Demon, though it would never deign to admit this fact. Typical of many lesser demons summoned to serve dark masters, it is reasonably clever, but not as guileful as it believes itself to be, and is apt to lose its temper through frustration and what it believes are the injustices of its fate.

A creature of petty cruelty, it is a mockery of form, an ape-ish being, slouched, with a dark greasy pelt, tentacles instead of limbs, and a long, flickering poisonous tongue.



Attributes	Combat Abilities
Strength 3	Melee 3
Agility 3	Ranged 1
Mind 2	Defence 2
Appeal -2	Damage d6H
Lifeblood 23	
<b>Powers :</b>	
<i>Destructive Attacks</i>	
<i>Poison</i>	

### Greater Demon Mazallakos of the Severed Veil

Quiet, observant, patient, Mazallakos of the Severed Veil is a Greater Demon, and has a deep resentment of those mortals who would make it their servant. While as wicked as any demon, Mazallakos is equally cold-blooded and calm, never losing control, and sure to wait and plot as long as necessary to exact revenge on those who raise its cold-blooded ire.

Much of its appearance is a mystery, veiled as it is top-to-bottom in layers of heavy black gauze. All that is clear is that it moves sinuously, its form human-like but clearly not human, and that it seems to float just above the ground.

Attributes	Combat Abilities
Strength 2	Melee 4
Agility 4	Ranged 0
Mind 5	Defence 4
Appeal 1	Damage d6H
Lifeblood 32	
<b>Powers :</b>	
<i>Human Form</i>	
<i>Non-Corporeal</i>	
<i>Special Knowledge : Scholar 6</i>	
<i>Telepathy</i>	





# NON-PLAYER CHARACTERS

NPCs come in three types:

 *Rabble*

 *Toughs*

 *Villains*

These are described in more detail in the following sections, but typical ranges of statistics for NPCs are shown in the table below.

## Rabble

*Rabble* are the ordinary unnamed masses – innkeepers, traders, beggars, journeymen, urchins and acolytes. They are the crowds in the marketplace, the audience in the arena, the horde of barbarian raiders ransacking the region, the ordinary soldiers in an army.

They are often poorly armed and armoured, and individually pose no threat whatsoever to the Heroes. En masse, they can be much more of a problem, though.

*Rabble* have 0 in attributes and in their combat abilities. The more experienced will have a career at rank 1. Although some might be described as wearing armour and bearing weapons, they are so poor in comparison to the Heroes that this makes little or no difference to their chances of survival. They have 1 to 3 *lifeblood*, which means more or less any hit takes them out of the fight. Singly, they use a d3 for damage (irrespective of the weapons they are actually using, and do only 1 point of damage if unarmed).

If they are magicians, they are called students and they have 1 point of Arcane Power. If they are priests or druids, they are called *acolytes* and one in every six of them will have a Fate Point.

## Hordes

*Rabble* can attack as a *horde* if there is room for them to attack the Hero at the same time. In that case, the *horde* attacks as one, but receive +1 to their combined Attack Roll for each *rabble* attacking, so +2 if there are 2, +3 if there are 3 and so on. Circumstances and weapons used will dictate how many are able to attack at the same time. If they manage to hit, they roll d6L for damage, as a group (they do not inflict damage individually).

Large groups of *rabble* in combat with each other are broadly unimportant because the story is about Heroes, not about ordinary folks. If you do have a situation where *rabble* are fighting against *rabble*, simply determine which side has the highest number and allow them to cause d6L damage to their opponents – the *rabble* with the lowest numbers will cause d3 damage to their enemy in one combat round. Don't even bother with an Attack Roll.

*Example:* 10 *rabble* bandits attack the Hero's 7 *rabble* followers, whilst he is clashing swords with the bandit leader. The GM rolls d6L and gets a 3 and a 2, so the bandits kill 2 of the followers. The player rolls a d3 and gets a 1, so his followers kill 1 of the bandits. They're just about hanging on, but they need the Hero to defeat the bandit leader and then lead them to victory!

NPC Type	Attributes	Combat	Careers	Lifeblood	Damage	Special rules
<i>Rabble</i>	0	0	0-1	1-3	1 or d3 (armed)	Horde
<i>Toughs</i>	0-2	0-2	2	5-8	by weapon	-
<i>Villains</i>	0-4	0-4	4+	10+	by weapon	Villain Points





## Toughs

Sometimes you will require some NPCs that are better than *rabble* but that you don't wish to make into full *villains*. These might be sergeants of the city watch, temple guards, or mercenaries and adventurers – a cut above the ordinary foot soldiers, but will never aspire to the heights of the true Heroes. Generally, these characters can be created by spending a few points on attributes, combat abilities, and careers. Give them, say, 6 *lifeblood* (plus their *strength*) and you're good to go. Here are a few ready-made generic *toughs*:

### Champion Gladiator

This is a *tough* arena fighter – the winner of a number of hard battles against both man and beast. The Heroes might even have heard of him...

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

**Careers:** *Gladiator* 2

**Protection:** Medium armour d6-2 (-1 *agility*), shield (*defence* +1 against all attacks, -1 *agility*)

**Weapons:** Sword d6+2

**Points:** Lifeblood 8

### Halakh Assassin

This represents an experienced killer from the mountain city of Halakh.

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

**Careers:** *Assassin* 2

**Protection:** No armour 0

**Weapons:** Kir d6L+1, knives d6L (throwing)

**Points:** Lifeblood 6



### Jemadar Guard

The Jemadar Guard is the all-female bodyguard of the Queen of Malakut. The women are all highly trained to move with grace and speed to get an edge over their enemy, and are exceptionally loyal. The Guard use the famed *khastok* (two-handed fighting spear) in battle.

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

**Careers:** *Soldier* 1, *Dancer* 1

**Protection:** Light armour d6-3 (1)

**Weapons:** *Khastok* d6H+1, knife d6L

**Points:** Lifeblood 6



## Kalukan Sentinel

This is but one of the Witch Queen's highly dangerous personal bodyguards. They are emotionless and single-minded, performing any task given to them with cold efficiency.

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

**Careers:** *Slave 1, Soldier 1*

**Protection:** No armour 0

**Weapons:** Tulwar d6H+3

**Points:** Lifeblood 9



## Parsool Mariner

A well-travelled professional seaman – probably a survivor of several sea battles, and he doesn't mind telling you about them. He might hold a position on board a ship – perhaps as boatswain or second mate on a smaller vessel.

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

**Careers:** *Mariner 2*

**Protection:** No armour 0

**Weapons:** Cutlass d6+1, dagger d6L+1

**Points:** Lifeblood 7

## Sergeant of the City Watch

A grizzled warrior, a little past his prime, but still superior in combat to most of the callow youths that make up the bulk of the Watch.

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

**Careers:** *Soldier 2*

**Protection:** Medium armour d6-2 (-1 *agility*), small shield (*defence* +1 vs one attack)

**Weapons:** Cudgel d6L+2, sword d6+2

**Points:** Lifeblood 8

## Sky-Pilot of Satarla

This represents the young son of a noble who bought his officer's rank in the Sky-Navy.

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

**Careers:** *Noble 1, Sky-pilot 1*

**Protection:** Light armour d6-3 (1)

**Weapons:** Sword d6, crossbow d6

**Points:** Lifeblood 6



## Tough Thug

The leader of a bunch of violent bullies, bravos and thugs that hang around dark alleyways looking for easy prey to mug for a few coins.

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

**Careers:** *Thief 1, Mercenary 1*  
**Protection:** No armour 0  
**Weapons:** Cudgel d6L+1, dagger d6L+1  
**Points:** Lifeblood 7



## Tribal Barbarian

A wild mountain man covered in tattoos and scars from tribal wars and battles with mountain beasts.

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

**Careers:** *Barbarian 2*  
**Protection:** Light armour d6-3 (1)  
**Weapons:** Greatsword d6H+2  
**Points:** Lifeblood 8

## Winged Folk Lookout

These winged scouts avoid fighting, but ambush intruders with missiles or rockfall traps.

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

**Careers:** *Hunter 2*  
**Protection:** No armour 0  
**Weapons:** Darts or sling d6L-1  
**Points:** Lifeblood 5

## Tyrus Longbowman

This is a highly trained archer in the Tyrus army.

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

**Careers:** *Soldier 2*  
**Protection:** Light armour d6-3 (1)  
**Weapons:** Tyrus warbow d6H, knife d6L+1  
**Points:** Lifeblood 7

## Yellow Druid of Oomis

This represents an insane Druid of Morgazzon.

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

**Careers:** *Druid 2*  
**Protection:** No armour 0  
**Weapons:** Knife d6L  
**Points:** Lifeblood 6, Fate Points 2



## Villains and Leads

These are non-player characters that are the equivalents of the Heroes. *Villains* are the arch-enemies of the Heroes. They are the ones behind the nefarious plots that the characters become involved in, such as evil sorcerers or dastardly noblemen. *Leads* are friendly or ambivalent towards the PCs. They could be patrons or rivals, but not necessarily villainous.

*Villains* often have huge numbers of *rabble* at their disposal, and one or more *toughs* as their lieutenants, henchmen, and bodyguards.

### Villain Points

*Villains* have Villain Points (VP), which are used by the GM in the same way the players use their Hero Points. Here are additional options for Villain Points:

**Meat Shield:** *Villains* can use nearby *rabble* as “meat shields” to absorb all damage caused by a single blow – similar to the Splintered Shield, Shattered Sword option for Hero Points.

**Timely Escape:** The *villain* can effect an escape from the Heroes if things are going badly for him:

- Whilst their attention is elsewhere, the *villain* slips around a corner...
- Just as they are about to advance on the evil necromancer, he smiles and turns, opening a secret panel in the wall by which he makes his escape...
- The *villain* falls over the edge of a cliff, but when the Heroes look down to see his broken body, he isn't there...

However he does it, he escapes, to begin some other nefarious plot. Combined with the Defy Death option, a *villain* can use this to escape even when, to all intents and purposes, he appears dead to the Heroes. He must have the opportunity to slip away – so the Heroes must have their attention elsewhere for him to be able to make use of his Villain Points in this way.

Over the next few pages are some ready-made NPC *villains* and *leads* to get you started...



### Bellys Blak

Bellys Blak, a rotund Shamballahn priest of jovial disposition. He wanders the outskirts of rural areas, looking to spread the word of Chiomalla, Lady of the Harvest, while indulging in earthly vices...

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	0	Melee	2
Mind	1	Ranged	0
Appeal	2	Defence	2
Careers		Points	
Farmer	1	Fate Points	2
Healer	0	Hero Points	5
Minstrel	1	Lifeblood	11
Priest	2		

**Protection:** Heavy robes (Light armour d6-3)

**Weapons:** Incense burner (flail) d6H+1, staff sling d6L

#### Boons

**Beast Friend:** Whenever dealing with animals, his good humour and affable disposition give him a *bonus die* to his roll.

**Keen Scent:** Bellys' appetite gives him a bonus when he uses his sense of smell.

#### Flaws

**Country Bumpkin:** Bellys has to take a *penalty die* when dealing with uptight townsfolk.

**Note:** *Bellys often travels with his less-than-reputable roughneck friend Jomi (treat as a Tough Thug, p.137).*



## Jesharek Jool

A renowned alchemist and wizard from Tyrus, Jesharek Jool is a wily and wizened man of more than 70 summers. His habit of living alone and working obsessively on his alchemical inventions has made him somewhat less than sociable. Still, his great knowledge and skills continue to draw the inquisitive to his tower in the foothills of the Axos Mountains.

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	1	Melee	1
Mind	3	Ranged	1
Appeal	1	Defence	3
Careers		Points	
<i>Alchemist</i>	4	Arcane Power	12
<i>Blacksmith</i>	1	Hero Points	5
<i>Magician</i>	2	Lifeblood	10
<i>Scribe</i>	2		
<b>Protection:</b> No armour 0			
<b>Weapons:</b> Staff d6, dagger d6L			

### Boons

**Learned (Star-Lore):** When trying to recall a fact from his area of speciality, he receives a *bonus die*.

**Nose for Magic:** Jesharek receives a *bonus die* when trying to spot or track a wizard, or a magical effect or artefact.

### Flaws

**Unsettling:** a *penalty die* in social situations or with animals.

**Note:** *Jesharek Jool constantly works at his craft, and if encountered in his tower, he will have access to numerous common and uncommon alchemical preparations that he has stockpiled.*

*He may possess a rare or unique preparation or two, but typically those items are made for specific purposes and aren't just lying around.*

*If encountered away from his tower, Jesharek Jool will likely only have a couple of common preparations and a single uncommon one, appropriate to the area in which he is encountered.*

## Kalzatan the Imposter

Ferk was born as a slave in Zalut, but he was never going to remain just a slave. He learned what he could from his master's library and then killed his master (a fairly minor Magician named Kalzatan), taking his place in the city by using sorcery to assume his form.

He grew in power and in status until he was discovered and – rather than face repercussions – departed the city and made his way to the mainland. He now sells his hellish powers to the highest bidder.

Attributes		Combat Abilities	
Strength	1	Initiative	1
Agility	0	Melee	1
Mind	3	Ranged	0
Appeal	0	Defence	2
Careers		Points	
<i>Magician</i>	3	Arcane Power	15
<i>Scribe</i>	1	Villain Points	5
<i>Slave</i>	1	Lifeblood	11
<i>Vagabond</i>	0		
<b>Protection:</b> No armour 0			
<b>Weapons:</b> Sword d6+1			

### Boons

**Power of the Void:** included in Arcane Power.

### Flaws

**Hunted (Council of Magicians):** Roll a d6 whenever he enters a new city. On a 1, the Council will learn of his presence and make his life difficult.

**Morgazzon's Curse (paranoia):** At the first threat or hint of danger, Kalzatan will use a Villain Point to escape, delivering mocking laughter or a sardonic jibe from the shadows as he departs.

**Obsession (with arcane power):** Whenever he is in the presence of some form of magical power, he gets a *penalty die* on all rolls that require him to ignore it.





## Methyn Sarr, the Witch Queen

A beautiful and deadly sorceress from the Fire Coast, Methyn Sarr has piercing flame-coloured eyes and a mane of braided, coal-black hair, woven with bright jewels and trinkets.

*Notes: Because she is also a worshipper of Zaggath, the Lord of Fire, the Witch Queen usually manipulates the element of flame to hurt and hinder her opponents. Thus, she can use her Fate Points to add a boon to her own spells.*

*Methyn Sarr has between two and six Kalukan Sentinels guarding her within earshot at all times. Her fortress contains at least 200 of these tireless guardians. She will also have 2-6 human rabble with her as playthings (and to use as Meat Shields).*

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	1	Melee	1
Mind	4	Ranged	0
Appeal	3	Defence	3
Careers		Points	
<i>Druideess (Zaggath)</i>	2	Arcane Power	16
<i>Magician</i>	4	Fate Points	2
<i>Noble</i>	1	Villain Points	6
<i>Tortures</i>	1	Lifeblood	12
<i>Temptress</i>	2		
<b>Protection:</b> Battle Harness d6-2 (2)			
<b>Weapons:</b> <i>Blood-Dagger of Zaggath</i> (Mythic Weapon – <i>bonus die</i> on Attack Roll), d6 damage.			

### Boons

**Attractive:** Methyn Sarr is dangerously beautiful. She has a *bonus die* in situations where good looks might be important.

**Battle Harness:** can wear a personal battle harness that counts as medium armour but with no penalties.

**Beguiling:** once per day, she may use her power of seduction to incite d6 + *appeal rabble* to please her, even if it potentially puts them in danger.

**Hard-to-Kill (Pact with Zaggath):** included in *lifeblood* value.

**Magic of the Sorcerer-Kings:** roll a *bonus die* when using magic.

**Marked by the Dark Lords:** included in VP.

**Power of the Void:** included in Arcane Power.



## Lord Nylus Keller

Lord Keller is an imposing man of some 70 years. He started as an officer of scouts in the Satarlan Cavalry. His leadership was recognised and rewarded on the formation of the fledgling Sky-Navy by his promotion to the captainship of the first troop of sky-boats. The Sky-Navy grew, and he grew with it – now he commands the entire fleet.

### Attributes

Strength	2
Agility	2
Mind	2
Appeal	2

### Careers

<i>Noble</i>	3
<i>Sky-pilot</i>	3
<i>Soldier</i>	1
<i>Hunter</i>	1

### Combat Abilities

Initiative	2
Melee	2
Ranged	2
Defence	2

### Points

Hero Points	6
Lifeblood	12

**Protection:** Light armour d6-3 (1)

**Weapons:** Sword d6+2, crossbow d6+1

### Boons

**Alert:** Quick to spot danger and react, Nylus receives a *bonus die* to his Priority Rolls.

**Friends in High Places:** Lord Keller has contacts within the upper echelons of society. While they will not usually stick their necks out for him, they will give him aid, expecting a favour in return when it suits their own interests.

**Inspire:** This gives a *bonus die* for one round after the call to all his companions' Attack Rolls (if they can hear him). This can be done once a day for free, or again in that day for a Hero Point.

**Marked by the Gods:** included in Hero Points.

### Flaws

**Can't Lie:** Lord Keller is a bluff military man with a stiff-backed code of honour. He gets a *penalty die* if he tries to deceive, tell half-truths, or conceal something that he knows about when he is asked about it directly.

**Missing Eye:** Take a *penalty die* when appropriate.



### Flaws

**Arrogant:** She rolls a *penalty die* when dealing with others, where her arrogance might annoy or offend them.

**Cravings (Sadistic):** When she goes more than a day without inflicting pain on others, she gets a *penalty die* on all rolls.

**Hot-Headed:** She gets a *penalty die* to any of her rolls when trying to suppress her anger.

**Infamous:** A *penalty die* in social situations.

**Unsettling:** She gets a *penalty die* in social situations or with animals.





## Chapter 6

# MYSTERIES OF LEMURIA

*Magicians, priests, and alchemists figure highly in sword-and-sorcery fiction. That said, these mysterious types do not generally make for good player characters. As a rule, they tend not to be adventurous, preferring instead to engross themselves in their arcane studies. Also, most of them tend to be the villains – often twisted and deranged by their foul necromancies, bizarre devices, and by the worship of dark gods...*



## ALCHEMISTS

*“Krongar studied the room. Its walls were lined with shelves full of bottles and jars, crucibles and alembics, some bubbling with evil-smelling fluids. There were books too – and tomes and scrolls, manuals and grimoires. Almanacs small and large – some of them as tall as Krongar himself, bound in bouphon-hide or between plates of a worked metal or carved zannibal wood. The books were written in languages unfamiliar to Krongar – old and crabbed handwriting, with faded letters and twisted glyphs. One book, bound in leather and gold, caught Krongar’s eye – the green snake on its cover appeared to move, and a low hiss seemed to come from the interior of the book itself.”*

— *Krongar’s Saga*

Alchemists do not cast spells – they change and create things. They would be called scientists and inventors today. Barbarians and peasants often mistake them for wizards, not understanding (nor caring about) the distinction.

Alchemists can create “magic” potions, salves, gases, liquids and powders. They use all manner of scientific athanors, flasks, alembics, pots, tubes, and crucibles in their experiments.

Often working with blacksmiths, they can use their knowledge of metallurgy to put extra strength and lightness into weapons and armour, and to create devices. They can create the lighter-than-air-material called *allanium*, to build flying boats.

## Time and Money

Like magicians, alchemists must pay a price for their science. Unlike magicians, however, the price paid by an alchemist is one of time and money. Alchemy is something that cannot normally be performed during an adventure – it needs time for the alchemist to gather and ready the materials, work out the quantities and designs, have craftsmen build some of the parts, and then put the construct together. Even that isn’t the end of it, because the finished article must be tested and corrected several times or more before it is ready to use.

Alchemy is something that is done, in effect, between adventures, when you have at least a week of downtime. Before embarking on a new adventure, the character should describe what he did with his time and money since the last adventure, including what preparations he attempted to make.





## Craft Points

Progress with alchemical preparations is tracked using *Craft Points*. **Between adventures, a character will gain a number of Craft Points equal to their career rank in *alchemist*.** So if you have 3 ranks in *alchemist*, you would get 3 Craft Points. Some items require you to spend your Craft Points over several adventures – which is actually necessary to make Mythic-grade preparations. So if you have 3 ranks, it would take you at least 3 adventures to generate the 8 Craft Points needed to make a Mythic preparation.

You cannot spend more than 5 Craft Points per adventure, and they cannot be saved between adventures, as they represent time as well as materials. So before each adventure, you need to invest Craft Points in a project, even if that project will remain unfinished (see “Stages” below).

### Alchemy Craft Costs

- 🐛 A *Common* preparation costs 1 Craft Point.
- 🐛 An *Uncommon* preparation costs 2 Craft Points.
- 🐛 A *Legendary* preparation costs 4 Craft Points. You can make a maximum of one item per adventure.
- 🐛 A *Mythic* preparation costs 8 Craft Points. You can make no more than one of these per two adventures.

An alchemist can work on Common, Uncommon and Legendary preparations at the same time, so an *alchemist* of rank of 3 could produce one potion of insect repellent (Common) and one enhanced *strength* powder (Uncommon) between adventures. This is not possible with Mythic preparations, as the alchemist needs to devote all of his time and energy to the project.

### Craft Points and Starting Equipment

The GM may decide to let an alchemist spend Craft Points before the first adventure. However, these Craft Points must be spent on a completed project, and cannot be spent as a stage in an ongoing project. Thus, the GM could let a Hero with *alchemist 2* begin with burning oil, but not let him start with 2 Craft Points invested in a Mythic preparation.

## Stages

Where it takes an alchemist more than one period of “downtime” between adventures to create something, these periods are referred to as *stages*. You spend Craft Points at each stage of the preparation, until you have enough Craft Points to finish the preparation. In other words, when producing a Unique preparation (8 Craft Points), an *alchemist* of rank 2 would require four stages to complete his work. At the final stage, he would have to make a successful Task Roll (*mind + alchemist*). If he fails, his work is ruined, and all the Craft Points invested are lost.

The Task Roll difficulty for *mind + career* when creating alchemical preparations is shown in the table below.

**Note:** *The table below assumes access to a proper laboratory/shop and having the raw materials present. Otherwise, increase the difficulty by one level.*

### Additional Modifiers:

- 🐛 Where the alchemist is analysing a previously unknown object or potion, increase the level of difficulty by one.
- 🐛 Where the alchemist is simply repairing an item or refreshing a potion, reduce the level of difficulty by one for Common and Uncommon Preparations. Repairs require half as many Craft Points as the original equivalent creation.

Preparation Level	Difficulty	Modifier to Task Roll
Common -	Easy	+1
Common	Moderate	0
Uncommon	Hard	-1
Legendary	Tough	-2
Mythic	Demanding	-4
Mythic +	Formidable	-6





## Preparations

### Common Preparations

These are potions, devices and creations that can readily be created by other professions without the use of magic. They are not common knowledge, but rather the result of careful observation and experimenting by knowledgeable practitioners.

When you make a Common preparation, you must spend **1 Craft Point**, whether you succeed or fail.

### Uncommon Preparations

These things are known to alchemists but are beyond the normal village shaman's or witch's ability to produce from commonly found materials. The required materials are normally obtainable at the local marketplace, or from relatively accessible places, and are easily stored. Uncommon preparations are complex beyond most craftsmen or the most cunning of distillers.

You must spend **2 Craft Points** when you make your Task Roll, whether you succeed or fail.

### Legendary Preparations

These preparations are known to many alchemists, but only produced in the larger cities or the hidden laboratories of isolated alchemists. These miracles are things that are often heard of in a storyteller's tale and presented as magic. These tend to be temporary effects, except those that heal or restore.

Ingredients for these creations are usually rare, exotic or easily spoiled. They aren't often found in the region the alchemist is located in, and he will need to hire adventurers to obtain it for him. They could range from near-extinct animals, plants raised under special conditions, distillates of exotic minerals, materials that can only be produced under starlight or moonlight or by animals with special diets.

When you attempt to make a Legendary preparation, you must spend **4 Craft Points** when you make your Task Roll. For potions, if you fail, you lose only 2 Craft Points. For devices and creations, you lose 4 Craft Points if you fail.

### Mythic Preparations

These things are mentioned in ancient writings and in the legends of the lost races and the Sorcerer-Kings. To see one of these in a lifetime is unusual. Once found, they are guarded and secreted away from curious eyes – often for centuries. You will likely need to locate an ancient tome describing the thing you want to make before you even start to build one.

The raw ingredients for these may take several years to decant, grow or infuse. Necessary plants, animal parts and/or minerals are located in faraway lands or exotic environments (undersea, north slope of a mountain top, a swamp-drowned tomb, mummy's coffin, and anything involving danger and travel). Once gained, they must be preserved in exotic ways or else lose some of their potency.

When you attempt to make a Mythic preparation, you must also spend **8 Craft Points** to complete it. For potions, if you fail you lose only 4 Craft Points. For devices and creations, you lose all 8 Craft Points whether you succeed or fail.



## Potions



### Common Potions

These concoctions, liquids and poultices could be prepared by an ordinary herbalist – someone with the knowledge, skill and expertise to mix and brew a variety of raw materials in the right proportions. Common potions tend to be ordinary things that could be found at the drug store of modern times, and induce temporary effects, except those that heal or restore:

**Acids** (1 small vial does d3 damage or burns through an inch of metal or wood)

**Alcoholic Spirits** (good quality, 3 bottles)

**Animal Poison** (kills small pests)

**Antidotes to natural venoms and herbal toxins** (recovery in 1 hour, 3 doses)

**Fever Relief** (lasts 2d6 hours, 3 doses)

**Insect Repellent** (lasts 4d6 hours, 3 doses)

**Invisible Ink** (becomes visible when wet or warmed)

**Painkillers** (lasts 2d6 hours, 3 doses)

**Pox Cure** (imbiber is cured of the pox)

**Scurvy Cure** (imbiber is cured of scurvy)

**Sleep Inducers** (ingested, gives 2d6 hours sound sleep, 3 doses)

***Example:** Argol Arran feels that the group will need some insect repellent perfume for their journey through the Festrel Swamp. He is an alchemist of rank 1, giving him 1 Craft Point, so he can make one common preparation before the adventure begins. He is in a tavern room, so he is making do with whatever resources are at hand. Therefore, the difficulty moves from Moderate to Tough (-2). Argol does have mind 1 and alchemist rank 1, cancelling out the negative modifier. This means he must roll 9+ to successfully make the perfume.*

## Uncommon Potions

These are mixtures that imbue the recipients with improvements or reductions to their normal capabilities. These effects tend to be temporary, except those that heal or restore:

**Acid Neutraliser** (instantly stops effects of equal amount of acid – makes 9 small vials)

**Antidote to Alchemical Poisons** (recovery in 1 hour, 3 doses)

**Beauty** (+1 *appeal* for the scene)

**Clarity** (+1 *mind* for the scene)

**Growing or shrinking** (for the scene)

**Improved Senses** (*bonus die* for Task Rolls for noticing things for the scene)

**Infatuation** (imbiber must roll *mind* vs. your *alchemist* rank or be infatuated for a day)

**Instant Sleep** (imbiber must roll *strength* vs. your *alchemist* rank or fall into a deep sleep for half a day)

**Might** (+1 *strength* for the scene)

**Prowess** (*bonus die* on Melee Attack Rolls for the scene)

**Precision** (*bonus die* on Ranged Attack Rolls for the scene)

**Quickness** (+1 *agility* for the scene)

## Legendary Potions

Legendary potions and their effects would include:

**Alchemist's Fire** (explodes in a 10' radius doing d6×2 damage)

**Appearance of Youth** (imbiber appears to be no more than 25 years old for a week, 1 dose)

**Heroism** (imbiber gets +1 to all combat abilities for one scene, 1 dose)

**Invisibility Powder** (people seem not to notice the wearer unless he does something to draw attention to himself, lasts for one scene)



**Love** (imbiber must roll *mind* vs. your *alchemist* rank or be in love till the next full moon, 1 dose)

**Paralysis** (imbiber must roll *strength* vs. your *alchemist* rank or be completely paralysed for 24 hours, 1 dose)

**Plague Cure** (imbiber is cured of any disease, 2 doses)

**Resilience** (imbiber's skin counts as protection d6 armour for one scene, 1 dose)

**Shape Change** (imbiber changes to look like someone else for 1 hour. Requires some hair, fingernails, blood, etc. from that person to make it, 1 dose.)

**Universal Antidote** (can cure any poison, instantly reversing its effects, 1 dose)

**Water-Breathing Tincture** (allows imbiber to breathe underwater for half a day)

## Mythic Potions

Such unique elixirs and effects would be things like:

**Immortality** (you aren't ever going to die naturally, although you might age slowly, becoming more withered the longer you go on – only violence or accident can kill you)

**Invincibility** (imbiber's skin counts as if it were armour with d6 x2 protection for a scene)

**Perfect Regeneration** (regrows a lost limb, eye, etc., effectively erasing the *flaw* associated with it)

**Permanent Alteration** (+1 to any attribute permanently, will only ever work once on any given individual)

**Phoenix Dust** (powder that burns on contact for d6 x3 damage, even underwater)

## Devices and Creations

### Common Devices and Creations

These are finely made items of common use. The alchemist mixes the metals and materials, but a blacksmith might be needed to help put the item together. Normally these items are lighter and stronger than other items created under usual conditions.

**Locks** (ordinary lock of -2 difficulty)

**Masterwork armour**

**Masterwork weapons**

**Masterwork tools**

**Traps** (ordinary trap of -2 difficulty to find and disarm, and cause d3+1 damage when triggered)

Masterwork weapons and armour reroll any result of 1 when rolling damage or protection (only one reroll allowed).

Items that are not weapons or armour but do affect *lifeblood* typically cause or cure d3 of the recipient's *lifeblood*.

Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

### Uncommon Devices and Creations

Uncommon devices would be items that require detailed research and technical ability normally outside of the skill of a common blacksmith, the best jeweller, or the most cunning distiller:

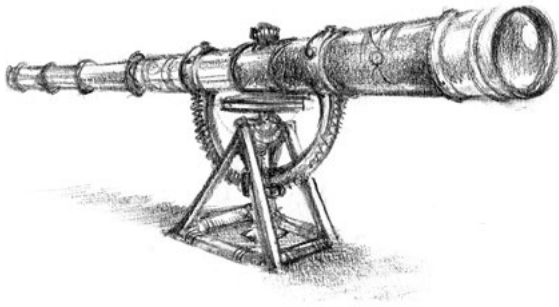
**Artificial limbs** (with few or no moving parts, but nicer than a hook or peg)

**Burning oil** (lights on contact and burns for d6 damage)

**Elaborate locks and traps** (difficulty is -4 to get past them – traps cause d6+1 damage when triggered)

**Fire self-starter** (lights campfires easily)





**Grappler crossbow** (fires a silk rope and grappling hook with 25' range increment)

**Harder weapons** (roll a *bonus die* when rolling for damage)

**Hollow glass knife** (filled with acid or poison)

**Light-producing chemicals** (produces light for up to half a day)

**Lighter armour** (provides one grade better protection than the actual armour [or d6 for heavy armour] – so light armour would provide the same protection as medium armour – and also halves the additional damage caused by Mighty and Legendary successes, where Bloody Slash/Crushing Blow is selected)

**Microscope**

**Perfectly pitched musical instruments**  
(Tools of the Trade)

**Periscope**

**Rust reversal** (enough to clean the rust off a suit of armour)

**Telescope**

**Timepiece**

**Weapons secreted in common items**

Damaging or healing items that in themselves would not normally cause any damage (that is, they are not weapons or armour) typically cause or cure d6 *lifeblood* of damage to the recipient. Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

## Legendary Devices and Creations

These are artefacts that the Sorcerer-Kings used every day, but the knowledge of how to build them is now known to only a very few – and the skill to build them by even fewer still. Such items would be along the lines of the following:

**Automatons and guardians from living suits of armour**

**Breeding plants and animals into deadly life forms**

**Distilled *allanium* and *janium***

**Flying machines** (see sky-boats)

**Ingenious locks or traps** (-6 difficulty to get by them – traps cause d6 ×2 damage if triggered)

**Invisibility belts** (provides the effect of Invisibility Powder, in a belt)

**Legendary weapon** (roll a *bonus die* when rolling for damage – in addition, they are unbreakable and ignore armour, except that created by an alchemist. The weapon must be given a name.)

**Legendary armour** (provides one grade better protection [or d6 for heavy armour] – in addition, you roll a *bonus die* – so roll two dice and drop the lowest one. For example, light armour becomes medium armour with a bonus: d6H-2, so you roll 2d6 and take the highest result, and then subtract 2. This armour also halves the additional damage caused by Mighty and Legendary successes, where Bloody Slash/Crushing Blow is selected.)

**Lighter-than-air belts** (made of *allanium*, allows the wearer to float up and down)

**Lightning-gun** (vaguely arbalest-like devices causing d6 ×2 damage, ignoring armour, with a base range of 250')

**Water-breathing helmets** (allow the wearer to breathe under water)



Damaging or healing items that in themselves would not normally cause any damage (that is, they are not weapons or armour) typically cause or cure  $d6 \times 2$  *lifeblood* of damage to the recipient. Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

## Mythic Devices and Creations

These are concepts beyond the imagination of many people of the continent of Lemuria, although relatively achievable by the Sorcerer-Kings. These could include:

**Armoured war machines**

**Brain-transfer machines and their victims**

**Create man-beast hybrid life forms**

**Creating life from chemical vats**

**Intelligent dwellings**

**Mythic weapon** (as Legendary weapon, plus they are treated as a *Trademark Weapon* [see Boons]). The weapon must be given a name.)

**Mythic armour** (As Legendary armour, with no *agility* penalties at all for wearing it – so you can even swim while wearing the armour)

**Semi-sentient machines**

**Submersible boat** (a submarine that can carry a crew of four, but no more than 20' beneath the water's surface. It is fitted with a floating hose that carries down air from the surface, but this can be noticed. Otherwise, it holds enough air to last four people one hour while submerged. It can move about 5 miles an hour by the people inside pedalling to turn the propeller.)

**Unique lock or trap** (-8 Difficulty to get by these – traps cause  $d6 \times 3$  damage if triggered)

**Vats for cloning individuals**

Damaging or healing items that in themselves would not normally cause any damage (that is, they are not weapons or armour) typically cause or cure  $d6 \times 3$  *lifeblood* of damage to the recipient.

Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

*Example: Jesharek Jool (mind 3, alchemist 3) decides to create a Mythic Sword for his friend Krongar. It will be called Skullsplitter. Jesharek knows his work will take three stages to complete, because he has 3 Craft Points and it requires a total of 8.*

*In the first stage, he describes how he obtains the rare and precious metals that he needs to prepare the janium for the blade by spending all of the money that he received on his last quest. He has put 3 Craft Points into making the sword and has completed stage 1.*

*Next he tells the GM he needs to find a rare scroll that he believes should be in the catacombs beneath the ruins of Oosal and gathers some adventurers to assist him. He will be able to attempt stage 2 when he returns with the ancient text.*

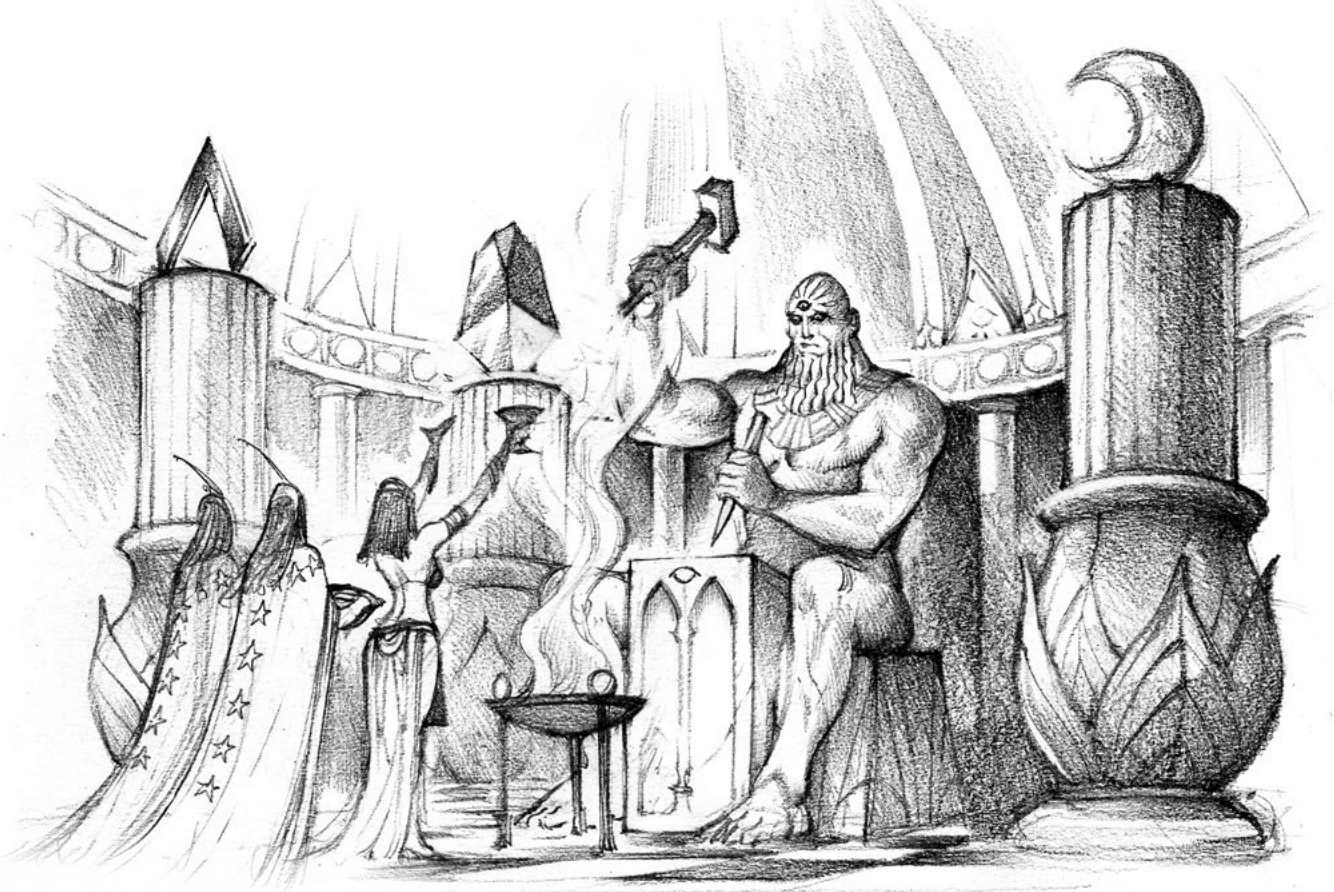
## A Few Precious Alchemical Alloys

**Allanium:** A lighter-than-air metal created through an arcane process known only to a few alchemists. Allanium is used to make the sky-boats of the Satarlan Sky-Navy.

**Janium:** The strongest and one of the rarest metals. It is dull black, silky-smooth, and very dense. The secret of its manufacture has been lost, though alchemists continue their search.

**Jazite:** A precious metal prized for its changing opal hues.





## PRIESTS AND DRUIDS

*“The Sorcerer-Kings sought to become gods but it was not within their power to be gods. Instead Hadron came to them and ran amok. By the time the Sorcerer-Kings had learned their mistake, the damage was done and the cataclysm had been wrought. It would take the great passage of time for the Sorcerer-Kings to rise again. In the meanwhile man ruled in their place, watched over by the Twenty Gods.”*

— *The Crimson Edda*

Priests are the earthly agents of the Twenty Gods of Lemuria. They bring the word of the gods to their worshippers on earth. Each god has his own followers, and their temples are numerous across the land.

Druids are the earthly agents of the demonic Dark Gods – the Gods of the Void. Their numbers are fewer and their followers more widely scattered. However, their numbers swell each day, as Hadron tests his powers and seeks to restore himself in the world. They have hidden temples in remote places and in the hidden parts of several cities.

## Devotions

Priests follow and worship all Twenty Gods, but those *priests* of career rank 1 or higher must choose one above all others (see page 85).

*Druids* worship all Dark Gods but, at rank 1 or higher, must choose one above all the rest. At rank 0, *priests* and *druids* are still in training and do not devote themselves to any one god in particular.

Priests and druids do not actually cast spells, although many priests and druids (the latter in particular) are also magicians and therefore do have access to real magic via that career.

People often assume that priests who are magicians obtain their sorcery from the gods, and most priests don't bother to correct them – it helps maintain the mystique of the priesthood and keeps their followers obedient.

Priests and druids need to worship their gods. This involves a visit to the temple where they pray, meditate, fast, carry out priestly duties, and even perform sacrifices. When priests carry out their devotions, they receive benefits in the form of Fate Points.



## Gaining Fate Points

Priests and druids receive 1 Fate Point per hour spent at their devotions. They can receive a maximum number of Fate Points equal to their *priest* or *druid* rank. However, the expectations of their worship are higher, the longer they spend at the temple:

👉 For an hour, they would be expected simply to pray and meditate.

👉 For two hours, in addition to praying and meditating, they would be expected to perform a small service or minister to the flock.

👉 For three hours, in addition, they would be expected to perhaps assist at a major ceremony.

👉 If the priest is spending four hours at the temple, he would most certainly be expected to hold a special service, including carrying out some sort of sacrifice to the gods. The form of the sacrifice really depends on the god in question – it might simply be the sacrificial slaughter of a common beast, but for the Dark Gods, the requirement might be a human sacrifice.

## Using Fate Points

Fate Points are used to grant one-off *boons* or *flaws* (resulting in a *bonus* or *penalty die*) for one short activity or task. The activity would have to be something that could be readily connected to the domain of his god.

The *boon* can be granted to the Priest himself or to anyone of his choosing who is in line of sight. The same is true of a *flaw*. **No task resolution roll is needed by the priest** – the *boon* or *flaw* automatically affects its target.

*Example:* *Bellys Blak* is a priest of *Chiomalla* at rank 2. *Bellys* spends an hour at the temple, praying and meditating. He then holds a small service for the small congregation that has gathered to leave offerings at the altar. This takes him two hours, so he receives 2 Fate Points. Later on, *Bellys* is in the tavern with his sidekick, *Jomi*, who used to be a farmer. A bunch of drunken thugs start to harass them, so *Bellys* starts to call upon the powers – and grants a boon to his friend (explaining to the GM that his friend is a farmer and therefore it is an appropriate use of a Fate Point).

*Jomi* punches one of the thugs, receiving a bonus die (“Blessed by *Chiomalla*”) to his *Attack Roll*.

**Inventive Use of a Fate Point:** One of the thugs then attacks *Bellys*, who decides to rely on *Chiomalla* again. This time, reasoning that the thug has had a few drinks, *Bellys*’ player states that the alcoholic beverage (made of grain) suddenly affects the thug more than he thought (using his last Fate Point), and the thug receives a penalty die to his assault on *Bellys*.

## Regaining Fate Points

Once a Fate Point has been spent, it is gone. So a *priest* of rank 1 will be able to grant one *boon* or one *flaw* once, and then he will have to return to his temple to carry out the appropriate devotions to receive another Fate Point.

## Domains

Each of the gods has a domain over which he presides (*Dyr* is the god of Storms, *Tharungozoth* is the Slaughterer, and so on). Choosing the right god for your character is key to the sort of things he can do with his Fate Point(s). The GM is the final arbiter on what *boons* or *flaws* would be appropriate, although inventive suggestions should always be rewarded.

*Example:* *Argandros Drall* is a druid of *Zaggath, Lord of Fire*. He has seen *Krongar* approaching his bloodstained altar to rescue the maiden *Argandros* plans to sacrifice to his Dark Lord. *Argandros* theatrically appeals to his god and points a finger at *Krongar*, who is about to unleash his spear at the druid. Maybe it catches on the flickering torch nearby or maybe it is simply in his mind, but *Krongar* sees his spear suddenly bursts into a brief but very hot flame, causing the barbarian’s aim to go wild. The player rolls three dice for *Krongar*, getting 1, 6 and 3 – taking away the highest (the 6), he is left with only 4, and even adding his agility and his ranged combat ability isn’t enough to hit the evil druid. *Krongar*’s spear clatters harmlessly against the far wall.

## Creating New Domains

You will see that of the “Twenty Gods” of the Lemurian pantheon, a number are not detailed. This gives players some free rein to come up with their own domains for the god, if they require.







## Druids

Druids are the worshippers of the Dark Lords. Their cults have been driven underground, but they are growing in strength. Their practices include human sacrifice.

***Black Druids:*** These evil cultists dwell in Zalus, although they are starting to spread their net wider. They emulate the evil ways of the Sorcerer-Kings and worship the Dark Lords Hadron and Tharungozoth.

***Crimson Druids:*** Evil priests that make human sacrifices to their dark god Zylidith, Lord of Blood. They have secret cults in Malakut and Halakh, and possibly elsewhere too.

***Grey Druids:*** The cult of the Death God, Nemmereth, who is also venerated by the priests. The Grey Druids worship Nemmereth as a Dark Lord, saying that if you are sacrificed to Nemmereth, then you should consider it an honour that you have been chosen to die. They believe that death should be visited upon as many people as possible as that is the way that the god will come to full power, while priests believe that death is natural and comes to people when the time is right, but should not be visited upon people wantonly and cruelly. Needless to say, the Assassin City of Halakh is the centre of this cult.

***Red Druids:*** Worshippers of Zaggath, Lord of Fire. Flame is always involved in their dark ceremonies.

***Yellow Druids:*** These druids – believed wiped out with the fall of the Sorcerer-Kings – still practise their worship of Morgazzon, Demon of Madness, in their hidden temples in Oomis, Lysor, and their main temple in the Festrel Swamp.



## MAGICIANS

*“Krongar had never met a wizard before and although this man before him was old and his robe sagged on his bony frame, there was a power surrounding him that made Krongar pause for a moment. That pause was just enough time for Jesharek to mutter a spell of binding – thick ropes coiled around the barbarian so that he could not easily reach for his bloodthirsty Valgardian blade.”*

— *Krongar’s Saga*

Magicians in *Barbarians of Lemuria* are normally the bad guys – the villains to be hunted down and destroyed. They are generally feared – not only because of their strange habits and nocturnal ways, but also because the powers they wield are not understood and can be devastating, if also unpredictable.

In game terms, the most powerful of the spells that these individuals can perform take a great deal of time and research – something that there is not a lot of during the course of a normal adventure. So, sorcery is not something to be taken lightly, and not generally taken up by PCs.

However, there are some examples of magician heroes in sword-and-sorcery fiction, so this career can make a viable option for players – if they understand the possible restrictions they might face.

## Arcane Power

Characters with points in the *magician* career begin play with **Arcane Power equal to 10 plus their magician rank**. NPC *rabble* magicians (adepts, students and apprentices) start with 1, 2 or 3 Arcane Power (equivalent to their *lifeblood*).

## Spell Magnitude

All spells fall into one of four classes: *Cantrips*, and spells of *First*, *Second* or *Third Magnitude*.

Magicians always have rune-inscribed rings, amulets, talismans and trinkets and so forth about their bodies, through which they can cast very minor and simple tricks called *cantrips*. If they are stripped of these items, they have difficulty even with these cantrips.

Spells of increasing *magnitude* have a greater cost in Arcane Power and increasing difficulty levels to successfully cast. The spell power costs and difficulties table highlights these (see page 154).

**Casting a spell requires a Task Roll *mind* + *magician* (+/- modifiers).**

**Mind-affecting spells:** Spells that directly interfere with a person’s psyche or his perceptions, such as mind control and mind reading, have an additional modifier based on the *mind* rating of the victim of the spell.



**Healing with Arcane Power:** Sorcery does not lend itself to healing injuries of any sort. Accordingly, magicians cannot cast spells that repair damage to living things, although they can repair inanimate objects or items using magic.

**Sorcery and Armour:** Magic is difficult to perform whilst restricted by armour and costs the magician a greater amount of Arcane Power. For light armour, 1 extra Arcane Power point is used in casting a spell. For each heavier armour type, add 1 point of Arcane Power to the casting cost.

## Cantrips

These are very basic spells, allowing the caster to conjure a brief pool of light, the distant sound of laughter, or a spark to light a fire. Cantrips can be used to repair a common object, sour a jug of ale or make the brief illusion of a common object. Other examples might include making a coin vanish, causing a rope to slither up a castle wall or distracting a guard with an imagined sound. Such spells rarely cost more than 1 Arcane Power, and only require a Task Roll when directly affecting a sentient target or perhaps if the magician has been deprived of his trinkets and fetishes (when the Arcane Power cost would be higher too). More powerful spells are trickier though, and are really the stuff of heroic magicians and villainous sorcerers.

### Cantrip Suggestions

**Foul Food**

**Illusory Sounds**

**Minor Curse** (-1 to the target's next Task Roll)

**Momentary Clumsiness** (target drops an item being held, or stumbles, etc.)

**Pain** (causes 1 *lifeblood* damage to the target)

**Paralysing Gaze** (paralyses target for a round)

### Cantrips

**Cost:** 1 or 2 Arcane Power

**Requirements:** None

**Minimum:** 1 Arcane Power

**Difficulty:** Automatic (no roll needed), Very Easy (+2), or Easy (+1)

## Spells of the First Magnitude

These tend to be spells that the magician can cast during the course of an adventure. They are utility spells – they allow the sorcerer to perform activities that anyone with the right training and equipment could manage. Such sorcery might allow the caster to glide up the side of a cliff – since a normal person with rope and pitons could achieve the same result (eventually). Damaging spells of this type would typically cause *d6 lifeblood* of damage to the target. These spells cost **5 Arcane Power** and have a price too. You must select one casting requirement to be able to produce the spell at all. For every additional casting requirement that the magician can meet – *in full* – reduce the power cost by one point. The minimum Arcane Power cost of a First Magnitude spell is always 2.

### First Magnitude Spell Suggestions

**Fear**

**Illusion**

**Summoning Minor Demons**

**Visions of close or recent happenings**

### Spells of the First Magnitude

**Cost:** 5 Arcane Power

**Requirements:** -1 Arcane Power per extra requirement taken

**Minimum:** 2 Arcane Power

**Difficulty:** Moderate (0) or Hard (-1)

### First Magnitude Spell Casting Requirements

**Auspicious Hour:** The spell may only be cast at a specific hour of the day.

**Casting Time:** The spell will take at least *d6* × 30 minutes of meditation, chanting, dancing, etc. to correctly execute.

**Group Ritual:** Requires *d6* assistants, each with *magician* 0 or higher.



**Intimate Materials:** A personal item of the intended target (or a tile from the target building, for example) is required.

**Line of Sight:** The caster must be able to clearly see his or her intended target.

**Obvious Technique:** The caster must gesture, chant, dance or make strange sounds during the brief casting process.

**Ritual Cleansing:** The caster must bathe in clean water and essential oils, and shave all bodily hair from his or her body.

**Special Item:** An ancient tome, heavy tablet or delicate scroll is required but is relatively easy to come by (some bartering, a short journey or a minor expenditure).

**Special Knowledge:** The caster must conduct lengthy research before he or she has the necessary information to cast the spell.

**Wounds:** The magician suffers d3 *lifeblood* of damage when the spell is cast.

*Example: Methyn Sarr (Witch Queen of the Fire Coast) unleashes a javelin-like bolt of flame at Krongar. The GM considers this a First Magnitude spell for the Witch Queen – she has Line of Sight (appropriate for a bolt of fire) to Krongar, and uses Obvious Technique (she’s always putting on a show). With the first requirement to cast the spell met, and with one additional requirement taken, the cost is reduced to 4 Arcane Power. The GM thinks the flame is worth d6 lifeblood damage to Krongar.*

## Spells of the Second Magnitude

These are powerful sorceries indeed, and are often only possible during the course of an adventure if appropriate research and preparations are made between adventures. Minds can be controlled, buildings levelled, and mighty warriors transformed into squeaking uzegs. These spells are defined as activities that would be impossible for a single person. Destroying a door would be a spell of the First Magnitude – destroying the wall is definitely Second Magnitude.

These spells cost **10 Arcane Power**. For every casting requirement after the first that the magician can comply with or chooses, you can reduce the cost by 1 point, down to a minimum of 6 Arcane Power.

### Second Magnitude Spell Suggestions

Extended Suggestion

Instant Hypnotism

Summoning Lesser Demons

Visions of happenings, across the city or within a lifetime

### Spells of the Second Magnitude

**Cost:** 10 Arcane Power

**Requirements:** -1 Arcane Power per extra requirement taken

**Minimum:** 6 Arcane Power

**Difficulty:** Tough (-2) or Demanding (-4)

Spell Magnitude	Difficulty	Modifier	Arcane Cost	Min. Cost
Cantrip	Automatic	-	1 to 2	1
	Very Easy	+2		
	Easy	+1		
First Magnitude	Moderate	0	5	2
	Hard	-1		
Second Magnitude	Tough	-2	10	6
	Demanding	-4		
Third Magnitude	Formidable	-6	15	11
	Heroic	-8		



## Second Magnitude Spell Casting Requirements

**Casting Time:** The spell will take at least  $d6 \times 2$  hours of meditation, chanting, dancing, etc. to correctly execute.

**Group Ritual:** Requires  $2d6$  assistants, each with *magician* 0 or higher.

**Lunar:** The spell may only be cast during a specific phase of the moon.

**Permanent Focus:** The caster must undertake ritual tattooing to permanently inscribe the details of the spell on his or her person.

**Personal Ordeal:** The caster must fast for  $2d6$  days.

**Rare Ingredients:** An expedition is required to locate the necessary items to perform the magic – it will take  $d6$  weeks and at least a purse of gold to obtain the necessary items (of course, any magician worth his salt would have a stable of willing barbarians to track down those special herbs for him!).

**Ritual Sacrifice:** An animal (of at least the size of a lamb) must be sacrificed prior to casting.

**Special Item:** An ancient tome, heavy tablet or delicate scroll is required, and the item will prove difficult to obtain. It is rare, or held in a distant land, or at the top of a dark wizard's tower guarded by vicious winged apes!

**Wounds:** The magician suffers  $d6+1$  *lifeblood* damage when the spell is cast.

*Example:* Methyn Sarr has managed to capture Krongar. It would please her to make the big barbarian into her lapdog, to pay him back for having the temerity to dare come to her fortress to steal from her. Whilst he is languishing in the Witch Queen's cells, she researches a spell. It would normally cost 10 Arcane Power, but she sends some of her Kalukan Sentinels out to an old tomb to fetch a grimoire that she has heard about.

She fasts for a week (rolls  $2d6$ , gets 7) and studies the stars for the best time to perform the spell (making a knowledge roll, using her career of magician).

When she has all of these things together, Methyn has Krongar brought to her in chains and she sacrifices a small beast. She has now met the first spell requirement plus three additional ones, reducing the Arcane Power cost to 7.

The GM determines it is a Tough Task Roll. She still needs to make a Task Roll to defeat Krongar's mind (which is zero, so no worries there!)



## Spells of the Third Magnitude

These are incredibly rare in any game. These spells bring about natural disasters and terrible curses spanning generations. Such spells cost **15 Arcane Power**. For every casting requirement that the caster complies with, reduce the Arcane Power cost by 1. The minimum cost for spells of the Third Magnitude is 11 Arcane Power.

### Third Magnitude Spell Suggestions

Causing “natural” disasters  
 Create mental slaves  
 Long-term hallucinations/nightmares  
 Visions of distant lands and the ancient past  
 Summoning Greater Demons

### Spells of the Third Magnitude

**Cost:** 15 Arcane Power  
**Requirements:** -1 Arcane Power per extra requirement taken  
**Minimum:** 11 Arcane Power  
**Difficulty:** Formidable (-6) or Heroic (-8)

## Third Magnitude Spell Casting Requirements

**Casting Time:** To correctly execute, the spell will take at least 3d6 hours of meditation, chanting, dancing, etc.

**Demonic Transformation:** Casting the spell will permanently (maybe) transform the caster into some horrible demonic form with an even more clichéd maniacal laugh.

**Group Ritual:** Requires 3d6 assistants, each with *magician* 0 or higher.

**Personal Ordeal:** The caster must undertake ritual scarring and/or mutilation and bloodletting to achieve the right frame of mind for casting.

**Place of Power:** There is only one place known to man where this spell may be cast and – guess what? It’s not close!

**Ritual Sacrifice:** A sentient being must be slaughtered to empower the spell (a beautiful wench would be most suitable, but they tend to have hairy barbarians trailing behind them that frequently take issue with the whole sacrificing deal...).

**The Stars ARE Right:** The spell may only be cast when the necessary stars and planets are correctly aligned.

**Wounds:** The magician suffers 2d6+1 *lifeblood* damage when the spell is cast.

**Example:** *Vulkfind the Black* is planning to raise a volcano in the middle of the Heroes’ hometown. The GM rightly assesses this spell as being of the Third Magnitude, and (as *Vulkfind* is an NPC) selects “The Stars ARE Right” as the first casting requirement and “Ritual Sacrifice” as the second one. *Vulkfind* has arranged for Princess Somua to be kidnapped from her Royal Palace in Satarla. These two requirements reduce the Arcane Power cost to 14. The Heroes only have 30 days to stop the evil sorcerer and rescue Princess Somua before the coming eclipse spells their doom!



## Recovering Arcane Power

Arcane Power spent on Cantrips is recovered **both** at noon and at midnight.

The caster recovers 4 Arcane Power spent to create First Magnitude spells at either noon **or** midnight (the sorcerer makes the choice, but must live with the choice for the duration of his or her casting life) every day.

Arcane Power spent in the creation of Second and Third Magnitude spells are recovered at the rate of 4 points per lunar month (usually the first night of the full moon, but the sorcerer may choose his or her phase).

Additionally, whenever the sorcerer casts Third Magnitude magic, **a point of Arcane Power is permanently lost**. This loss of Arcane Power can be exchanged for the loss of an attribute point instead (down to negative numbers if necessary) – for example, it could represent aging, and so reduce the magician's *appeal* by 1.

Examples of the types of spells that have a particular sword and sorcery “flavour”:

- ☞ Wasting/withering diseases that cause the victim to slowly die while her loved ones look on hopelessly
- ☞ Bewitchment or possession (maybe turning someone into a “living zombie”)
- ☞ Animation of the dead (“the Bloodless”)
- ☞ Seeing into other dimensions, or viewing events in faraway places
- ☞ Spells that create terrible storms or call lightning
- ☞ Summoning spells (particularly demons, etc.)



## Example First Magnitude Spells

### Compel

The magician can bend the target of his spell to his will. The victim will be compelled to do the magician's bidding, provided the magician's instructions are within the bounds of what the target might do if not under control (that is, he is unlikely to attack his friends).

- The target's *mind* is always used to modify the difficulty.

### Conjure Item

This spell enables the magician to conjure a small ordinary item – a length of rope, a tool or a weapon, clothing, or a flask of wine or water.

- Line of Sight is not normally a requirement that a sorcerer can take for this spell.
- This spell usually requires Casting Time.
- This spell often requires Obvious Technique.

### Demonic Blade

This spell animates a sword or other melee weapon, causing it to fight the magician's foes as he directs it with his mental commands. It attacks with the magician's *mind* replacing either *agility* or *strength* (the magician's choice) for the purposes of the Attack Roll and Priority Roll or damage.

- This spell always requires Line of Sight.
- The spell requires a melee weapon to be available.
- This spell often requires Obvious Technique.

### Evil Eye

The magician can cause the target to suffer a curse that affects his ability to perform any normal actions. It gives the target a *flaw* on all actions whilst affected by the curse (that is, he adds a *penalty die* for all Task Rolls).

- This spell always requires Line of Sight.
- The target's *mind* is always used to modify the difficulty.

## Pass Unnoticed

The spell allows the magician to walk amongst his enemies without being noticed – he is not invisible, they just don't look directly at him, or assume he has every right to be there, or don't even notice him.

- The strongest enemy *mind* is usually used as a modifier to the spell.

## Scale-Skin

This spell causes the recipient's skin to turn tough and scaly – it provides armour protection of d6 to the recipient.

- The spell's normal initial requirement is a piece of scaly skin from a reptile.

## Summon Beast

The magician can summon a creature that can be found in the local environment. The beast will be one of up to *very large* size and, once it appears, will normally do the summoner's bidding until it has completed the task required of it.

- This spell usually requires Casting Time.

## Example Second Magnitude Spells

### Beguile

This spell is used by the magician to put the victim completely and utterly in the power of the caster. The victim will obey the caster's every command without question and is helpless to do anything else.

- The target's *mind* is always used to modify the difficulty.
- Rare Ingredients are generally needed to perform the spell, including some personal item belonging to the victim.

### Dread Ship

This spell summons a sunken galley and its dead sailors or pirates up from the depths of the ocean. The crew are classed as *rabble*, armed with cutlasses. Roll 2d6 for the number of crew.

The ship will sail wherever the magician wants it to, and will carry out orders as well as it is able to. It cannot change orders unless the magician actually sails with it.

- If the magician opts to take *lifeblood* damage, for each point of damage suffered there is one additional zombie in the crew.

## Festrel Fog

This spell brings forth a cloud of foul greenish fog which, while the sorcerer concentrates on it, will billow and expand quickly to become large enough to envelop a large village, and can be made to drift in a direction determined by the summoner. The fog smells foul, causing nausea if breathed in, and also reduces visibility to about 20'.

- This spell always requires a bowl of water from Festrel Swamp.

## Summon Mighty Beast

The magician can summon a creature that can be found in the local environment. The beast will be one of up to *colossal* size and, once it appears, will normally do the summoner's bidding until it has completed the task required of it.

- This spell usually requires Casting Time.
- This spell usually has the Rare Ingredient requirements.

## Example Third Magnitude Spells

### Death Plague

This spell brings a plague to a named city that kills one quarter of the inhabitants in a week and affects half the city, making them weak and violently ill during that period.

- This spell's first requirement would normally be a Ritual Sacrifice.

### Stride of Quathoomar

This spell allows the magician to open a rift in time and space through which she steps, so that she can reappear anywhere in the world she so chooses.



# KNOWLEDGE AND POWER

There are many manuscripts and grimoires that contain secrets from the past and lost knowledge from ancient times. The following are some of the most coveted works sought by the wise and the learned of Lemuria.

**Amber Codex:** This book is ten feet tall, eight feet wide, and each page is made of solid amber with jewels inlaid as letters. This is obviously a book crafted by the gods. Within are formulae and processes that can be used to manufacture the most fantastic devices: flying ships, statues that ambulate, and many other wondrous and dangerous things. It has been lost to man for millennia.

**Black Grimoire:** This book contains the practices and rites to follow to call forth demons, raise the dead and destroy the souls of men. It is believed the Black Druids have the book in their temple in Zalut, although some whisper that what they have there is only a very poor copy.

**Book of the Purple Dawn:** All things of light are contained in this tome's pages. A person studying this will learn what they need to know about healing, rejuvenation, and recovering lost loved ones.

**Crimson Edda:** An ancient and legendary tome of lore written on paper-thin janium pages. The pages from this book had been scattered over the world since the time it was written, but it was collected together over many years and is now housed in the Great Library of Satarla. Scholars and scribes would love to get their hands on the book, but usually have to make do with copies of individual pages (which themselves are rare). Within are the chronicles of a great Hero – the pages give clues to the whereabouts of treasures, secret places, and many other wonders.

**Jesharek's Grimoire:** Another legendary tome of lore – this one is written by Jesharek and kept in his tower near to the Mountains of Axos.

**Manuscript of the Void:** The ancient manual of the lore of the Sorcerer-Kings. It is written in Sorceric, so is completely unintelligible to most.

**Oomis Chronicles:** The history and records of the rise of the city of Oomis. They are held in the Library of Oomis.

**Parsool Records:** The history of Parsool, held in his palace by the current king of Parsool, Zandar Bley.

**Rbadathmazar:** A dark grimoire of power, held by the Magicians of Zalut.

**Satarla Volumes:** The records of the history of Satarla – they are held under heavy guard in the Great Library of Satarla.

**Testament of C'Thoollanax:** An ancient tome of the Sorcerer-Kings describing (amongst other things) the creation of the Blue Giants, the Slorth, and some of the other strange creatures that now exist in the world.

**Urceb Rolls:** Histories of Urceb – many of the chapters are believed lost in the catacombs below the city, but some are to be found in the libraries of magicians and the wealthy.

**Volume of Sss'ggrilssi:** Written by the first Queen of the Sorcerer-Kings, this massive stone book tells of the race of Sorcerer-Kings and their magic and science. Even the descendants of the Sorcerer-Kings have forgotten its whereabouts. If they can find it, they may be able to use its knowledge to replenish their species and dominate the earth.

**Ygddar Codex:** A lost account of the expansion of man during Kylarth's time, written by generations of the Scribes of Ygddar. It is an account of the death of Kylarth in the Festrel Swamp, and the eventual fall of all of the olden cities of the east. It is believed to contain some of the secrets of the ancients.



# CULTS OF LEMURIA

This section looks at several example cults, their beliefs and their nefarious methods.

## The Arena of Thorns

On the outskirts of Shamballah – within sight of the vast unforgiving waste that is the Empty Lands – there is a large structure of rough stone and evil repute that anyone with sense avoids. The natives of Shamballah (when they speak of it at all) call it the *Arena of Thorns*.

The arena is built of the same stone taken from the mysterious jungle ruins that were used to construct Shamballah's palace and city centre. Who built it, none alive can now say, but its current master is the sorcerer Tokalu of Thorns – also known as the *Hedgemaster*, because of what transpires within its walls.

Those unfortunates who find themselves inside the arena discover that it is dominated by a vast and ever-changing maze of high, thorny hedges, whose sharp quills often secrete poisons that induce crippling pain or paralysis to those who are pricked.

The victims are promised freedom if they survive the series of “contests” in which they must unwillingly participate. And should they require encouragement to get into the spirit of the proceedings, ferocious beasts can be (and frequently are) released into the maze to hunt them down, tear them apart and devour them.

High above the hedges are a criss-crossing network of stone bridges and rope-and-wood walkways. From these, observers may view the progress of those below for their entertainment and delight, and wager on the outcome.

Common “games” hosted in the arena include:

**🦋 Last Warrior:** The contestants are each stuck with a poisoned thorn that will cause their heart to stop within a few hours. One contestant will be provided the antidote, but only when all the others are dead.

**🦋 Capture the Skull:** Two teams of unarmed warriors must race through the maze and find both hidden weapons and a large skull-shaped bronze brazier (requiring two hands and a *strength*-based Task Roll to carry) which they must then proceed to bring to the opposing side of the maze without the flames being put out. Should that occur, both sides lose and are killed by archers from on high. This is considered very unsporting.

**🦋 Trophy Mound:** A variation on Last Warrior in which the winner is the first contestant to take five heads from his opponents, race back to his assigned spike and place them on it one atop the other. There may be other survivors in this game, but the victor will frequently be granted a small benefit or edge at the start of the next game.

There are many other life-and-gruesome-death spectacles hosted by Tokalu within the arena, limited only by his own dark imagination.

His guests are only ever an exclusive group of wealthy nobles and merchants with jaded sensibilities and debased appetites, who will each happily offer him an outrageous sum for the chance to witness first-hand how the morbid events unfold in his twisted garden.

Tokalu's arena of thorns is loathed by the Shamballah populace, as they suspect more than a few of their sons and daughters have “fed the hedges”. However, so far, none have dared to act against him. Because of Tokalu's constant need for savage monstrosities to be unleashed in his maze, he has a cadre of skilled Shamballah hunters at his command who are all possessed of a decidedly mean disposition. Furthermore, the arena is tolerated by the king, since it remains a convenient place to quietly dispose of any who challenge his rule. Its mere presence is enough to dissuade most from such dangerous lines of thought.

## Adventure Idea

*After a hard night of carousing, the Heroes awaken to find themselves bound and sold to the Arena of Thorns, and must survive the various “games” in store for them.*



## The Brotherhood of the Purple Turalon

The Brotherhood started in the Port of Sea Lords as a coalition of smugglers and pirates working under the noses of Gorthan Half-Hand and his supporters, initially with the simple (but very dangerous) intention of retaining a greater share of their hard-won loot.

Founded by three pirate captains – Jarvik Firebeard, Lothar Giantstride and Aktourios Serpent-Tongue – they have devised various means of maintaining their secrecy. Every member is thoroughly vetted and given a gold ring engraved with the image of a purple turalon. Anyone discovered working against the group is rarely heard of again. Secret meetings are held in the cellars of the Sleepy Mermaid Inn, chosen due to the sea caves in the cliffs below the cellars – ideal for the Brotherhood’s purposes.

What has recently changed the game for this subversive group is the arrival of a Zalut outcast calling himself Zutesh. Following his recent arrival in the pirate city, he was soon running the Sleepy Mermaid Inn (no one knows what happened to the original owner), and not long after, had insinuated himself into the confidence of Jarvik, Lothar and Aktourios.

Through arcane means, Zutesh has now all but taken over the operation, and has turned the smuggling operation into a cult worshipping a forgotten sea-demon known as *Upok-N’Mee*. Zutesh has filled the three pirates’ heads with promises that he will soon have the power to summon Upok-N’Mee from the darkest depths of the ocean. With the might of this monster, they will overthrow Gorthan and then they will rule the Pirate Isles.

Once they have the Pirate Isles under their control, they will have the power of the entire pirate fleet at their command, whereupon they can begin the conquest of Lemuria itself!

The Sleepy Mermaid’s cellars and sea caves have been converted into a temple to the demon.

Smuggling continues as cash is needed for expeditions to obtain the various rare materials needed to summon the creature.



The Brotherhood of the Purple Turalon has swelled to around twenty followers, although some of these are pirate captains themselves and the numbers of men they can call upon amount to several hundred.

**Jarvik Firebeard**, in his great galley *Amethyst Kalathorn*, is often out on the unknown seas to the south of The Pirate Isles, searching for the lost Island of Screaming Idols, where Zutesh believes a statue of Upok-N’Mee can be found. This is crucial to the summoning ritual.

**Aktourios Serpent-Tongue** has regular trips to the Fire Coast in his ship *Conquering Wyrn*, where he seeks to trade with the Witch Queen, though she is a difficult woman to meet – and even harder to negotiate trade deals with.

**Lothar Giantstride** maintains a life of piracy on the high seas in his ship *Strutting Frossor*, but occasionally heads for Urceb (the city of his birth), where he and his crew seek news of a legendary artefact known as the Alabaster Tablets, which Zutesh says contain hints about the summoning ritual. Lothar sometimes ventures into the catacombs with his crew, and whilst they sometimes return (in much reduced numbers) with riches, they haven’t found the artefact yet.

### Adventure Idea

*Gorthan has heard rumours about some of his surlier captains getting ideas beyond their station. As the Heroes are not all known pirates, his messenger asks them to sign on with one of the three pirate captains and investigate matters on his behalf...*



## The Daughters of Degara

In an old forgotten temple from the first age, hidden in a valley in the Eastern foothills of the Besharoon Mountains, live the Daughters of Degara. Generations ago the temple ruins were simply a hidden place of sanctuary known only to the tribeswomen of the Bashaari, a place they could retreat to when needing to escape loveless arranged marriages or other unbearable domestic situations, but now it has grown into a fully-fledged shamanistic religion.

The cultists worship the *degara*, a tiny sand-coloured relative of the ganuc, which utilises its natural immunity to cathgan venom to prey upon these vipers.

Every evening the Daughters gather in the wide open courtyard at dusk, the favoured hunting time for the *degara*, and as the first stars show, they offer prayers to its spirit. Their religious festivals, held every full moon, involve all initiates in the drinking of cathgan venom harvested by the high priestesses from captured specimens.

The venom induces ecstatic trances in which they believe their minds become one with their god Degara and can receive visions of things happening far away. Repeated partaking has the added benefit of allowing the worshippers to develop their own immunity to the cathgan, thus literally bringing them closer to their god.

Some of the more dedicated initiates progress further, slowly building up their immunity to other poisons as well. Those that survive this process receive great honour, and become the missionaries of this cult.

These women travel outside the temple quietly bringing word to vulnerable women and helping them to disappear from their homes. In this way, the religion has grown to include converts from most of the major cities and all levels of society, although the majority of initiates still originate

from amongst the Bashaari. These missionaries do not only gather followers however, but are also the main gatherers of resources for the temple.

If one were very fortunate and had the right discreet contacts, one could hire a Daughter of Degara as an assassin. Whilst it is said that they will only kill men – and even then, only those they deem worthy of death – they have never been known to fail in their task. These women charm their victims and then drink poisoned wine together with them, trusting to their own hard-earned immunity to save themselves.

For a Daughter, this is the highest honour that she can pay to her god – each victim is counted as a blood sacrifice to Degara, proving again the inevitable triumph of the innocuous yet cunning over the powerful.

In recent times however, as their numbers swell, the Daughters of Degara have begun to need more than just cunning alone to survive. For years, secrecy and the rumour that their valley is cursed to all men have kept their borders safe, but the superstition that has kept away Bashaari tribesmen will likely not deter others who have lost womenfolk to the Daughters. Now they must recruit not only amongst the oppressed, but also amongst the strong.

And so they have begun to approach retiring members of the Jemadar Guard, offering them a home for their declining years, in return for the valuable combat experience they offer. Whilst it is rare for a guardswoman to convert to the Daughters of Degara or participate in their worship, they are nonetheless afforded an honoured place within the sanctuary in respect of their years of service and military expertise.

### Adventure Idea

*The comrades of a retired Jemadar Guardswoman are aghast at her recent decision to join the Daughters, and implore the Heroes to make her reconsider. Things are not always as they seem, however...*





## Chapter 7

# SAGAS OF LEMURIA

*“In these primal lands of Lemuria there are those that lead and those that follow. At the head of the bold group of adventurers astride the vicious war-kroark is Krongar – looking part gallant hero and part fierce bandit as he enters the city gates of Satarla. At a glance from the barbarian, the wary guard waves the group through – his usual questions left unasked in that moment, as his mind swiftly assesses the risk is too great. The next farmer to seek entry to the city will suffer harsher interrogation, but such is the way with those that aren’t destined for greater things.”*

— Krongar’s Saga

## MASTERING THE GAME

As a GM, you have a significant job to do. You need to know the rules, you have to design adventures and Sagas, and you need to have a cast of NPCs assembled to interact with the Heroes as they journey around the world. The nature of a simple game is that there aren’t rules for everything, so you need to know when to apply the rules and apply common sense when the rules don’t provide an answer. It isn’t just the GM’s job to make the game fun, though – that is a responsibility shared by the GM and players alike.

If you’ve run games before, then you probably know many of the tricks that you can use to keep a game going and maintain the players’ interests. However, if you are new to running a game session, then the following paragraphs will help you. Even if you have been a GM in other games, you might find something helpful for your *Barbarians of Lemuria* campaign.

*Barbarians of Lemuria* is not about the rules. It is about drama, excitement, and telling a good story. The rules are there to provide a structure to

your game sessions, and to provide some of the answers to what will happen when characters do things. The rules cannot possibly contain all of the answers, though. You should try to get into the habit of choosing when to apply the rules strictly, and when to let them fall into the background for the benefit of the story. The dice, for example, are good to build an element of surprise into the actions of the players, but sometimes, when your scenario demands that the characters succeed, asking the players to roll dice can be a disaster if they fail.

A good rule of thumb is not to let a roll of the dice determine whether a character succeeds or fails in a task, but to determine the level of success or failure. So, say a character is seeking information vital to the next part of the scenario but fails the Task Roll – you could decide that he picks up a few hints or finds out that some other person can help him, but he doesn’t discover everything he wanted to know. Thus the game doesn’t stumble to a complete halt, as the players still have some leads and openings to continue the adventure.





## Weaving the Adventure

Designing adventures can be a bit daunting for new GMs but the trick is not to overdo it. The more the adventure is planned out, the less easy it will be to play. There are some sample adventures at the end of this chapter to give you a feel for what makes a good *Barbarians of Lemuria* adventure. There are also plenty of adventure ideas scattered throughout this book so that you can just pick one, tweak it to suit, and run with it.

Beginning adventures can be simple tasks given to the Heroes by a powerful mentor like a magician or noble. Once completed, the mentor can set the Heroes another task. This type of approach works for a while but soon gets a bit stale, so you will need to vary it. There are many ways to do this.

The best way to get the players involved in your adventures is to use the characters' back-stories to come up with adventures. If they have some *flaws* that suggest an adventure (an "enemy" is always a good one), use them. Your players need hooks to get them into an adventure, so what better way than to use stuff the players have already written for you? The Heroes' career paths often have useful hooks to spawn an adventure, or even enough to expand into a full Saga. A hunter could come across something out in the wilderness or jungle – strange tracks, an unknown creature, or a dead body. A minstrel from some distant part of Lemuria could come to the city where the Heroes are based, with a tale of ancient ruins and buried treasure, and that could lead to new adventures. Visions are sometimes a useful tool to hook the Heroes – a priestly vision could be in the form of a riddle, or just of a faraway place or event.

Be creative. Once you begin differing the way to introduce scenarios to the players, you will start to develop a campaign structure to your games.

Adventures can be one-off scenarios that begin and end after an evening's play. They can be designed like short stories, each of which is starring the same cast of characters (maybe with a slightly changed cast if players can't make it to the game or if new players come along). Best of all though, is when adventures are connected in some way, so what went on in the last adventure has a bearing on the next one. These are called *Sagas*.

Most classic sword-and-sorcery fiction is in short-story format, so the stories placed an emphasis on quick action. In fact, the stories often start *in medias res*, "in the middle of things". The settings of typical sword-and-sorcery stories are often grim places where life is cheap and questions of good and evil are purely academic. Unlike standard fantasy fare, where the action often revolves around protecting society from evil forces on a grand scale, sword and sorcery is on a much more personal level. The stories focus on survival and personal goals, not great quests to save the world. In fact, the stories often concentrate on anti-social activities, like thieving or piracy.

Sword-and-sorcery stories usually concern only one or two main characters. As the typical roleplaying group is larger than this, you do need to adopt some styles of play that might be considered slightly out-of-genre. One solution is to focus the action on a few "core" characters, while allowing other players to occasionally come in as "guest stars". Conan often teams up with another character for a particular adventure and then, once the story is over, the two go their separate ways again. Another solution is to make the characters part of a single group – a mercenary unit or thieves' guild for example – and still use the overall feel of the sword-and-sorcery genre by focusing on individual motivations and survival goals rather than epic quests. Even if you don't go for one of these options, as long as you get the rest right, you needn't sweat too much if your group numbers more than two players – a few concessions are always required with roleplaying games.



## Tone and Style

The sword-and-sorcery story is also very different in tone from the typical fantasy roleplaying game. For example, the characters aren't likely to be in the mould of the average heroic fantasy hero: the noble knight or powerful magician. Instead, they will probably be outsiders and social misfits. Their adventures will not be similar to the heroic fantasy adventures of world-saving quests that we often see, but are grim and often selfish. The adventures may end with no resolution or even in tragedy. The role of magic in the game will likely be very different than many players are used to. Magic is dangerous and corrupting, and is usually reserved for non-player characters – like the evil necromancer that the Heroes have to remove. Additionally, magic artefacts will be rare and quite dangerous for the same reason, and there is usually a terrible price for the power that they provide a character.

Magic weapons, for example, a staple of the average fantasy roleplaying game, are exceedingly rare in sword and sorcery, and dangerous to use. The best example of this is Elric's demonic sword, Stormbringer, which, on the one hand, gives him immense power, but on the other, saps his life and makes him dependent on sorcery to live.

The main thing to remember is that the Heroes may be amoral, or may have a moral code different from that of society. So allow some leeway for their actions if they are not what you'd expect – in fact, you should actively encourage actions that might be frowned upon if you were playing another fantasy roleplaying game.

Ultimately the characters are Heroes and shouldn't do anything that would be construed as evil – just self-serving at times.

## Sagas

Sagas are a series of adventures that usually have a common thread or greater goal that strings the adventures together. Sagas tend to have familiar elements throughout the adventures. These elements may be an ultimate aim for the players – perhaps they are trying to track down one very powerful foe, and each adventure brings them one step closer to their enemy.

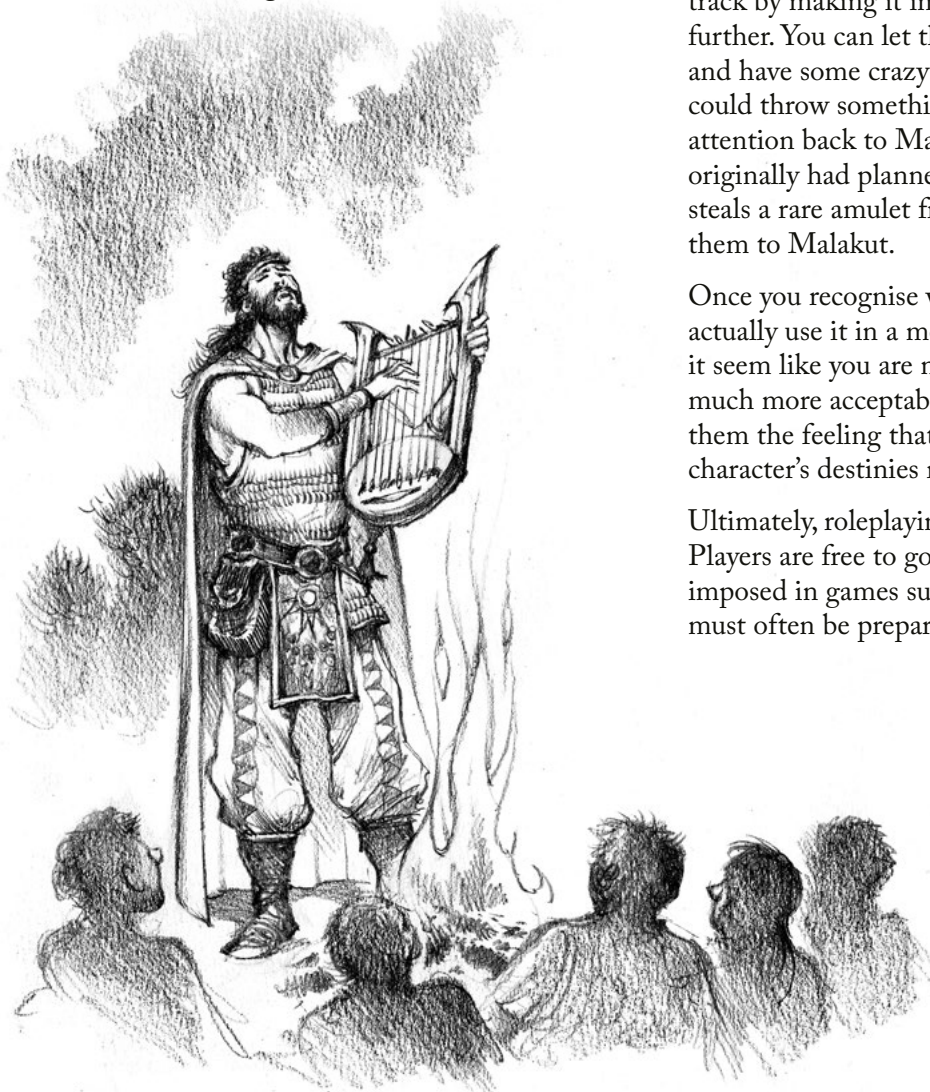
**Your Sagas should include several of the following core elements of a good sword-and-sorcery adventure:**

- ☞ Being captured, only to effect a lucky or heroic escape
- ☞ Blood-drenched altars to demonic gods
- ☞ Discovering great treasure hoards, and losing it all
- ☞ Encountering giant things that were not meant to be (ants, scorpions, condors, etc.)
- ☞ Exploring catacombs, tombs and crypts full of traps and antediluvian horrors
- ☞ Finding remnants of forgotten civilisations (or them finding you!)
- ☞ Forced to fight for one's life in the arena
- ☞ Long-lost temples to primordial gods
- ☞ Lost in the middle of the unmapped wilderness
- ☞ Opposed by evil sorcerers and insane priests
- ☞ Overcoming the whims of fickle gods
- ☞ Rescuing beautiful maidens from the villain's clutches
- ☞ Savage tribes of cannibals
- ☞ Sea battles and sea serpents
- ☞ Strange aberrations that can nevertheless be put to the sword
- ☞ Suffer a major setback by getting drunk, poisoned or seduced
- ☞ Swearing oaths to the gods
- ☞ Thievery and skulduggery
- ☞ Treasure maps of undiscovered lands
- ☞ Untrustworthy companions, and being betrayed
- ☞ Winning allies and gaining followers



Maybe the characters have their own personal agendas – a noble might want to become the king of a city, or the Emperor of Lemuria. A pirate might want his own galley, and an alchemist might want to find some great secret formula. These are the characters' long-term aims and so they should be working towards these things anyway. They make a fantastic way for GMs to come up with Sagas that the players would be keen to take part in. Players might have other ideas for their characters, and often these are a great source of material for GMs struggling to come up with adventures of their own.

Don't be afraid to plunder the players' ideas for campaigns and adventures. It means they have a lot more personal stake in your game. Sagas work best when the player characters have lives of their own, too, and where you play out sessions that have a real meaning for their characters.



## Be Aware of Railroading

*Railroading* is a term used when you try to impose your scenario on the players, rather than letting the players interact with your scenario. As an example, suppose in your scenario they should go to Malakut to continue to the next part of the Saga, but they decide instead to steal a galley and go to the Pirate Isles. Because this isn't what you wanted them to do, you make it virtually impossible, to the point of frustrating, for them to steal the ship, and then more or less force them to journey to Malakut instead. This is railroading.

The point is, players have their own desires, and sometimes what they want to do doesn't mesh with what you had planned for them. The thing not to do here is to try to force them back on track by making it impossible for them to go any further. You can let them go off to The Pirate Isle and have some crazy adventures there. Then you could throw something at them that turns their attention back to Malakut and the adventure you originally had planned for them. Maybe a thief steals a rare amulet from them and the trail leads them to Malakut.

Once you recognise what railroading is, you can actually use it in a more subtle way that makes it seem like you are not railroading at all. This is much more acceptable to players – it is giving them the feeling that they are in charge of their character's destinies rather than you.

Ultimately, roleplaying is a game about choices. Players are free to go beyond the boundaries imposed in games such as board games, so you must often be prepared to improvise.



## Imprisonment

Conan is captured many times – indeed, captivity and escape commonly occur in sword-and-sorcery tales. However, it is a different story when you are an author with a plot in mind, to being a player with the feeling of losing your freedom. Any time there are constraints put on your actions as a player, the fun goes out of the window.

In many ways, imprisonment can feel like the ultimate railroad. So you do have to tread very carefully when introducing such a loss of freedom to your games. Many players will have their characters fight to the death rather than be captured.

If there is only one way out of the dungeon, you'll find your players will be incredibly frustrated if they can't work it out. However, if the players trust you to provide plenty of escape opportunities, they will have less difficulty with you putting their characters into this position.

Maybe giving a suitable warning up front that there will be times their characters might be captured will be sufficient for some groups. All you have to do then is remember to reward any halfway-decent escape plan. Hero Points are great for this.

## REWARDS

When the Heroes have reached their destination and met the final challenge, they should be richly rewarded for their endeavours. Adventurers don't put themselves into danger for nothing!

Rewards generally come in the form of treasure and experience.



## Vast Hoards of Treasure

Do not be stingy – describe the mountains of gold and baskets full of gems, the silver chalices and tiaras, the jewel-encrusted sceptres and gold-chased bracelets, the chests overflowing with silver and the crowns that once belonged to lords, princes, and kings.

Tell them it is wealth beyond their imaginings – if they suggest counting up the value, just laugh at them! Have they turned into accountants all of a sudden? They can't take it all with them, only the choicest items. They can always come back for more!

## Gaining Advancement Points

Characters get better at doing things as they complete their adventures and their fame spreads. However, they have to earn their improvements. They do this at the end of the Saga they just completed, or before the beginning of the next one.

Remember all that loot they picked up? Well, they have the chance to describe exactly what they did with it. They might live the high life for a few months, drinking or gambling it away. They might buy new weapons and armour (or get their old stuff repaired), or buy new mounts, or throw expensive parties, or spend it all on wenches. They might send expensive gifts to their friends. They might use it to buy a new galley or new land, or pay off old debts.

This is the stuff of legends – it ensures that they are noticed, and helps their fame to spread. No one was with them when they killed that great xolth in the dark pits beneath Urceb, so how else are people going to know about it?

Once the characters have described how they lost or spent all their fortunes, they can gain Advancement Points (AP). How many you give out depends on how they spent their loot to the best effect. **Normally, you would give out 2 AP.** However, if their story is particularly good, amusing, or inventive, you can give out an extra point – especially if the way they construct their story gives you a lead-in to the next adventure. On the other hand, if the character keeps back some of the money, or is miserly with it, he gets only 1 AP.








*Example: Jandar Joth has just returned to Satarla from a ruined temple discovered in the Jungle of Qush. His player describes how he gambled, wenched, and caroused away the haul of gold coins that he brought back, until he had just a handful left. That earns him two AP.*

*However, he then describes how he is on his way to the tavern with his last few coins when he spots an interesting-looking map on the stall of a silver-haired merchant from Oomis. The map looks ancient and, the merchant assures him, depicts the old city that now lies beneath Urceb. Jandar soon parts with the remainder of his cash to purchase the map.*

*He is now penniless but can sense the possibility of another great adventure ahead. This is definitely worth the extra AP.*

## Spending Advancement Points

Advancement Points can be saved for later, or you can spend them to:

-  Improve Attributes
-  Train Combat Abilities
-  Develop Careers
-  Buy off *flaws*
-  Buy a new *boon*
-  Gain Followers

### Improve Attributes

These may be increased above their starting values. **The cost in AP is equal to the current value of the attribute plus the new value of the attribute.** So, to increase *strength* from 1 to 2 costs 3 AP (1+2). From 2 to 3 costs 5 AP (2+3). However, **to increase an attribute from -1 to 0 costs 2 AP.**

Attributes can only advance to the next higher value in one go – that is, you can't jump from *strength* 1 to *strength* 3.

Humans have maximum attribute scores of 5 (unless a *boon* permits a higher value).

### Train Combat Abilities

Combat abilities may be increased above their starting values. **The cost in AP is equal to the new value +1.** So, to increase *melee* from 1 to 2 costs three AP (2+1). From 2 to 3 costs 4 AP (3+1).

Combat abilities can only advance to the next higher value in one go, i.e. you can't jump from *melee* 1 to *melee* 3. **To increase a combat ability from -1 to 0 costs 1 AP.**

Humans have maximum combat ability scores of 5.

### Develop Careers


Career ranks can also be improved. **The AP cost is equal to the new rank,** so to increase *pirate* from rank 1 to 2 costs 2 AP. To get from rank 2 to 3 would cost 3 AP.

Humans have a maximum career rank of 5.

A Hero can take a new career too – **it costs 1 AP to get a new career at rank 0.**

### Buy Boons and Buy off Flaws

 **Spend 2 AP to remove a *flaw*.** Some *flaws* cannot be removed.

 **Spend 2 AP to take a new *boon*.** Some *boons* cannot be taken after character creation.

### Gain Followers

As your fame spreads, you may attract followers. These followers may travel and adventure with the Heroes. Followers could be crew on a ship, or soldiers on a campaign.

They don't necessarily have to follow the Heroes everywhere, and some careers (for example, assassin) aren't conducive to attracting followers. Priests are likely to gain followers, but their followers are unlikely to want to venture much beyond their temple boundaries.

Of course, anyone that attracts too many followers might be seen as a threat – a noble or even the king might be concerned about a large number of mercenaries in the vicinity, for example.

Followers are best handled through role-play. The Hero's *appeal* and careers will be things to consider when determining their followers' actions.



In general, the players should have control over their followers, who should only be given relatively mundane tasks. The GM will handle the NPCs by narration. The GM will determine the effect of the tasks given to the followers.

**Example:** *the Heroes make a landing in their damaged galley. There are roughly fifty oarsmen plus the Heroes on the ship. The Heroes command the crew to make camp, repair the ship, hunt, procure water, and scout the area. Dice rolls may be made by the players to accomplish these tasks. Beware – you don't want to roadblock the players over mundane tasks. The die rolls may just represent varying levels of success.*

*The GM narrates what the followers accomplished: "The crew sets up camp, with tents and fires etc. They fell a tree and will complete repairs by morning on the ship. The hunters were successful and return with several island goats and full water skins. Your scouts return with tales of a stone ruin in a secluded valley to the north-west." The players should be discouraged from using followers for tasks that they should do themselves. Heroes are supposed to lead and take the risks. If they use followers as "meat shields", they will not gain advancement points. Followers will also abandon the party if they think the Heroes are unfair.*

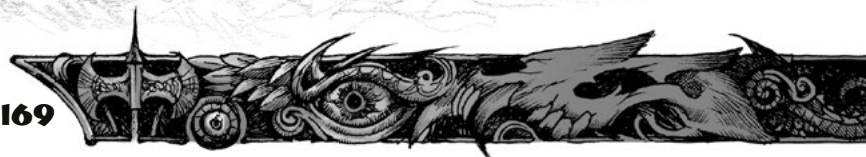
Followers are a good opportunity to have would-be Heroes in reserve. If a Hero dies during an adventure, a player can make up another character. They have been with the party all along, as followers, and now have come to the forefront as a Hero in their own right. This allows the player

to keep playing the adventure seamlessly. This can also be a chance for the player to have a couple of Heroes made up, and rotate them on separate adventures. This is not meant to suggest that the player play several characters at the same time, but to play one and have the other ones serve as *rabble* followers (for now).

**You can use 1 AP to attract 10 rabble followers** (each with 1 *lifeblood*). **You can use 1 AP for a single tough NPC follower** (whom you create according to the rules for *tough* NPCs).

Followers are people specifically attracted to you that will do broadly what is expected of them in normal circumstances. Followers will handle everyday tasks, such as setting up camp, procuring supplies or scouting. They will fight if specifically taken on for that purpose. If expected to do something beyond their normal duties, a Task Roll might be required, using *appeal* and any appropriate career. If any are killed, in time you will attract more *rabble* to take their place. This does not apply to *tough* NPCs – if killed, they remain killed.

Followers are different to a unit of soldiers your character is given to command in a battle, or to your congregation if a priest, or your audience if an entertainer or gladiator. These people do not follow you – they are only "yours" fleetingly, and then they return to their homes, their families, their masters, or their king. Followers are different. As long as they are treated well, they are yours to lead.



# THE SAGAS

*“The tattered map was old, yellowed, and spotted with patches of mould. There were irregular holes where uzeg must have gnawed whilst it lay in some deep crypt, forgotten and left to rot. But someone had brought it out and sold it to the merchant. Now Molina Goth held it in his hands and studied the crabbed and faded script. The writing defeated him, but the shapes and lines of the land seemed strangely familiar. 50 gold coins was a lot to pay for a piece of old parchment – but if what the merchant had said was true? This map would lead to great adventure, and the wealth of the kings of old.”*

— *The Urceb Rolls*

The following section contains about fifteen different ideas for adventures that you can use as a starting point to create your own sagas. You will also find five ready-made adventures to play, and a random saga generator that can be helpful if you need some inspiration.

**The following section is for GMs only: no players allowed!**

## Adventure seeds

Lemuria is a land full of peril and adventure. Here are some ideas to whet your appetite:

### All Aboard!

Whilst flying over the jungle lands, the Hero loses control of his sky-boat, which seems to be heading in a direction all of its own. None of the controls alter the course of the sky-boat. The best the sky-pilot might be able to do with successful task checks is to delay the sky-boat, to give the Heroes a chance to prepare themselves for whatever has them in its grip.

The sky-boat is being pulled towards M'lor (or some other unknown ancient ruin hidden in the jungle) by some sorcery, where there is a wizened Sorcerer-King, recently awoken from his alchemical slumber by an earthquake, and who is now seeking to venture out into a world that

he no longer recognises. The sky-boat is a key to his strategy. The Sorcerer-King has also raised up some of the old inhabitants of the city to be his protectors and servants...

## An Overly Warm Welcome

The Heroes enter a village where everyone seems very excited to see them. They are honoured and well fed, and paraded and fed, and given comfortable quarters and fed. They are given their choice of the beautiful village girls, and fed. Eventually it comes out that they showed up just in time to replace the designated yearly sacrifices to the Terrible Thing in the Pit beneath the town.

## By the Power of the Zathog Skull

The headman of one of the Festrel villages has a creature's skull, passed down through generations, that he was told is the skull of the zathog slain by Lord Thangard. A magician needs this skull for the components to cast a spell, and asks the Heroes to go and get it for him.

## Love at First Fight

On a slaver's cart trundling through the city, a beautiful slave girl catches the eye of one of the Heroes. She manages to whisper to the Hero that she is the daughter of a Beshaari king and her father would pay riches beyond imagination for her safe return – and she herself would be extremely grateful to her rescuer...

🐉 The girl's story could be true and her return would involve effecting her escape from the slaver's caravan (or possibly purchasing her at the slave market, but there is a huge interest in her from the buyers) and then transporting her to her homelands.

🐉 She could be some sort of temptress/con-woman ready to relieve the Hero of anything of value he might have.

🐉 She could be a demon in human form, ready to suck his soul from his body.



## No Country for Young Men

There are rumours of a lost city and vast treasures within. Whilst searching for the lost city, characters come across what appears initially to be an empty village. On closer inspection, it's just that all of the people are dead – seemingly of old age. There's nothing much of any worth in the village.

At the next village, the inhabitants all appear to be old – all except one, whom they refer to as their Queen. She is a raven-haired ravishing beauty. The Queen is actually a youth-stealing demon. She has taken all of the youth from the first village and has moved on to this one. If killed (or deprived of people from whom she can extract their youth), she reverts to an aged hag. She will try to bargain with the Heroes if they are set on killing her, as she knows the location of the lost city.

## The Burglar's Dream Job

The thief Jopor has approached the Heroes with an offer. He knows the long-dead wizard's tower lies empty for the looting. He has also discovered a way in. His only fear is that the wizard left a hideous creature in the tower to guard it, and whilst he can gain access, he isn't capable of killing a ferocious beast. He needs the Heroes to tackle the beast whilst he loots the tower. Once they all get out, he'll divide the spoils. Of course, he has no intention of sharing the loot with anyone...

## The Drunken Scholar

In the *Bloated Fish Inn*, Jarl, a young scholar, is drunkenly boasting about an ancient treasure map he discovered whilst conducting his studies in the Great Library. He is very inebriated, and is oblivious to the attention of several unsavoury individuals (the Heroes included) who follow him outside when he leaves the tavern...

## The Emerald Jungle

An important merchant wishes to negotiate peace with cannibal savages in the steamy jungle who have disrupted his business by attacking his supply trains. He is hiring guards to accompany him and his cannibal interpreters. In actuality, he is there to find his lost son (who has convinced himself and the savage tribesmen that he is a god) and return him to civilisation.

## The Eye of Thuulba

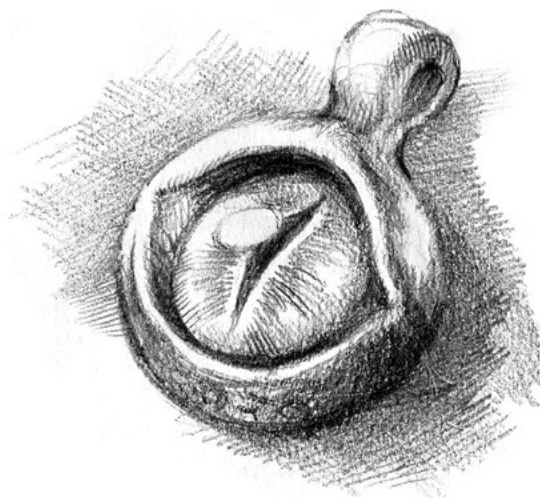
The Heroes are forced to take shelter in an abandoned castle due to a raging storm. There is more to the deserted keep than meets the eye (of course). A search of the upper levels will reveal a casket containing an amulet – The Eye of Thuulba.

Shortly after the Heroes arrive, a group of slavers and their wagons draw up into the courtyard, also seeking shelter from the storm. The slavers (who outnumber the Heroes) will join them – seemingly friendly, although there will be an air of tension between the two groups as they settle down for a long night.

As the storm abates, the slavers will move in on the Heroes, thinking to add them to their haul of slaves. As a fight ensues, hundreds of lost souls make their presence known – whispering and floating ethereally around the two groups – coalescing near the centre of the chamber into a multi-limbed monstrosity. The squamous and horrid creature quickly tears the slavers to shreds but shys away from the holder of the amulet.

☞ The slave master spots that the amulet has power over the monstrosity, and tries to wrest it from the Hero.

☞ The slavers could arrive at the castle before the Heroes, so the slave master finds the Eye of Thuulba first.



## The Finicky Beggar

The beggar won't accept the character's coin. He'll shake his head, tip it out of his begging bowl, pass it back – anything other than accept it. If asked, he says it's cursed. He won't say any more than that.

☞ The coin could be part of a cursed hoard that the Heroes found on an earlier adventure and things could start going wrong for them until they get rid of it all.

☞ Maybe they have to take it back to where they got it from to remove the curse.

☞ Maybe the beggar is simply touched by Morgazzon's Curse (but he perhaps knows something of the Yellow Druids).

## The Heart of Zhuul

A contingent of granite miners in the hills of Kanopir to the north of Urceb have come upon a fabled vault said to contain the Heart of Zhuul, a blood jewel belonging to the ancient Sorcerer-Kings, some of whom are believed to still live in the recesses of the vault.

One of the miners is secretly the thrall of a tentacled monstrosity which inhabits the vaults as well and which has been seeking to effect its escape into the world.



## The Hunter and the Hunted

Degenerate Tyrus nobleman Laxos "Lax" Dhalv plans a safari upriver, using his pleasure barge as a mobile base of operations. Lax claims to be stalking a herd of elusive red bouphon, and hires Heroes on as hunters, guides, and bodyguards.

Lax has a secret agenda, however: he wants to go after much more dangerous game, perhaps a chark or water-dwelling poad. To further complicate matters, a group of river pirates tries to seize Lax's barge and turn it into a fortified raiding craft of their own. The Heroes may decide to stop the pirates – or they may side with them, after having to endure the obnoxious, overbearing Lax!

## The Mysterious Siren

The Heroes' ship picks up a beautiful near-naked girl from the sea. She is still alive but seemingly unconscious. After she awakens, she says she can't remember who she is or where she comes from. The mood of the crew slowly changes. There are accidents... fights break out. Who is this exotic beauty? Maybe some sort of demon or witch...

## The Seven Barbarians

A peasant village in an out-of-the-way place is periodically raided for food and supplies by bandits led by Varalec. Taking what meager goods they have, the village leaders go into town to see if they can hire someone to help them. While there, they encounter the Heroes and offer them the money they have scraped together. They believe Varalec and his men might have more treasure that they have looted over the time they have been in the area. In this adventure, the Heroes will have to fight off attacks by large numbers of bandits and possibly track them to their lair in the nearby hills.

## The Soul Stealer

A necromancer – disguised as a priest of Nemmereth – visits many homes, supposedly offering final rites to the dying but stealing their souls instead, trapping them in pendants, keys, and rings. He lives in the ancient catacombs beneath the city, where he converses with the dead and feeds his half-demon spawn the souls he acquires through elaborate rituals, becoming less and less human in the process.



## The Stowaway

A beautiful young slave girl has escaped her master and has stowed away on the characters' galley, after they have made a successful trading mission to Zalut (or after completing the previous adventure). The slave's owner, Pallendrax the Skull, has discovered her escape and, only concerned that his slave does not escape and live to talk about it, summons a sunken ship of zombie mariners from the depths of the ocean to sail after the characters' ship and destroy it. He watches the battle from afar in his magic mirror.

If the characters prevail, Pallendrax will personally go after them, riding on the back of his tamed drakk. If she is discovered, the slave girl, Selina, will tell the characters that she is the daughter of a rich noble in Parsool and he will pay a fortune for her return.

This may or may not be true. She is very beautiful though, and there is nothing Heroes like better than protecting beautiful slave girls!

## Unholy Forest Fires

Lord Dalkas Vrol's lush jungle plantation on the banks of the Tyr had been turning a fine profit, what with its raldish groves and cultivation of dream lotus – until the wildfires started.

Investigation by the Heroes soon uncovers a hidden shrine and a thriving cult of Zaggath amongst the plantation slaves. But matters become complicated when the leader of the cult, a nubile Red Druid, turns out to be Dalkas' own daughter!





## A ready-to-play adventure

# THE ISLAND OF MOTUNGA



## ADVENTURE OVERVIEW

*After getting caught in a violent storm at sea, the Heroes are shipwrecked on a mysterious island where primitive Pygmy tribes worship a monstrous snake. Will they escape the cruel natives who want to serve them up as an offering to their god? Will they dare to loot the heaps of treasures awaiting them in the fearsome serpent's den?*

### The Story So Far...

The Heroes have set sail on the *Pearl of Lysor*. Why they are on the ship and their final destination are of no importance for this adventure (which can be played on its own or included as a brief interlude in your saga). When a terrible storm strikes a few days into their journey on the Eastern Ocean, the vessel is forced to sail away from the coast to avoid being dashed against the rocky shores. After two days and nights of pouring rain and being buffeted and battered by the raging sea and howling winds, the ship finally crashes on a reef in the dead of night. The Heroes are thrown overboard with the rest of the crew and somehow manage to grab hold of the floating debris to avoid being dragged down into the deep.

They regain consciousness on a white sand beach as dawn breaks, woken by the first beams of radiant sunlight while the storm disappears over the horizon.

As they slowly rise to their feet, they see in front of them a line of palm trees along the beach and a thick jungle stretching away behind. The steep flank of a dormant volcano rises above the treetops.

The Heroes are now castaways on an unknown island. Four or five sailors have also survived, but are also clueless as to their whereabouts. Debris from the shipwreck and a few dead crewmen lay washed up on the shore that stretches off into the distance.

You can include the shipwreck in the adventure by having the Heroes make a few dice rolls, or simply start the action as soon as they wake up on the beach. It is up to you to decide if the Heroes managed to keep all their gear, or if they lost some of their weapons and belongings in the shipwreck.

### Ambush in the Jungle

At some point, the Heroes and the surviving sailors will have to venture into the jungle in search of water. The vegetation is thick and lush. Making their way through the entangled vines, branches and gnarled roots is slow and sweaty work. The moist heat is suffocating, and only a few rays of sunlight pierce the deep and gloomy darkness beneath the canopy. The cries of animals and the rare birdsong cease whenever the group approaches, only to start back up again as soon as they turn their backs. A perceptive PC could notice that all the animals are abnormally small (see "The Island of Motunga", page 175).







After about an hour spent hacking their way through the thick jungle, the group walks into an ambush. Pygmies appear out of nowhere, armed with crude spears and long blowpipes decorated with feathers. They are only about three or four feet tall and have dark, copper-coloured skin. Their long hair is tied in a bun and they wear nothing but crude loincloths made of woven leaves.

The pygmies' noses and earlobes are pierced by short, pointy bones, and their bodies are covered with scarifications in the form of stylised snakes curled around their arms and torsos.

Foiling the ambush requires a Hard (-2) *mind* Task Roll. The Heroes who have been taken by surprise get -1 to their Priority Rolls. The ambush starts with a burst of darts from the blowpipes. The sailors (*rabble*) immediately succumb to the paralyzing poison on the darts, but our Heroes will not be so easily overcome! Once half the Pygmies have been killed, the rest quickly scatter, disappearing into the jungle without a noise.

In the heat of the battle, most of the sailors (or all of them) are captured by their assailants (other pygmies sneak out from the underbrush to seize the paralysed seamen). The tracks left by the pygmies as they drag their catch through the jungle are easy to follow, and lead to a village. If the PCs decide to abandon the sailors to their fate and continue through the jungle, they will eventually end up at the edge of the village anyway.

## The Island of Motunga

This small, volcanic island lost somewhere off the Eastern coast of Lemuria (but which can be moved somewhere else if the GM wishes) certainly is an odd place. Formed by a dormant crater with a tropical forest stretching all around its base, the island is home to a curious fauna that suffers from dwarfism – including the primitive tribes that inhabit it. The only exception is Motunga, the snake god. But this is no ordinary exception: Motunga is a gargantuan serpent!

This bizarre state of affairs must surely have an explanation. Perhaps the spring waters surging from the volcano's flank have something to do with it? Maybe the dormant crater hides an alchemical or magical secret? Or could it be the curse of a God?

## The Snake God Worshippers

In a clearing hidden deep in the jungle, the Heroes discover a small village. It contains about ten large huts made of thatched twigs with banana leaves for roofs. In the centre of the village stands a tall wood totem of a menacing snake with gaping jaws and sharp fangs.

The pygmies have secretly been following the Heroes through the jungle, and another group of warriors is waiting for them at the village. They are led by a shaman wearing an exotic headpiece in the shape of a snake's head, and a war chief riding a dwarf eldaphon with a matted coat of mangy fur.

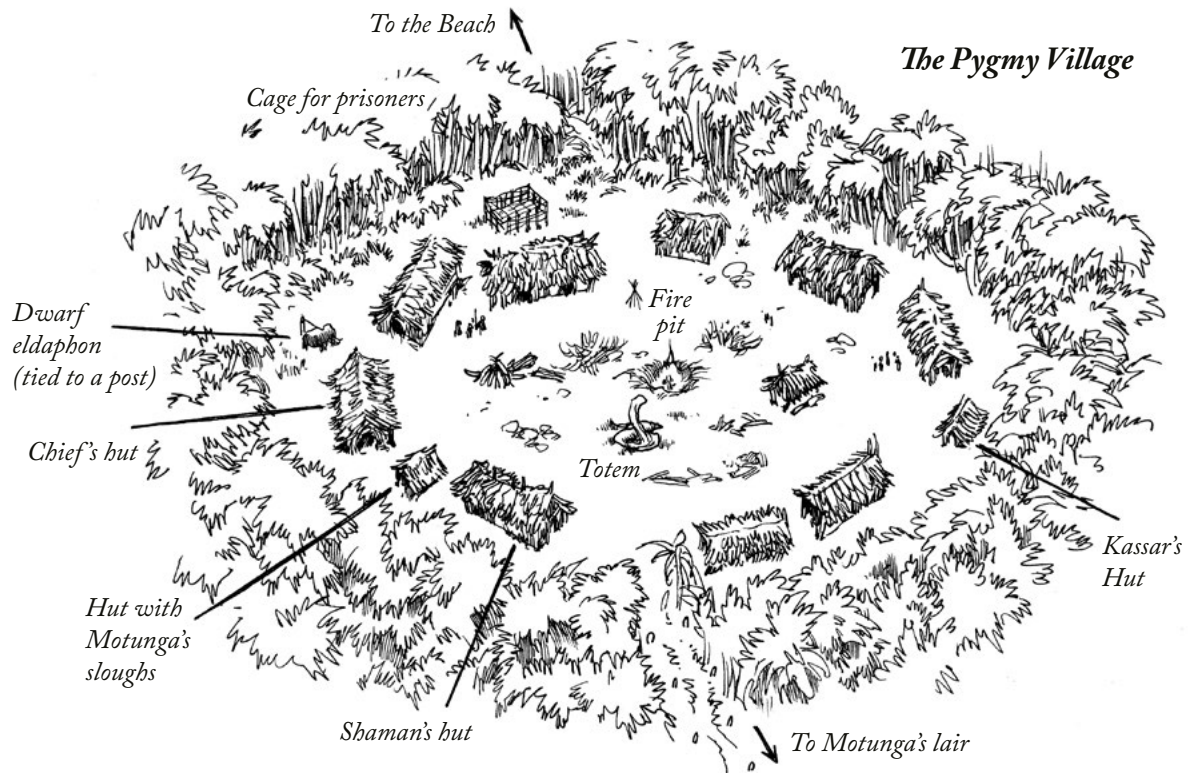
The pygmies only speak their incomprehensible dialect and it is impossible to communicate with them. They are very aggressive and will refuse any attempts at discussion.

After a bloody battle, the pygmies will flee again when they have suffered too many losses, in particular if their chief and/or shaman are killed.

The Heroes can now set free the sailors and search the village at their leisure, as it was deserted by the women and children long before their arrival.

The huts indicate very primitive living conditions. They contain few possessions, and none of any worth. There is a sturdy bamboo cage in the village that the pygmies mainly use to imprison shipwreck survivors (and which now holds the sailors).





The PCs find pieces of the wrecked ship, together with other odds and ends that the pygmies collected at the beach, piled beneath the imposing snake totem (everything they scavenge is gathered first at the foot of the totem before being offered to their god).

At one of the huts, a tapestry decorated with snake drawings covers the doorway. Inside, the Heroes discover large bundles wrapped in banana leaves and held together with creeper vines. They contain the sloughs of a gigantic snake. The smallest sloughs (which are still around 30 feet long!) are

old and brittle, while the most recent one must be at least 65 feet long when unrolled, and has the girth of a solidly-built adult.

In the shaman's hut, amongst the bizarre doodads and fetishes, the PCs may find a small bundle containing a brown, sticky substance. This is in fact kalma resin, a natural poison extracted from a creeper that the pygmies use on their blowpipe darts (Kassar, see below, can explain this to the Heroes). An *alchemist*, *assassin* or *physician* (possibly requiring a *mind* Task Roll) will be able to determine the general properties of the poison.

## Sneaking and Thieving

If you are running this scenario for a small group, or if the PCs would rather use their brains than their brawn, the encounter in the village need not be a bloodbath. After the ambush, when the surviving sailors are captured by the pygmies, the Heroes may opt for a more subtle approach. Instead of racing headlong after their assailants, they might sneak up to the village. You could also decide that the pygmies have lost interest in the Heroes for the time being; they now have the sailors to keep Motunga's stomach from rumbling, and can always hunt down the Heroes later since they are stuck on the island anyway.

As they discreetly scout the village, the Heroes will notice Kassar. By observing his behaviour, they will realise he could be an ally (he walks freely amongst the pygmies but they are not on friendly terms, and he also approaches the cage and speaks kindly to the imprisoned sailors). If the Heroes manage to make contact with him, they then have a few options: try to free the sailors; kill the shaman or destroy the totem to destabilise the (very superstitious) pygmies; or simply steal away with Kassar, who can lead them to the lair of the snake god and then propose that they all leave the island together on his raft.

## Another Survivor

As they search the village, the Heroes are approached by a white-skinned man draped in rags, with long black hair and a bushy beard. The man speaks Lemurian and tells them his name is Kassar. He is cautious at first but nonetheless happy to see the group.

### What Kassar can tell the Heroes:

🐍 **Kassar** is a stranded sailor originally from Urceb. His ship wrecked on the island a year ago, or maybe longer (he can't remember exactly how long he has been stranded here). He and the other survivors were captured by the pygmies and locked in the cage. The pygmies fattened them up for many weeks. Then, one after the other, they were offered to Motunga, the great snake god. Kassar was spared thanks to the tattoo of a coiled-up snake he has on his chest. The shaman declared Kassar "taboo" because he had been marked by the snake god itself. He was therefore released and left to live in peace in the village. He has learned a few words of the pygmies' tongue (simple things such as asking for food and water) and has lived amongst them, waiting for an opportunity to escape the island. He has patiently gathered driftwood to build his own raft (which is almost done) and started stocking fresh water and provisions.

🐍 **Motunga**, the snake god, is an enormous python living in the heart of the mountain. Its lair is only accessible by a breach in a steep rock wall. The snake is so huge that it can no longer fit through the passage, and the pygmies bring it captured castaways for its meals. Sometimes, when there have been no shipwrecks for a long time, a pygmy volunteers to be the next dinner for the snake. Motunga cannot be fed common animals unworthy of a god!

Kassar only went there once and still shivers at the thought of the monstrous creature. He also knows that everything the pygmies gather on the beach from the shipwrecks is taken to the snake as offerings. The treasures from over a decade of shipwrecks are piled up in its lair. Moreover, five or six moons ago, a pirate ship grounded along the coast without being destroyed by the treacherous reef. While the pirates were attempting to repair

## Another Forked Tongue

In fact, Kassar was actually a member of the pirate ship's crew, but he of course won't mention this to strangers. He knows that valuable treasures were taken from the ship's hold, in particular a pendant embellished with a blue stone dating from the Age of the Sorcerer-Kings. A magician or alchemist would surely pay a fortune for such a relic. Up until now, Kassar has lacked the means (and the guts!) to retrieve the pendant from Motunga's den. However, if the Heroes do his dirty work, he will await the right moment to steal the medallion once they are back in friendlier climes.

their ship, the pygmies captured them in small groups. They then looted the ship's hold and gave the treasures as offerings to the snake god. Kassar remembers seeing quite a few large chests being carried through the village.

🐍 There are other **pygmies** on the island, but the tribes are continuously fighting amongst themselves. The pygmies are not used to meeting resistance from castaways, and it would take a long time for them to put their differences aside and join forces to fight the intruders. But if the Heroes linger too long, it might just happen.

## The Snake God

Kassar can guide the Heroes to Motunga's lair if necessary. If not, the path leading to it starts right at the edge of the village and is clearly visible through the jungle, marked off by small wood totems of the snake god. It takes two hours to reach the lair on foot through the vegetation (you can always throw in another pygmy ambush if your players are still itching for a fight). After a short climb up a rocky slope, the Heroes come to a high, narrow cleft in the side of the volcano. Once they enter, the passage, which is about thirty feet long, is very dark, barely lit by a patch of sky visible about a hundred feet above. The noises of the jungle are soon muffled and replaced by a heavy silence, broken only by the distant murmuring of a small waterfall.



A pile of huge rocks blocks the end of the crevasse. The only way forward is through a narrow, vaulted passageway about three feet high and barely wide enough for an adult man to squeeze through. The stone tunnel is roughly six feet long and an open space bathed in sunlight is visible at the end. A deep and troubling musky smell permeates the passageway.

Kassar refuses to take another step, telling them that this is where Motunga lives.

At the end of the passageway, a steep-walled circular basin about 150 feet in diameter opens in the heart of the rock. Long creepers hang from the sheer rock faces, where a few small shrubs cling for dear life. On the far side, facing the passageway (which is apparently the only way in or out), thin rivulets of water trickle down the wall and collect in a small pond filled with reeds. Large boulders that have broken off the craggy cliffs over the years lie scattered about, and a few scrubby bushes have managed to grow in the rocky soil. The ground is littered with figureheads and other pieces of wrecked ships. Pieces of sails in various states of disrepair, chests, kegs, weapons, and even small piles of coins are also strewn about. It all looks like some strange landfill, where valuable treasures have been thrown out along with useless junk. And there, between two big rocks, amidst all the jumble, lies the huge, sinuous body of Motunga. Its black and yellow scales glisten in the sunlight. The massive serpent is at least 100 feet long and four feet thick: a vision straight out of your worst nightmare.

Motunga has of course noticed that a group of humans have entered its lair, but the serpent remains still, waiting for its meal to be served as usual.

Will our courageous Heroes rush the snake god? Or will they simply try to pinch a few treasures and take to their heels? Maybe the mysterious pendant hanging around the neck of a mermaid figurehead, with its translucent blue gem, will catch their eye – particularly if there is a skilled thief (or alchemist) in the group.

## Epilogue

All that remains for the Heroes to do is to help Kassar finish his raft (and fend off any attacks from the disgruntled pygmies, if you want to keep the PCs on their toes) so they can set off from the island on new adventures (with or without the treasures of the snake god). Depending on how the scenario unfolds, the GM may decide to prolong the adventure. If the Heroes did not loot Motunga's den, they can try to find a ship for hire to come back and retrieve the bounty – or simply to take a closer look at the bizarre island (for example, a sorcerer or an alchemist who hears about the strange island with its dwarf inhabitants could handsomely pay the Heroes to bring back a few specimens).

## CAST OF CHARACTERS

For the ambush, there are 3 pygmy hunters and 1 hunting chief for each Hero, plus 2 pygmy hunters for each sailor accompanying the PCs. In the village, in addition to the pygmy chief riding its eldaphon and the tribal shaman, add 1 hunting chief and 3 pygmy hunters for each Hero. These are only suggestions, of course. Feel free to make adjustments according to the strength of your group and the desired intensity of the fighting.

*Note:* The pygmies' weapons inflict less damage than normal due to their small size and crude make.

### Pygmy Hunters (rabble)

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

**Career:** *Hunter* 1

**Protection:** No armour 0

**Weapons:** Spear or blowpipe (+poison), d3

**Lifblood:** 2

**Poisonous darts:** The pygmies dip their darts in a poison similar to curare, which causes temporary paralysis. Any character suffering damage from a blowpipe attack must make a Moderate (0)



*strength* Task Roll. If unsuccessful, they are poisoned for the remainder of the scene and get -1 to all their rolls. If they are hit a second time, they must make another *strength* roll; if unsuccessful once again, they get -2 for the remainder of the scene. If they are hit a third time, after another unsuccessful *strength* roll the Hero is paralysed for one minute (cannot move or speak, but remains aware of surroundings).

### Hunting Chiefs (tough)

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

**Career:** *Hunter* 2  
**Protection:** No armour 0  
**Weapons:** Spear d6L or blowpipe d3 (+poison)  
**Lifeblood:** 5

### Makubi, Shaman of the Snake God (tough)

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

**Career:** *Priest* 2  
**Protection:** No armour 0  
**Weapons:** Club (d6L) or blowpipe d3 (+poison)  
**Lifeblood:** 6  
**Fate Points:** 2 (see page 150 for using Fate Points)

### Makili, War Chief (tough)

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

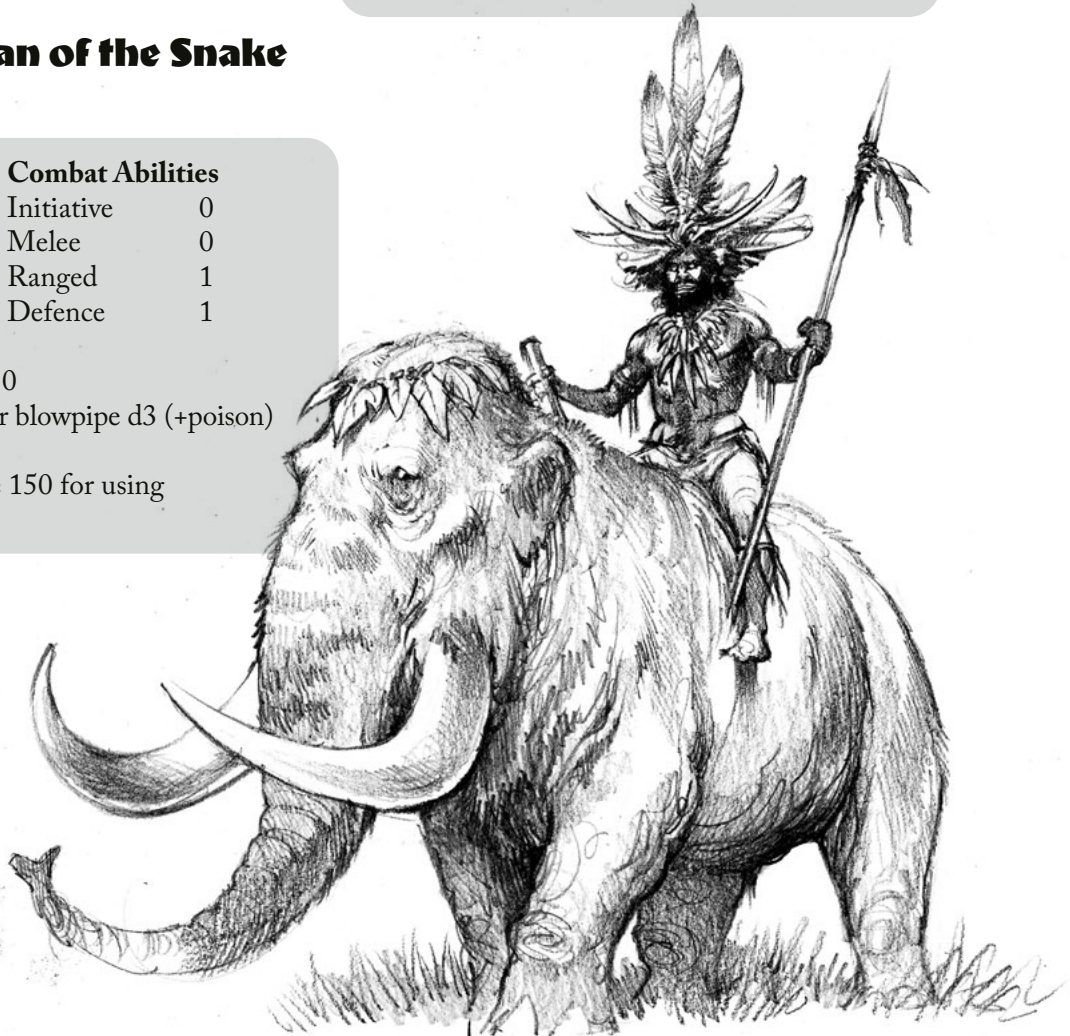
**Career:** *Hunter* 2  
**Protection:** No armour 0  
**Weapons:** Spear d6L  
**Lifeblood:** 6

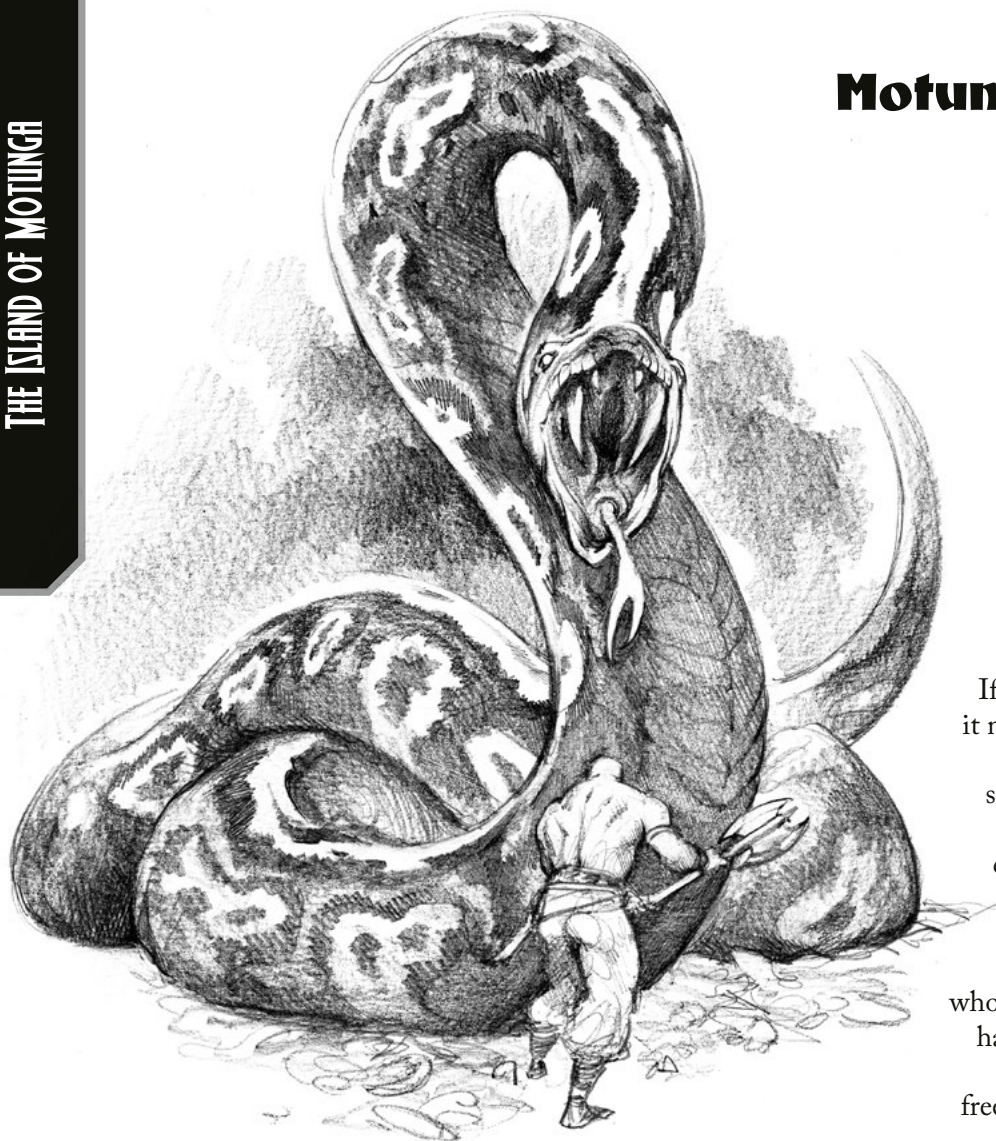
### Dwarf Eldaphon (tough)

**Creature Size:** Large

Attributes		Combat Abilities	
Strength	4	Attack	+0
Agility	-2	Damage	d6H
Mind	-2	Defence	0
Lifeblood	20	Protection	d6-3 (1)

Chief Makili rides on the back of the eldaphon.





## Motunga the Snake God (villain)

**Creature Size:** Massive

### Attributes

Strength	10
Agility	2
Mind	-1
Lifeblood	50

### Combat Abilities

Attack	+2
Damage	d6Hx2
Defence	0
Protection	d6-3 (1)

### Special Attack: Swallow

If Motunga achieves a Mighty Success, it not only inflicts damage but also gulps down its victim. Once swallowed, the serpent's prey loses consciousness after  $1 + \textit{strength}$  rounds (minimum of 1) due to asphyxiation and suffering. The victim will die 2 rounds later, unless they use a Hero Point (in which case, Motunga will regurgitate its victim, who wasn't so tasty after all). If the victim has a sharp-edged weapon, they can try to slice open the serpent's belly to get free. They must make a successful Attack Roll with a -2 penalty and also inflict 6 total points of damage to escape.

### Villain Points: 1

(Motunga is a god, after all!)

## A Good Idea

The Heroes might think of using the poison they found in the pygmy village. Any weapons dipped in poison that they try to use against Motunga will have no effect; the dose is too small for such a massive creature. However, the Heroes might come up with a better idea: to stuff the entire pack of poison inside a dead pygmy (or even inside a dead animal; Motunga is a much less picky eater than his worshippers seem to think) and leave it as an "offering" in the serpent's lair. If Motunga swallows the poison, it will be struck with temporary paralysis a few minutes later and will be considerably weakened. For the next hour, use the following stats for the serpent:

Attributes		Combat Abilities	
Strength	5	Attack	+1
Agility	1	Damage	d6 x 2
Mind	-1	Defence	0
Lifeblood	30	Protection	d6-3 (1)





**A ready-to-play adventure**

# TEARS OF REJUVENATION



## ADVENTURE OVERVIEW

*In the South of Lemuria, in the arid deserts of Beshaar, the Heroes find themselves caught up in an adventure to help a young widow who is desperate to save her young boy. The beautiful Manna Al'Tamul has found only one way to cure her son's grave illness: an ancient ritual, capable of creating an elixir that can cure all ailments. Their quest for this mythical potion will lead our Heroes to the foothills of the Besharoon Mountains and a deadly confrontation with the Yellow Wraiths – the sinister creatures that roam through the desert and guard the ancient temple where the legendary elixir is made.*

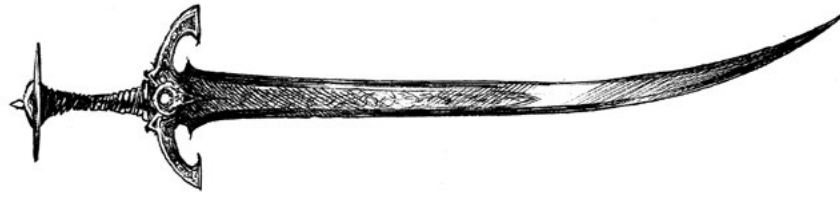
## The Story So Far...

Fate has been cruel to **Manna Al'Tamul**, the daughter of a wealthy weapons merchant from Badhazar: her only son, **Adel**, is dying from an incurable illness, and all her efforts to save him have been in vain. As a last resort, she consults the venerable monks of the Observatory, who reveal to her the existence of a possible cure: the Tears of Rejuvenation. According to a legend, this elixir could heal her son, but the secret behind the concoction is known only to an alchemist who

lives in an antediluvian temple – dating back even to the times of the Sorcerer-Kings, some say. They also warn her that the Tears of Rejuvenation can only be obtained at a terrible price: by sacrificing a member of the afflicted person's family. Through complex processes, the Alchemist extracts the soul of his victim and condenses it into a powerful elixir: the Tears of Rejuvenation, capable of curing any ills suffered by its intended user. The process does not kill the victims: their bodies – empty husks robbed of their soul – are released into the desert, where they wander restlessly, seeking to slake their unquenchable thirst for vengeance. The people of the region call them the “Yellow Wraiths”, without knowing anything about their true origin.

In desperation, Manna seeks help from her brother **Dehn**, who tells her they should sacrifice their elderly father in order to give a second chance to little Adel. Dehn then kidnaps the old man, inventing a long business trip as an excuse for his absence, and begins his search for the legendary temple. He eventually locates it and is able to come to terms with the Alchemist, who has drawn on his arcane knowledge to survive down through the ages. The two of them make the infamous pact: a soul for a soul. Shortly before the Alchemist's ritual has been completed, Dehn





travels back to the temple as planned to recover the promised elixir. But, as the old saying goes, “No good ever comes from ill-gotten gains”: just before reaching the temple, Dehn’s convoy is attacked by a group of Yellow Wraiths, the cursed creatures that roam through the desert around the ancient edifice. Dehn miraculously escapes and returns to Badhazar to seek help, but the mad dash across the scorching desert proves to be too much for him, and he dies just as he reaches his sister. Manna now has no choice: she will need to hire a group of adventurers who can recover the Tears of Rejuvenation – and keep the secret about the unholy pact made to save her son.

## Badhazar

Badhazar, a collection of low houses swept by the desert sands, is a small town with a few thousand inhabitants that sits on a small hill shielded by the Besharoon Mountains. Its favourable location and livestock market have made it prosperous, and all seasoned voyagers travelling through the region make a halt here. The local craftsmen are known for the quality of their leatherwork (the PCs can purchase leather doublets and all sorts of saddles at a good price), and the reputation of the daggers of Badhazar has also spread far and wide: the blades, with their razor-sharp cutting edge, are well known throughout the Besharoon Mountains. Their prices are of course on par with their reputation.

The merchant guilds and homes of the local notables sit at the top of the town, where, at its highest point, the Observatory studies the starry nights above Badhazar. Down below are the two marketplaces where all business dealings take place: the first is held during the day, when all sorts of food, the rarest spices, and the famous leatherwork of Badhazar can be purchased. The second marketplace comes to life at nightfall and is home to nocturnal creatures of a much different ilk, peddling slaves, drugs and services of all kinds. They won’t look kindly on any hagglers.

## The Al’Tamul Family

The Al’Tamul family is well known in town for its long tradition of manufacturing high-quality daggers and knives. The forge and workshop are in the old town. The family business is thriving. Each blade, in addition to being a deadly weapon, can be recognised by the turquoise gem set in its handle, in honour of the family’s distinctive blue eyes. The family home, which is in the upper part of the town, has a pleasant shady garden and about a dozen servants.

## At the Market in Badhazar

It is the end of the summer grazing season, and the biggest livestock market in the region is underway in Badhazar, a small town at the foot of the Besharoon Mountains. Rich merchants, well-known herders and curious visitors all rub shoulders in the immense marketplace, where the animals are grouped together by category in large pens. Outside the market, the herders have set up their camps, which stretch off into the distance. The PCs could be in Badhazar for a variety of reasons: an important meeting with a local noble, some shady scheme in cahoots with a caravan driver, a big delivery of black lotus...or maybe they just want to lay low for a few weeks in a secluded little town, far from watchful eyes.

Late one morning, just as the scorching sun nears its zenith, a wagon pulled by a pair of exhausted sand runners suddenly bursts past the pens, creating confusion amongst the startled beasts, and comes to a halt in front of the PCs. The driver is more dead than alive, and reeks of the sickening smell of ammonia. As a crowd gathers, the onlookers quickly recognise the man: this is Dehn, son of the well-known merchant Al’Tamul – easy to recognise because of his distinctive turquoise eyes. He grabs hold of one of the PCs and, with his dying breath, says that he left two weeks earlier with a large convoy to





recover the legendary Tears of Rejuvenation, but was attacked by the Yellow Wraiths and couldn't bring the elixir back to his sister. The rest of his story is a confused jumble as Dehn becomes more and more delirious. After so many hours beneath the beating sun, he's lost his reason.

Just as his life leaves his body, the crowd separates to let pass the magnificent Manna, daughter of Al'Tamul and Dehn's sister. Her eyes, like her brother's, are of a rare beauty, and everything about her exudes grace and sensuality. Manna throws herself across the body of her dead brother. She looks inconsolable. If the PCs don't propose their services on their own, she will implore them (using her natural charms, if necessary) to help her. They aren't likely to refuse.

## Manna Al'Tamul

After having her brother's body carried back to the family manor and inviting the Heroes to follow her, Manna regains her calm and begs the PCs to bring back the Tears of Rejuvenation: her son Adel is gravely ill, and the tears are the only remedy that can save him. Her father doesn't approve of their plan. He thinks the whole story is based on a web of lies and superstitious beliefs

from a bygone age. But during their father's absence, Manna and Dehn were able to find the miraculous cure from an alchemist who lives secluded in an old temple in the desert. Now she pleads with the PCs, if they are willing, to act quickly – and with complete discretion.

She will answer the PCs' questions: her four-year-old son has been ill for over a year, and is now resting in one of the house's many chambers. The boy is slowly wasting away and has a high fever. His father was killed in an attack by smugglers shortly after his birth, and their son is now all that remains of their love...he must survive! If they ask her about her brother Dehn, she will effusively praise him for his courage and say how much she adored him. She is deeply saddened by his death, and doesn't want him to have died in vain. Once the PCs have completed their quest, she is convinced that he will be able to rest in peace. If they ask about her father, Manna will admit that she and Dehn waited until he left on a long voyage for his knife trade before they put their plan into action to save Adel. Their mother died when giving birth to Dehn. And as for their turquoise eyes, it is a gift from the gods, according to local folklore, and a sign of the purity of their bloodline.

## The Legend of the Tears of Rejuvenation and the Temple of Men'darr the Sorcerer-King

Tales spread through the deserts of Beshaar faster than the wind, but the legend of the Tears of Rejuvenation is much less well known. The PCs won't learn much in the marketplaces, but at the livestock market they can get some precious information about the fabled elixir: the merchants will tell them that an old man sells it at the market. "Old Almid" does sell a miracle cure that he calls the Tears of Rejuvenation, which can supposedly cure disease in any animal, but upon closer inspection, it turns out to be a subtle mixture of desert herbs. If they ask him, he'll say that his father, who was a nomad, told him about a Sorcerer-King who received the sick in his palace. He had an Alchemist who could cure their sickness by casting a spell that lasted two moons. Almid heard tales of the old legend throughout his childhood, and now uses it to sell his herbs to gullible customers. He can show the PCs the location on an old map he inherited from this father; the area on the map is in fact where the ancient temple of Men'darr is actually located.

The monks in the Observatory sitting atop the town know the legend well, but they will be loath to give any information to the PCs. They wouldn't want the Heroes to learn the sad truth about Manna, who has paid them handsomely. If the PCs ask any questions, they'll remain evasive, saying their life is not in the desert, but amongst the stars.

## OFF TO THE TEMPLE

The PCs will be able to get their hands on a map of the region. It will take about 10 days to reach the temple, which is in a secluded area. Sand runners will be made available to them. During the day, they will only be able to travel through the desert for a certain number of hours (5 or 6 per day) because of the broiling sun, but the nights will be cool. Sand storms are common this time of year and may check their progress. In these conditions, it will be no easy matter to use the stars as a guide. To keep the PCs on edge during their journey, the Yellow Wraiths should be ever-present: a furtive shadow glimpsed just as night falls, lingering puddles of a yellowish liquid, an overpowering smell of ammonia behind the next dune, etc.

### The Oasis of Bakinar

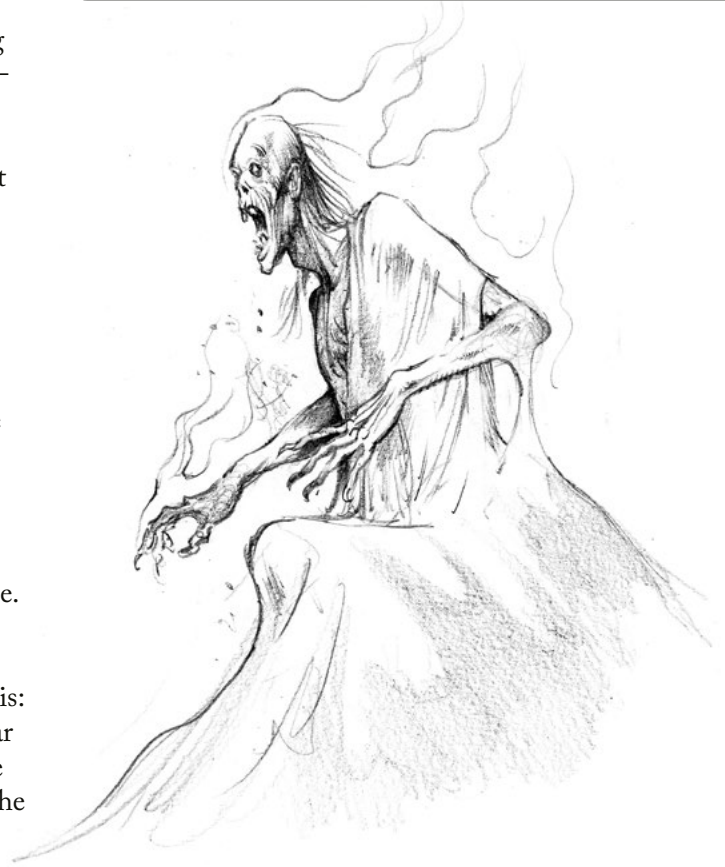
After about five days of trekking through the desert, the PCs reach the Oasis of Bakinar, an old stopover for merchants heading north to the Besharoon Mountains. It is now nothing more than a pool of brackish water with about ten run-down hovels around it. A strong smell of ammonia permeates the entire oasis...but that hasn't deterred a hermit from taking up residence. Prolonged seclusion and the incessant attacks of the Yellow Wraiths have driven him mad. Unfortunately, the hermit is not alone at the oasis: **five Yellow Wraiths** are always on the prowl near the group of dwellings. Thirsty travellers become easy prey once the wraiths allow them to enter the oasis.

If the hermit spots the PCs when they arrive, he will begin bellowing verses of poetry and babbling incoherently, and will then take refuge in one of the old shacks. If the PCs observe him carefully and know a little bit of poetry, they will realise that he is reciting verses from an ancient poem written in glory of Afyra, the Goddess of Life. His prayers would appear to appease the Yellow Wraiths, and may explain why they have spared him.

Given the opportunity, the Yellow Wraiths will use the dotard's rantings as a diversion to prepare an ambush. They will try to separate one of the

## The Yellow Wraiths

The Yellow Wraiths are known and feared throughout the region. If they ask around in the marketplaces or at the livestock market, the PCs will learn that these lost souls wandering through the desert are Bloodless creatures, withered cadavers leaving a yellowish pus in their wake that gives off an asphyxiating odour of ammonia. The townsfolk are not aware of any connection between the Yellow Wraiths and the Tears of Rejuvenation, though.



PCs from the others, for example by pretending to be another miserable wretch who inhabits the oasis, and who crawls through the sand with an outstretched hand, imploring the Hero for help.

After having defeated the Yellow Wraiths, the PCs can search the oasis. They will find a finely crafted scimitar and two vials of antidotes for venoms and poisons. Despite the foul stench and the shrieks of the hermit throughout the evening, the oasis is actually a good place to set up camp for the night. It goes without saying that any attempts to talk to the hermit will be a complete waste of time.



## The Remains of Dehn's Convoy

Two days later, the PCs stumble across the remains of the convoy that was supposed to bring back the Tears of Rejuvenation. Once again, the smell of ammonia and traces of a yellowish liquid make it clear that the Yellow Wraiths have been here. At the top of a dune, about a hundred feet from the destroyed camp, the carcasses of two sand runners rot in the sun. The smell of rotting flesh combined with the overpowering fumes of ammonia left by the Yellow Wraiths makes the scene unbearable.

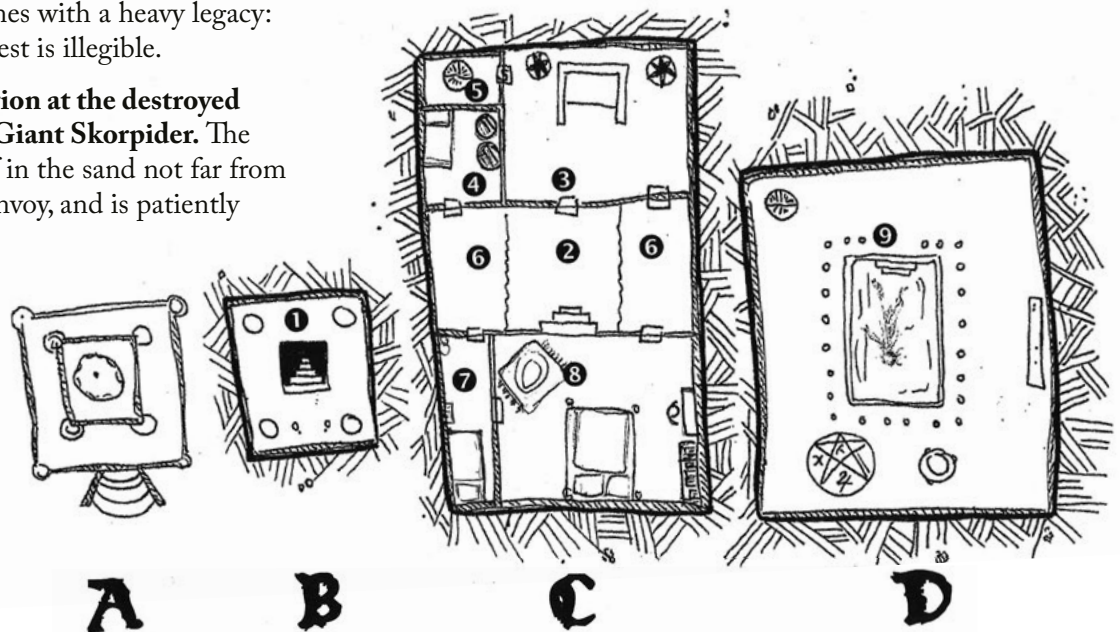
At the bottom of the dune, three tents lay ripped to shreds, clearly destroyed in a vicious attack. In the first tent, the corpses of two men-at-arms are bloated by the heat. The second tent, much more plush, must have been Dehn's, and the last tent is filled with food and water. If they carefully look through Dehn's caravan, the PCs will find a very old dagger marked with the family seal (this was the dagger handed down from generation to generation, and which Dehn took from his father before handing him over to the Alchemist). In a small cage holding dead, rotting carrier pigeons, the PCs find an unfinished letter: "My dearest sister, in just a few days it will all be over. Adel will again be the joyful lad we once knew, and the house will be filled with his laughter. May he live a long life in blissful ignorance! He must never learn that his rejuvenation comes with a heavy legacy: the death of his..." The rest is illegible.

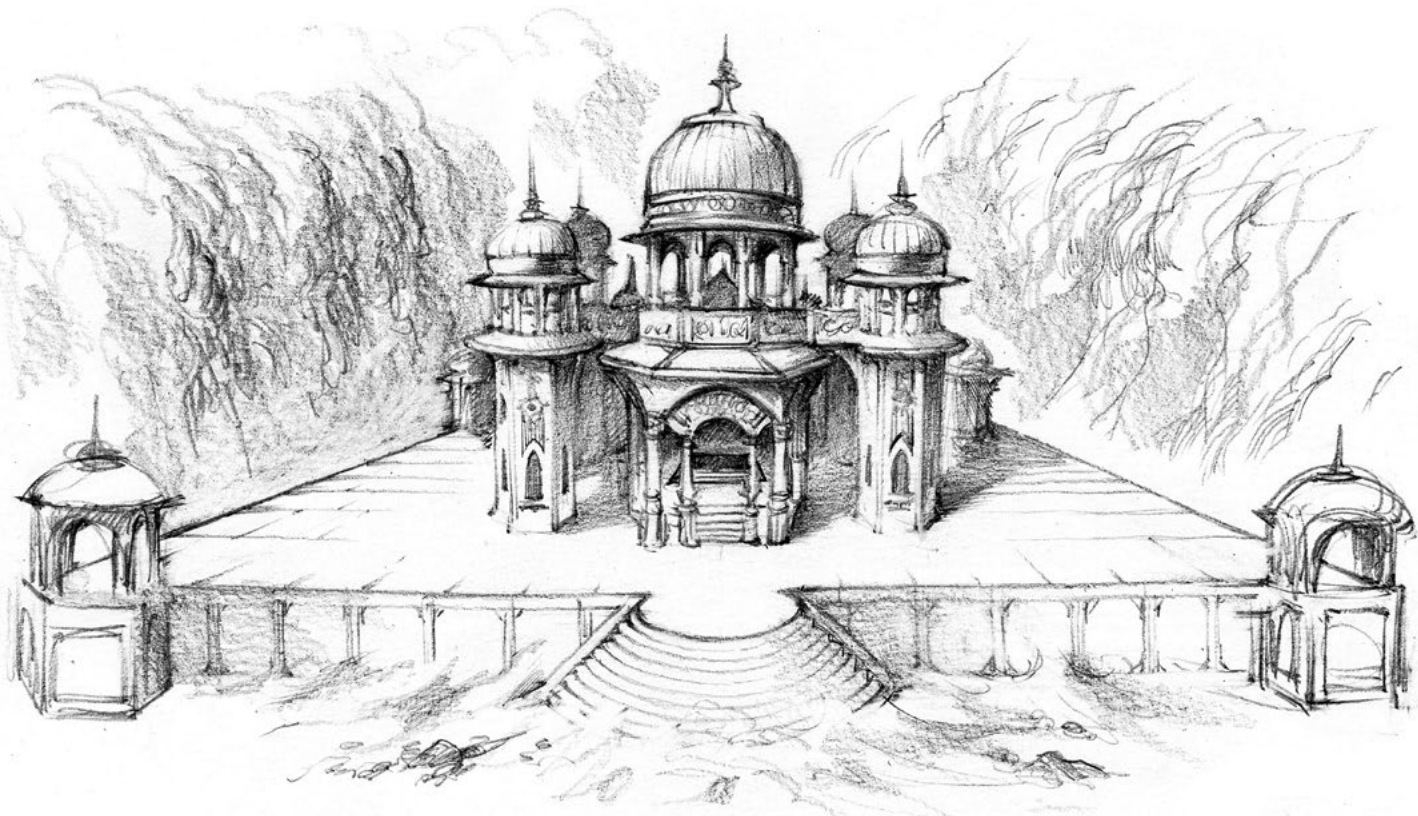
**The odour from the carrion at the destroyed caravan has attracted a Giant Skorpider.** The monster has buried itself in the sand not far from the remainders of the convoy, and is patiently awaiting new prey...

## THE TEMPLE OF MEN'DARR

### THE SORCERER-KING

Ten days out from Badhazar, as the PCs enter a cleft in a rocky outcrop, they finally come upon the temple. The magnificent edifice sits on a square foundation with a small tower at each corner (A). The second floor, a large terrace with an open-air pavilion in the centre and four roofed balconies at the corners, is covered with what appears to be extremely intricate astronomical tables and drawings. The ground floor is completely open (B), and a marble staircase descends down into the depths of the building (1). It leads to a vestibule with two purple wall hangings on each side (2) (C). Across from the stairs, an imposing double door made of bronze opens into a large room: the audience chamber (3). This is the room where the Sorcerer-King would consider entreaties for the Tears of Rejuvenation. Seated on his throne, he would listen to each request and decide on its merit. After he ended the audience, he would descend with his guard via a secret passage (5), together with the victim to be sacrificed in the Basin of Rejuvenation (9), where his faithful Alchemist awaited him (D). There are also two connecting rooms (6).





In between audiences, the Sorcerer-King would rest in his luxurious study (8), while his Alchemist continued his gruesome experiments not far from his master (7). The guards' quarters were nothing more than a cramped sleeping chamber with bunk beds (4). In the room holding the Basin of Rejuvenation, a suffocating odour rose from the pale yellow waters in which the victim's body was plunged. Bundles of tubes attached to the victim collected the precious fluid coaxed from the body by the unholy chants of the Sorcerer-King.

Today, things have changed. The Sorcerer-Kings are gone, but the Alchemist has survived down through the ages by taking a few drops of the elixir from each ritual. The Tears of Rejuvenation have protected him from the ravages of time and given him exceptional longevity. Still envious of his former master's power, he has assembled a sham court of followers: two cutthroats ravaged by the black lotus, a leprous merchant seeking a miracle cure, and two Yellow Wraiths that the Alchemist has bent to his will by studying the works of Men'darr.

When the PCs arrive, a deathly silence reigns over the temple. In the shadow of a crooked tree before the entrance to the temple, the **three henchmen keep watch**. They seem a bit groggy after so many

long hours playing dice in the stifling heat, but will immediately rouse themselves. They will be suspicious and openly hostile towards the PCs, and will only let them enter the temple if they leave their weapons behind and explain exactly why they have come. If the PCs aren't in the mood to cooperate, the guards will pull out their weapons and fight to the death.

**The Alchemist, accompanied by two Yellow Wraiths** he has forced into his service through sorcery, is in the chamber of the Basin of Rejuvenation (9), where the naked body of a man is floating. He is about sixty years old, with noble features...and turquoise eyes. This is Al'Tamul. His half-submerged body is wracked by violent spasms, and his wide, staring eyes are filled with untellable suffering. Silent cries of anguish trouble the surface of the basin: his life is being sucked away, drop by drop, in horrible agony. If asked by the PCs, the Alchemist will only snicker maliciously and tell them that this is indeed the father of Manna and Dehn, and that the end of the ritual is near.

The PCs will now be faced with a terrible dilemma: should they try to rescue the poor soul, or will they allow the horrible ritual to be completed in order to save the young Adel? The PCs may



demand that the Alchemist bring Al'Tamul back to life, but the Alchemist considers his pact to be sacred, and he and his underlings will fiercely oppose any attempt to stop the transfer of fluids. On the other hand, the PCs may tell him they have come on behalf of Manna, and ask him for the elixir. If so, they will have to stomach the excruciating ordeal of Al'Tamul for more than ten hours – serenaded by the sadistic cackling of the Alchemist, as he deliriously crows about piercing the secrets of life and death. If the PCs start feeling guilty and decide to pull Al'Tamul out of the basin, they'll quickly realise that the macabre process has nearly been completed. But, as the old saying goes: "Every tear holds a glimmer of hope". The only way to save the man will be to make him drink his own Tears of Rejuvenation.

**Note:** In the Alchemist's laboratory, the shelves and table are filled with uncommon preparations and strange instruments. Amongst the odds and ends, the PCs will quickly notice small gold ingots, fine jewellery and bags stuffed with gems (gifts from those who came seeking cures from the grim doctor) – more than enough to whet the appetites of any greedy Heroes.

## The Return to Badhazar and Epilogue

Regardless of the outcome at the Temple of Mendarr, the PCs won't encounter many difficulties on the return trip to Badhazar. If they bring back the Tears of Rejuvenation, Manna will welcome them with immense relief: her son is going to live. But she also knows that the PCs may have learned the truth about the murder of Al'Tamul and his sacrifice to save her son. She will quickly dismiss them with a generous reward for their courage and their tight lips. As soon as they've left her manor house, she will send the assassins guild after them.

If the PCs decided instead to save Al'Tamul, he will eventually come to his senses during the return trip and tell them how he was kidnapped by his own son, and will demand to see his treacherous daughter. Manna will break down in tears when she sees him. She will admit to her dastardly plans, but will use a mother's love for

her son as an excuse. To seek forgiveness, she will implore her father to grant her exile with Adel. Two days after she has found refuge with the assassins guild, her father will be murdered in his workshop. If the PCs have tarried too long in the region, they will be in danger of a similar fate.



## CAST OF CHARACTERS



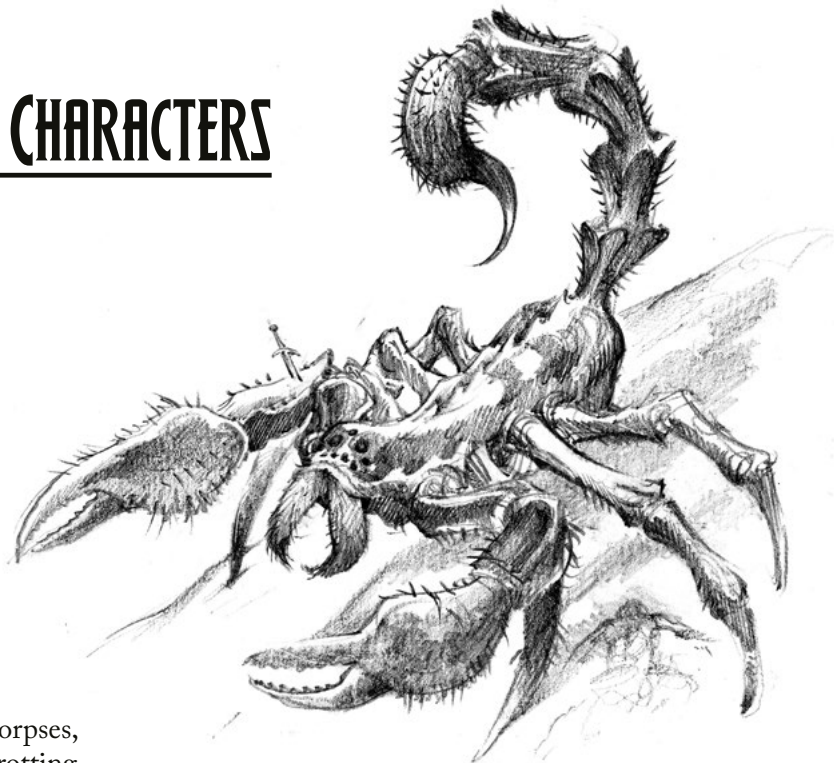
### Yellow Wraith (tough)

The Yellow Wraiths resemble half-naked corpses, with a yellowish liquid seeping from their rotting bodies that reeks of ammonia. They sometimes gather in small groups and wander through the desert on the prowl for human flesh. The memories of their suffering during the extraction of the Tears of Rejuvenation and their long wanderings through the desert have turned them into fearsome predators. Their horrible stench may be easily recognisable, but they have become masters at the art of camouflaging themselves in the dunes. They can remain for hours half-buried in the sand, unmoving, ready to pounce on their prey to satisfy their insatiable thirst for vengeance.

**Creature Size:** Medium

Attributes		Combat Abilities	
Strength	3	Attack	+3
Agility	2	Damage	d6H
Mind	1	Defence	1
Lifeforce	15	Protection	d6-3 (1)

**Irritating Odour:** In a melee, a Yellow Wraith can destabilise its adversary due to the odour it exudes, which is extremely irritating to eyes and lungs. Each round, its adversary will have to make a Moderate (0) *strength* Roll. If unsuccessful, they get a *penalty die* for all their actions during the round. As soon as they make a successful *strength* Roll, they are able to withstand the odour and suffer no more penalties until the end of the combat.



### Giant Skorpider

See *The Beasts of Lemuria* page 122 for more details about Skorpiders.

### The Alchemist's Henchmen (tough x3)

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

**Careers:** *Beggar 1, Hunter 1*

**Protection:** Light armour d6-3 (1)

**Weapons:** Club d6+1

**Lifeforce:** 8

### The Alchemist (villain)

The Alchemist, whose name has been forgotten down through the ages, is an old man draped in a magnificent emerald-green robe decorated with intricate needlework. The hood covers his inscrutable face, which is in fact a hideous intermingling of the faces of all the victims from whom he has stolen a few drops of soul. His flesh teems with shifting shapes, and a third eye or a twisted rictus will often appear on his face for a fleeting moment. For dozens of years he has been



living in seclusion in the temple, carrying on the ritual of the Tears of Rejuvenation. This odious rite has convinced him that he must pierce the mystery of life, and over time his quest has driven him mad. He now devotes all his energy day and night to unthinkable experiments on carrion found in the desert or on ill-fated voyagers seeking shelter for the evening. If confronted by the PCs, he will be unrelenting and will never waver from his task: he is, after all, the last practitioner of this age-old ritual, and must, at any cost, finish the process to extract the Tears of Rejuvenation.

Attributes		Combat Abilities	
Strength	1	Initiative	1
Agility	1	Melee	0
Mind	3	Ranged	0
Appeal	1	Defence	3

**Careers:** *Noble 0, Alchemist 4, Magician 2, Physician 2*

**Protection:** *Battle harness d6-2 (2)*

**Weapons:** *Quarterstaff d6, dagger d6L*

**Arcane Power:** 12

**Villain points:** 5

**Lifblood:** 11

### Boons

**Battle harness:** The Alchemist's robe was a gift from the ancient Sorcerer-King. The mysterious crafts that went into its making give the Alchemist the same protection as medium armour, but with none of the associated penalties.

**Poison resistance:** After so many years of handling toxic substances to perform his ritual, the Alchemist has developed resistance to poisons. He gets a *bonus die* to resist the effects of any drugs, venoms or toxins.

**Silver tongue:** The Alchemist is extremely persuasive and an excellent liar – hardly surprising when you offer people death in exchange for a few drops of life. He gets a *bonus die* whenever he tells a lie or tries to cajole somebody.

### Flaws

**Elderly:** The Alchemist is as old as the hills. If he doesn't get a bit of rest every day, he will begin to grow tired and gets a *penalty die* for any strenuous physical activity.

**Morgazzon's Curse:** his quest for immortality has driven the Alchemist insane.

**Obsession:** The Alchemist is completely obsessed with his research and won't let anyone or anything get in the way of his "calling".

**Ugly & Brutish:** The Alchemist's shift-changing face means he gets a *penalty die* in any situation where his appearance might be important.

**Belongings:** There are many alchemical instruments and rare ingredients in the chamber of the Basin of Rejuvenation. Amongst the many different preparations, the Heroes may find a vial of *fever relief* and a vial of *acid neutraliser* (see page 145). The Alchemist carries on his person a vial of *resilience*, which gives the imbiber a protection of d6 for one scene.



## The Basin and the Tears of Rejuvenation

The basin is filled with a corrosive liquid. Anyone who touches the liquid will be badly burned (d6 damage for each round they are submerged in the liquid). The Tears of Rejuvenation are a concentrated soul; they will immediately heal all the illnesses of a member of the victim's family. If the tears are drunk by someone who is not a family member, the soul of the "dearly departed" will try to take control over the new body. The victim must then make a successful Tough (-2) *strength* Roll against poisons. If the roll is successful, the victim immediately recovers 2d6 of *lifblood*. In case of failure, the victim will fall into a deep coma and only wake up three days later in a state of total confusion – with a new identity that will appear unexpectedly at certain moments in the victim's life.





## A ready-to-play adventure

# HUNGER PAINS



## ADVENTURE OVERVIEW

*This grim tale of a family inheritance will see our Heroes unwittingly participate in a Machiavellian plot of vengeance... with an added touch of fire and brimstone! For as everyone knows, a demon won't hesitate to don a veil of childish candour and innocence to accomplish its villainous deeds. Will the Heroes be duped into executing its devilish scheme, or will they discover, before it's too late, the terrible danger that has been hidden all along right before their eyes?*

## The Story So Far...

When the parents of two brothers from the rich and powerful **Kha-Zhareem** family passed away, **Renius**, the eldest son, inherited the entire family fortune. His younger brother **Macillius** was left penniless, but did receive assurances from his older brother that he would take care of him.

Renius quickly proved to be a skilled merchant and a natural leader, and was named governor of the small island of Jamina Bay (a flourishing trading post in an island chain between Parsool and Thule). He took for his wife **Zora**, the "Black Pearl", a stunning beauty who was the envy of all, and they had an adorable daughter named **Lyra**. Renius had truly been blessed by the gods, and it seemed as if nothing could spoil his happiness and good fortune.

But in the shadows of this garden of paradise, a malicious weed was growing: the jealousy and hatred of a younger brother who couldn't find his place. Tired of always having to depend on the goodwill of his older brother, Macillius decided to leave the family home and move to Parsool, where he devoted himself to the black arts. Over time, he mastered occult summoning rituals and became a skilled practitioner of demonology.

Macillius broke all contact with his family for many years. Then, one day, the sorcerer suddenly resurfaced. Telling Renius that he wished to renew ties with his kin, Macillius proposed that Lyra come to Parsool to spend some time with her uncle. Renius took the bait, unaware of his younger brother's treachery. He accepted the invitation and little Lyra was sent in safe custody to Parsool for a few weeks of vacation with Macillius. During her stay, the sorcerer summoned the executioner-demon **Mun'Tchiz-Glut** and disguised it as a rag doll, which he then offered to his niece as a going-away present. According to its contract, the demon would voyage disguised as a doll, and only reveal its true nature once it was in the presence of the despised older brother. Mun'Tchiz-Glut would then kill Renius, along with his wife and daughter, and Macillius, without exposing himself to any risk, would finally obtain his rightful inheritance after all these years of injustice!

The plan seemed perfect. But Macillius hadn't counted on a band of pirate slavers, some resolute mercenaries, and the uncontrollable behaviour of a demon possessed by the Craving.





## Adventure at Full Sail!

Two days before the start of the adventure, Renius Kha-Zhareem received a message by bird informing him that Lyra and her escort were starting their return voyage. But due to a recent surge in pirate raids between Parsool and Jamina Bay, the governor was worried about their safety and began to fear for the worst.

Renius therefore decides to recruit a band of mercenaries (guess who?) and send them out on *The Heiress*, a small trading ship from his fleet, to meet up with his daughter.

## A Ship in Distress

After two days of sailing, our Heroes meet up with the *Jewel of Jamina*, the governor's ship that was supposed to be carrying Lyna back home, adrift at sea with its sails down. Pirates on board (3 times the number of Heroes, all *rabble*) are frantically stitching together the sails, which were torn apart when the pirates attacked the ship a few hours earlier. They have been on the lookout for armed vessels and are on the alert. If they are accosted, they'll deny that this is the governor's ship and will claim to be simple merchants (or you can make up your own story for them). If they sense the PCs are suspicious, they'll immediately drop their sewing needles and grab their swords to fight.

If the Heroes manage to capture one of them, they can obtain some precious information about the fate of the ship's original passengers: a simple promise of freedom and a few gold pieces (or the threat of torture) will loosen the pirate's lips. He will confirm that the little girl, her governess and around half a dozen sailors were taken captive by Captain San Sanid the One-Eyed and about thirty of his "hardy lads". They are to be kept prisoner on Rockery Island – a small and lawless isle in the region – until the captain can sell them as slaves. The small band of pirates on the *Jewel of Jamina* was supposed to join the rest of their mates as soon as they'd fixed the main sail, and they had nearly finished the job.

If none of the pirates survive the fight, the Heroes will find a wounded soldier, one of Kha-Zhareem's men, who managed to hide on board the ship. He knows where the captives have been taken.

Once the sail has been repaired, any Hero with a *sailor* or *pirate* career can sail the governor's ship, but not single-handedly. Either the other Heroes or a few seamen from the crew of *The Heiress* will have to help. Nautical charts indicating the route to Rockery Island can be found in the captain's cabin of both ships (Note to GM: show the players the map of the island). It will take about 10 hours of sailing to reach the island.

If the Heroes decide not to board the ship, *The Heiress* can also tail behind the *Jewel of Jamina* all the way to Rockery Island. The pirates will realise that they are being followed, but won't be overly worried about the small merchant ship. Once they reach their destination and get reinforcements from their fellow pirates, they can attempt to board the ship and subdue its occupants.

If the Heroes do sail to the island on the *Jewel of Jamina*, the ship could be a great way for them to add an element of surprise to their attack.

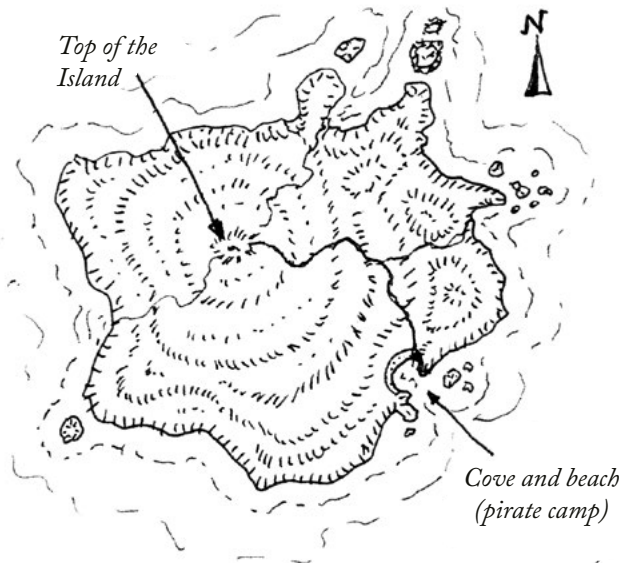
## Festivities at the Pirate Camp

Rockery Island is arid and rocky with a steep, craggy shoreline. Access from the sea is difficult because of the many surrounding reefs. Only one cove, protected from the winds and sea swells, offers shelter to small ships. There is a black sand beach in the cove, and the vegetation is a bit lusher here than on the rest of the island because of a small creek that feeds into it. Rockery Island has always been a safe haven from storms, with a reliable source of fresh water and food.

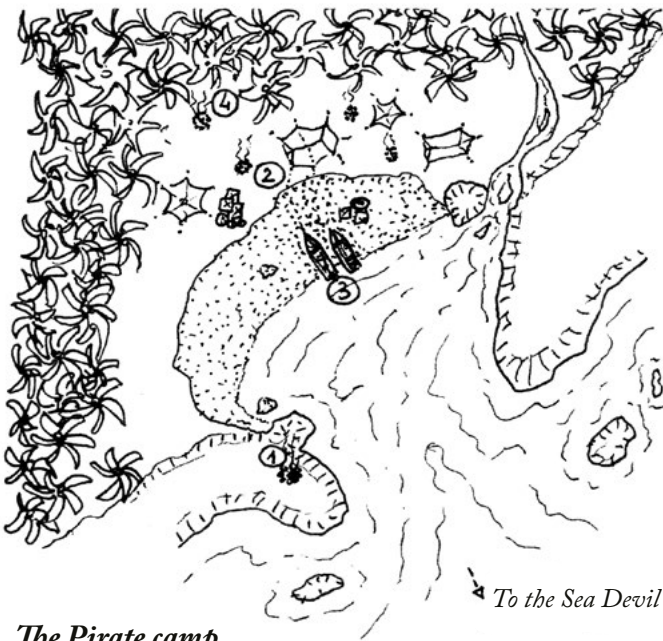
Captain San Sanid the One-Eyed, his bosun and about twenty bandits (with their captives) have set up a makeshift camp on the beach. They've been celebrating their big catch at sea and are already rip-roaring drunk (-1 on all their rolls) when the Heroes reach the island. Two rowboats have been pulled up onto the beach. The pirates' two-masted ship, the *Sea Devil*, has dropped anchor near the entrance to the cove. It is guarded by 6 pirates (*rabble*) who have received orders to remain sober.

A lookout keeps watch atop one of the rocky points that overlook the entrance to the cove, and maintains visual contact between the camp and the ship off the coast.





**Rockery Island**



**The Pirate camp**

- 1 Lookout 2 Camp 3 Rowboats 4 Prisoners

The prisoners have been chained to the trunks of the palm trees at the edge of the forest, just a few feet from the tents, and divided into two groups. The first includes the survivors of the *Jewel of Jamina*: Lyra, her governess Brigid, and 5 of the governor's sailors (3 of whom are wounded). The second group is 4 exhausted and starving fishermen. Two half-drunken sailors are supposed to be keeping watch over them, but aren't taking their duties too seriously.

Despite being outnumbered, the Heroes should be able to use the element of surprise on their adversaries, who are in no shape to fight and not on their guard. Once the governor's men have been freed, they can also be of precious help. The sea is calm, so it would be possible to swim to the island, but the only easy route would be straight to the cove. If not, they will have to deal with strong currents (-1 on Task Rolls) and then make a dangerous climb (-1 on Task Rolls for climbing).

At the moment you think best, for example while the Heroes are observing the camp and the prisoners, or just as they are about to free them, an uproar breaks out in the group of captives (which may make things a bit more difficult for the Heroes, if you feel that they've had it too easy up to this point). Mun'Tchiz-Glut has sensed the intense hunger pangs gnawing at the innards of the fishermen and has provoked the Craving in them (see page 196). The poor wretches begin biting themselves initially, and then try to devour each other, wreaking havoc in the camp and forcing the pirates to come over and calm down the prisoners.

If the Heroes and the escaped prisoners are able to sail away, it will take some time for the pirates to give chase. They will try to overtake the Heroes, but once they are in sight of Jamina Bay, the pirates will hold back; the last thing they want is to run across the governor's fleet guarding the coast.

All this commotion has been quite an ordeal for little Lyra. During the return trip, she seeks solace by focusing all her attention on Gurgly, her "baby" who has kept her company throughout all her troubles. She gives the rag doll all her tender loving care, hugs him tight, feeds him at her little tea parties, and is constantly chatting with him. If any of the PCs notice her or her doll, she will tell them he has a healthy appetite and that she has to take him to the potty a lot, pretending to be the most caring mother in the world (and Mun'Tchiz is truly gratified by all the attention).

**Note to GM:** Be careful about raising too much suspicion amongst the players about the importance and true nature of the rag doll. You'll have to walk a fine line between giving only a few hints about the impending calamity while maintaining a certain level of suspense until the final banquet.



If, however, the PCs fail to free Lyra from her captors and bring her back to her father, the pirates will send an emissary to the governor's palace a few days later, asking for a hefty ransom. This could be a way of jump-starting the adventure again by giving our Heroes a second chance to prove themselves.



## Uncaged Beasts

When they return to Jamina Bay, our Heroes and the rescued captives will pass through the Grand Bazaar, the large marketplace along the port that the island trading post is known for. It includes a livestock market and a famous zoo with exotic creatures. Amongst the many curiosities, they will pass by a ferocious jemadar and three huge andraks enclosed in sturdy bamboo cages.

To attract the passersby, the gamekeeper half-starves the predators to keep them on edge. As the Heroes' group passes by their cages, Mun'Tchiz-Glut senses their hunger pangs and can't resist provoking the Craving in them. Under the effects of the demon's curse, the creatures smash the bamboo bars into kindling and start to wreak havoc in the marketplace. They will of course consider the Heroes to be the choicest morsels.

**Note to GM:** Lyra is under the demon's protection and has nothing to fear from the voracious beasts. But don't hesitate to describe how one of the ravenous creatures leaves a wake of blood and guts around the little girl, who somehow "miraculously" escapes from their deadly claws and fangs.

## A Gluttonous Feast

When they arrive at the governor's palace, Renius Kha-Zhareem will be very grateful to the Heroes for having brought back his daughter safe and sound. He decides to hold a magnificent banquet in their honour that very evening, worthy of the greatest lords of Lemuria.

Mun'Tchiz-Glut decides to attack its victims that night during the feast. It can sense the hunger pangs of the table servants at the banquet (one servant for each guest in attendance). It is customary for the help to wait until the end of the meal to share whatever food their master has left for them. Under these conditions, it will be impossible for them to resist the Craving.

They pounce on the Heroes and their hosts without warning – sinking their teeth into a neck here, sticking a knife into an arm there – and try to eat them alive!

The general panic creates a diversion for the executioner-demon, who now appears in its original form, veiled in a large yellowish haze that reeks of sulphur. It then rushes over to the governor to seal his fate, "on behalf of its master, the sorcerer Macillius Kha-Zhareem". If the Heroes are unable to intervene before Renius meets a tragic end, Mun'Tchiz-Glut will then turn his murderous attention to the governor's wife, Zora. He will refuse, on the other hand, to touch even a hair on the head of Lyra, to whom he has grown strongly attached (see "Executioner-Demons" on page 195).

Regardless of the outcome of the fight (if the demon is destroyed, or it fulfils its contract), Mun'Tchiz-Glut disappears in a chorus of obscene gurgling sounds and a haze of noxious, pestilential farts.

The story may end here, after the raucous banquet has come to a close. Or the Heroes may be asked to put an end to the dastardly dealings of Macillius. If so, they will be sent by Renius (if he is still alive) or by his wife Zora to Parsool, to the treacherous little brother's residence.



## Vengeance is a Dish Best Served Hot

The voyage back to Parsool on the mainland will be uneventful. Macillius has lived not far from the city ever since he left the family home in Jamina Bay. His residence is in a very old, partially deserted hamlet near Parsool (less than an hour walk heading south from the city walls) on a rocky outcropping with steep, limestone cliffs. Ancient troglodyte dwellings have been carved into the rock face, and the cliffs are filled with galleries, underground chambers, and vertical shafts to let in air and light. It's a head-spinning labyrinth that can be incredibly dangerous for anyone unfamiliar with the place.

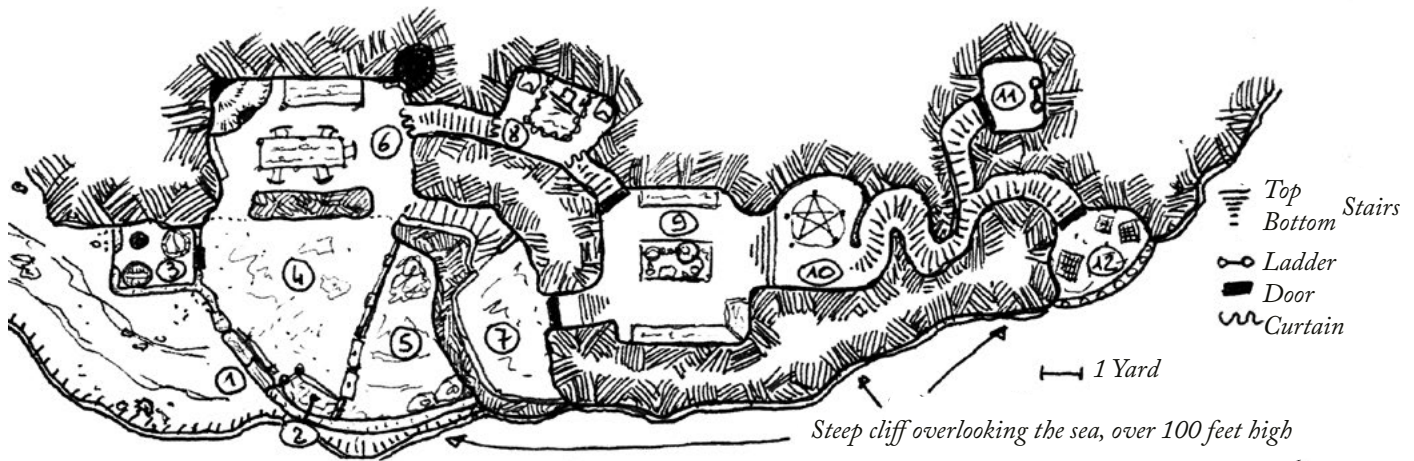
Macillius has set up shop under his own name as an apothecary (a cover for his dark crafts) and has an excellent reputation amongst the local population. The Heroes therefore won't have any problems finding his residence, which is a refurbished cave dwelling on a ridge more than 300 feet above the sea. If Lyra or anyone else who escorted her to Parsool were saved by the Heroes, they can provide some information. During their stay in Parsool, they were lodged in a country inn not far from Macillius's house and are only familiar with areas 1 to 7 (see map).

Macillius is hardly expecting any visits from mercenaries sent by his brother. If the Heroes are discreet and play their cards right, they shouldn't have much trouble taking him by surprise.

During the day, Macillius works in a room (6) where he prepares his potions, creates balms and receives his customers. He spends his sleepless nights working in complete secrecy on his unholy crafts in his laboratory (9) and in his summoning chamber (10). He is constantly in contact with other demonologists and sorcerers all around Lemuria, and has specially-trained seabirds that carry his messages. He keeps them carefully locked up in cages on his panoramic terrace (12).

Macillius is assisted in his daily work by Morloss, a demon disguised as a rustic servant who is completely devoted to his master. He generally avoids any contact with the outside world and remains inside the house, always on watch. He never sleeps and is constantly sniffing around in all the dark corners of the place, looking for his favourite snacks: the small rodents and insects that infest the cliff caves.

If worst comes to worst, Macillius will sacrifice Morloss to cover his retreat and will attempt to escape by the well (11), which leads to the abandoned galleries in the labyrinth behind the



### The Cave House of Macillius Kha-Zhareem

- |                           |                                    |                                   |
|---------------------------|------------------------------------|-----------------------------------|
| 1 Front Gate (lvl 0)      | 5 Open storage area (lvl 0)        | 9 Workshop-library (lvl 3)        |
| 2 Lookout post (lvl 1)    | 6 Shop & kitchen/oven/well (lvl 0) | 10 Summoning chamber (lvl 4)      |
| 3 Wash Closet (lvl 0)     | 7 Open terrace (lvl 4)             | 11 Escape well (lvl 5)            |
| 4 Inner courtyard (lvl 0) | 8 Bedroom (lvl 2)                  | 12 Terrace with birdcages (lvl 6) |



cliffs. If the Heroes don't catch him before he gets to the top of the well, it will be nearly impossible to capture him under ground.

Of course, Macillius Kha-Zhareem isn't the sort of person who gives up easily. Sooner or later, his unrelenting desire for vengeance will lead him to devise another devious scheme to destroy his brother and his loved ones – and anyone else who works for the governor.

## CAST OF CHARACTERS

### San Sanid the One-Eyed, his bosun and a handful of pirates (toughs)

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

**Career:** *Pirate 2*  
**Protection:** No armour 0  
**Weapons:** Sabre or sea axe (d6+1), crossbow (d6)  
**Lifeblood:** 7

## The Other Pirates (rabble)

**Career:** *Pirate 1*  
**Lifeblood:** 3  
**Weapons:** Sabre or sea axe, crossbow (d3) or no weapons (1)  
**Horde rules** (page 134)

Use the same attributes for the crew of *The Heiress* (6 seamen & the captain), the surviving sailors and soldiers from the *Jewel of Jamina*, and the captured fishermen.

### Lyra Kha-Zhareem

A 7-year-old girl with dark skin and jet-black hair. She's a small and delicate child, but she's not afraid to say what she thinks, is extremely bright and has a strong personality. All of her attention is focused on "her baby" that she absolutely adores. Because of her bond with the demon, she is immune to the effects of the Craving and cannot be harmed by its victims (nor can the demon).

### Jemadar

(see *The Beasts of Lemuria*, page 117).

### Andraks

(see *The Beasts of Lemuria*, page 110).

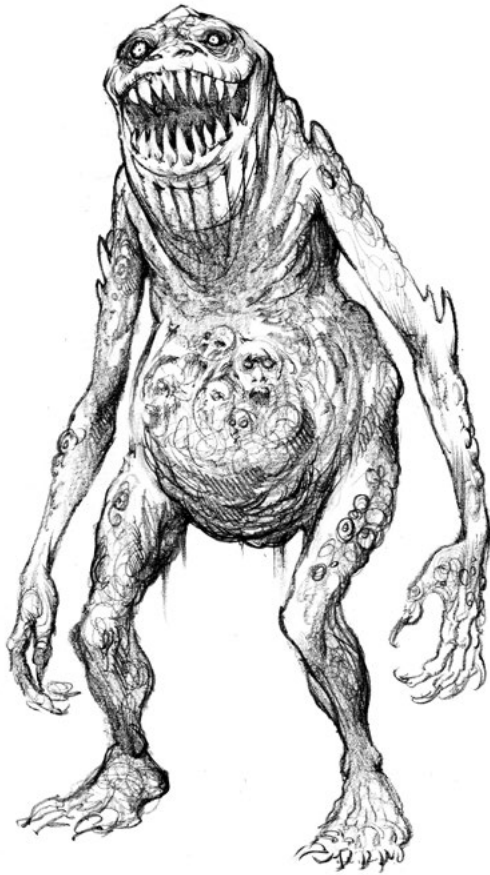
## Executioner-Demons

Executioner-demons are summoned to take revenge on a victim, to "put them to death". They are usually disguised as an object, which can be of various sizes and shapes (chosen by the summoner). A bond must be created between the object and a companion who carries it so that the demon can discreetly sneak up on its victim(s). Regardless of the form the demon takes, certain traits and details may reveal its unwholesome nature if one is attentive: gurgling sounds, noxious odours, traits resembling claws or sharp teeth, etc.

When the executioner-demon encounters the victim it must execute, it chooses the appropriate moment to appear in its true form in order to honour its contract. It must then state the name of the person who ordered the murder and, if the summoner so chooses, deliver a short message to the victim that the summoner has whispered to the demon beforehand.

The bond between the demon and its companion is very strong. If the two are separated, even for a short time, they will both be absolutely devastated and do everything in their power to be reunited. In addition, as long as it remains in its inanimate form, the demon cannot be destroyed or abandoned. If this happens, it will always reappear near the companion it is bonded to. The time it takes for the object to reappear may vary, and is left to the discretion of the Game Master.

If anyone violently attacks its companion, the executioner-demon will interpret it as a potential threat to the success of its mission (and force it to act due to its emotional dependency on its companion). As a last resort, it will appear in its true form to intervene and defend its companion. This is the only effective way to expose the executioner-demon's true nature before it decides to reveal itself to honour its contract.



### Mun'Tchiz-Glut, or "Gurgly" (lesser demon, tough)

The demon was summoned in the form a rag doll stuffed with straw and dressed in a patchwork of old scraps of fabric. It is truly hideous, with a rotund and oversized head, slanting eyes that seem to be spying on you, pulpy scarlet-red lips, a bloated and flabby stomach, and small, chubby arms and legs with no fingers or toes. Lyra gave him the cute little nickname Gurgly because of the soft rumbling sounds he makes from time to time (when he is overcome by the Craving). When he reappears in his demon form, he is a grotesque, gangly humanoid, about six feet tall, with a frog-like head, a protruding belly and slimy skin covered with festering sores.

Attributes		Combat Abilities	
Strength	2	Initiative	0
Agility	3	Melee	3
Mind	3	Ranged	1
Appeal	-2	Defence	2
<b>Attack</b> ( <i>bonus die</i> ): +6 (melee) or +4 (ranged)			
<b>Damage:</b> Claws or bite (d6+2)			
<b>Lifblood:</b> 22			

### Powers

**Enhanced Weaponry:** The demon has razor-sharp claws and teeth. Add a *bonus die* to all its Attack Rolls.

**The Craving:** Mun'Tchiz-Glut can detect hunger pangs in any individual, animal or creature within a radius of 50 feet around it. The demon then provokes an uncontrollable craving in its victims. Against their will, they are overcome by an insatiable desire to devour anything in their reach, including living things (effect is automatic on *rabble* and *toughs*; no effect on *Heroes* and *villains*). When the Craving takes effect around the demon, certain clues about Mun'Tchiz-Glut's true nature may be revealed, such as the sounds of a gurgling and growling stomach, or fetid farts that will naturally be blamed on the demon's companion. The demon and its companion are immune to the effects of the Craving and safe from any attacks by its victims, who will completely ignore them.

### Renius Kha-Zhareem (tough)

The eldest son and heir of the Kha-Zhareem family has the tanned complexion and short, stocky build typical of natives of the archipelago. Renius is the highly respected and all-powerful governor of the island of Jamina Bay, and is incorruptible, ambitious, talented and charismatic. Nothing would seem capable of undermining his authority or his renown. His only weak spot is his visceral attachment to his family (including Macillius). He has absolutely no idea that a profound loathing for him has been festering in his younger brother's heart, or that Macillius has been obsessed with the idea of murdering him ever since they were boys. If he survives the assassination attempt, Renius's sincerity and openness will quickly give way to a fierce hatred for his brother.

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	0	Melee	1
Mind	1	Ranged	0
Appeal	1	Defence	1
<b>Career:</b> Merchant 2			
<b>Protection:</b> No armour 0			
<b>Weapons:</b> Foil (d6L)			
<b>Lifblood:</b> 6			



## Zora Kha-Zhareem

Renius's wife and the mother of Lyra. She is tall and slender and has a dark complexion. The people on the island call her the "Black Pearl" and she is revered for her beauty, kindness and wisdom. Zora is unarmed and will not fight, except to defend her daughter. If necessary, use the same stats as Renius.

## Servants of the Kha-Zhareem Household

**Career:** *Slave* 1  
**Lifeblood:** 2  
**Weapons:** Knife (d3), teeth & fingernails (1)  
**Horde rules** (page 134)

## Macillius Kha-Zhareem (villain)

The second of the two Kha-Zhareem brothers is a skinny and sickly young man, but he is also crafty, strong-willed and, above all, consumed by his thirst for vengeance. He spends all his time studying alchemy and sorcery (and plotting his plans for revenge).

Attributes		Combat Abilities	
Strength	0	Initiative	2
Agility	0	Melee	0
Mind	4	Ranged	0
Appeal	1	Defence	2

**Careers:** *Scribe* 1, *Physician* 1, *Alchemist* 2, *Magician* 2  
**Protection:** No armour 0  
**Weapons:** Dagger (d6L)  
**Arcane Power:** 12  
**Villain points:** 5  
**Lifeblood:** 8

### Boons

**Savant:** Add +1 to *mind* attribute (already added to total).

### Flaws

**Delicate:** Macillius has a small and slender build. Deduct two points from his *lifeblood* (already deducted from his total).

**Belongings:** Macillius has collected many uncommon and dangerous works about demonology, alchemy and sorcery in his library (9),



and has all the equipment needed by an alchemist. Elixirs (including 2 vials with curative powers; add d6 to *lifeblood*), salves, poisons and antidotes of all sorts can be found in rooms (6) and (9).

## Morloss the Guard-Demon (lesser demon, tough)

A bit clumsy but with colossal strength, Morloss is the epitome of a man-child (it's seven feet tall). It never speaks (but constantly groans). It may be a bit simple, but is not a complete moron either. It always has the keys to the residence on its person.

Attributes		Combat Abilities	
Strength	4	Initiative	0
Agility	2	Melee	4
Mind	0	Ranged	1
Appeal	0	Defence	1

**Attack:** +6 (melee) or +3 (ranged)  
**Damage:** Fists (d6H+4) or club (d6H+4; can be thrown)  
**Lifeblood:** 24

### Powers

**Destructive Attacks:** the demon's attacks are particularly damaging (d6H).

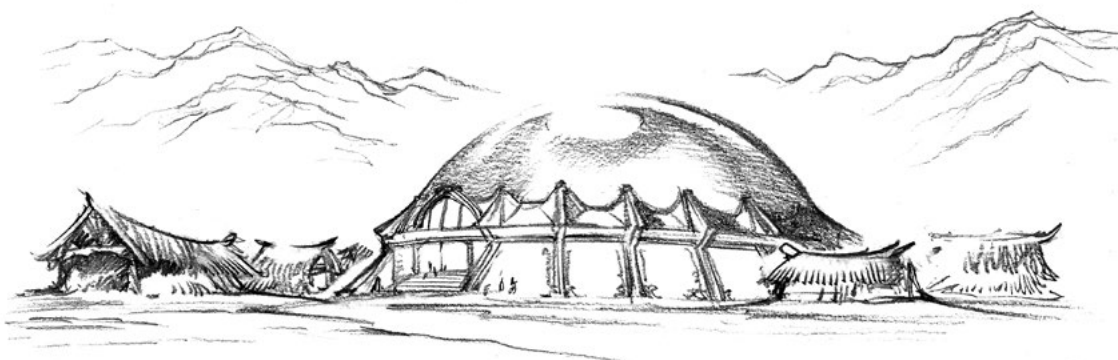
**Regeneration:** Morloss can regenerate a point of damage every round, and can remove the effects caused by a Precision Strike in two rounds.





## A ready-to-play adventure

# MORGAL NIGHT



## ADVENTURE OVERVIEW

*Hounded by deodargs through the dense jungles of Qo, our Heroes escape certain death after discovering a narrow cave, leading to a “lost” caldera cut off from the rest of the world. Within they discover the idyllic village of Loi, hard in the shadows of a semi-dormant volcano and a sinister iron fortress. The PCs soon discover the symbiotic arrangement between the inhabitants of Loi and a clan of Morgal, dwelling in the fortress above. Treated like cattle, the villagers have grown dependent on their vampiric overlords, though the actions of the PCs just might change all that!*

## The Story So Far...

No one knows how long the lost caldera has existed, though its origins likely date back to the fall of the Sorcerer-Kings and the cataclysms that followed. A clan of vampiric Morgal, led by the alchemist **Thuzzum Tal** and his consort, **Yaullua**, have dwelled within the rocky confines for centuries, prolonging their lifespans through an unholy symbiosis. The Morgal tend a “flock” of passive humans, freed from any worldly cares, whom they harvest for blood.

To ensure their dominance, Yaullua has concocted a religion for the gullible Loi villagers. In this simple cosmology, the Morgal are presented as pale angels who guide souls through the “underworld” (the volcano) when they reach the ripe age of 30, to eventually reincarnate. The “angels” supply the villagers with synthetic food, wine, and clothing in the meantime.

Though this arrangement has remained stable for centuries, not all are content. The villager **Wyun**, who has managed to live long past his allotted years, possesses a pre-Cataclysm book describing the Morgal’s parasitic relationship. Unfortunately, he is the only one who can read it. Also, Thuzzum’s impetuous son, **Shazzadriq**, has grown bored with sterile blood-farming, and longs for the earlier, wilder days of the hunt...

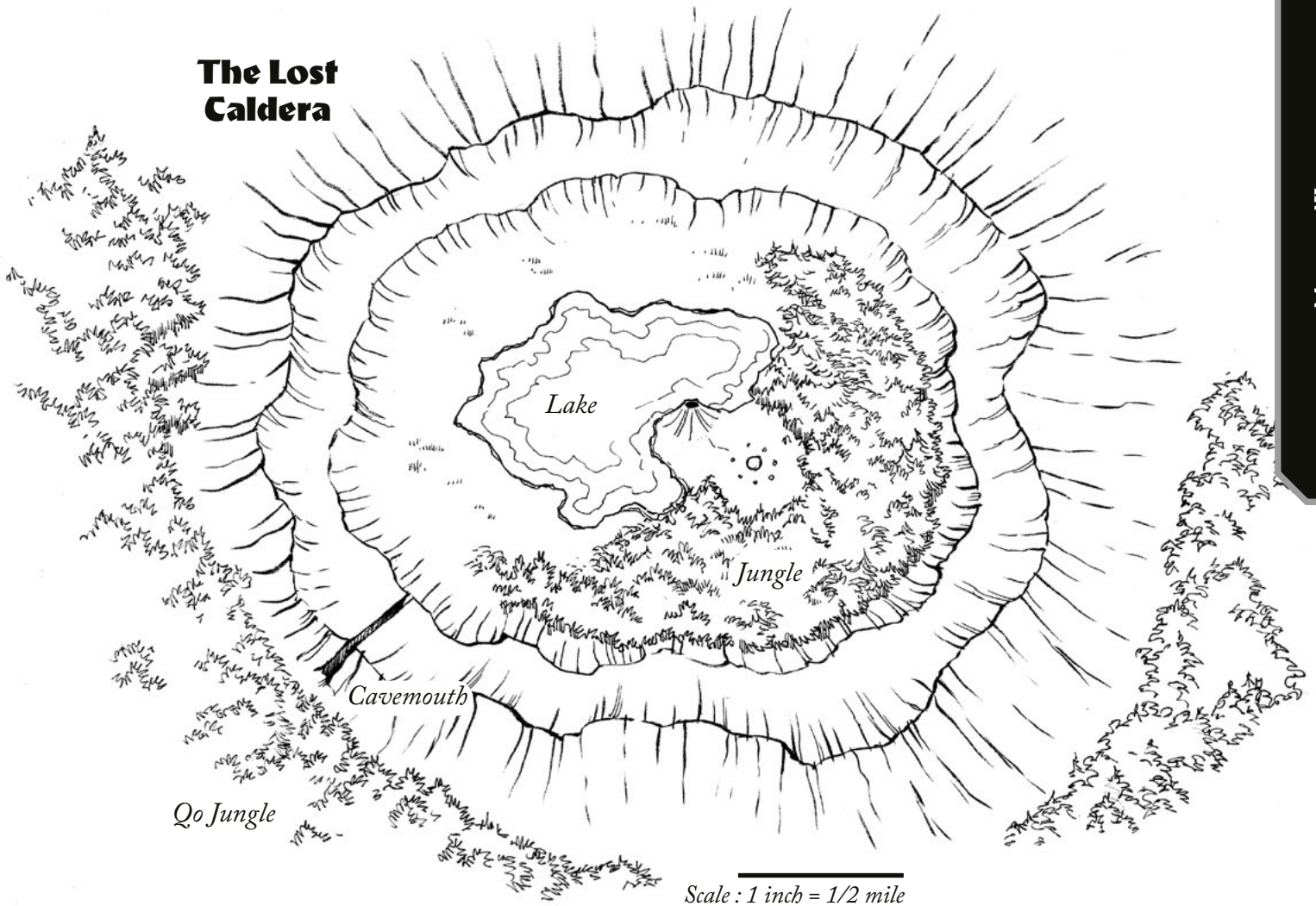
## Stalked

The Heroes have been travelling through the Qo jungle for weeks, perhaps intent on reaching distant Shamballah. What began as an orderly journey, however, has devolved into sheer disaster. After desertion by their guides and a hostile Grooth





## The Lost Caldera



ambush, PCs have become hopelessly lost. Worse, a pack of deodargs picked up their trail several hours ago. Just *one* of these ultra-predators would be bad enough, but a group means certain death!

Fortunately, even as the dragon-cats' cries draw close, someone spots a cave mouth in the mountainous wall nearby. The opening is too narrow for a massive deodarg to squeeze through. Once inside, PCs discover the cave appears to be a natural tunnel, winding for hundreds of meters before opening onto a vast, crater-like caldera.

The caldera's stone walls enclose a swath of jungle with a lake at the centre, and a small, volcanic cone. Wisps of steam occasionally vent from the volcano's mouth. Near the lakeshore, sunlight gleams off a construction of the Ancients; a dome made from green glass, surrounded by crude huts and lean-tos. Habitation!

## The Village of Loi

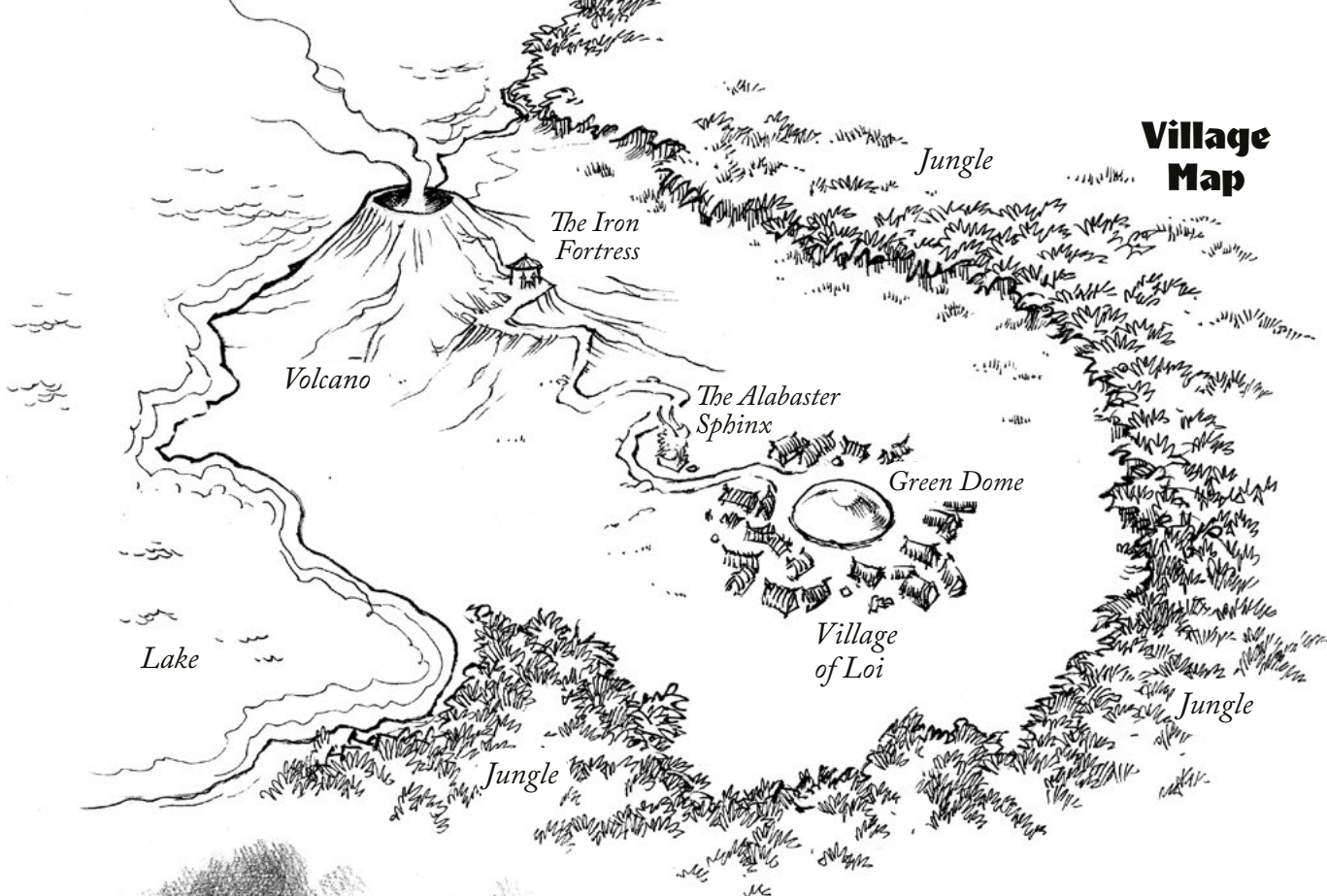
As they descend into the caldera, PCs spot another building. Clinging to the volcano's side is a cylindrical fortress covered by an iron parasol, with a menacing, maw-like gate. A trail winds from this fortification down to the village.

Soon, the inhabitants appear – slender people with honey-coloured skin, dark hair, and amber, almond-shaped eyes. They all wear identical tunics of white silk. Strangely, the villagers seem unsurprised by the arrival of newcomers, greeting them with listless indifference. They speak an archaic dialect of Shambalan, using simple words and gestures. The Heroes can gather the village's name is Loi.

Eventually, a young woman wearing a feathered headdress approaches PCs. From her demeanour, she appears to be a leader. The woman gives her



## Village Map



name as **Klia**, High Priestess of Hanamah. She expresses shock and annoyance if the Heroes haven't heard of this divinity; impatiently, she explains the precepts of her simple religion (the GM can paraphrase the information given in **The Story So Far...**, on page 198).

Motioning towards the green dome, Klia invites PCs to feast in the Grand Hall as soon as the sun goes down, which will be occurring shortly.

### The White Sphinx

A curious monument lies at the edge of the village. An alabaster sphinx, 3 metres tall, reclines along the trail leading to the iron fortress. Nearby is a large bowl, also made from alabaster. Clusters of pallid, scarlet fruit shaped like egg-size grapes have been heaped into the bowl, along with several wine casks. The fruit has a weak, "off" taste and the wine is about as potent as well-water.

The sphinx is a depiction of Hanamah. Klia brings the Morgal's victims here as part of a religious ceremony, to be "escorted" away at night. Synthlings (see page 206) from the fortress leave the food and wine just before dawn.

## Uninvited Guests

At sundown, the whole village begins filing inside the green dome; essentially one giant chamber with scattered tables and couches. Glowing lozenges suspended from the ceiling give off a dim light. Villagers snatch fruit, guzzle wine, and make simple conversation.

The feasting doesn't last long, however. Everyone goes quiet as Shazzadriq, a white-haired Morgal wearing black armour marches into the hall, accompanied by a squad of hairless Grooth synthlings, armed with spears (1 *rabble* per PC). The usually bored villagers look terrified, as Shazzadriq's gaze rakes over the crowd.

The PCs stick out like sore thumbs. Shazzadriq stalks over, demanding to know who they are and what they're doing in the caldera. Midway through the conversation, however, he becomes distracted by a young boy sitting nearby. "*This one,*" he announces to his companions, "*will provide us with our evening's sport. His size will make him difficult to spot among the jungle's foliage. Seize him!*"

None of the villagers offer any resistance. Klia only stares at her feet, but if questioned whispers this is not the "normal" way heralds escort people to the underworld, especially one so young. However, she begs the Heroes not to interfere, as doing so would risk "divine" wrath.

Hopefully, PCs *do* intervene. Shazzadriq appears shocked by any resistance, but only for a moment. Hungry for violence, he flashes a fanged grin at PCs as he draws his ornate rapier. The synthlings level their spears. If fighting breaks out, the villagers scatter and stampede for the hall's exits. Clever PCs can attempt to subdue Shazzadriq rather than simply kill him; if successful, they can use the Morgal as a hostage to gain entrance to the iron fortress (see sidebar, page 203).

If Heroes don't intervene, the Grooth grab the struggling boy and drag him to the jungle nearby, intent on beginning their hunt. Soon, cries of pursuit echo from the trees, and (eventually), a final, piercing scream. PCs unwilling to accost Shazzadriq earlier might be more inclined once outside. Optionally, Wyun (see below) can show up early and try to help the boy or admonish the Heroes to act.

## People of the Green Dome

The settlement numbers about 200 inhabitants, none of whom appear to be over 30. They don't seem to do anything other than wander about, lie along the lake-shore and stare idly at the water, etc. No one carries any tools or weapons; there are no fields to cultivate, and the surrounding jungle is devoid of dangerous predators.

On a Moderate (0) *mind* check, PCs notice that the villagers won't look at the looming iron fortress – not even a glance. If asked about the edifice, they simply shrug. "*The heralds live there,*" is their only elaboration.

Treat the villagers as *rabble*, with 2 *lifeblood* apiece. Their closest career is *noble*, but only at rank 0. The citizens of Loi all have *Combat Paralysis* and *Gullible* flaws.

## Repercussions

Instead of gratitude, Klia is horrified by any aggressive action taken by the Heroes, especially if Shazzadriq is killed. Sacrilege! What if the heralds retaliate? Seeing their high priestess distraught upsets the villagers, though they do little more than mutter quietly.

Nothing else happens during the night – Shazzadriq snuck out of the fortress to conduct his "hunt." However, hours later Thuzzum and Yaullua notice their son is missing, and surmise something is wrong. At dawn, the daily allotment of fruit and wine doesn't arrive, causing panic to set in. Klia demands the PCs beg forgiveness from the heralds, at once!

As all this drama is unfolding, one of the Heroes spots an *older* (late 60s) male villager beckoning to them from the fringes of the jungle. Noticeably thin, he wears a tunic of crudely woven plant fibre rather than white silk. Nearby villagers, including Klia, pretend not to see him. This is **Wyun the Shunned**, a sage and outcast, eager to speak with PCs in private.

If approached, Wyun leads Heroes deeper into the jungle. He seems friendly enough, if a little odd – the hermit has a habit of snatching up grubs and casually stuffing them into his mouth. "*You can't trust any of the 'food' the heralds bring,*" he says. "*It's all part of their plan.*" Wyun goes on to





explain he has lived this long by defying the will of Hanamah, hiding whenever the heralds come down from their fortress, and never setting foot inside the green dome.

Assuming they did so, Wyun congratulates PCs for standing up to Shazzadriq earlier. He shows the Heroes his stash of precious books, hidden in the bole of an old tree next to his lean-to. Wyun's mother taught him how to read, back when this was an important leisure activity for the villagers. One particular book is his favourite, a work of the Ancients, with crumbling pages preserved in some transparent material. The cover, faded and barely legible reads:

-ME

MACHINE

--lls-

Excitedly, Wyun reads several excerpts from *Me Machine* describing the parasitic relationship between a race called the "Morlocks" and "Eloi," which parallels the situation with his own people. Unfortunately, no one else in the village knows how to read, so his discovery has gone unappreciated.

Wyun bravely offers his services to help topple the Morgal, if the Heroes are so inclined. However, he warns getting inside the iron fortress will prove difficult; with the gate shut, the building is completely enclosed, and the window-slits are too narrow to wriggle through. Clearly, some improvised thinking is called for.

## Sacrifice

Meanwhile, Klia, intent on getting back in the heralds' good graces, brings *two* villagers to the sphinx as an impromptu offering. Though the lucky pair seem a little confused by the arrangement, people are getting hungry at this point, so no one argues.

At sundown, Yaullua leaves the iron fortress guarded by her clan warriors (1 *tough* Morgal per PC), plus a contingent of *rabble* synthlings (1.5 x PCs number, round up). She descends to the sphinx, hell-bent on discovering the whereabouts of her son. A tearful Klia explains the Heroes – ignorant outsiders – are to blame for his disappearance. Enraged, Yaullua orders the PCs to be subdued and captured. If they are not near the sphinx, Yaullua and her entourage scour the area to find them.

If the PCs took Shazzadriq alive, they can use him as a hostage, perhaps even threaten their way into the fortress itself. Otherwise, combat likely ensues. If the fight goes badly, Yaullua can use a Villain Point to make a *Timely Escape* (see page 138), disappearing into the jungle while warriors cover her retreat. She will show up later at the adventure's climax, fighting alongside Thuzzum if possible.

## Divergent Paths

After reckoning with Yaullua and her forces, the Heroes have several options to resolve the adventure:

☞ They can assault the iron fortress directly, though first they must figure a way inside (see sidebar, page 203). If the PCs can kill Thuzzum and/or destroy his machines, the Morgal threat to the Loi villagers finally ends.

☞ They can fortify the green dome and prepare for a siege by Morgal forces. Eventually, the vampires get hungry and descend on the village. Thuzzum gathers the whole of his clan and attacks at night.

☞ They can escape the caldera the way they came in. Getting any villagers besides Wyun to come with them, however, requires *appeal* checks. Ever faithful to her masters, Klia will inform the Morgal, who attempt to intercept PCs before they can leave.



## THE IRON FORTRESS

This metal edifice clings to the side of the volcano, housing Thuzzum Tal and his depraved clan. As the numbers of Morgal have waned over the centuries, Thuzzum has had to rely more and more on his vat creations, the synthlings, for support.

### Gate (A)

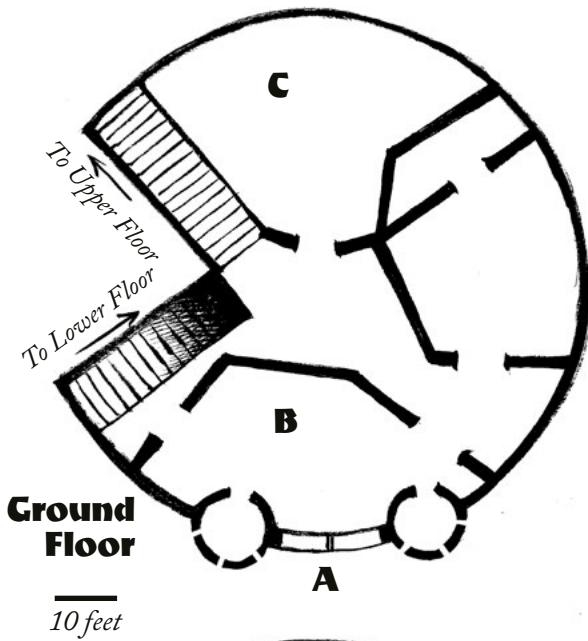
Two slender towers with arrow slits flank an iron gate, stylised to resemble a monstrous, grinning face. This is the only way in or out of the fortress. The gate's valves can be opened by a lever on the inside, using steam-power (see below, **Turbine Room**). Nothing short of a battering ram or magic can force it down.

If the Heroes "camp" outside the gate or otherwise try to gain entrance, *rabble* synthlings (1.5 x PCs number, round up) open fire with crossbows through the arrow slits. Trying to shoot back entails a -4 on attack rolls. Thuzzum will join the fray by hurling a vial of Burning Bitumen (see page 207) through a high, narrow window at the Heroes, attempting to drive them off.

### Gaining Entrance

Getting past the iron gate requires creative thinking. Besides using Shazzadriq or Yaullua as a hostage, PCs can cast a First Magnitude spell to (temporarily) open the gate, or a Second Magnitude spell to force it down. Some sort of ruse, like dressing in the Morgal's black armour and pretending to escort "prisoners" inside could also work. During playtest, two PCs substituted themselves for the sacrificial victims, and were eventually able to open the gates, after eluding their guards.

If players are *really* stymied, Wyun can give them a map showing a secret "back entrance." This route is extremely dangerous, however – it involves climbing down into the volcano itself, then locating a steam shaft that connects to the Turbine Room at F. If the Heroes aren't careful with their timing, they could all end up parboiled!



### Antechamber (B)

PCs trying to fight their way in meet the Morgal clan warriors here (1 *tough* Morgal per PC), reinforced by the synthling crossbowmen described at A.

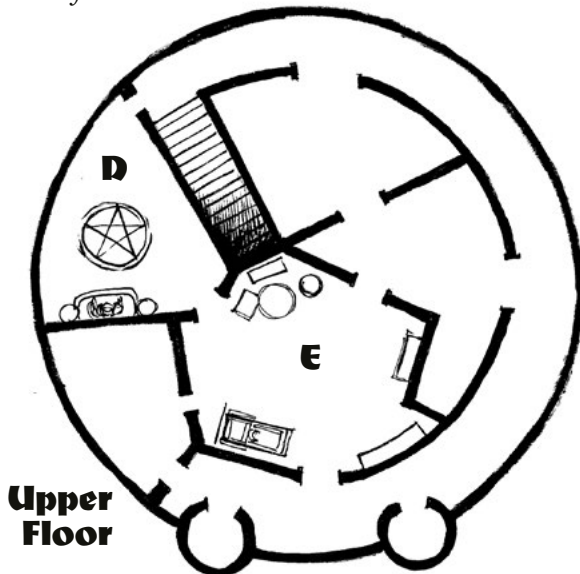
### Abattoir (C)

This grotesque feasting hall is the heart of fortress communal life. The bodies of Loi villagers are suspended from hooked chains over tables, with long, hookah-style pipes attached to their main arteries. PCs who somehow manage to sneak their way inside the fortress will find most of the clan warriors here, draining the corpses dry.

### Yaullua's Workshop (D)

This is where Yaullua practises her sorcerous arts and makes devotions to Nemmereth of the Long Sleep, her patron god. The shrine depicts Nemmereth in his "dark" aspect as skeletal and maggot-ridden. Black candles made from rendered human fat adorn the altar.

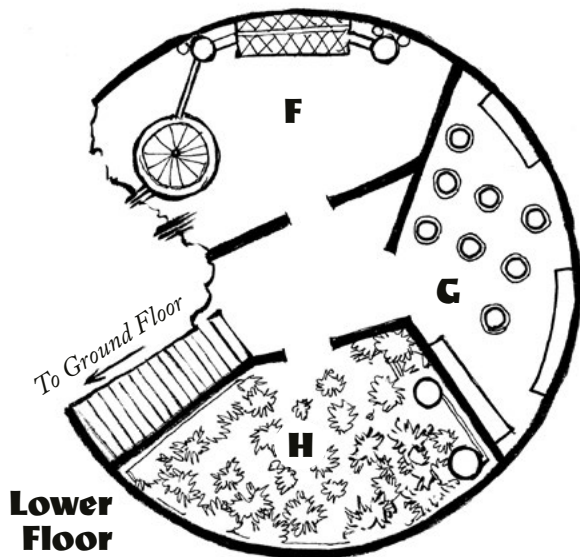
A golden pentacle has been inlaid on the floor. If hard-pressed, Yaullua can cast a second Magnitude spell to summon and bind a Lesser Demon (see "Demons", page 131). The demon can be used in defence of the fortress, or to help lay siege to the village (see **Divergent Paths**, page 202).



### Laboratory (E)

Thuzzum can usually be found here, furthering his knowledge of esoteric lore through strange and horrible experiments. The tables groan under the weight of alchemical apparatus and thick tomes, some dating back to pre-Cataclysmic times. One volume, entitled *The Time Machine* by H. G. Wells, has several pages bookmarked. These materials could fetch a fortune in a large city if somehow carted off.

A strange contraption stands near the largest table; what appears to be an ornate brass sleigh with a padded chair and a large concave disc at one end. The chair faces a collection of levers, dials, and glowing crystals. This is Thuzzum's attempt at reproducing a time machine; he is not aware his favourite ancient book is a work of fiction, rather than fact. Whether the machine actually *functions* is up to the GM, though it could serve as the basis for many fantastic adventures to come!



## Turbine Room (F)

This chamber connects directly to the volcano. Geothermal steam turns a primitive turbine, generating “voltaic force” to power Thuzzum’s synthetic trees at **H**, as well as provide lighting. Steam is also shunted through pipes to hydraulically operate the fortress gates.

In one corner is the main valve. If turned all the way shut, dangerous pressure begins to build in the pipes. After 10 turns, the pipework explodes, inflicting 2d6 damage to anyone in the Turbine Room and blowing the gates open. This also cuts the power to the Vat Room and the synthetic trees in the Greenhouse, causing these creations to die.

## Vat Room (G)

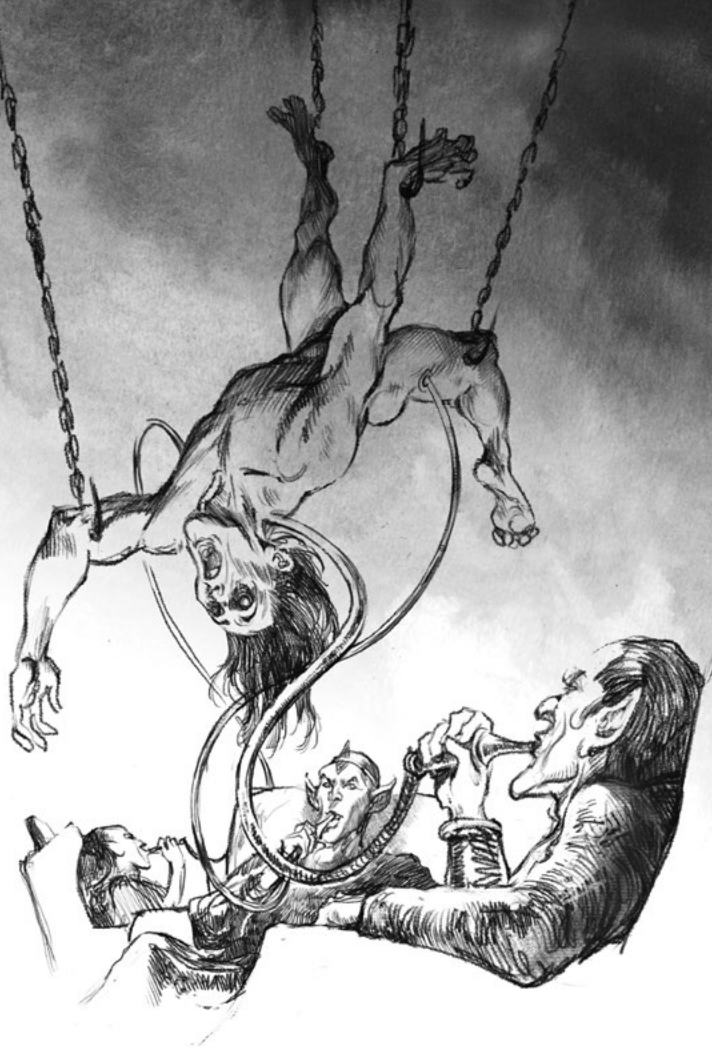
Thuzzum prepares his synthetic servants in this chamber. As synthlings only live for a year, he is always readying a new batch. Inside each iron vat is a mass of protoplasm, floating in amber-coloured fluid. The liquid bubbles with “voltaic force” generated from the Turbine Room.

## Greenhouse (H)

This area houses the food supply for the entire village. Synthetic, vine-like trees hung with pallid fruit grow here, drawing nutrients from the air itself. Lamps suspended above the trees give off pale green radiation. The fruit matures rapidly under this light and must be harvested daily; it’s also used to ferment the weak-tasting wine.

## Conclusion

The adventure likely ends with the Morgal’s regime toppled. Killing Thuzzum and/or destroying his machines forever changes the villager’s lives – though their liberation comes at a cost. They now face the prospect of providing for themselves with little to no practical skills. Luckily, the caldera’s walls provide protection, the jungle and lake hold game, and the volcanic soil is very fertile. PCs who have *hunter*, *farmer*, or *worker* careers can help with expert advice, and Wyun has hoarded some useful books on the subject. Consider awarding extra Advancement Points for Heroes who stick around to help the villagers, as the climb to self-sufficiency will be steep!



## CAST OF CHARACTERS

### Klia, High Priestess of Hanamah (tough)

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

**Careers:** *Priest 2*

**Protection:** No armour 0

**Lifblood:** 6

In her late 20s, Klia is fast approaching the time when she, too, must submit to the will of Hanamah and journey through the underworld. As she has grown to enjoy the prestige associated with her position, she will oppose any plans the PCs hatch to foil the Morgal.

Treat as a rank 2 *priest*, though she receives no Fate Points. Klia has the *Zealot* flaw.



## Shazzadriq, Impetuous Youth (tough)

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

**Careers:** *Noble 1, Hunter 1*

**Protection:** Light armour d6-3 (1)

**Lifeblood:** 7

### Boons

*Night Sight*

### Flaws

*Hot-Headed*

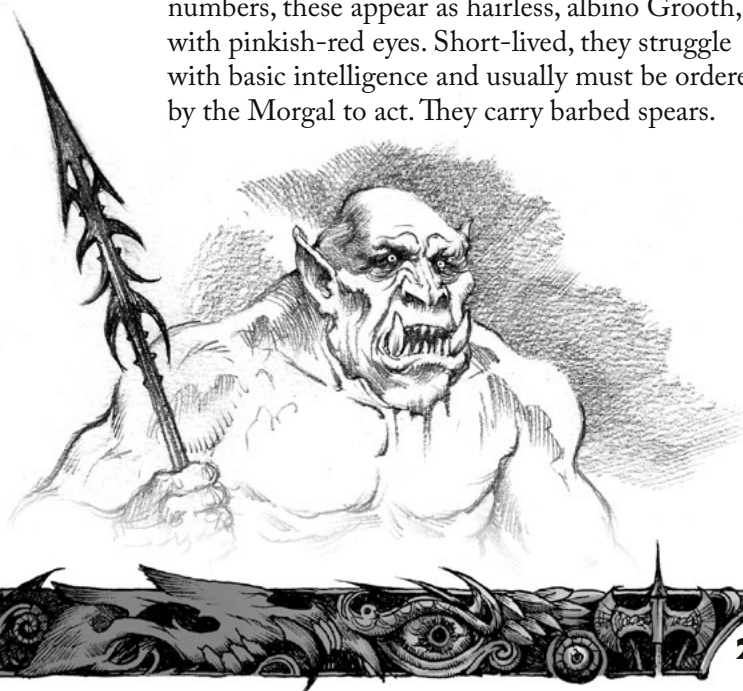
At 50, Shazzadriq has just passed from Morgal adolescence into young adulthood. At this stage he looks more human than vampire, with pale skin, white hair, and violet eyes.

Shazzadriq dreams only of the hunt; he has grown bored with the stagnancy of life in the caldera. He wears a long, gilt rapier slung under his arm.

## Synthlings (rabble)

Attributes		Combat Abilities	
Strength	1	Attack	+0
Agility	0	Damage	d3
Mind	0	Protection	0
Appeal	-1	Lifeblood	3

Created by Thuzzum to offset his clan's declining numbers, these appear as hairless, albino Grooth, with pinkish-red eyes. Short-lived, they struggle with basic intelligence and usually must be ordered by the Morgal to act. They carry barbed spears.



## Wyun, Sage of Loi (tough)

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

**Careers:** *Scholar 2*

**Protection:** No armour 0

**Lifeblood:** 6

Trained by a sage before him, Wyun is the last villager who knows how to read. He has managed to survive by staying as far from Klia as possible and living in relative isolation. Wyun dreams of the day his people become independent.

Treat as a rank 2 *scholar*. Wyun has the *Sneaky* boon, learned as a matter of necessity.



## Yaullua, False Prophetess (villain)

Attributes		Combat Abilities	
Strength	0	Initiative	0
Agility	1	Melee	1
Mind	2	Ranged	0
Appeal	1	Defence	3

**Careers:** *Noble 1, Scholar 0, Priest 1, Magician 2*

**Protection:** No armour 0

**Weapon:** Short sword d6

**Arcane Power:** 12

**Fate Points:** 1

**Villain Points:** 4

**Lifeblood:** 10



**Boons***Magic of the Sorcerer-Kings, Night Sight***Flaws***Arrogant, Cursed, Unsettling*

Yaullua is “only” three centuries old, replacing Thuzzum’s first consort after she disappeared under mysterious circumstances. Thuzzum began a full retreat into his studies shortly after Yaullua gave birth to Shazzadriq, leaving her alone to run the day-to-day business of exploiting the Loi villagers. She invented the religion of Hanamah and the appointment of high priestesses to better keep the “flock” in line.

Meanwhile, she venerates the dark aspect of Nemmereth while continuing her own studies of sorcery.

Yaullua is unusually tall, 6’ 4,” and rail-thin, with long white hair and lambent violet eyes. If physical defence becomes necessary, she wields a short sword with a sickle-shaped blade (d6).

**Morgal Clan Warriors (foughs)**

Use the stats for Shazzadriq, but treat as rank 2 *soldiers*.

**Thuzzum Tal, Mad Morgal Genius (villain)****Attributes**

Strength 0  
Agility 1  
Mind 4  
Appeal 0

**Combat Abilities**

Initiative 0  
Melee 0  
Ranged 2  
Defence 0

**Careers:***Noble 1**Scholar 1**Physician 1**Alchemist 3***Protection:** No armour 0**Weapon:** Curved dagger d6L**Villain Points:** 5**Lifeblood:** 10**Boons***Excellent Workshop, Fearsome looks, Savant***Flaws***Non-Combatant, Poor Eyesight, Obsession*

Thuzzum Tal, son of Thazzaidum, is six centuries old and looks it. Stooped and gnarled like an old tree, his eyes have gotten smaller over his extended lifespan, receding into his skull. He can still read his beloved scrolls and books thanks to complicated eyeglasses of his own invention.

A devoted student of the Ancients, Thuzzum has been able to replicate many of their fantastic inventions. He is particularly interested in works of pre-cataclysm science fiction – though he doesn’t distinguish the “science” part from the “fiction,” instead interpreting these stories as gospel truth! Thuzzum’s senility has grown over the years, to the point he seldom leaves his laboratory, let alone the iron fortress. He no longer has much interest outside his work, though he will fight like a demon to protect his secret discoveries.

Thuzzum carries a vial of Burning Bitumen (treat as Alchemist’s Fire, see page 145) and several vials of hydroiodic acid (burns for d6H damage against a single target for d2 rounds), which he hurls in self-defence. If out of potions, he resorts to using a wickedly curved Morgal dagger (d6L).





**A ready-to-play adventure**

# THE MADNESS OF MORGAZZON



## ADVENTURE OVERVIEW

*In their temple hidden in the heart of the Festrel Swamp, the Yellow Druids are preparing to summon their god, Morgazzon. One of their acolytes, Vandrad Vort, has been sent to Oomis to kidnap the King's child, whose sacrifice is necessary for the invocation. But the Heroes, hired to discover what Vandrad Vort is up to, will soon thwart his scheme, even if it won't spare them from a hazardous foray into the dreaded swamps...*

### The Story So Far...

Several years ago, Archdruid **Madrigor Morn**, head of the Temple of Yellow Druids in Festrel Swamp acquired and deciphered copies of several pages of the *Yggdar Codex*. When he deciphered the texts, he discovered the ritual to summon The Insane God, Morgazzon. Amongst the requirements for the spell to work properly were “the skull of a beast slain by a king” and “the living heart of the offspring of a mad ruler”.

Driven by the prospect of meeting The Demonlord of Madness “in the flesh”, Morn tasked his favoured acolyte **Vandrad Vort** to find the legendary skull of the Zathog slain by Thangard (see page 84, “The Fall of the Sorcerer-Kings”). Vort spent a year travelling to the best libraries in the land and eventually learned of the skull's whereabouts. He then put together an expedition to venture deeper into the Festrel Swamp where he eventually recovered the skull of the Zathog. During the search, the party also stumbled across some otherworldly ruins, which Vort believed to be the lost city of *Ur-Yaggazzor*, the earthly home of Morgazzon. Vort made copious notes and maps so that it could be located in the future.

Upon his return, Vort is sent by Morn to Oomis, where his job is to bring princess Nitina to the Temple in readiness for the ritual to take place. For her father, king Keldon III, has truly become a mad ruler over the years, under the influence of his adviser Ilkthar, who is secretly a Yellow Druid. Furthermore, the Archdruid has determined that



the best place to summon the Insane God will be at the ruins of Ur-Yaggazzor. The ritual is to take place in a few days, as the stars will be right for such a conjuration.

Meanwhile, Vort has hired a group of mercenaries in a small town on the edge of Festrel Swamp and has arrived in Oomis. He has made himself known to Ilkthar, the Yellow Druid Adviser to King Keldon III, but hasn't told him why he is here. This has irked Ilkthar somewhat; enough so that he has hired his best agent, Ondria, to find out what Vort is up to. Ilkthar has been slowly putting his own plans into place over the years, gaining control over the King and his family; now this upstart from the swamps has appeared and threatens to bring down everything he has worked for.

## Easy Money in Oomis

Oomis is an ancient town built on the banks of the Oom River, the first of the new cities founded by the survivors of the battle of the Hydral Chasm against the Sorcerer-Kings. Located on the edge of the jungle of Qush, it is bordered to the south by the Festrel Swamp and to the east by the plains of Klaar. Many trade routes lead to Oomis, particularly from the plains where the Blue Giants live. The antiquity of the city is revealed in its massive dwellings, its thick walls and the cyclopean citadel Castel-Banth. According to legend, it was built by the Blue Giants, friends and privileged trading partners of the Oomis people. The city's temples are small, but it has vast squares where incredible markets with a thousand and one wonders are held.

It is late afternoon and the Heroes are kicking their heels in *The Open Purse Tavern* when they are approached by a woman calling herself **Fiandra** (Ilkthar's agent, Ondria). She tells them that she has heard about them and that she is looking for bold, savvy people looking for easy money. She informs them that she is interested in the activities of someone called Vandrad Vort, who has just arrived in town with some men. She will be following him herself, but the Heroes are to visit the *Dancing Kyphus Inn*, where his men are staying. They should try to find out as much as they can about Vandrad Vort and whatever it is they are all doing here. She adds that they should



try not to kill anyone or attract attention: they need to gather intelligence, but without raising suspicion. She throws a bag of coins on the table and says there are two more of those if the information they bring to her is useful. The Heroes should meet her here again later that evening. Anyone studying "Fiandra" closely will note that she appears highly capable and seems genuine. She will not volunteer any information to the characters, other than the few listed below:

🐉 If asked why she is interested in Vort, she'll say that's her business and, if they aren't interested in easy money, she'll find someone who is.

🐉 If asked how many men Vort has at the *Dancing Kyphus*, she's not sure exactly, but she says "no more than half a dozen". She knows their leader is called **Strom** and that there is a woman amongst them.

🐉 If asked whether they are likely to cause trouble, she'll laugh and say "not if you do it right".

## The Dancing Kyphus

The *Dancing Kyphus* is a popular establishment in the heart of the city, run by a big Blue Giant innkeeper named Jouka. It is a large building on three floors; the upper floors being made up of guest rooms. The ground floor is a large open area with several long wooden tables in the middle and a few smaller tables around the walls. There are several servers going around the tables with trays of drinks and food and the place is noisy with chatter, laughter and some raised voices; all perfectly normal for a full tavern. Some patrons have clearly been here a while. The Heroes will probably have to ask around to discover where Strom and his companions are.





☞ The sinister mercenaries are keeping themselves to themselves. Only Jouka the innkeeper knows their names; if he's asked, he'll point to three men (Strom, Gurk and Nokor) and a woman (Vellis) sitting in a corner, quietly whispering amongst themselves.

☞ Gondo, the fifth member of the group, is feeling unwell and is asleep in his room.

☞ If the characters ask any of the patrons, most will ignore the PCs, shake their heads, or otherwise indicate a lack of interest.

☞ It's possible that one shady individual will ask what it is worth and, once he has been given any money, and has directed the characters to any random patron in the room, will try to slip out of the inn.

## Options

Once Strom and his cronies have been identified, the PCs could simply go over to them and ask questions. This approach could work, if done in a natural "chatty" type way (with appropriate *appeal* + *career* [*mercenary*] rolls). However, if at any time Strom and his friends feel they are being "interrogated" they will clam up and become more belligerent – possibly even threatening. This could potentially lead to a classic bar-room brawl – and would be one way to get answers! If it does end up in a fight, make it clear that Strom and his group are not reaching for their weapons (i.e., this isn't a situation that should lead to bloodshed or killing).

The Heroes could watch the mercenaries for a while. If they do that, they'll notice that when food is delivered to their table, there are five platters. Vellis will take one of the platters

upstairs to Gondo's room, if anyone follows her (with an *agility* + *career* [*thief* or similar] roll to avoid being noticed). The Heroes could then opt to question Gondo alone.

## Information

The PCs will likely obtain all, or part, of the following information, depending on the circumstances and questions asked:

☞ They were hired by Vandrad Vort (a "priest") in the small trading town of Fygis on the edge of Festrel Swamp.

☞ They were to protect him on the way to, from and in, Oomis; although at various times he would be away from them with business at the king's palace.

☞ They were expecting to be in Oomis for no more than a few days and are being paid handsomely.

☞ If Strom, Vellis, Gurk and Nokor are cleverly questioned, they could reveal that they are to help Vort abscond with some girl named Nitina, living at the royal palace (they truly seem "country bumpkin" enough not to know this is the princess's name).

☞ Their friend Gondo is ill, struck by an outbreak of swamp fever. They gave him a remedy, hoping that he'll recover soon. (They may accept help offered by someone with medical skills).

☞ If the characters manage to get Gondo to talk, he is somewhat delirious and is likely to tell them everything, whichever approach is taken – threats, bribes, fellowship or seduction (no roll necessary). And Gondo knows a lot more than his friends.



## What Gondo knows and the Others Don't

Earlier that day, Strom sent Gondo to see Vort to retrieve palace guard uniforms and an “instant sleep” potion (uncommon alchemist potion; see page 145) for the kidnapping that night. Meanwhile, Strom and the others went to the palace to look over the surroundings. Gondo came back to the inn first, but was struck by a severe bout of swamp fever. Seriously ill, he has been unable – for now – to give Strom Vort’s new orders: they are to kidnap prince Kelderick instead of Nitina – a visiting cousin is to sleep with the princess in her bedroom, complicating the mission. The king’s son will serve Madrigor’s purpose just as well as his daughter.

**Note to GM:** The king has a third child. Prince Keldon, the eldest son of the king and almost an adult, is not present at the castle at this time.

## The Plot Thickens and the Chase is On

On returning to *The Open Purse*, the PCs find Fiandra already waiting for them. Once she’s learned the information they have for her, she’ll say that she did not discover much by following Vort, except that she saw him heading to the outskirts of the castle, but lost him later in the streets of Oomis. Fiandra didn’t know there was to be a kidnapping, so that snippet is very useful. She asks the Heroes to accompany her to meet her employer, as he will likely have a further use for them.

Fiandra takes the PCs to what appears to be a derelict house at the end of Sludge Alley, a few streets down from the Inn and then leaves. Inside is rather better appointed than it would appear from outside. There is a big bald man dressed in ostentatious priestly attire sitting in an armchair. He introduces himself as Ilkthar and once he has heard what the characters know, he will explain that:

🦋 His name is Ilkthar, and he’s been the king’s adviser for ten years. He is a former comrade-in-arms of the monarch. For three years he has also been the royal treasurer. Ondria is his agent.

## What If...

If the Heroes are unlucky (or too clumsy...), things could go wrong with Strom and his gang, whether a fight breaks out with the mercenaries or if they understand that the PCs are here to investigate them. In such a case, you can simply presume that Vort has other mercenaries on hand, waiting in the shadows, ready to replace Strom’s men (use the same character’s profiles). In any event, a failure of the players in the *Dancing Kyphus Inn* should not mean the end of the adventure. And if the Heroes only obtain limited information from the mercenaries, have Ilkthar and Ondria “fill in the blanks” to allow the adventure to continue.

🦋 Ilkthar is well informed and has heard of the Heroes mighty deeds. This plot by Vort must be stopped. He’s asking for their help with this as he will be busy dealing with other matters.

🦋 There are very good reasons that the king and his personal guard cannot be told about this plot, but it’s complicated and there isn’t time to go into it right now.

🦋 Ilkthar says he can obtain guard uniforms or servant’s attires and that he should be able to get them into the palace up to the princes’ quarters through the kitchens.

🦋 They’ll need to act quickly, because the attempt is probably under way already.

## Inside the Castle Walls

**Castel-Banth**, nestled at the top of a cyclopean citadel, is the oldest castle in Lemuria. It is said to have been built with the help of the Blue Giants, shortly after the end of the war against the Sorcerer-Kings. The imposing and austere building is made of dark stone blocks. But the interior is richly decorated, with crafts from Oomis, Lysor, and Satarla, and even from the Blue Giants of the plains of Klaar. The castle guard is made up of several dozen soldiers, including a unit of Blue Giant mercenaries, who are formidable archers.





The characters are smuggled safely into the palace and taken up several flights of stairs to the princes' quarters, which have two main corridors: the right one leads to Prince Keldon and Prince Kelderick's apartments, and the left one to the princess's. The Heroes have been told that each bedroom has a window overlooking the courtyard, and a door leading to a bath chamber. The courtyard walls have plenty of handholds and would be easily climbed, yet it is more likely that the abductors will slip in through the castle's dimly lit corridors. If the Heroes have talked with Gondo, they may know that the mercenaries plan to disguise themselves as guards to commit their crime.

Allow the players to discuss the danger points, where they will post their characters to keep watch, etc. Remind them that they are not supposed to be seen by anyone. They are forbidden to peek, let alone enter, into the bedrooms where the royal children sleep, except in case of imminent danger. Once they're settled, Ilkthar will leave, as he has other duties.

## The Kidnapping

**Note to GM:** for this part, you will need to use a bit of improvisation, as the scene will depend on the information the players have, and on the decisions they make once they are inside the castle.

In the middle of the night the thugs, dressed as guards and carrying a wicker trunk, come up the stairs leading to the royal children's wing. If the Heroes got the right information from Gondo and have been standing guard outside Kelderick's door, they come face to face with the kidnapers, and can act right away.

If the only information they have obtained is from Strom and his chums in the tavern, and they have been keeping watch over Princess Nitina's bedroom, they have to pass a mind test to be able to hear the prince's muffled cry or to spot the intruders. If they do hear it, ask the players for an *agility* roll in order to reach the bedroom swiftly enough to prevent the kidnapping. Depending on



the results of the rolls, you can either decide that the Heroes manage to engage in combat with the mercenaries, that they have to chase them through the corridors, or that they simply failed to prevent the abduction.

Once the kidnapping attempt was foiled or has succeeded, the Heroes need to leave the castle quickly and stealthily in order to remain unseen by the guards or servants (which could lead to a “social” scene, where the Heroes have to lie to avoid revealing their true identities, or even to another chase, this time the Heroes being the ones who are pursued!).

## Ilkthar’s Fears

Early the next morning, Ondria comes to the Heroes and tells them that Ilkthar is impatient to meet with them again, same place as yesterday evening. Once they reach the derelict house at the end of Sludge Alley, the Heroes find Ilkthar anxiously pacing back and forth on the cracked tile floor. A young man is standing next to him.

🐞 If the Heroes did not manage to prevent the kidnapping, Ilkthar tells them that Vandrad Vort is a Yellow Druid, and he’s likely to head with the kidnapped prince to his dark temple in Festrel Swamp. It’s imperative that the PCs give chase immediately! He introduces **Pelec** (the man by his side) as a trusted acolyte who knows the exact location of the temple and will guide them there.

🐞 If the Heroes did manage to prevent the kidnapping, Ilkthar tells them that he suspects Madrigor of wanting royal blood for some dark ritual. And he knows that there is a bastard son of the king amongst the Yellow Druids of Festrel! With the failed kidnapping, this lad’s life is maybe in jeopardy now. The Heroes must intervene and save the bastard son, a young man named **Quent**, in order to stop this ritual before it’s too late. Then again, the adviser introduces **Pelec** and asks the heroes to make haste.

If the Heroes ask Ilkthar how on earth he knows that the king’s bastard is currently an adept of the Yellow Druids, he simply shrugs. It is his duty to know everything that concerns the king.

**Note to GM:** The truth is – but Ilkthar will never reveal it – that he has himself made Quent join the Yellow Druid cult two years ago. He had of course informed Madrigor of the true identity of Quent at that time, and now fears that an untimely sacrifice of the boy would thwart his own plans for the king’s illegitimate offspring.

## Menace in the Mire

After a couple of days of swift travel, the PCs reach the trading town of Fygis on the edge of the Festrel Swamp. Even here, the stench from the swamp is considerable. If the town is a grim place, its inhabitants are even grimmer. They are close-lipped and wary of outsiders. Only a PC who can speak Festrelish will be able to get any sense out of anyone. There are a couple of inns, so at least the PCs won’t have to sleep outdoors, but the stay isn’t a pleasant one. A few strangers, merchants and adventurers may be encountered there. The PCs will learn that Vort and his followers came through Fygis recently, with a boy in tow if the abduction succeeded.

There’s little reason to stay in town so the chase will presumably resume early on the following morning. Pelec leads the PCs out of the town along a little-used trail into the swamplands. A low mist hangs over everything, deadening sounds and reducing visibility considerably. The stink hangs in the stagnant air and seems to sink into hair, clothing and even into the skin.

**Note to GM:** At this point, you could introduce an attack by a swamp dweller: a swampus, xolag, zathog or crocator are all good options.

When the Heroes approach the Temple, their guide tells them that the Temple is an underground complex dug into the depths of a small island. The island itself rises out of a small lake in the heart of the marshes, and can be reached by boat only. They will have to build a raft in order to cross the lake (or, why not, to find a small boat hidden by the druids, if the PCs have the idea to search the shore of the lake).



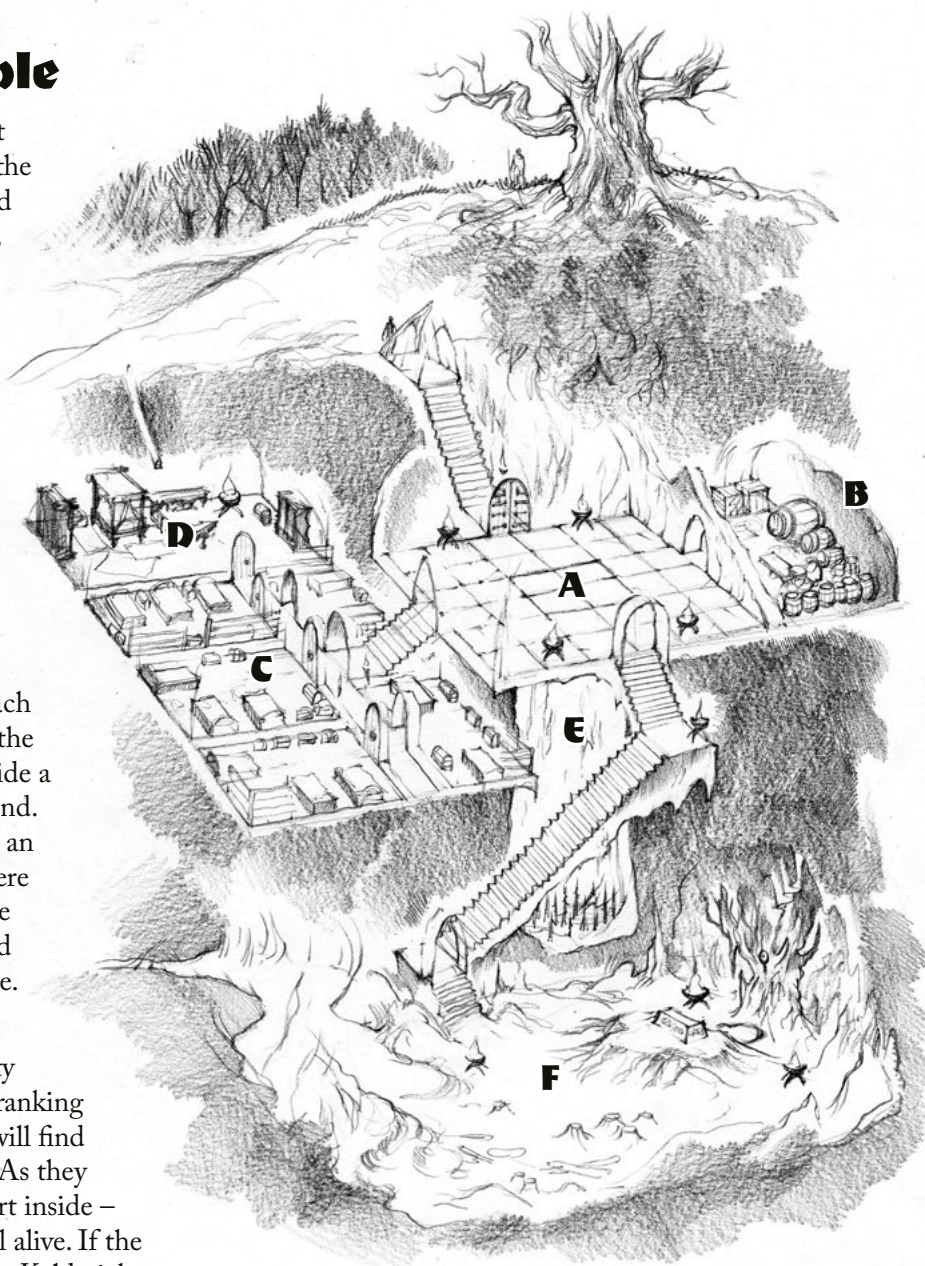
## The Dark Temple

There is an extremely important detail that Pelec is unaware of: the Yellow Druids recently managed to lure and trap a juvenile poad, which is now growing in the small lake and acting as a guard for their lair. The poad is very aggressive and can only be kept at bay by blowing into a special brass whistle that only Vandrads Vort and Madrigror Morn possess. Without it, crossing the lake is a deadly endeavour, and the Heroes will be attacked by the terrifying monster.

Once the Heroes manage to reach the firm ground, they find that the crowns of black, twisted trees hide a clearing in the centre of the island. A mound rises there, topped by an enormous half-dead willow where human remains hang. Under the willow, the mound is hollow and converted into an unholy temple.

Normally, at any given time, the temple is home to around twenty cultists (*rabble*) and a few high-ranking druids (*tough*). But the Heroes will find that it presently looks deserted. As they enter however, they will find Vort inside – and his henchmen if any are still alive. If the Heroes did not manage to rescue Kelderick before, one of the mercenaries is holding onto the young prince. Vort is clutching some parchments to his chest and has a deranged look in his eyes; he tells the PCs they're too late, the ritual is going ahead at Ur-Yaggazzor and there is nothing they can do to stop it.

🐉 Madrigror Morn is already gone and will sacrifice someone else instead of the prince! Considering that benefiting from the perfect alignment of the stars was the top priority for the ritual, he decided to set off for Ur-Yaggazzor the day before with all the acolytes.



### Temple of the Yellow Druids

- A.** Entrance (*Hidden Trap leads to E*)
- B.** Cellar
- C.** Acolytes and Druids Rooms
- D.** Archdruid's Room
- E.** Pit with Spikes (*Trap from A*)
- F.** Underground Temple of Morgazzon





🦋 Vort is somewhat hurt that his Archdruid has gone without him and this will affect his reactions to the PCs.

🦋 A fight is likely to ensue if the PCs demand that Kelderick is freed or if they try to have Vandrad Vort reveal the place where Ur-Yaggazzor is hidden.

🦋 If Vort is killed, any remaining mercenaries will surrender or run off into the swamp.

Once the PCs have rescued Kelderick or ended the fight, they have a chance to question any captives. Vandrad Vort's henchmen (Strom's team if they have not been stopped before) have no idea where the Yellow Druids are. Vort will say nothing if captured (unlikely, as he'd rather fight to the death).

However, the Heroes will find the papers Vort was holding onto. They are his maps and notes, together with those of Madrigor Morn, describing Ur-Yaggazzor and the ritual for summoning Morgazzon. Any *scribe*, *priest* or *magician* character can quickly work out what Morn's plan is. They will also realise they need to act fast!

## The Timely Sky-Boat

Anyone left outside at this point will notice something overhead cutting through the mist. It's a sky-boat! (See page 81) The PCs will also recognise Ondria peering over the side. Once she's clambered down the rope ladder, she quickly explains that she "borrowed" the sky-boat from a Satarlan diplomat who arrived at the palace a day or so after the abduction of the prince. She hurried here with twelve Oomis soldiers to help; only she can see that the PCs didn't need any.

Once the Heroes explain what they found in the temple, Ondria will suggest (if they don't suggest it first), that they head to Ur-Yaggazzor with the sky-boat. If necessary, she will say that Ilkthar has agreed to pay them handsomely for their service if they agree (the Heroes may need further motivation to go face the Yellow Druids). If the prince is here, Ondria will stay with the soldiers to escort him back to Oomis. If none of the heroes have any rank in the *sky-pilot* career, they'll need to "persuade" the one flying the sky-boat.

## The Tentacled Terror in the Ruins

Ur-Yaggazzor is only a matter of hours away by sky-boat. The characters will be first drawn to low murmuring sounds coming from the direction of the cyclopean stone walls rearing out from the mists. As they get nearer, the murmuring becomes a weird chant and the dark walls resolve themselves into the ruins of Ur-Yaggazzor. The Heroes can then see the diabolical scene below them.

Madrigor Morn is standing before an altar, upon which there is a sacrificed acolyte. Quent's heart has been torn out of his chest and placed dripping with blood on top of a monstrous zathog skull. The Yellow Druids are chanting and swaying before it and the acolytes are writhing and moaning in ecstasy or lunacy on the floor in a semicircle behind them.

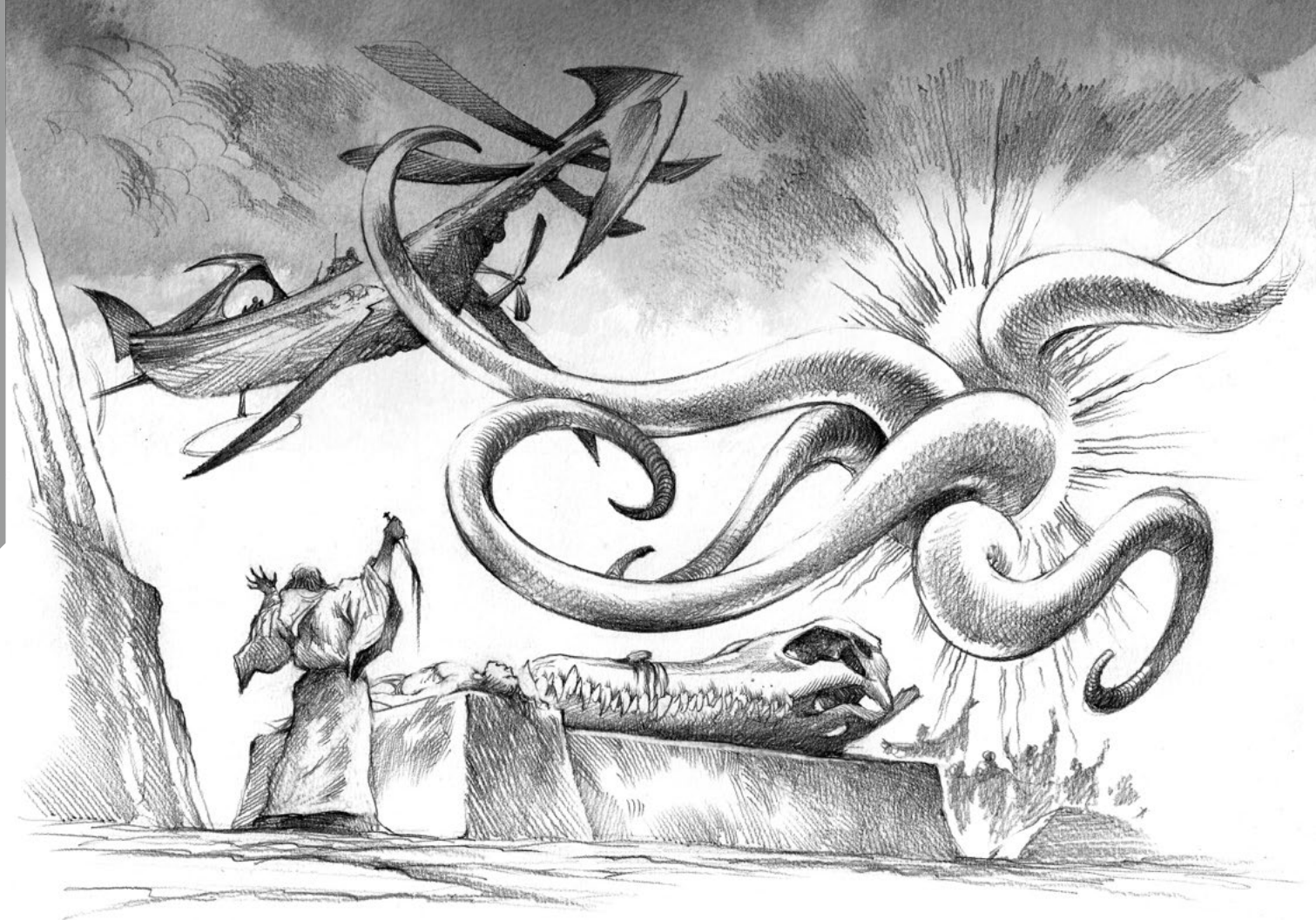
There is a strange shimmering in the air over the altar; the gate to Morgazzon's home in Mezzechesh is beginning to open! There are hideous tentacles writhing through the opening attempting to haul the rest of an insane, loathsome body into the earthly realm. The Heroes will need to act speedily and decisively!

Unfortunately for Madrigor Morn, in his haste and insanity, he didn't realise that sacrificing the bastard son of a mad king rather than a true prince would alter and weaken the ritual. The creature attempting to cross the portal into Lemuria is not the true God of Madness, but rather one of his dark offspring. But the archdruid still thinks that Morgazzon himself is appearing, and he is chanting louder than ever!

Before the Heroes have time to react, one of the gigantic creature's tentacles reach up and wrap itself around the sky-boat, dragging it crashing down. If the sky-pilot fails a Moderate (+0) *agility* + *sky-pilot* roll, the Heroes (and everyone else on board) will need to make an Easy (+1) *agility* + *career* rolls to avoid taking d3 damage (ignoring armour) from the crash.

Once the sky-boat is down, the acolytes will rush to engage the Heroes (plus the soldiers and Ondria if they accompanied them, but don't





forget: a sky-boat can only embark 16 persons, including the 3 crewmen). The acolytes will be playing for time; in three rounds, the offspring of Morgazzon will have come through the gate and the Heroes will need to confront this insane and colossal creature, with very little chance of surviving the encounter, or remaining sane (unless they still have a truckload of Hero Points!). The PCs need somehow to disrupt the ritual in that short time.

Engaging or distracting the Yellow Druids or Madrigor Morn will slow the summoning by maybe a round or two. But to end it completely, they need to stop all of the cultists and/or to crush the skull of the Zathog (depending on how much you want to hinder or help the Heroes). This will send Morgazzon's avatar writhing and wailing back from whence it came.

If they don't manage to stop the ritual, Morgazzon's offspring will enter the realm and, if the Heroes do not manage to slay it, it will wander away from Ur-Yaggazzor to wreak havoc

on the surrounding lands. Soon everyone within the Festrel Swamps will be driven insane and become one of its followers. In the days to come, the creature will set the country ablaze and reach Oomis. Will the surviving heroes be able to come back and stop it?

## Epilogue

If the PCs win through, you have many options. They could return to Oomis where mad King Keldon III may treat them as heroes and shower them with gold, or ask for their heads instead. Ilkthar and Ondria might also have further use for them... if they decide to let them live in spite of the fact that they know too much (in particular the location of the secret temple of the Yellow Druids where many treasures lie hidden in the vaults). They could search the Ur-Yaggazzor ruins; who knows what secrets it holds? They could also steal the sky-boat and head off into the unknown and further aerial adventures; the whole of Lemuria is theirs for the taking!



# CAST OF CHARACTERS

## Ondria/Fiandra (villain)

Ondria is a highly competent agent of Ilkthar. She does not suffer fools and doesn't like being questioned.

Attributes		Combat Abilities	
Strength	0	Initiative	2
Agility	3	Melee	0
Mind	1	Ranged	1
Appeal	1	Defence	2

**Careers:** *Assassin 3, Thief 2, Dancer 1, Beggar 0*  
**Protection:** Light leather d6-3 (1)  
**Weapons:** Daggers D6L (one is in her belt, two are concealed)  
**Lifeblood:** 10

### Boons

*Alert, Detect Deception, Master of Disguise*

### Flaws

*City Dweller, Hunted* (in Satarla)

## Strom (tough)

Strom served in the Oomis guard for a while, so he knows the city a little. He didn't enjoy his time there though and will be glad to get back – as will the others in his group.

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	1 (0)	Melee	1
Mind	1	Ranged	0
Appeal	0	Defence	1

**Careers:** *Soldier 0, Mercenary 1, Thief 1*  
**Protection:** Medium armour d6-2 (2), small shield  
**Weapons:** Sword d6+1, crossbow d6, Dagger d6L+1  
**Lifeblood:** 6

## Gondo, Gurk, Nokor and Vellis

These are Strom's thugs.

They are all **Tough Thugs** as per page 137 and are armed with swords and daggers.



## Vandrad Vorf (villain)

An ambitious Yellow Druid of the Temple of Yellow Druids in Festrel Swamp. He needs help from Ilkthar to gain access to the Palace, but doesn't see the need to include him in his plans.

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

**Careers:** *Druid 1, Hunter 1, Magician 1, Scribe 1*  
**Protection:** Light armour d6-3 (1)  
**Weapons:** Bow d6, dagger d6L  
**Arcane Power:** 11  
**Fate Points:** 1  
**Villain Points:** 5  
**Lifeblood:** 10

### Boons

*Sneaky, Swamp-Born*

### Flaws

*Feels the Heat*

## Pelec

A young Yellow Druid, trusted by Ilkthar. He's a quiet fellow and has learned to speak only when spoken to.

(Use **Yellow Druid** stats per page 137.)





### Madrigor Morn (villain)

The Yellow Archdruid of the Festrel Temple, and would-be summoner of Morgazzon.

Attributes		Combat Abilities	
Strength	2	Initiative	1
Agility	0	Melee	1
Mind	3	Ranged	0
Appeal	1	Defence	2

**Careers:** *Alchemist 2, Druid 4, Magician 2, Scribe 2*

**Protection:** Light armour d6-3 (1)

**Weapon:** Dagger d6L+2

**Arcane Power:** 14

**Craft Points:** 2

**Fate Points:** 4

**Villain Points:** 5

**Lifblood:** 12

**Boons**

*Poison Resistance, Power of the Void*

**Flaws**

*Morgazzon's Curse, Obsession, Zealot*

### Yellow Druids

There are seven Yellow Druids taking part in the ritual. They are all per the rulebook page 137.

### Acolytes (rabble)

There are as many acolytes as the GM feels are enough to really challenge the Heroes. They are unarmoured and use daggers.

**Career:** *Druid 1*

**Lifblood:** 2

**Weapons:** Dagger (d3)

**Fate points:** 1 (for one in every six acolytes)

**Horde rules** (see page 134)

### Soldiers from Oomis (rabble x 12)

The soldiers who come with Ondria on the sky-boat are wearing light armour and armed with bows, spears and swords.

**Career:** *Soldier 1*

**Lifblood:** 3

**Weapons:** various weapons (d3)

**Horde rules** (see page 134)

### The Juvenile Poad

A river dwelling serpent-dragon, still young, but already huge and very aggressive.

**Creature Size:** Huge

Attributes	Combat Abilities
Strength 8	Attack +2 melee
Agility 0	Damage d6x2
Mind -1	Defence 0
Lifblood 40	Protection d6-1(1)

### The Dark Offspring of Morgazzon

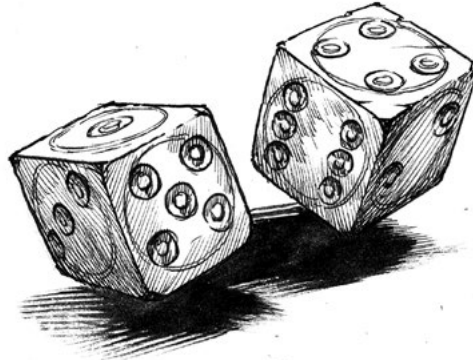
Use the characteristics of a behemathon (page 111) for this flying abomination. Heroes and Villains are immune to its maddening effect, but every other being beholding this creature will instantly go mad.





**Create your own Adventure**

# KRONGAR AND THE SAGA GENERATOR



Sometimes you have no inspiration to create a Saga, or you need an adventure at a moment's notice. The tables provided over the following pages will help you generate adventures or even a whole Saga.

Just roll a die (d6) where indicated once across the top to see which column you roll on, and then roll again as indicated. You can go all the way through

to the end or you can stop when an adventure suggests itself (even just generating the title of the Saga may well be sufficient to get some ideas mulling around in your mind).

Sometimes the result of a roll won't make sense or just doesn't really work – if this happens, just roll again (or make something up if an idea strikes you) until it does.

## Example of a Created Saga

### **Pellem Pharn and the Swamp of the Forlorn King**

**Steps 1 and 2:** Rolls are 3,4 & 2,1. Pellem Pharn (the name of the Hero in question) and the Swamp of the Forlorn King.

**Steps 3 and 4:** Rolls are 2,2 & 5,1. The task is it to destroy an object belonging to a magician.

**Steps 5 and 6:** No location is rolled as the Saga title suggests a location (a swamp).

**Steps 7 and 8:** Rolls are 4,3 & 3,4. The object is... The Scroll of Hideous Death.

**Step 9:** Rolls are 3,5. Pellem gets the task, because he has been bewitched.

**Step 10:** Rolls are 2,4. The villain is a fanatical cultist.

**Step 11:** Rolls are 6,1, and 3. The god Morgazzon interferes with this Saga.

**Step 12:** The roll is a 3 ... but it doesn't get more complicated.

**Step 13:** Rolls are 5,6, and 1. There is still one obstacle to overcome in form of a whole horde of monsters.

**Step 14:** Rolling a 5 ... there is no unexpected twist.

**Step 15:** Rolls are 4,4. Pellem receives, as a reward for all his troubles, more than expected and is *Marked by the Gods*.



**Step 1. “Krongar and the...”**

	1	2	3	4	5	6
1	Prophecy...	Caverns...	Hills...	Thieves...	Wizard(s)...	Battle...
2	Legend...	Tower...	Island...	Pirates...	Druid(s)...	Ship...
3	Crown...	City...	Desert...	Beast(s)...	Demon(s)...	Treasure...
4	Blade...	Arena...	Swamp...	Lord(s)...	Assassin(s)...	Cult...
5	Secret...	Palace...	Sea...	Barbarians...	Tome...	Plains...
6	Blood...	Tomb...	Forest...	Slaves...	Beggars(s)...	Mountains...

**Step 2. “Of...”**

	1	2	3	4	5	6
1	... Evil.	... The Forlorn King.	... Pestilence.	... Malakut.	... Halakh.	... Hydral.
2	... Chaos.	... Forsaken Spirits.	... Madness.	... Satarla.	... Urceb.	... The Empty Lands.
3	... Death.	... Blasphemous Idols.	... Darkness.	... Parsool.	... Qiddesh.	... Kasht.
4	... Doom.	... The Necromancer.	... The Void.	... Lysor.	... Oosal.	... Thule.
5	... Despair.	... The Bloated God.	... Desolate Silence.	... Tyrus.	... Ygddar.	... The Fire Coast.
6	... Fate.	... Cruel Shadows.	... Scarlet Dust.	... Valgard.	... Qeb.	... The Unknown Sea.

**Step 3. Krongar’s task is...**

	1-3	4-6
1	... to attack a certain location.	... to escape from someone (1-3) or from a location (4-6).
2	... to destroy an object.	... to find someone (1-2), a location (3-4) or a thing (5-6).
3	... to abduct someone.	... to protect someone (1-2), a location (3-4) or a thing (5-6).
4	... to obtain a certain thing.	... to steal a certain thing.
5	... to rescue someone.	... to kill someone (1-3) or something (4-6).
6	... to rescue someone.	... to transport someone (1-3) or something (4-6).



**Step 4.** If the title of the Saga doesn't suggest a career for the person who is the object of the saga, they are a...

	1-2	3-4	5-6
1	Noble	Tumbler	Magician
2	Alchemist	Slave	Temptriss
3	Physician	Mariner	Scholar
4	Beggar	Scribe	Poet
5	Blacksmith	Priest	Dancer
6	Merchant	Sky-Pilot	Farmer

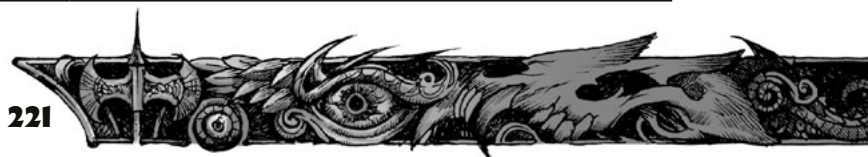


**Step 5.** If the title of the Saga doesn't suggest a location, then it is "The..."

	1-3	4-6
1	Palace...	Tomb...
2	Dungeon...	Caverns...
3	Ruins...	Tower
4	Shrine...	Lair...
5	Crypt...	Island...
6	Fortress...	Mountain...

**Step 6.** "of..."

	1-3	4-6
1	... Death.	... The Tempest.
2	... Destruction.	... Terror.
3	... Despair.	... Cannibals.
4	... The Bloodless.	... Hopelessness.
5	... The Wise.	... The Sorcerer-Kings.
6	... Gold.	... Lost Souls.

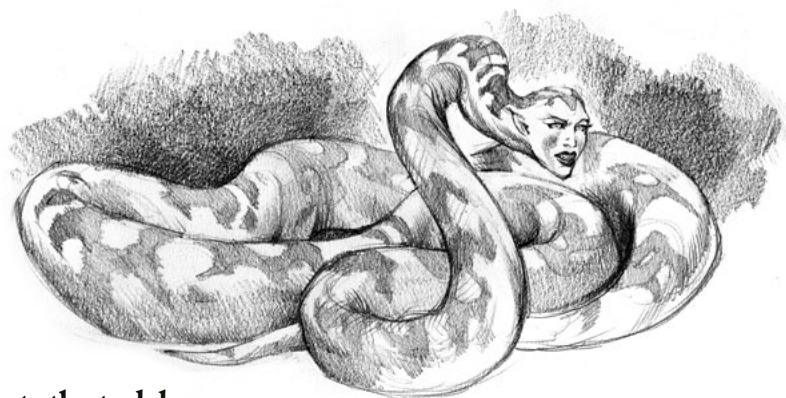


**Step 7.** If the title of the Saga doesn't suggest an object, then it is "The..."

	1-3	4-6
1	Book...	Ring...
2	Goblet...	Jewel...
3	Helm...	Scroll...
4	Crown...	Seal...
5	Crystal...	Skull...
6	Sword...	Staff...

**Step 8.** "of..."

	1-3	4-6
1	... The Seven Seals.	... Endless Pleasure.
2	... Ceaseless Pain.	... False Wealth.
3	... Boiling Blood.	... Cruel Betrayal.
4	... Hideous Death.	... Freezing Doom.
5	... Absolute Power.	... Restless Ghosts.
6	... The Deceitful Snake.	... Mystery.



**Step 9.** *Krongar* gets the task because...

	1-3	4-6
1	... <i>Krongar</i> simply is <i>Krongar</i> .	... he was hired to do it.
2	... otherwise he'd be thrown in prison.	... he overheard a conversation.
3	... he is blackmailed to do it.	... he read about it in an ancient book.
4	... he found a map.	... he accidentally has been drawn to it.
5	... he has been bewitched.	... he is on a search for revenge.
6	... he has a vision (possibly while drunk).	... he was tricked.



**Step 10.** If the title of the Saga doesn't suggest an enemy, the villain is...

	1-3	4-6
1	... an obsessed poet.	... an evil sorcerer.
2	... a brutal warrior prince(ss).	... a cruel druid.
3	... a corrupt official.	... a greedy merchant.
4	... a fanatical cultist.	... a treacherous bandit chief.
5	... an arrogant noble.	... a bloodthirsty demon.
6	... a strange alchemist.	... a minor (lost) ghost.



**Step 11.** On a 6, a god interferes with the Saga, and it is:

	1-2	3-4	5	6
1	Tharungozoth	Yrzlak	Dyr	Knothakon
2	Hadron	Shazzadion	Chiomalla	Sa'Tel
3	Morgazzon	Hurm	Afyra	Grondil
4	Zaggath	Zalkyr	Fillana	Lilandra
5	Zylidith	Quathoomar	Iondal	Piandra
6	Nemmereth	Charkond	Karyzon	Zarymphyxos (1-3) or Kryphondus (4-6)

**Step 12.** On a 5-6, the Saga gets more complicated because...

	1-3	4-6
1	... <i>Krongar</i> is simply <i>Krongar</i> !	... it stirs up <i>Krongar</i> 's primaeval fears.
2	... a moneylender and his enforcers want their money back.	... a severe epidemic plagues the area.
3	... hunted down because of an old crime.	... rebels are making the area unsafe at that time.
4	... warrior hordes are invading the area to conquer everything.	... an old admirer is out for revenge.
5	... the local law is very strict and forbids what is necessary to successfully fulfil the task.	... an unexpected admirer admits their love.
6	... a once-defeated villain interferes.	... <i>Morgazzon</i> 's madness sweeps the area.



**Step 13.** On a 5-6, there's still one obstacle to overcome in the form of...

	1-3	4-6
1	... an ancient secret.	... a whole horde of monsters.
2	... a really great distance.	... too little time.
3	... an evil curse.	... magical guards and traps.
4	... a sneaky thief.	... a natural disaster that is looming.
5	... a large number of armed soldiers.	... a riddle that must be solved.
6	... an enormous monster.	... a battle to be won.

**Step 14.** On a 6, there is an unexpected twist:

	1-3	4-6
1	The villain is actually <i>Krongar</i> from another timeline or reality!	It was an elaborate trap!
2	The villain is actually a helpful old friend or ally that works out of the shadows!	Krongar has to team up with a villain or rival to fulfil the task!
3	Everything that appeared to be worldly was actually supernatural!	It turns out that the villain is actually Krongar's sibling/father/mother!
4	It turns out to be a whole new task!	Sometimes there is no unexpected twist!
5	To fulfil this task will bring terrible consequences with it!	Destiny gives Krongar the chance to change everything for the better, and he will be sent back in time to the beginning. The Saga starts again but this time with no unexpected twist!
6	A friend or ally has betrayed Krongar!	The gods are enraged and set d3 further tasks.

**Step 15.** *Krongar* receives, as a reward for all his troubles...

	1-3	4-6
1	... absolutely nothing! He was tricked!	... the expected reward and a favour from a person of influence.
2	... much less than expected.	... more than expected.
3	... much less than expected, but at least a favour from a person of influence.	... more than expected and a favour from a person of influence.
4	... much less than expected, but is <i>Marked by the Gods (Boon)</i> .	... more than expected and is <i>Marked by the Gods (Boon)</i> .
5	... the expected reward.	... even more than expected, a favour from a person of influence, and is <i>Marked by the Gods (Boon)</i> .
6	... exactly what was expected and is <i>Marked by the Gods (Boon)</i> .	... promotion... Long live King <i>Krongar</i> !



# TABLES



## The Task Roll

To determine if a character succeeds at a task:

- 🐜 Roll 2d6 to get a number from 2-12
- 🐜 Add an appropriate attribute
- 🐜 If fighting, add an appropriate combat ability
- 🐜 If not fighting, add the rank of an apt career
- 🐜 Add any other situational modifiers

- 🐜 If the result is **9 or more**: the character **succeeds**
- 🐜 If the result is **8 or less**: the character **fails**
- 🐜 **A natural 12 is always a success**  
(that is, rolling two sixes on the dice)
- 🐜 **A natural 2 is always a failure**  
(that is, rolling two ones on the dice)

Value	Meaning
-1	<b>Feeble</b> – old, sickly.
0	<b>Average</b> – normal person.
1	<b>Superior</b> – fit, able person.
2	<b>Great</b> – athletic person.
3	<b>Spectacular</b> – best in the region.
4	<b>Heroic</b> – one of the best in Lemuria.
5	<b>Mythic</b> – one of the all-time best.

Priority	Character
1	Heroes with a <i>Legendary Success</i>
2	Heroes with a <i>Mighty Success</i>
3	Heroes with a <i>Success</i>
4	<i>Villains</i>
5	<i>Toughs</i> (no 1 <sup>st</sup> Combat Round vs <i>Legendary/Mighty Success</i> )
6	Heroes with a <i>Failure</i> result
7	<i>Rabble</i> (no 1 <sup>st</sup> Combat Round vs <i>Legendary/Mighty Success</i> )
8	Heroes with a <i>Calamitous Failure</i> result

Difficulty	Modifier to task roll	Missile fire range
Very Easy	+2	-
Easy	+1	Point-Blank
Moderate	0	Close
Hard	-1	Medium
Tough	-2	Long
Demanding	-4	Distant
Formidable	-6	Extreme
Heroic	-8	Utmost



Weapon	Damage	Range increment	Notes
<i>Melee Weapons</i>			
Axe	d6	10'	<i>Can be thrown</i>
Club	d6	10'	<i>Can be thrown</i>
Cudgel	d6L		<i>Non-lethal option</i>
Dagger	d6L	10'	<i>Concealable, Can be thrown</i>
Flail	d6H		<i>Attack ignores shield</i>
Foil	d6L		<i>Fashionable</i>
Great Sword/Tulwar	d6H		<i>Two-handed</i>
Khastok*	d6H+1		<i>Two-handed</i>
Kir*	d6L+1		<i>Concealable</i>
Mace	d6	5'	<i>Can be thrown</i>
Morning Star	d6H		<i>Two-handed</i>
Parsool Sea Axe*	d6 or d6H		<i>One- or two-handed</i>
Polearm	d6H		<i>Two-handed</i>
Quarterstaff	d6		<i>Two-handed</i>
Spear	d6	20'	<i>Can be thrown</i>
Sword	d6		
Valgardian Blade*	d6 or d6H		<i>One- or two-handed</i>
<i>Missile Weapons</i>			
Arbalest	d6H	150'	<i>2 combat rounds to load</i>
Axish Sling*	d6L	40'	
Bow	d6	75'	<i>Two-handed</i>
Crossbow	d6	100'	<i>Two-handed</i>
Dart/Javelin	d6L	20'	<i>Thrown</i>
Sling/Staff-sling	d6L	30'/60'	<i>One-handed/Two-handed</i>
Tyrus Warbow*	d6H	125'	<i>Two-handed</i>

Weapon	Damage	Strength bonus
Brawling	d3	Add half <i>strength</i> (rounded down)
Improvised	d3	Add <i>strength</i> (melee) or half <i>strength</i> (ranged)
Light	d6L	
Medium	d6	
Large	d6H	

Range	Modifier to roll
Point-Blank	+1
Close	0
Medium	-1
Long	-2
Distant	-4
Extreme	-6
Utmost	-8



Armour	Protection	Penalties	Arcane Cost
No Armour	0	-	-
Light Armour	d6-3 (1) from damage taken	Social if not concealed	+1 AP
Medium Armour	d6-2 (2) from damage taken	Social/-1 <i>agility</i>	+2 AP
Heavy Armour	d6-1 (3) from damage taken	Social/-2 <i>agility</i>	+3 AP
Helmet	+1 to armour protection	Social/-1 <i>initiative</i>	-
Small Shield	+1 to <i>defence</i> vs. one attack/round	-	-
Large Shield	+1 to <i>defence</i> vs. all attacks/round	-1 <i>agility</i>	-

NPC Type	Attributes	Combat	Careers	Lifblood	Damage	Special rules
<i>Rabble</i>	0	0	0-1	1-3	1 or d3 (armed)	Horde
<i>Toughs</i>	0-2	0-2	2	5-8	by weapon	-
<i>Villains</i>	0-4	0-4	4+	10+	by weapon	Villain Points

Size	Priority	Damage	Lifblood	Strength	Move	Examples
Tiny	<i>Rabble</i>	1	1	-3	15'	<i>Ganuc, jit</i>
Very small	<i>Rabble</i>	d3	2	-2	20'	<i>Cathgan, kyphus</i>
Small	<i>Tough</i>	d6L	5	-1	25'	<i>Frossor, phong, purgat, uzeg</i>
Medium	<i>Tough</i>	d6	10	0	25'	<i>Sand runner, skorpider, snow worm, ursavus, venator, wolf, xolag</i>
Large	<i>Villain</i>	d6H	20	4	30'	<i>Andrak, bouphon, crocator, kroark, lurkfish, parvalus, snow ape, swampus, wolf-dire, yorth</i>
Very Large	<i>Villain</i>	d6H	30	6	30'	<i>Azhdarkho, bronyx, dracophon, jemadar, terror bird, triotaur</i>
Huge	<i>Villain</i>	d6x2	40	8	35'	<i>Banth, cave/snow bear, dinohyus, mythunga, zathog</i>
Massive	<i>Villain</i>	d6Hx2	50	10	35'	<i>Chark, deodarg, drakk, elasmotherium, eldaphon</i>
Enormous	<i>Villain</i>	d6Hx2	60	12	40'	<i>Poad, giant skorpider</i>
Gigantic	<i>Villain</i>	d6x3	70	14	40'	<i>Kalathorn, sarkolith</i>
Immense	<i>Villain</i>	d6Hx3	85	16	45'	<i>Xolth</i>
Colossal	<i>Villain</i>	d6x4	100	18	45'	<i>Behemathon</i>

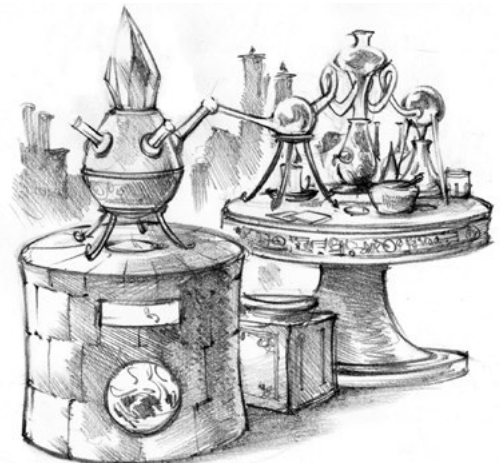


Naval range	Modifier to roll	Max. range for attack or manoeuvre
Out of sight	-	
Utmost	-8	
Extreme	-6	<i>Catapult</i>
Distant	-4	
Long	-2	<i>Fire machine, Missile (bows, slings, etc.)</i>
Medium	-1	<i>Ram</i>
Close	0	<i>Grapple, Oar Rake</i>
Point-Blank	+1	<i>Board, Break Free</i>

Demon type	Priority	Attributes	Combat Abilities	Powers	Lifeblood	Damage
Minor	<i>Rabble</i>	2 points	2 points	1	10	d6L
Lesser	<i>Tough</i>	6 pts (4 max in one)	6 pts (4 max in one)	2	20	d6
Greater	<i>Villain</i>	12 pts (6 max in one)	12 pts (6 max in one)	4	30	d6H

Spell Magnitude	Difficulty	Modifier	Arcane Cost	Min. Cost
Cantrip	Automatic	-	1 à 2	1
	Very Easy	+2		
	Easy	+1		
First Magnitude	Moderate	0	5	2
	Hard	-1		
Second Magnitude	Tough	-2	10	6
	Demanding	-4		
Third Magnitude	Formidable	-6	15	11
	Heroic	-8		

Preparation Level	Difficulty	Modifier to Task Roll
Common -	Easy	+1
Common	Moderate	0
Uncommon	Hard	-1
Legendary	Tough	-2
Mythic	Demanding	-4
Mythic +	Formidable	-6



# BARBARIANS OF LEMURIA



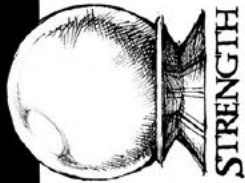
NAME \_\_\_\_\_

HERO ORIGIN \_\_\_\_\_

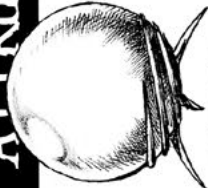
LANGUAGES \_\_\_\_\_

ADVANCE

## ATTRIBUTES



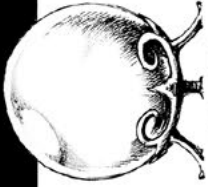
STRENGTH



AGILITY



MIND



APPEAL

## WEAPONS

DAMAGE

( )

( )

( )

( )

INITIATIVE  
(+MIND)

MELEE  
(+AGILITY)

RANGED  
(+AGILITY)

DEFENCE

## CARRIERS







## ARMOUR & EQUIPMENT

## BOONS

## FLAWS

COMBAT ABILITIES



## BACKGROUND & NOTES

### HERO POINTS *(cf.BoL p.58-59)*

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Kriakdøvern:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Striker:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

## RULES SUMMARY

### COMBAT *(cf.BoL p.64-65)*

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS *(cf.BoL p.168)*

**Improve Attributes:** Current value + new value (from -1 to 0; 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0; 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0; 1 AP).

**Buy boons and buy off *flaws*:** 2 AP.

**Gain Followers:** Ask the GM.





THE GLACIER SEA

THARUNGOZOTHYR

FROZEN PLAINS

GREAT

FOREST

GHOST WOOD

WHITE SERPENT RIVER

WITCH WAY RIVER

THE ROT KINGDOM

BEI WEI

LIU

VOLGAR

WITCH'S TEETH

KHANSAN CITY

TOR XIAN

VINTERGART

VALGARD

FROZEN TYR

LOW HILLS

WISE MAN'S WOOD

BOLKAN'S FARM

POOR HILLS

NELHEIM

KHANATE

MIDBURG

STALHEIM

AXOS MOUNTAINS

MOUNT KOLVIS

VHENDIS SEA

QIDDESH

TOWER OF JESHAREK

QAR

EMERALD CHASM

OOSAL

TYR

JUNGLES OF QUSH

PLAINS OF KLAAR

YGDGAR

QEB

SHAM

SHAMBALLAH

OOMIS

SWAMPS OF FESTREL

URCEB

THE EMPTY LANDS

TYRUS

SATARLA

GULF OF SATARLA

IYSOR

EASTERN OCEAN

JUNGLES OF QO

MLOR

THULE

MOUNTAINS OF BESHAROON

MALAKUT

PARSOOL

ZALUT



DESERTS OF BESHAAR

HALAKH

KASHT SWAMP

PORT OF THE SEA LORDS



FIRE COAST

THE PIRATE ISLES

THE UNKNOWN SEA

FORTRESS OF THE WITCH QUEEN

# MAP OF LEMURIA



Dépôt légal : octobre 2024  
ISBN 979-10-96814-05-3 (softcover)  
ISBN 979-10-96814-06-0 (pdf)

© 2024 Ludospherik Éditions. All right reserved.  
Any reproduction or unauthorized use of the  
material or artwork contained herein is prohibited  
without the express written permission of  
Ludospherik Éditions.

**Ludospherik Éditions**  
Chemin du Four  
Le Petit Nice, Bat A  
13100 Aix-en-Provence, France  
Contact : [contact@ludospherik-editions.com](mailto:contact@ludospherik-editions.com)  
[www.ludospherik-editions.com](http://www.ludospherik-editions.com)