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Barbarians of Lemuria
© Simon Washbourne
Mythic Edition version 2.6

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Purple Turalon*

Thanks to

- Amel Barrientos, Andrew "The Venomous Pao"
Trent, Billy Simson, Cameron Smith, Chris
Harper, Chris Rutkowsky, 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.
- *Battlefield Rounds* - These rules have been
adapted from those that originally appeared in
the *Honor + Intrigue* swashbuckling adaptation
of the BoL system, by Chris Rutkowsky.
- *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.
- Inspiration for the map and locations of the
lands to the north of Lemuria - Chris Haba.
- ...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



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CHAPTER 1

INTRODUCING LEMURIA

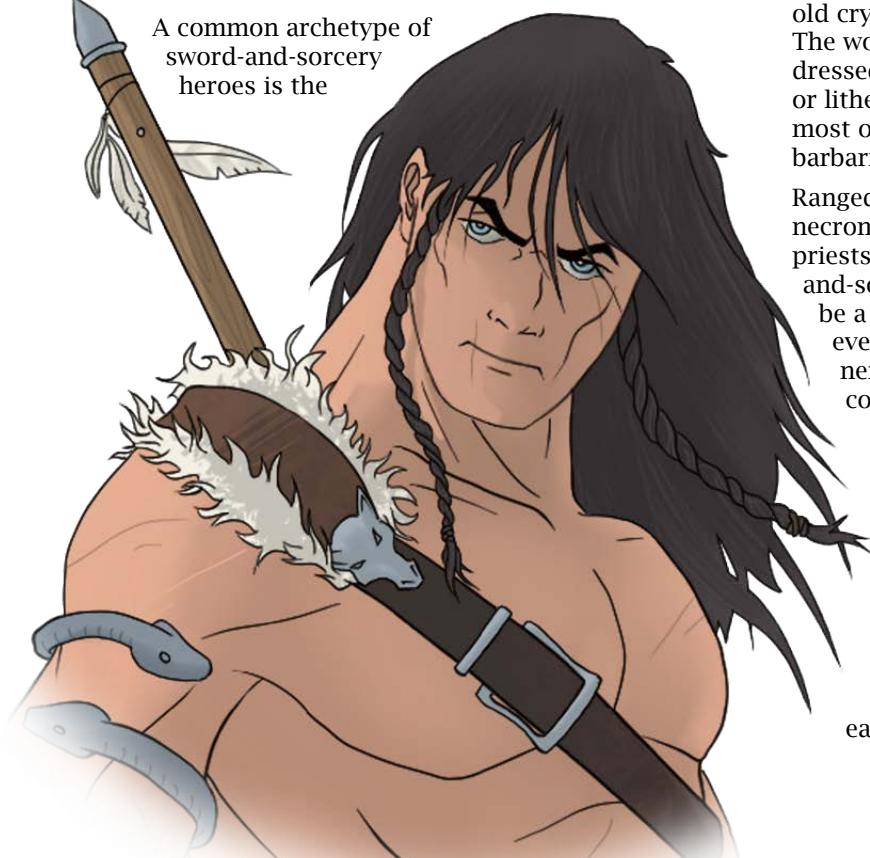
"It is a savage age of sorcery and bloodshed, where strong men and beautiful women, warlords, priests, magicians and gladiators battle to carve a bloody path leading to the Throne of Lemuria. It is an age of heroic legends and valiant sagas too. And this is one of them..."

The Crimson Edda

Sword and Sorcery

The sword-and-sorcery genre is a sub-genre of fantasy generally characterized 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 civilized 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 role-playing 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 dock-sides 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!

Role Playing

Role playing 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.

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.

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 of 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.

Simple Rules

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 around 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 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.

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.

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).

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

Hero Origin and Concept

"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 civilized streets of Parsool."

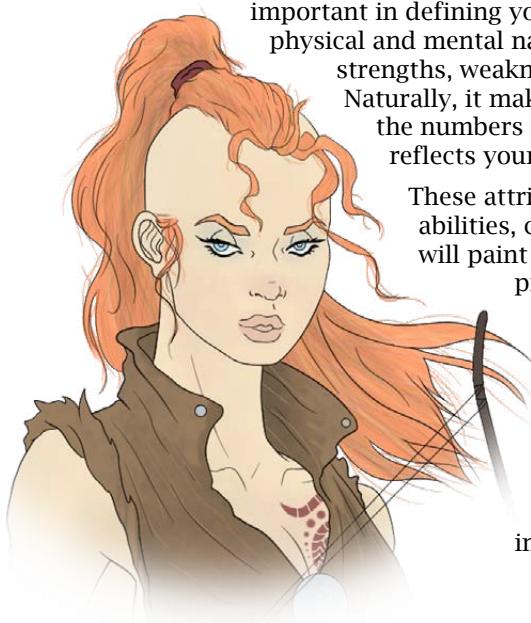
The Parsool Records

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

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 side-stepping, *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 in Chapter 3.

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.

- If *lifeblood* falls to zero, you fall over, stunned. Next round, choose to (a) pass out due to injury, in which case you wake at the end of the fight and return to half *lifeblood* (rounded up), or (b) 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.
- Non-player character (NPC) *rabble* have only 1 to 3 *lifeblood*. They are killed or rendered unconscious (the player's choice) when they reach zero *lifeblood* or less.

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.

Stabilizing 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 stabilized 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 (essentially, double the current *lifeblood* as a Task Roll modifier).

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

Example: Sharangara has been attacked in the jungle by a ravenous beast and suffers 11 points of damage in the onslaught. She falls over, bloody and torn, falling to -1 lifeblood.

Next round, Krongar slays the creature while Argol Arran rushes to Sharangara's side. Sharangara drops to -2 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 -2 lifeblood, the Task Roll difficulty is raised 2 levels from Moderate to Tough (-4, see the Task Roll table in Chapter 3), so Argol takes an overall total of +2 -4 = -2 to his Task Roll.

He rolls 11, which, with the overall -2 modifier, 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. *Toughs* have somewhere from 5 to 9 *lifeblood*.

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. If you are Marked by the Gods, you'll have 6 Hero Points. If you chose an additional background *boon*, then you may only have 4 Hero Points. If you chose two additional *boons*, you may only have 3 Hero Points. 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.

Heroic Beginnings

"Across the land bearing the dust of eons 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 generalization, 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 Men (see Chapter 5 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: Amerik, Almod, 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 Beshaari 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, Amber, Almas, 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 (see Chapter 5). 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 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 Beshaari 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, Iravan, Janak, Jiwal, Karna, Kichaka, Kurava, Maputra, Maharak, Parasara, Parada, Shumat

Female Names: Anjana, Ardana, Charla, Damayanti, Devaki, Hanala, Holi, Gadiva, Ilvala, Jasura, Kalindi, Kesha, 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, Hokee, 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 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, Bazyli, Bardak, 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 Bloody Blades 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 (Thieves 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

Bold Halexes, 'the Beggar Prince', accompanied by his companion, the mysterious and mighty Tineblas, 'the Black Spider', looks out over the great city of Zalut during the festival of Starsfall and lays plans to take the city for his own...

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, Vik, Vardon

Female Names: Alix, Afrodille, 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, Kalev, 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 Grooth (see Chapter 5), 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 *knight*s 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: Avitus, Alban, Blasius, Brutor, Cassian, Crisus, Corvin, Drusus, Emilian, Festus, Gallus, Gord, Hilario, Hort, Juven, Luman, Martis, Nonus, Petron, Regul, Rufin, Sabin, Severan, Terent, Torc, Vitan

Female Names: Arlana, Amilia, Cassi, Cloel, Domitia, Fabula, Floriana, 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 Longbow), War Cry (Tyrus)

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

Male Names: Anxo, Bartol, Bento, Baldo, 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, Urs, 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, Asvith, Ankar, Banfar, Broti, Borkar, Craigor, Drakkar, Elkor, Fingor, Grimar, Gonnar, Hevik, Jark, Korik, Krok, Morkrar, Rokor, Thagric, Voldar

Female Names: Asara, Adisa, Alvora, Berna, Brongara, Disa, Edarra, Erindis, Finnara, Fraorka, Gyllana, Hakatha, 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 four ranks to allocate 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

Alternative career names: 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 Laboratory, Excellent Library, 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).

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.

Adventure

Idea: *The king of Parsool, in an attempt to counter the threat of Sartalan sky-boats, kidnaps the unstable-yet-genius alchemist Odd Akrar, known for his depictions of fantastic weaponry – submersibles, galleys plated with iron, flame-hurling tubes, and ponderous, self-propelled land-fortresses.*

Of course, none of these inventions has reached the prototype stage. But Zandar Bley has already equipped Akrar with an extensive workshop, and expects great things soon.

The Heroes, hired as agents of Sartala, arrive to neutralize Akrar's creations by any means possible, including assassination.

However, they soon discover a folio crammed with plans for non-military technology that could greatly improve humanity's lot.

Do they still kill the old man? Or is there another solution that could benefit all of Lemuria?



Assassin

Alternative career names: 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)

Adventure Idea: The Heroes find a half-burned note in their room in the inn they are staying at, saying, "He'll be in the plaza at noon in two days. That's when you make your move."

- ❖ The king is putting in an appearance for his people at that time, and this is an assassination plot.
- ❖ There's been a kidnapping, and the author of the note suspects the Druid, who will be preaching in the plaza at that time.
- ❖ It's a robbery attempt - a merchant has a valuable item that the thieves want.

Maybe as your players are discussing what it could be, one of them comes up with a better idea... if so, steal it and embellish it!



Barbarian

Alternative career names: 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.

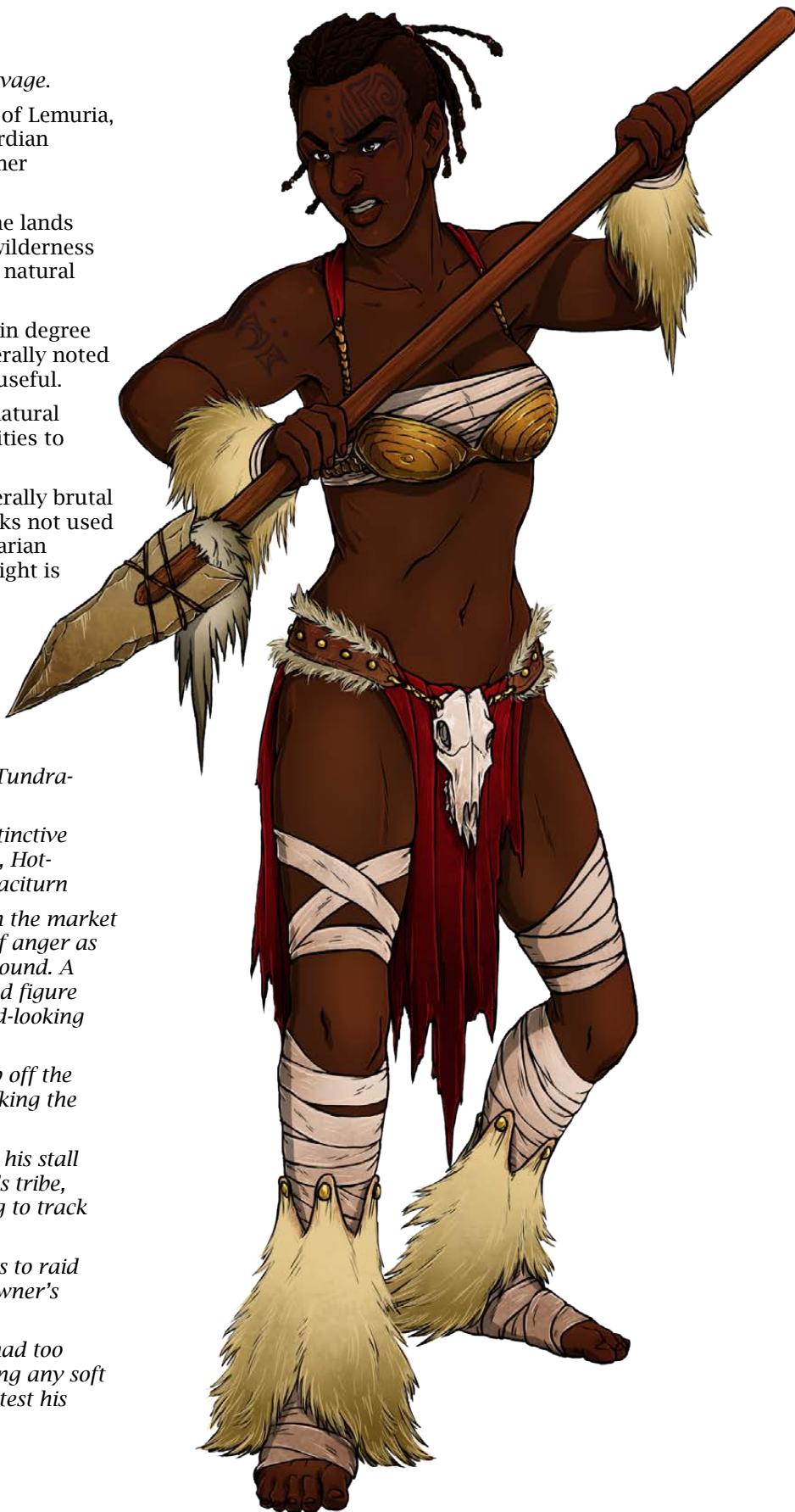
Fighting: In combat, barbarians are generally brutal and unrefined. This might shock city folks not used to dealing with such savagery, so a barbarian could gain a brief advantage where the fight is hard and dirty.

Suggested Boons: Alert, Disease Immunity, Fearsome Looks, Hard-To-Kill, Jungle-Born, Keen Eyesight, Keen Hearing, Keen Scent, Lightning Reflexes, 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

Adventure Idea: Whilst the Heroes are in the market square of the city, there is a great roar of anger as one of the nearby stalls crashes to the ground. A circle appears around a lone well-muscled figure shaking with rage, standing over a dazed-looking merchant.

- The merchant may have tried to rip off the berserker (thinking him stupid), making the barbarian fly into a killing fury.
- The merchant has a sacred item on his stall that was stolen from the barbarian's tribe, which the outlander has been trying to track down.
- This might be a diversion for thieves to raid some of the other stalls whilst the owner's backs are turned.
- Perhaps the barbarian has simply had too much to drink and is now challenging any soft city-dwellers in the market place to test his blade.



Beastmaster

Alternative career names: 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 wagoneers, can recognize 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 depravation.

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: merchants with caravans - nobles and commanders of armies, to train and look after their mounts - owners of gladiatorial arenas - and 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

Adventure Idea: The arena's owner has employed the beastmaster to capture and train a deodarg. The beastmaster therefore seeks the Heroes' help in capturing a live one. It is a dangerous mission but the arena is prepared to pay good money.

The only problem: they don't actually realize how powerful a deodarg is, so even if the Heroes manage to get one and bring it back, the beastmaster will probably end up as the deodarg's supper, and it will no doubt escape.

Beggar

Alternative career names: 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

Adventure Idea: 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).



Blacksmith

Alternative career names: 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.

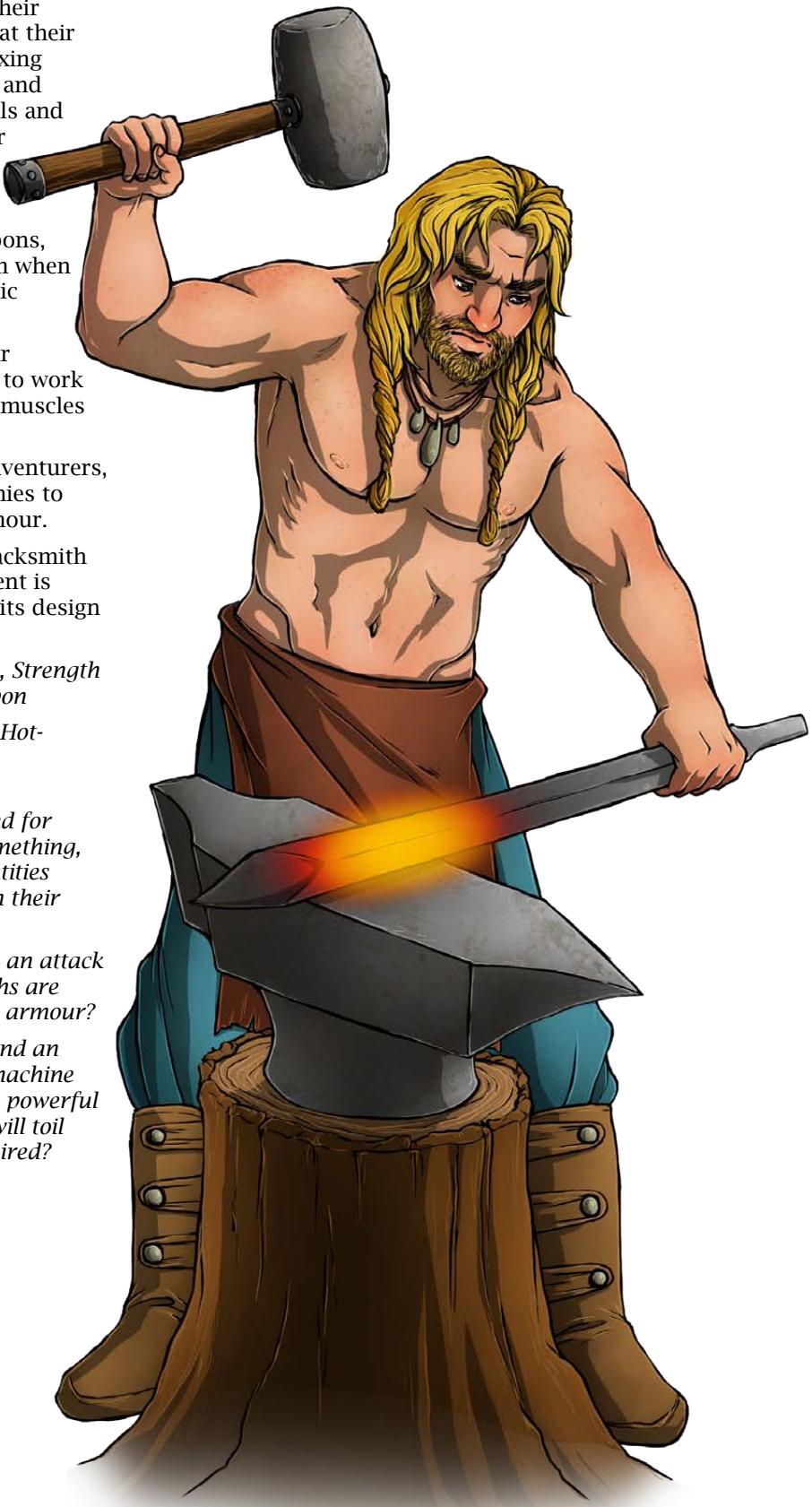
Fighting: Although not a combatant, a blacksmith might receive a *melee* bonus if his opponent is wearing metallic armour and if he knows its design and weak points.

Suggested Boons: Brawler, Battle Harness, Strength Feat, Tools of the Trade, Trademark Weapon

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

Adventure Idea: All the blacksmiths' and armourers' workshops in the city are closed for business. However, they must be doing something, because they are still receiving large quantities of metals, and the sounds of toil echo from their workshops day and night.

- ❖ Maybe the king is planning to launch an attack on the nearby city-state and the smiths are making a massive order of arms and armour?
- ❖ Perhaps a sorcerer-alchemist has found an ancient book describing a powerful machine of some sort – the sorcerer has cast a powerful spell on the smiths so that each one will toil night and day to build the parts required?



Dancer

Alternative career names: 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

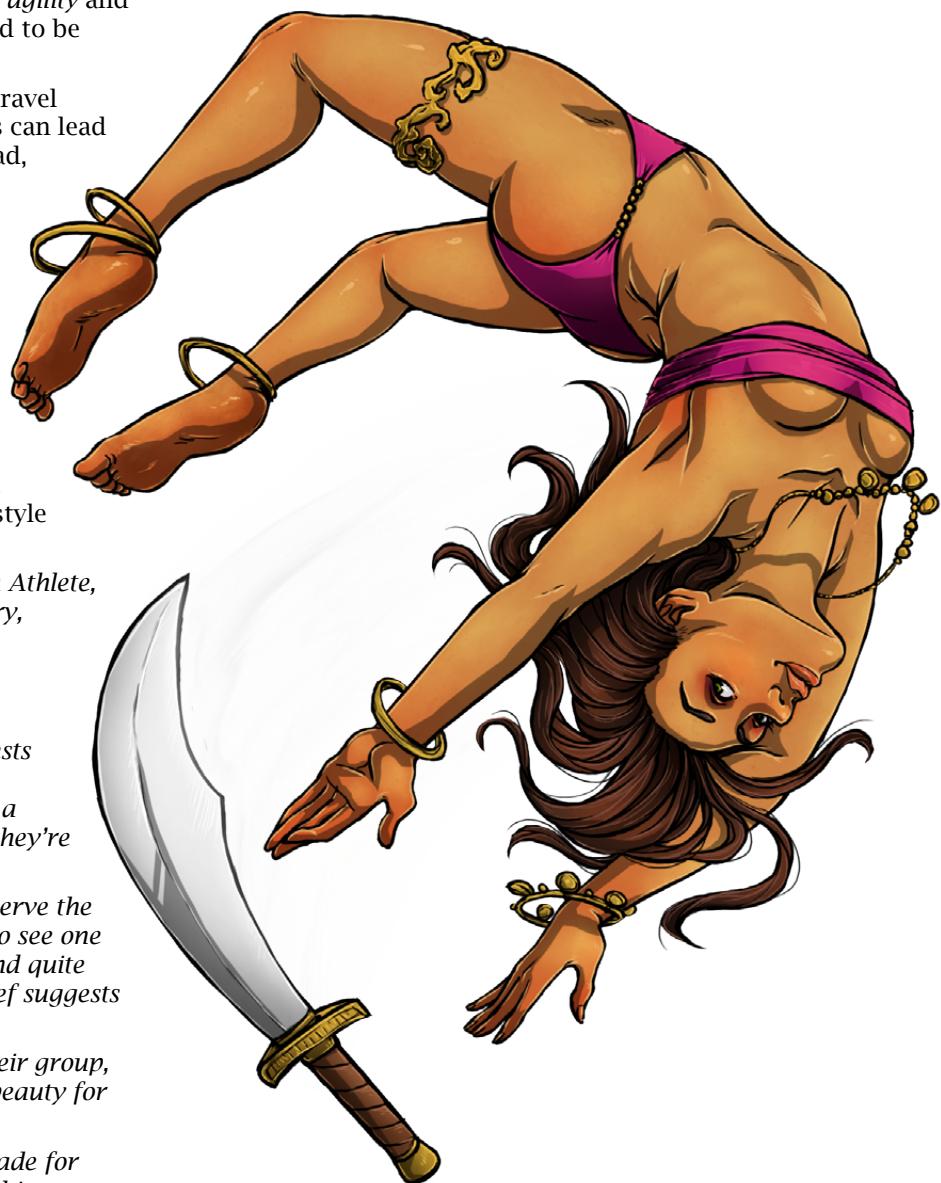
Suggested Flaws: City Dweller, Delicate, Non-Combatant

Adventure Idea: The Heroes are the guests of a Beshaari tribe and are treated to a magnificent banquet (perhaps they slew a monster bothering the tribe or perhaps they're here to trade).

During the banquet, a bevy of beauties serve the Heroes, and the chief asks if they'd like to see one of these girls dance. When the exotic - and quite entrancing - dance is completed, the chief suggests a trade:

- If the Heroes include a female in their group, he wants to exchange his dancing beauty for that Hero.
- If there is no female, he wants to trade for whatever weapons, armour or anything interesting the Heroes have.

He will become agitated if they don't wish to trade. Apparently, ancient tribal custom dictates that if you agree to watch a girl dance, you must be ready to trade for her.



Executioner

Alternative career names: 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

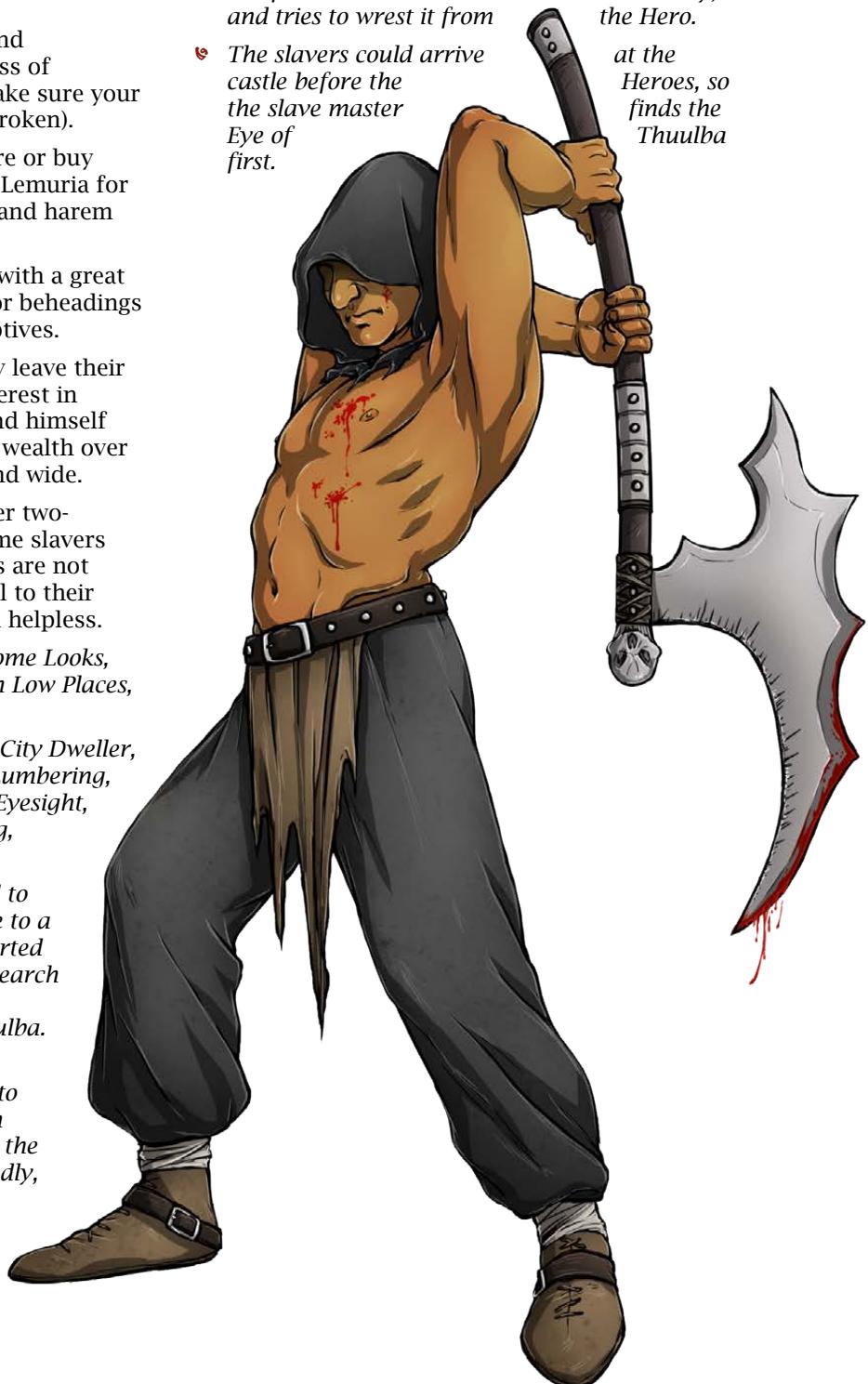
Suggested Flaws: Braggart, Cowardly, City Dweller, Drunkard, Fear of ..., Greed, Illiterate, Lumbering, Missing Eye or Ear, Missing Limb, Poor Eyesight, Poor Hearing, Ugly & Brutish, Unsettling, Unprepared, Zealot

Adventure Idea: 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 slave master finds the Eye of Thuulba first.



Farmer

Alternative career names: 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

Adventure Idea: 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.



Gladiator

Alternative career names: 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, Alert, 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

Adventure Idea: Thonar Heart-Ripper, the renowned gladiator-slave, has escaped the arena and now has a sizeable bounty on his head.

- ❖ Some say the courtesans of the city protect him, providing him with shelter and a place of hiding while he arranges escape from the city.
- ❖ Others say he gathers sympathizers in the army in order to launch a coup against the King.



Hunter

Alternative career names: 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 civilized 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.

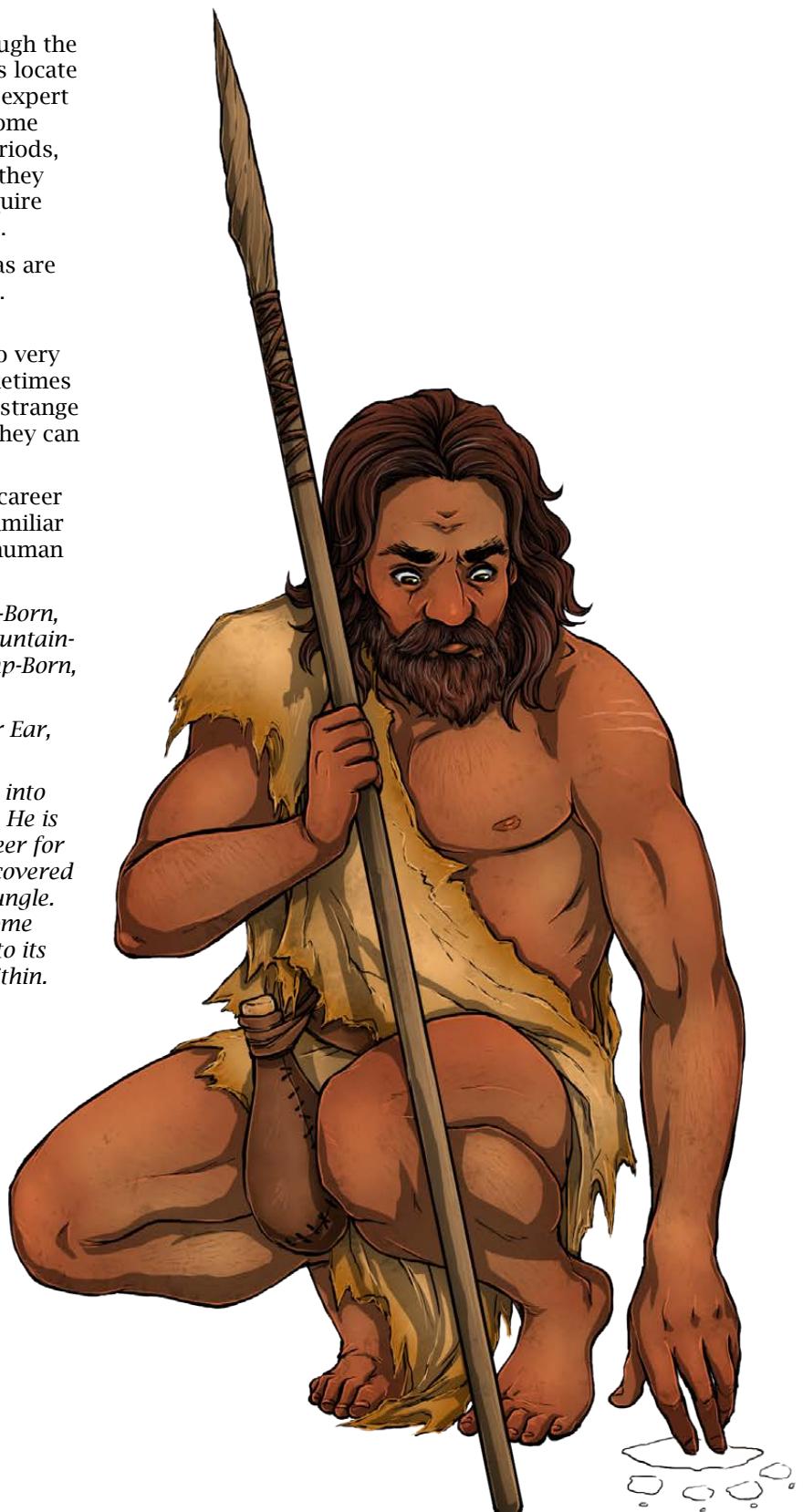
Adventuring: Hunting dangerous beasts is adventure enough. However, hunters are also very familiar with the areas they hunt in and sometimes stumble across old trails, ancient ruins, and strange places during their travels. For this reason, they can be highly sought after as guides.

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

Adventure Idea: Yavek the Hunter has come into town laden with gold jewelry and gemstones. He is found in the Grinning Skull tavern, buying beer for everyone and telling the tale of a ruin he discovered when he was pursuing a beast through the jungle. He is now looking for more adventurers to come back to the ruins with him to delve deeper into its interior and see what greater treasures lie within.



Magician

Alternative career names: 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).

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* (see Chapter 5). This also applies if you advance in rank as a magician later on during the Saga.

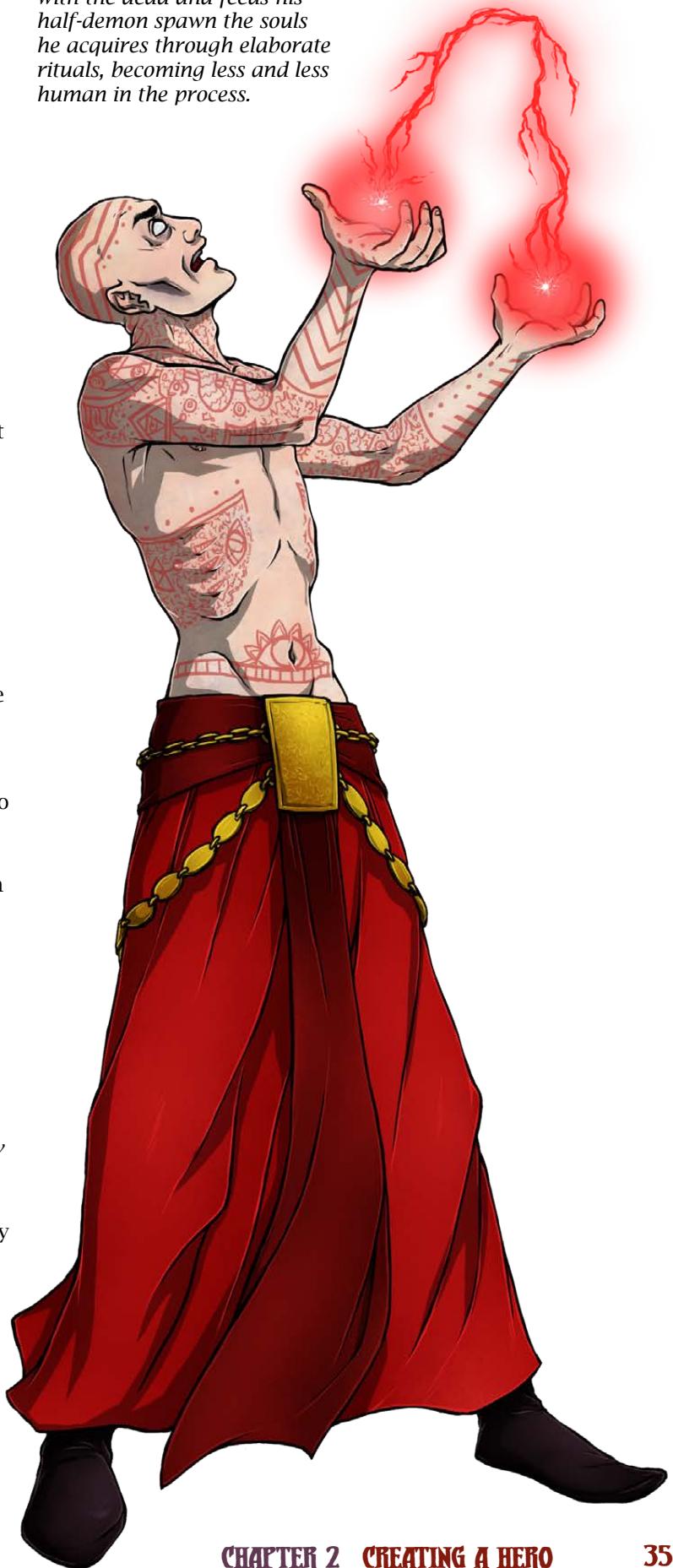
Suggested Boons: Detect Deception, Excellent Library, Learned, Magic Of The Sorcerer-Kings, Power of the Void, Resistance to Sorcery, Savant

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 this ancient race. Learning this language is painfully difficult - both spoken and written forms must be taken separately.

Adventure Idea: 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.



Merchant

Alternative career names: peddler, trader.

MERCHANTS ARE NOT SHOPKEEPERS – THEY ARE WIDE-TRAVELED 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.

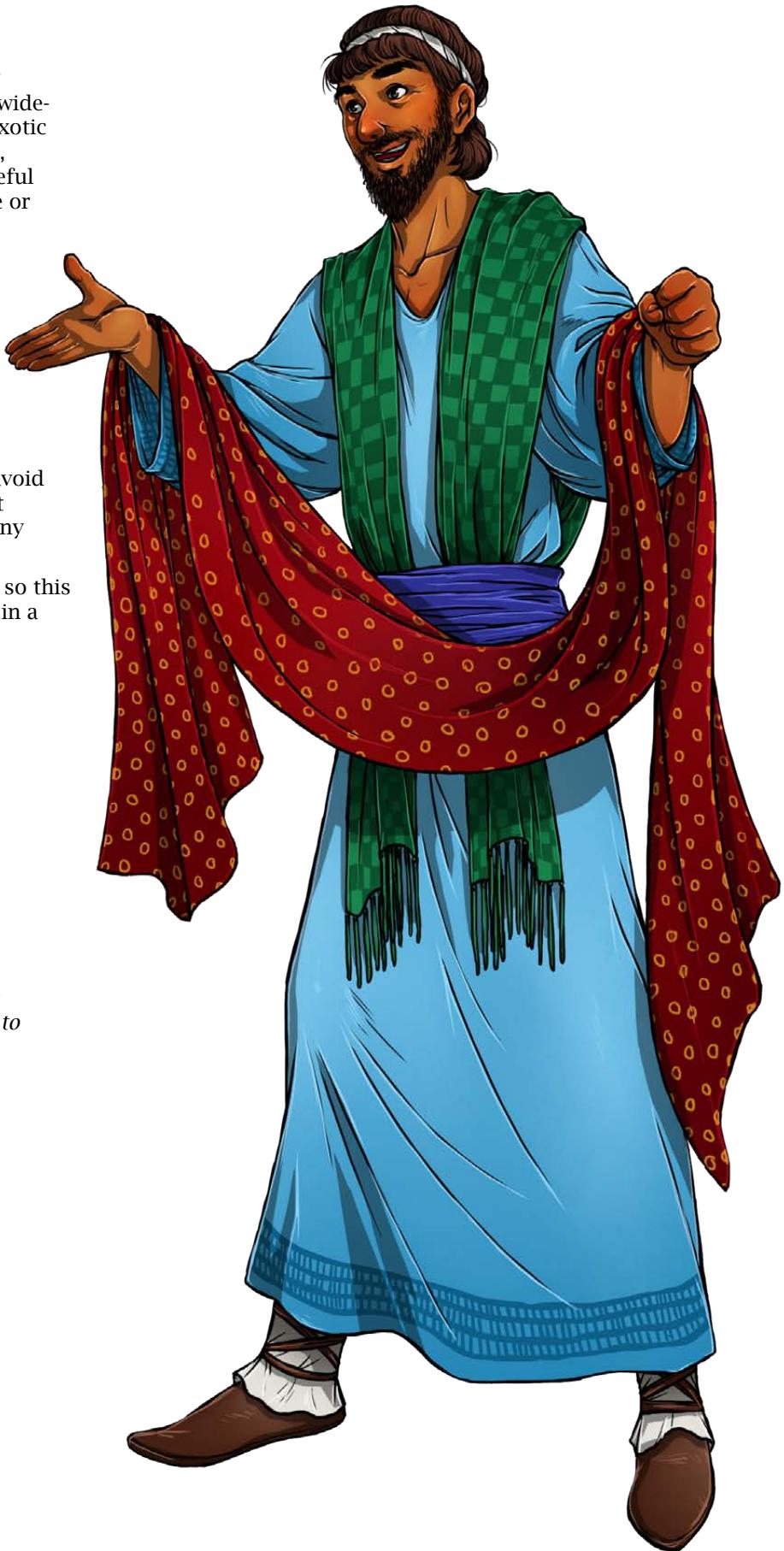
Fighting: Merchant is not a combat career, so this will almost never be helpful to a character in a fight.

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

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

Adventure Idea: 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 civilization.



Mercenary

Alternative career names: 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: Blind Combat, Brawler, Born-in-the-Saddle, Carouser, Hard-to-Kill, Alert, Quick Recovery, Inspire, Battle Harness, Trademark Weapon, War Cry

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

Adventure Idea: Baron Jonar Kath sent for Captain Barabak and his mercenary band when it looked like matters were going to come to a head over a land ownership disagreement with Count Dravis.

The mercenaries arrived a week later, but by that time, matters between the two parties had been amicably resolved, so Jonar no longer needed the mercenaries' services. However, Barabak is now angry that his time has been wasted.

There are several options here. Barabak could:

- ❖ Try to re-open hostilities between Baron Jonar and Count Dravis, thereby giving him the opportunity for employment.
- ❖ Kidnap Jonar's daughter Felvia and hold her to ransom.
- ❖ Attack and loot Jonar's villa.

- ❖ Start a reign of banditry and terror in the vicinity.

Whatever happens, Baron Jonar will soon need the Heroes to come to his aid...



Minstrel

Alternative career names: 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 memorize 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

Adventure Idea: Whilst resting up in a tavern in an out-of-the-way part of Lemuria, the Heroes hear a minstrel singing in a language that is unknown in the area, but is known to be an ancient and rare language by one of the Heroes, most likely a Hero with scholar (or similar) career.

If questioned, the minstrel says he learned the song years ago from an old bard who is now dead and he doesn't actually know the language himself, just that he learned the song by rote. Within the words of the song is a tale about a legendary city full of treasures, with clues to the whereabouts of the city, which is somewhere remote but not too far from here.



Noble

Alternative career names: aristocrat, courtier.

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

Adventure Idea: Degenerate Tyrus nobleman Laxos "Lax" Dhalv plans a safari upriver, using his pleasure-boat as a mobile base of operations. Lax claims to be stalking a herd of elusive red boushon, 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 boat 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!



Physician

Alternative career names: 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 practice 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*

Adventure Idea: *One of the Heroes has been poisoned with a rare toxin that will kill him if his heart rate drops.*

- ♥ Maybe this was a rival assassin (if the Hero is an assassin).
- ♥ Maybe this was just a nasty insect.

Whatever the reason, the attending physician tells the Hero that he has to keep moving - he can't stop, he can't sleep, he can't even rest for more than a minute. The physician isn't sure how long the Hero has, but it's only a day or two.

The good news is, there is an antidote - the bad news is, getting it is a problem because:

- ♥ Only the King's physician has the antidote.
- ♥ Only the rival assassin has the antidote.
- ♥ Only Jesharek Jool has it (so the only way to get to him in time would be to steal a sky-boat).

Give the poisoned Hero a bonus Hero Point for this adventure - he'll need it!



Priest

Alternative career names: 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.

Druuids worship the Dark Lords and are less savoury - their form of worship includes human sacrifice.

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.

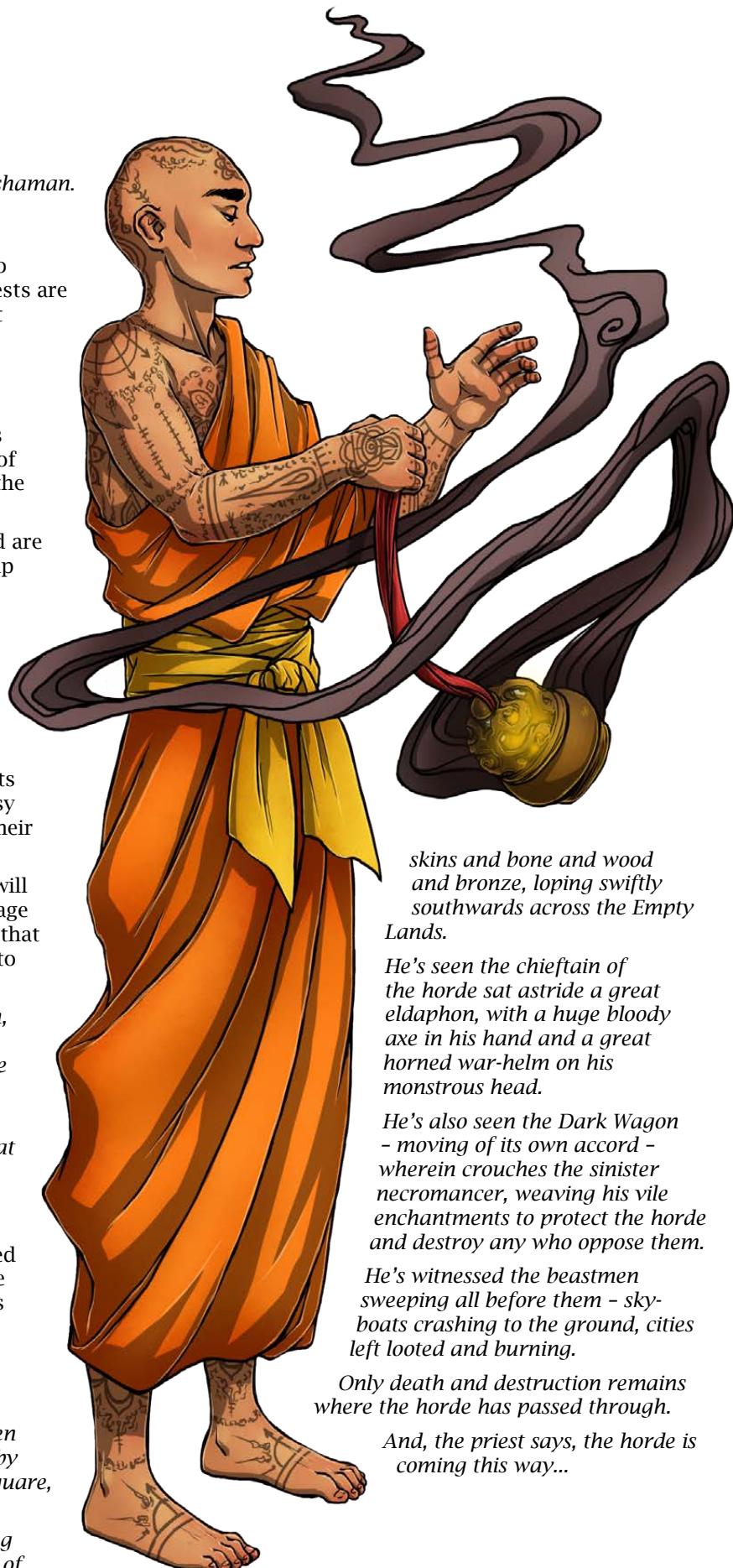
Suggested Boons: Detect Deception, Friends in High Places, Inspire, Learned, Marked By The Gods, Nose for Magic, Resistance to Sorcery, Savant, Silver Tongue

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 this ancient race. Learning this language is painfully difficult, and requires both spoken and written forms to be taken separately.

Adventure Idea: The priest has been proclaiming the vision sent to him by Hurm - in the temple, and in the square, and to anyone who'll listen.

In his dreams he's seen the ravening horde of beastmen in their armour of



skins and bone and wood
and bronze, loping swiftly
southwards across the Empty
Lands.

He's seen the chieftain of
the horde sat astride a great
eldaphon, with a huge bloody
axe in his hand and a great
horned war-helm on his
monstrous head.

He's also seen the Dark Wagon
- moving of its own accord -
wherein crouches the sinister
necromancer, weaving his vile
enchantments to protect the horde
and destroy any who oppose them.

He's witnessed the beastmen
sweeping all before them - sky-
boats crashing to the ground, cities
left looted and burning.

Only death and destruction remains
where the horde has passed through.

And, the priest says, the horde is
coming this way...

Sailor

Alternative career names: 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

Adventure Idea: 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 she's some sort of demon or witch...



Scribe

Alternative career names: 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

Adventure Idea: 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...



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*

Adventure Idea: *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 recognizes. 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...



Slave

Alternative career names: 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

Adventure Idea: 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.



Soldier

Alternative career names: 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 cavalrymen 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

Adventure Idea: At nighttime, perhaps on the way to their lodgings after a night at the tavern, the Heroes stumble across a city guard being attacked by three other city guards, who will take flight if challenged.

The dying guard tells the Heroes his name is Jorvan. He says he discovered a conspiracy amongst the guards and reported it to Captain Dotan only that very day - he suspects the guards found out that he had discovered the plot. He dies before he can say any more.

- ♥ A powerful sorcerer has be-spelled the guards so that he can take over the city, although some of the guards (including Jorvan) managed to resist the effects of the spell.
- ♥ There is no plot - it's just the effects of Morgazzon's work.
- ♥ A noble has designs on overthrowing the current rulership of the city and has put some of his paid mercenaries in place, ready for the right time to strike.

Temptress

Alternative career names: 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 can also be open to men in some circumstances (using the career name *lothario* perhaps).

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.

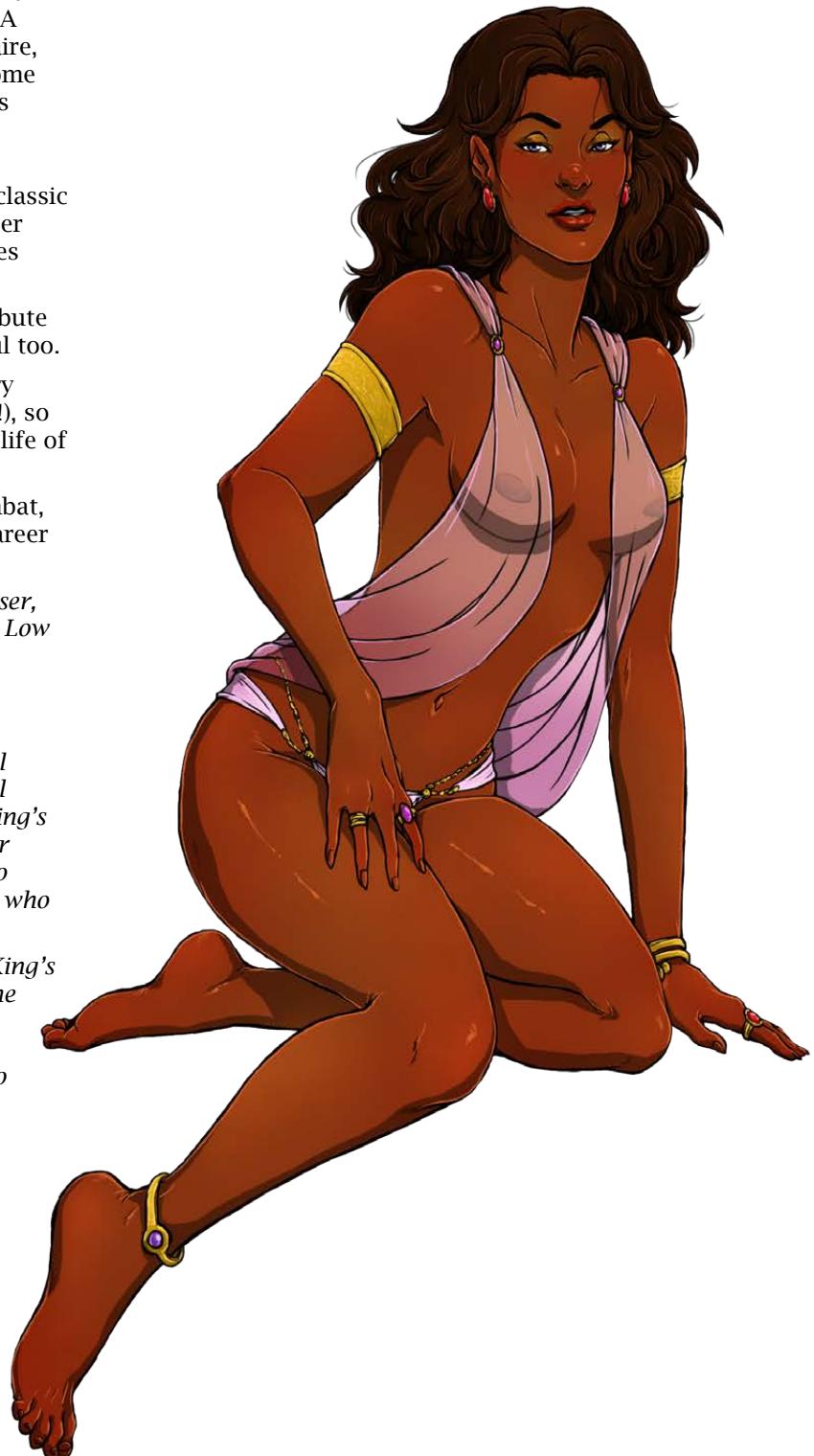
Fighting: This career is seldom helpful in combat, though a Temptress may be able to add her career to distract guards.

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

Adventure Idea: *The Heroes rescue a beautiful girl from the clutches of an evil villain. The girl doesn't tell any of the Heroes she is the local King's daughter, who was kidnapped by the villain for nefarious purposes. She seduces (or attempts to seduce) each one in turn, starting with anyone who has the Lustful flaw.*

It's not until later that the Heroes hear of the King's announcement of his daughter's kidnap and the reward for her return. It appears she was also due to be wed to a commander in his army - a skilled and vengeful swordsman who expects to be marrying a virgin...



Thief

Alternative career names: 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" organization.

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.

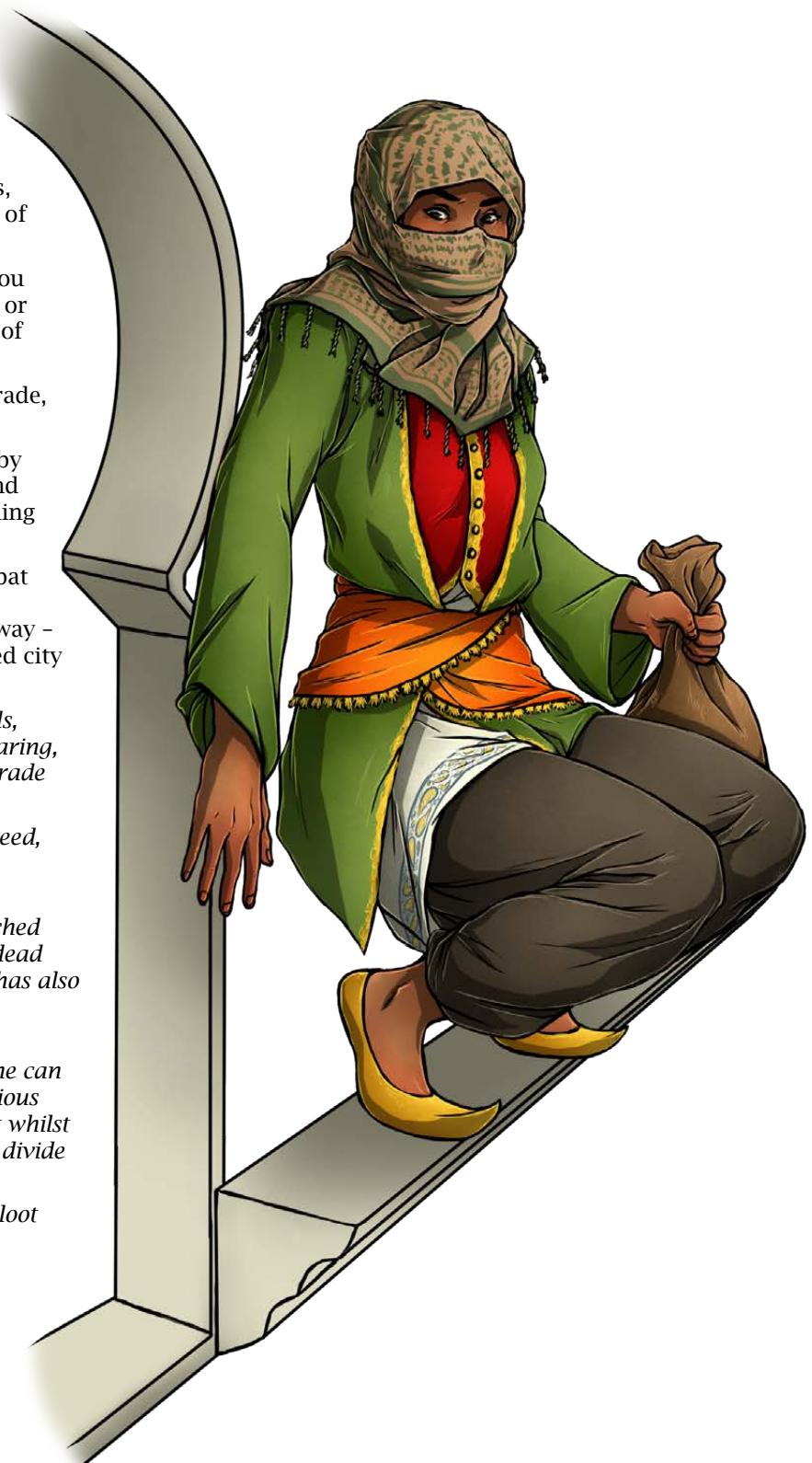
Suggested Boons: Alert, Carouser, Deft Hands, Escape Artist, Friends in Low Places, Keen Hearing, Low-Born, Night Sight, Sneaky, Tools-of-the-Trade (lock-picks)

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

Adventure Idea: 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...



Worker

Alternative career names: docker, 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

Adventure Idea: 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.



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

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.

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-sharping, 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 it.

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 Laboratory: You have a first-rate laboratory 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 laboratory does need to be re-stocked from time to time, leading you to occasional adventures whilst you seek the means to do this.

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 re-stocked 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 will not usually 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 bronx. Add +2 *lifeblood* 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 specialty, you receive a *bonus die*.

Low-Born: You grew up on the city streets. You receive a *bonus die* when dealing with the low-life 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*.

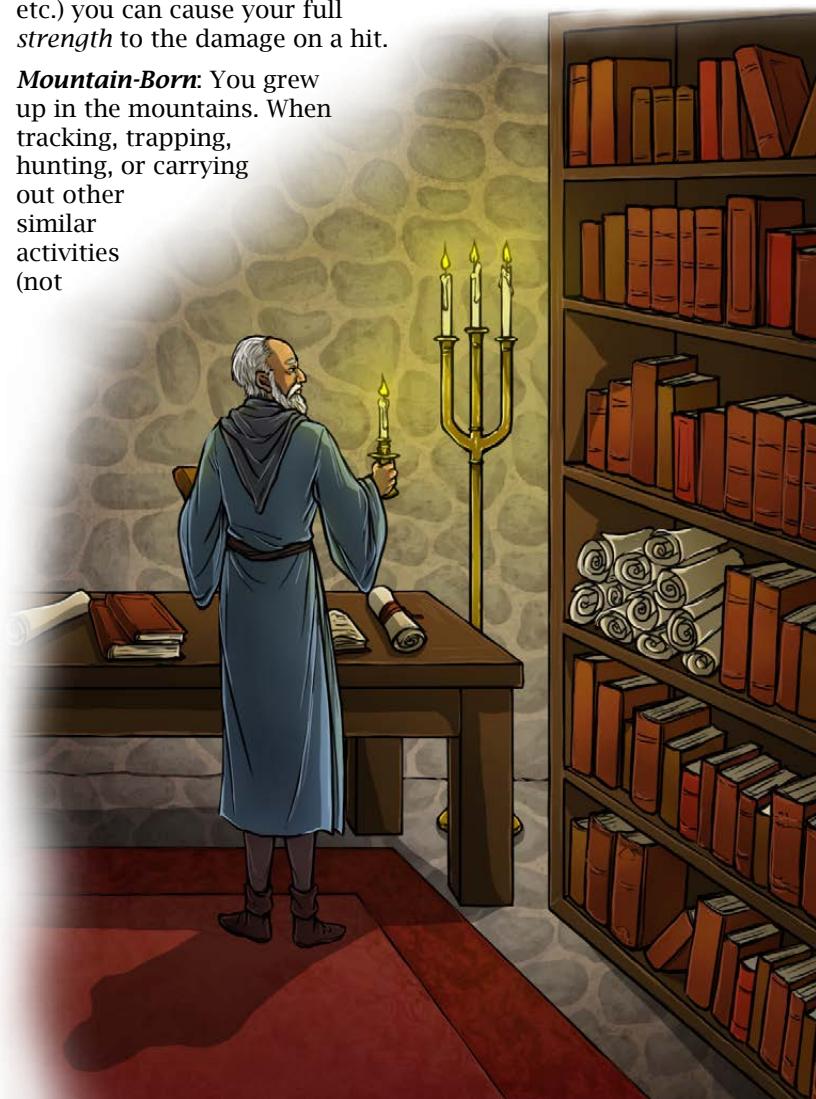
Marked by the Gods: The Gods favour you. You have an extra Hero Point.

Master 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.

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

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 recover normally. 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.

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*.

Trademark Weapon: You have a quality weapon (a Valgardian Blade, Tyrus Longbow, 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 practiced 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*.

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-Man 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 among 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*.

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 among 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 the 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 means sometimes 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 Men. 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 Men 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 Longbow versus Satarla blade and in the cold light of dawn, there is no certainty which would win the day."

The Satarla Volumes

Starting gear

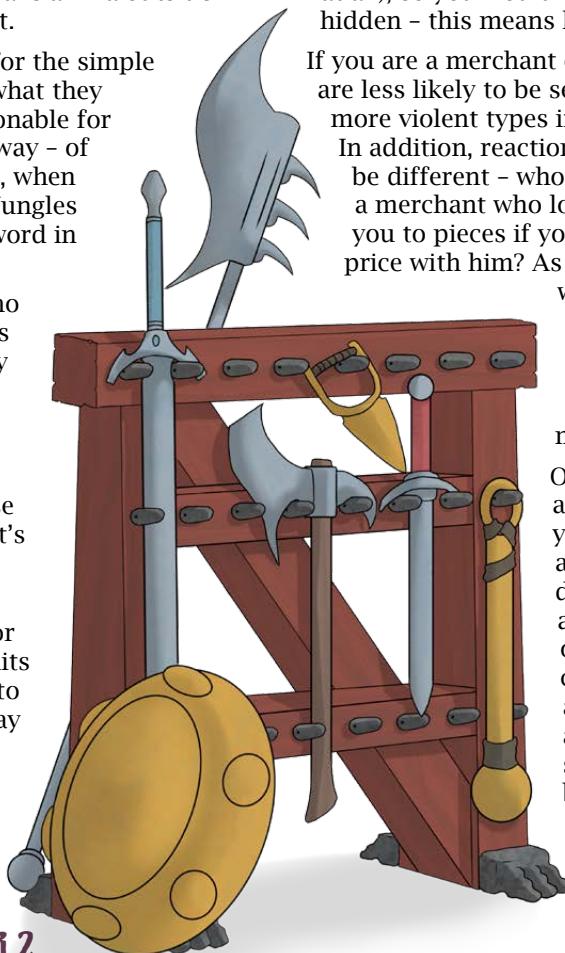
The basic rule about character equipment is to give the players what they want! Conan, Red Sonja and Thongor never went shopping – neither should characters in *Barbarians of Lemuria*. If a player wants his character to have something that would be appropriate to his career, let him have it. If he wants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

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.

Weapon	Damage	Range increment	Notes
Melee Weapons			
Axe	d6	10'	Can be thrown
Club	d6	10'	Can be thrown
Cudgel	d6L		Non-lethal option
Dagger	d6L	10'	Concealable
Flail	d6H		Attack ignores shield
Foil	d6L		Fashionable
Great Sword	d6H		Two-handed
Mace	d6	5'	Can be thrown
Morning Star	d6H		Two-handed
Polearm	d6H		Two-handed
Quarterstaff	d6		Two-handed
Spear	d6	20'	Can be thrown
Sword	d6		
Missile Weapons			
Arbalest	d6H	150'	2 combat rounds to load
Bow	d6	75'	Two-handed
Crossbow	d6	100'	Two-handed
Dart / Javelin	d6L	20'	Thrown
Sling / Staff-sling	d6L	30' / 60'	One-handed/two-handed

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, knobberries, 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 un-broken 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, 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 Men of Axos are fond of javelins.

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.

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 greater range, making the increments 60'.

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 among 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.

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.

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 agility	+2 AP
Heavy Armour	d6-1 (3) from damage taken	Social / -2 agility	+3 AP
Helmet	+1 to armour protection	Social / -1 initiative	-
Small Shield	-1 to be hit on one attack/round	-	-
Large Shield	-1 to be hit on all attacks/round	-1 agility	-

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.

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 on the Attack Roll to one attacker that you are aware of.
- *Large shields* give -1 on all Attack Rolls against you 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.
- 7 Derive *lifeblood* (10+strength), Hero Points (normally 5), Arcane Power (0 unless 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 Barvoc”. 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 hounded 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 hounded 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 “Enemy - 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 in to an adventure later on in the Saga.

With that, Aulius Barvoc 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 recognize 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.

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.

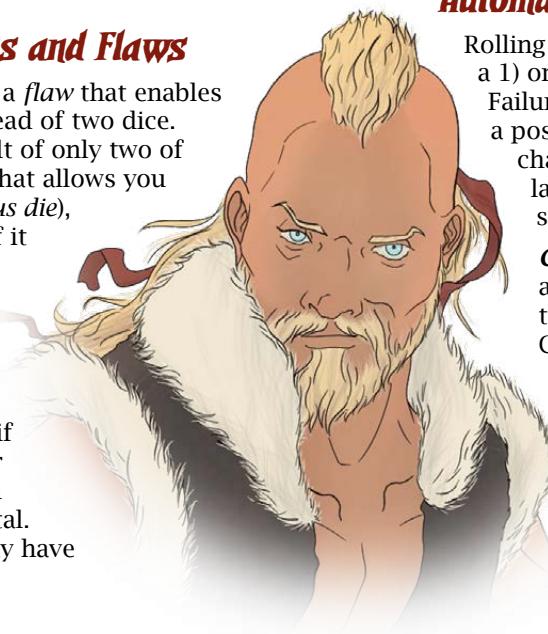
Mighty Success: If rolling a 12 would have been a success in any event, you have instead achieved a Mighty Success. In combat, the results of a Mighty Success are described later. However, out of combat, how you (or the GM, if you prefer) narrate this success depends on the task being performed – but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



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

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.

Task Modifiers

The table above 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.

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
- ♥ Legendary Success
- ♥ Mighty Success
- ♥ Shake Off Wounds
- ♥ Luck of the Gods
- ♥ 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 stabilize 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 (or rolls a natural 12), 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 d6 – 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.

Priority Roll = 2d6 (total of 9+ to succeed)
+ Mind + Initiative + Modifiers

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.

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

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.

*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.

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

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

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

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 common-sense 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 is 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-times-normal speed (twice running speed).



Tee'a'na, Captain of the Jemadar Guard and greatest warrior in the whole kingdom, stands alone against a fell alliance of Demon and undead as they seek to tap the power of The Shard and unleash an ancient darkness on the land...

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 (total of 9+ to succeed)
 + agility (or strength*)
 + melee (or ranged)
 - target's defence
 + any range (or other) modifiers
 *at the GM's discretion
 (for example, if brawling)

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

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

Medium range, and so gives a -1 modifier to the Attack Roll. He rolls an 11, +1 agility, +0 ranged, -1 Medium range, -1 target defence = 9, and the spear only just hits its target.

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

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

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.
- ♥ *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, quarterstaffs, 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.

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 an added 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.

- **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.
- **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*.
- **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.

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 travelers 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 *khastock*-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 Beshaari 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*, *bouphon* 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 reminded constantly 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.

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

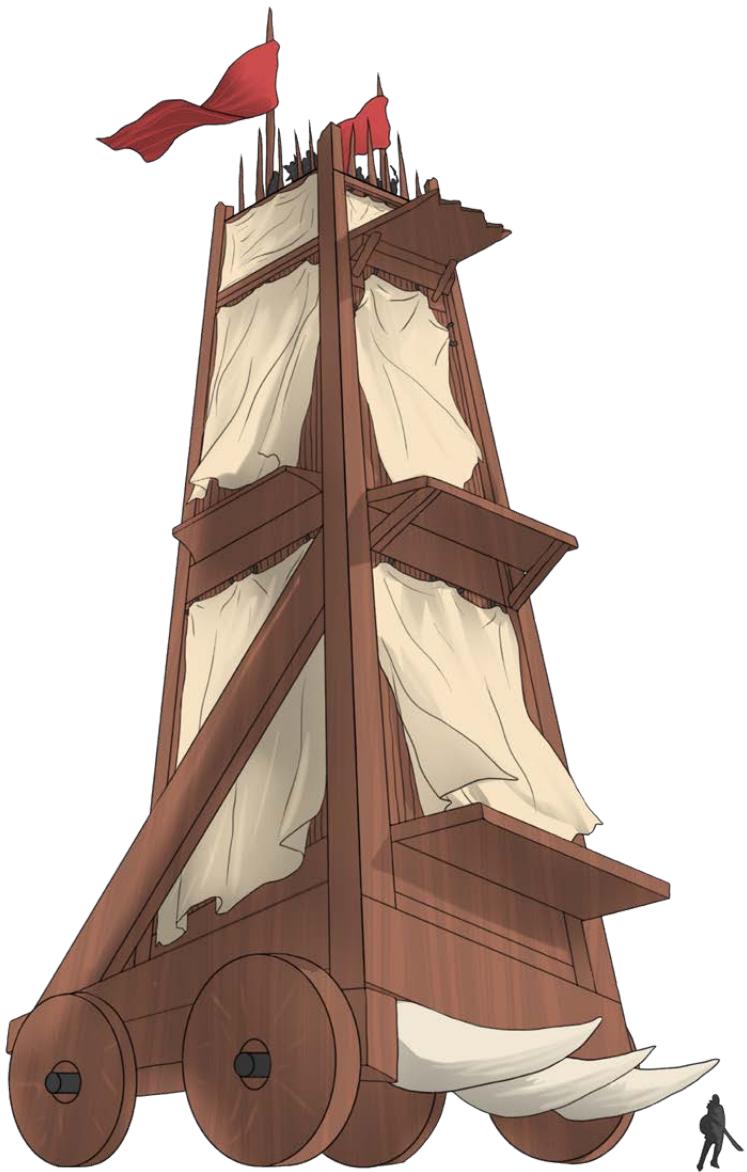
- ♥ Add the commander's *soldier* career rank
as a bonus

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...

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 fire pots 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 the Task Roll Table). 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 (total of 9+ to succeed)
+ *mind*
+ *initiative*
- *villain's mind*
(if there is a *villain* aboard the enemy ship)

Naval range	Modifier to roll	Max. range for attack or manoeuvre
<i>Out of Sight</i>	-	
<i>Utmost</i>	-8	
<i>Extreme</i>	-6	<i>Catapult</i>
<i>Distant</i>	-4	
<i>Long</i>	-2	<i>Fire Machine, Missile (bows, slings etc.)</i>
<i>Medium</i>	-1	<i>Ram</i>
<i>Close</i>	0	<i>Grapple, Oar Rake</i>
<i>Point Blank</i>	+1	<i>Board, Break Free</i>

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
Run/Close, Ram, Rake, Grapple, Break Free
- ❖ Phase 2: Attack
Missile, Catapult, Fire Machine, Boarding
- ❖ Phase 3: Repairs
Repair Hull, Save Crew, Stop Fires

Manoeuvres

To determine the success of the manoeuvres, roll as follows:

Task Roll = 2d6 (total of 9+ to succeed)
 + (Hero) career rank
 + *resources* allocated
 + Modifiers*

*Modifiers = range, target *defence*

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 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.

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.

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: 1d6 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)

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)

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.

Attacking ships

Attack Roll = 2d6 (total of 9+ to succeed)
 + (Hero) career rank
 + resources allocated
 + range modifiers
 - target defence

Missile

A ship's crew can make missile attacks with javelins, bows, or slings up to *Long* range.

Damage: 1d6 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)

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 fire pot that bursts will shower the hull and crew with burning pitch. The pitch keeps burning until the crew douses the flames.

Damage:

- ♥ Rock: 1d6 to *hull* and 1d3 *crew*
- ♥ Fire: 1d3 *hull* and 1d3 *crew*

Fire Machine

This alchemist's device requires special skills to use. The exact design and formulas are a closely guarded secret. The fire machine is a large pressurized 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: 1d6 to *hull* and 1d6 *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.

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: 1d6 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.

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.

Repairs

Task Roll = 2d6 (total of 9+ to succeed)
+ (Hero) career rank
+ *resources* allocated

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 1d6 *crew* or 1d6 *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 maneuverability 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 maneuvers 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		

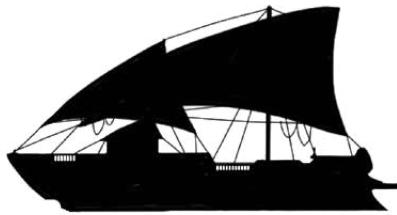


These wide-beamed merchant vessels rely on sails and have one mast. They stow their cargo directly

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	d6 × 2	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 among adventurous merchants.

Medium War Galley

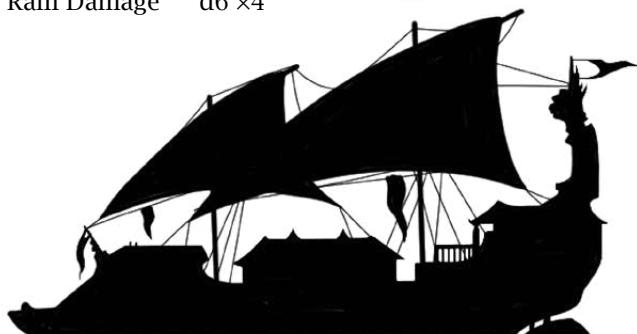
Oars	30	Crew	35
Hull	30	Resources	+2
Weapon	Catapult		
Ram Damage	d6 × 3		



This is the fastest of warships, and is the most common ship type used by pirates.

Large War Galley

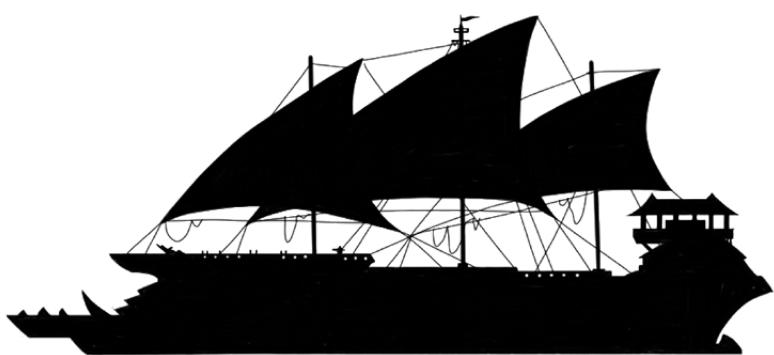
Oars	50	Crew	55
Hull	50	Resources	+3
Weapon	Catapult or Fire Machine		
Ram Damage	d6 × 4		



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

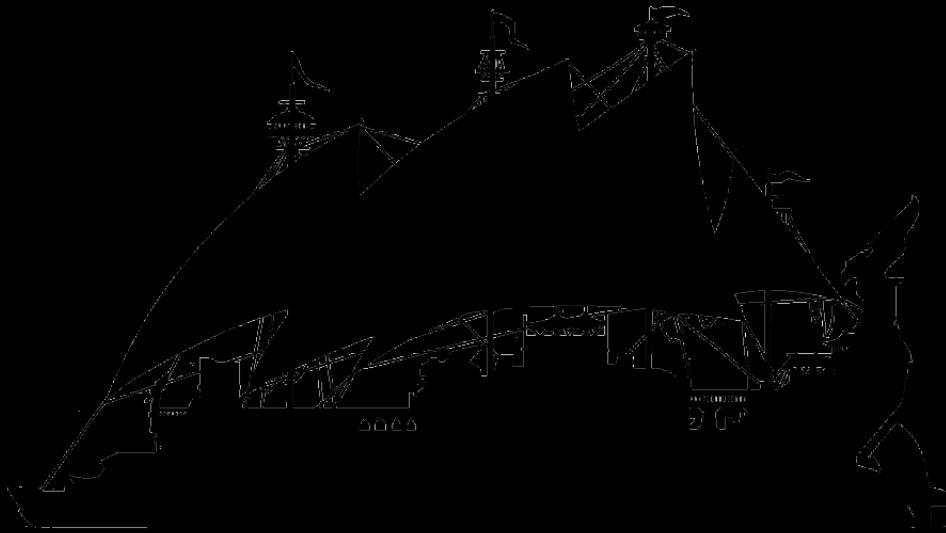
Oars	100	Crew	110
Hull	65	Resources	+5
Weapon	Catapult or Fire Machine		
Ram Damage	d6 × 5		



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
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.

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, poads, crocators, and, of course, the dreaded *behemathon* 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 galley commanded by the villain and uses all resources (+2). The roll 11. He succeeds and pulls out of scaping over the horizon to open

s captain curses under his breath oes after the other ships, rolling ding his sailor rank (+3) and resces (+3) getting 12 in total. The s roll totals of 6 and 7 respectively hough both used their resources - both failing, and so the *Glory* in on both ships from Utmost to e range.

only weapon aboard the *Glory* that ire at that range is the catapult, so Hero soldier orders a boulder to lobbed at one of the pirate ships. uses resources of +3 (leaving the y 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 repairs 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 fire-bombs 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 Men 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 *azhdarcho*, *mythuuga* 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	1d6	Resources	0 (or +1)
Missile		Arbalest	

The Skyhawk - greatest ship in the Sky Navy of Satarla and flagship of Lord Nylus Heller - speeds through the morning skies in pursuit of the agents of Larsool who have captured a skyboat and race for the borders of their own city to steal the boat's secrets...

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 civilization. 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, civilization 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 Hyrdral 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 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 Hyrdral Chasm - although some scribes and priests say there are prophecies 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'lор, 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. 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.

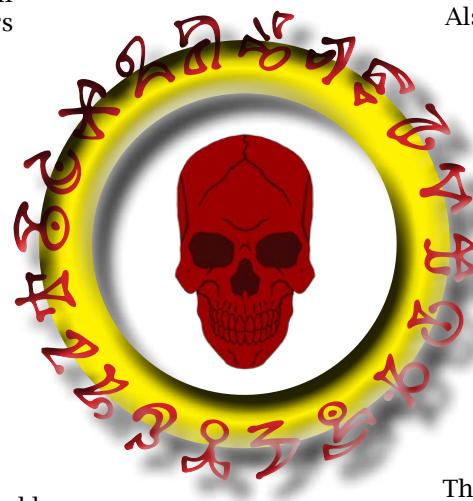
The Twenty Gods

Afgyra, 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.

Clarkond, God of War, Lord of Battle

The son of Hurm and Lilandra is depicted as young, well-muscled, clad in a golden breastplate, helm and shield, and 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, the Watcher of the Stairs. Fyrzon is often depicted as a man with the head of a boushon, 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 Men, 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.

Lilandr 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.

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.

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

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, clean-shaven man wearing grey robes, although his other aspect has a skeletal form with maggots coming out of his eyes and mouth.

One of Nemmereth's homes is said to be in the Empty Lands.

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.

Zaggath, 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 Hyrdral 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, Kukk, Lekk, Lozzar, Nukk, Penkk, Tarrk, Venk, Vilk, Vork*

Female Names: *Akki, Bekka, Bezis, Danki, Eeva, Furka, Inka, Irka, Joona, 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 ape-hood. 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, 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, Grar, 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.

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, Mute (must be taken), 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: *Apuulluuunideeszu, Kadashmasazz, Kiipluuu, Nigsummuzzugal, Niiqarquusu, Shamazzad, Shudduggaat, Shu-Thuzzul, Thusuzuu, Ugurnaszir, Vaargaxx, Xhaothigguzzar*

Female Names: *Aplazza, Arishakka, Deemethresu, Labashi, Puzuri, Ripaazz, Rihatzz, Selukzu, Utuala, Yaattirram, Yahattizzi, Zashimbra*

Adventure Idea: *The heroes, stumbling through the Qo jungle, discover an unknown city of docile inhabitants who live in fear of a nearby iron pyramid. These citizens subsist on mana-like food synthesized from the air itself. At night, groups of depraved Morgal leave the pyramid and raid the city to slake their blood-thirst. The leader of the Morgal is a sorcerer named Thuzzum Tal, who created the synthetic food and the symbiotic relationship of the city to the pyramid. The adventure can play out several ways: Heroes storming the pyramid to try and save an NPC, hoing up in a city building to fend off waves of Morgal, or simply trying to escape.*

Slorth

Slorth 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, Tiggaratii*

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 Hyrdral 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, Rihatzz, Selukzu, Utuala, Yaattirram, Yahattizzi, Zashimbra*

Winged Men

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 Men (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 Man, 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-Man 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, Heoorn, Himeen, Hoorcaaarl, Iaoween, Jaoor, Laaric, Meerscaaarl, Nyaneeth, Orlacooth, Raor, Raoeeth, Saamaneal, Soorth, Urllaanic*

Female Names: *Aaroel, Aerieena, Aellaarree, Earraa, Eeleemeena, Evearilla, Flitillia, Floressa, Flaermeena, Galaania, Gleeemaa, Gleesinra, Heeleestraa, Haorellee, Ieliellaa, Iastreena, Ifeelea, Laesa, Loornaea, Lolaandrea, Meerceena, Nyleea, Oorea, Raoreea, Seeoreea*

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 eons 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 Beshaari 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.

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.

Adventure Idea: *The Heroes, journeying through the Axos Mountains, hear rumors among the tribesmen that jutting atop a high and difficult-to-reach peak is a lone tower, known only as 'The Aerie.' Curiosity, and a whisper that the tower guards some eldritch secret, draws the heroes up among the icy crags.*

After a treacherous climb, and an ambush by four-armed snow apes, they at last gain access to the tower. The topmost chamber commands a dazzling view of the mist-shrouded Northlands. The frozen body of a Winged Man sits overlooking the vista. Behind him is a large fire-pit – clearly a means of long-distance signaling. But what is the menace against which this dead sentry keeps his vigil?

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.

Adventure Idea: *The heroes come across the lost township of Ura, in the Beshaar Desert. The townspeople are exploited by two rival warlords, Zelig Z'ran and Baal Caz, who constantly fight against each other in a battle over the town's only wellspring – the only source of water for hundreds of miles. There is a neutral tavern across from the well, where the Heroes will be approached in turn by the rival factions to lend their swords to each side's cause – for a large amount of gold, of course.*

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.

Adventure Idea: You might wish to give the Heroes a bonus Hero Point at the start of this adventure, as they begin with nothing. The Heroes start on a lonely road out of Malakut, across the Besharoon Mountains. They have been purchased as slaves by a fat slaver for an unknown purpose. There are other slaves amongst their number. One is a Morgal. The slaver is accompanied by a huge Shamballahn bodyguard.

Fearing bandits, the slave trader leaves the road and attempts to blaze a trail across the mountains by following game trails and waterways. Along the way the slaver is slain (by the Morgal?) and the food and water is lost. The Heroes must free themselves - or convince the Shamballahn to do so. Then they must still survive the dangers of the mountains: beasts, natural hazards, dangerous hill-men and their weird god, a lack of weapons, armour and supplies... and a depraved vampire in their midst...

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
craggs and rocky
scarpes 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...

Adventure Idea: In the Empty Lands, the Heroes find a massive city built, as if by giants, of huge cyclopean granite blocks. The city gates are open and unguarded to reveal massive towers and colossal ziggurats separated by broad avenues and boulevards, squares and plazas. Whilst the city feels ancient, there are no actual signs of age or of life - no cracks, no dust, no plants, no insects... nothing living. The whole place is as silent as a tomb.

The Heroes have stumbled upon Ur-Yazzerath, the earthly abode of Nemmereth, the Death God, which is sometimes here but sometimes elsewhere. Nemmereth will be sat in his vast palace at the centre of the city, attended by his undead servants. Dealing with him might be the only way to get out of the city alive. Nemmereth only deals in death though...

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.

Adventure Idea: 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.

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. Her fortress is guarded by the Kalukan Sentinels.

Adventure Idea: The Witch Queen is believed to hold the remains of the Star-Orb within the depths of her massive fortress, but none have ever lived to find out if this is true.

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 worship 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 Deskar. He acquired his title very recently by assassinating the previous king. This is an acceptable way to do things in Halakh.

Adventure Idea: The Priests of Nemmereth in Halakh are locked in a holy war with their long-time rivals, the Grey Druids. Both sects are intent on snatching a small statue of their shared deity. The idol is carved from plain stone but is said to possess great supernatural power. The Grey Druids have a small army of assassins, and the Priests are supported by many learned sorcerers. Which side will the Heroes choose?

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.

Adventure Idea: 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, who 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.

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 Hyrdral Chasm. The Giants criss-cross the plains in their banth-pulled caravans, following trails first made in days long past. Hyrdral 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.

Adventure Idea: Jesharek Jool has created a machine that is capable of carrying a small group to the floor of Hyrdral Chasm and protecting them from the deadly vapours. He is planning an expedition to seek the Orb-Blade that was lost there when the Sorcerer-Kings were defeated by the Hero (and last holder of the legendary sword), Lord Thangard.

Kolvís

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. Kolvís is also the entrance to Mezzechesh, the Realm of the Gods.

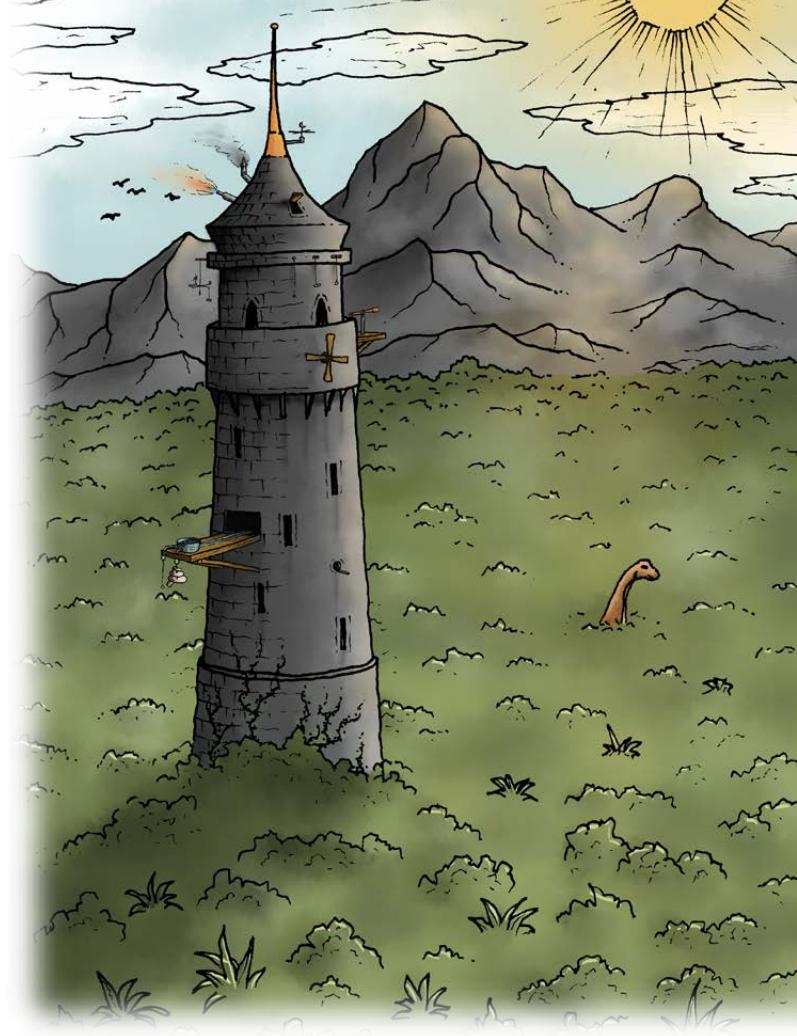
Jesharek's Tower

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.

Adventure Idea: Jesharek has discovered a hidden vault beneath his tower that he didn't know was there, and has gone exploring. When the Heroes have to visit his tower on some urgent business, they find it empty, but are able to locate the entrance to the hidden vault below. They could mess with Jesharek's stuff instead, but of course the old wizard wouldn't leave it unguarded, and messing with alchemy and sorcery can lead to much unpleasantness!

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.

Adventure Idea: The King has decreed that his daughters are too pure for any would-be suitor, and that they are to be removed from sight so no man can gaze upon them and be driven mad with lust at their beauty. No-one has seen the twins for over a week. Through an agent, Queen Raima contacts the Heroes to find out what has happened to her daughters and to ensure their safety. She fears the King has given up the girls to the Yellow Druids for some evil ritual.

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 Guild. 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 khastocks, 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.

Adventure Idea: *The Tower of the Eldaphon. In the Temple District of Malakut stands a glittering tower said to house a fabulous jewel known as the Heart of the Eldaphon. The thieves of Malakut avoid the tower, fearing its master, the sorcerer Yathuzunahl, who is reputed to be over 300 years old. The Heroes should have little trouble getting directions to the Tower. At the same time, they hear rumours of Yathuzunahl's dark powers, his incredible age, and how his power is drawn from the magical jewel. No unwanted visitor has ever returned from the Tower.*

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.

Adventure Idea: *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.*

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 Hyrdral 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 Hyrdral Chasm, where the final battle was fought and the Sorcerer-Kings destroyed.

Adventure Idea: *It is said that Hurm will appear in Oosal again to another Hero, and the prophesies suggest that time is drawing near. If the Heroes can get to Oosal at an appointed time after battling through some dangerous opponents, have Hurm appear at the top of the highest tower remaining in the ruin and grant them a boon of some sort - Marked By The Gods is a highly appropriate one.*

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*.

Adventure Idea #1: *King Zandar Bley is keen to discover the secret of the Satarlan Sky-Boats, and would happily pay adventurers to steal and bring one to him - or bring him the secret of allanium, so that he can get his Alchemists to form his own sky-fleet.*

Adventure Idea #2: *A mariner rushes off the ship that has recently docked, with a fantastic tale. He was trading at a chain of islands out across the Unknown Sea, when a mighty fleet of black and scarlet ships was sighted bearing down on the islands. A hastily put-together fleet sent out to meet it was destroyed in a matter of minutes, and the dread fleet continued on to invade the islands. The mariner proceeds to describe the ruthless destruction of the island port and the merciless slaying of all who opposed them, until the islands fell. The invaders are described as a tall, decadent race of almond-eyed sorcerers, with armour and weapons of fantastical design. During the island's destruction, the mariner explains that he and a few of his men managed to slip out to sea unseen and came back here to warn of this dread fleet, which appears to have designs set on conquest. Options might be to have the Heroes visit the island chain to find out more about these invaders. Or they might try to persuade the leaders of the various city states of Lemuria to join forces to oppose the dread fleet.*

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.

Adventure Idea: *The Heroes are aboard a merchant galley which is attacked by a pirate vessel from the Port of the Sea Lords. In the ensuing battle, both ships are holed and take on water. Survivors of both crews manage to swim ashore to a nearby rocky isle.*

Unfortunately, said isle is swarming with man-eating Grooth. This particular tribe worships a boulder of star-metal in the vague shape of a simian head. The heroes' best hope for survival is to somehow exhort the disparate crews to work together - but old enmities between civilized merchant and pirate make this difficult. The star-metal idol, if it could somehow be transported to the mainland, would fetch a vast price.

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.

Adventure Idea: *While searching through ancient scrolls in the Great Library of Satarla, a Hero comes across a reference to the tomb of the Gladiator-King, Tarcix. Buried below a crumbling, haunted coliseum among the ruins of Qeb, Tarcix was said to be interred with a sword forged from pure janium.*

The rumors are true, but in order to win the priceless weapon, the Heroes must first contend with a small army of shades, created during the mass combats fought at Tarcix's funeral. Then they must navigate a tunnel complex loaded with traps, some still functional after the centuries and some not, before a final duel with the well-preserved revenant of Tarcix himself—a master warrior, wielding his trademark janium blade!

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, organized 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.

Adventure Idea: *Lord Nylus Keller, Commander of the Sky-Navy, approaches the Heroes and explains to them that one of the King's sky-boats went missing a few days ago, while on military manoeuvres*

over the Qush. There has been a search, but so far nothing can be found, and Lord Nylus fears it was lost to some agents from Parsool.

However, the King can't afford a diplomatic incident by openly accusing King Zandar of theft, and he wants the Heroes to investigate. There are several options:

- *The sky-boat was actually attacked by a drakk and knocked out of the sky, to the floor of the jungle. The characters will have to face the terrors of the Qush to hack their way to the downed vessel, which may have been captured by Grooth, believing it to belong to their god. This option would be a good one if the Heroes have a sky-pilot amongst them, as the sky-boat will need to be piloted back to Satarla.*
- *The pilot of the sky-boat turned traitor and fell in with agents from Parsool. They met at a pre-arranged spot (a high hill in the Qush, on top of which is a ruin, a well-known landing place for the Sky-Navy) and attacked the rest of the crew, leaving them for dead. One is still alive, however, and will inform the Heroes of the pilot's treason. Now the sky-boat is in Parsool. The characters will have to travel to that city and recover the vessel from its captors, without causing a diplomatic incident - or maybe they don't care about the politics of the matter!*

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.

Adventure Idea: *The Heroes approach the infamous town of Babanogo. It is fairly well known that the town has notorious strict rules to abide by.*

The bigger problem is, the King of Babanogo has been struck by Morgazzon's Curse and virtually every day he changes the town's laws. Failure to follow the rules means almost immediate imprisonment, swift trial (sometimes by combat) and eventual death... or maybe continued imprisonment - the penalties change all the time, too.

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.

Adventure Idea: *Some new buildings are still built from the stone from the ruined city in the jungle, but workers won't touch the strange pyramidal structure that stands in the centre of that ruin. They believe it is haunted, and accidents have befallen those that seek to gain entrance.*

Adventure Idea: *Lord Dalkas Vrol's lush jungle plantation on the banks of the Tyr had been turning a fine profit, what with its ralidish 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 among the plantation slaves. But matters become complicated when the leader of the cult, a nubile Red Druid, turns out to be Dalkas' own daughter!

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 have 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.

Adventure Idea: *King Juvor isn't so dead-set against magicians as his father was. In fact, he sees sorcery as a useful way to achieve his goals. He has recently been discussing the problem of the Satarlan Sky-Navy with a magician, Kalzatan, who he smuggled into the city past the Wizard Watch.*

Juvor has asked Kalzatan to lead an expedition into the Axos Mountains to work out a way of bringing the Winged Men under his banner, when the time comes to strike.

Thule

Thule is the island where the last of the Sorcerer-Kings are said to have hidden after their defeat at Hydrdal 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.

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 market places, 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.

Adventure Idea: Whilst revelling in a tavern in Urceb, the floor suddenly gives way under the Heroes and they find themselves in the Undercity.

The floor could have been rotten with age and woodworm, and the whole tavern has sunk into a sinkhole. Or, a trapdoor has opened, plunging the Heroes into a trap set by the tavern keeper - a caged beast (or some of his cronies) will kill them, so he can loot their bodies.

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 civilized 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 civilization 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 weaponmiths 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.

Adventure Idea: King Davym Tarv wants his personal guard to be equipped with real Varlgardian Blades. He sends the Heroes on a mission in a sky-boat over the Axos Mountains into Valgard to strike up a deal: to purchase 100 blades made by Valgard's finest swordsmith.

Rumours and adventure ideas for the Frozen Lands:

- 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 Tharungozothyr burned through it to assault the tribes beyond.*
- *Tharungozothyr 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 civilization, 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 northeast of the Qush.

Adventure Idea: The sea is the home to a colossal behemathon, a squid-like sea-beast. The legends have it that an island sits in the centre of the sea. This island bears the ruins of the last stronghold of the Sorcerer-Kings (before they fled to Thule following their defeat at Hyrdral Chasm).

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.

Adventure Idea #1: A merchant called Brachert of Oomis wishes to trade with the Blue Giants at Ygddar, so gathers the Heroes to travel with him and protect his wagons.

Adventure Idea #2: The Ygddar Codex is believed to still be lost somewhere in the ruins. The scribes of the Great Library would handsomely reward anyone who recovered just a scrap of that famous volume.

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.

Adventure Idea #1: A magician has cast a spell he found in an ancient book - everyone within several miles around falls into a deep enchanted slumber. As the Sorcerer-Kings designed this spell as a trap, it also releases a devouring-demon, whose sole intent is to eat as many of the sleeping victims as it can. The characters are unfortunate enough to be visiting in a trade galley at the time. They are crewmen, merchants, hired bodyguards or owners of the ship - whatever is appropriate.

Of course, being Heroes, they awaken to find everyone onboard asleep - the answer lies within the city, where they will come across the demon, and where they will also need to find the abode of the magician who cast this spell (which undoubtedly has traps and guardians to contend with).

Devouring-Demon (Lesser Demon)

This is an 8-foot tall, obese, fleshy monster with squat hairy legs, a huge gaping and drooling mouth, and row upon row of deadly sharp teeth.

Attributes		Combat Abilities	
		Melee	Ranged
Strength	4	4	-1
Agility	0	-1	2
Mind	3	2	
Appeal	-1		
Lifeblood	20	d6	
<i>Demonic Powers (2)</i>			
♥ Armour		d3	
♥ Malleable Flesh			

Adventure Idea #2: 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!

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 insect, 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. 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. 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 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 *lifeblood* 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:

- ♥ 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 ×2, ×3, or ×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.

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 pincer, 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

Poor ... : The creature is deficient in scent, hearing or eyesight, as set out in the description.

Docile Attack: *Penalty die* for the beast's attack.

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.

Size	Priority	Damage	Lifeblood	Strength	Move	Examples
Tiny	Rabble	1	1	-3	15'	Ganuc, jit
Very small	Rabble	d3	2	-2	20'	Cathgan, kyphus
Small	Tough	d6L	5	-1	25'	Frossor, phong, purgat, uzeg
Medium	Tough	d6	10	0	25'	Sand runner, skorpider, snow worm, ursavus, venator, wolf, xolag
Large	Villain	d6H	20	4	30'	Andrak, bouphon, crocator, kroark, lurkfish, parvalus, snow ape, swampus, wolf-dire, yorth
Very large	Villain	d6H	30	6	30'	Azhdarkho, bronyx, dracophon, jemadar, terror bird, triotaur
Huge	Villain	d6 × 2	40	8	35'	Banth, cave/snow bear, dinohyus, mythunga, zathog
Massive	Villain	d6H × 2	50	10	35'	Chark, deodarg, drakk, elasmotherium, eldaphon
Enormous	Villain	d6H × 2	60	12	40'	Poad, giant skorpider
Gigantic	Villain	d6 × 3	70	14	40'	Kalathorn, sarkolith
Immense	Villain	d6H × 3	85	16	45'	Xolth
Colossal	Villain	d6 × 4	100	18	45'	Behemathon

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 drakks 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
Agility	-3
Mind	-2
Lifeblood	40
Attack	+0
Damage	d6 ×2
Defence	0
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
Agility	-4
Mind	-2
Lifeblood	100
Attacks (x2)	+0
Damage/attack	d6H ×4
Defence	0
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

Strength	-2	Attack	+3
Agility	2	Damage	d3
Mind	-4	Defence	4
Lifeblood	2	Protection	0

Combat Abilities

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

Strength	8	Attack	+2
Agility	0	Damage	d6 ×2
Mind	-1	Defence	1
Lifeblood	40	Protection	d3 (2)

Combat Abilities

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

Strength	10
Agility	0
Mind	-1
Lifeblood	50

Combat Abilities

Attack	+3
Damage	d6H ×2
Defence	0
Protection	d6-1 (3)





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.

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

Attributes

		Combat Abilities	
Strength	10	Attack	+3
Agility	2	Damage	d6H ×2
Mind	1	Defence	4
Lifeblood	55	Protection	d6 (4)



Dinohyus

Creature Size: Huge

Normally Found: Jungle

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	d6 ×2
Mind	-2	Defence	0
Lifeblood	40	Protection	d6-2 (2)



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, snaggletoothed, 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

Strength	7
Agility	0
Mind	-3
Lifeblood:	35

Combat Abilities

Attack	+1
Damage	d6H
Defence	1
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	d6H ×2
Mind	-2	Defence	3
Lifeblood	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	d6H ×2
Mind	-2	Defence	0
Lifeblood	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	d6H ×2
Mind	-2	Defence	0
Lifeblood	50	Protection	d6-2 (2)



Frossor

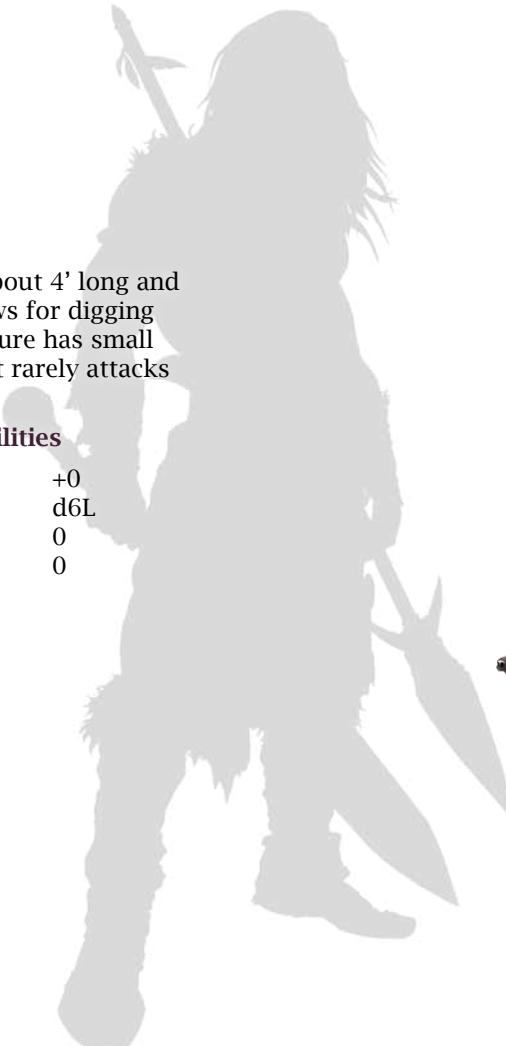
Creature Size: Small

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

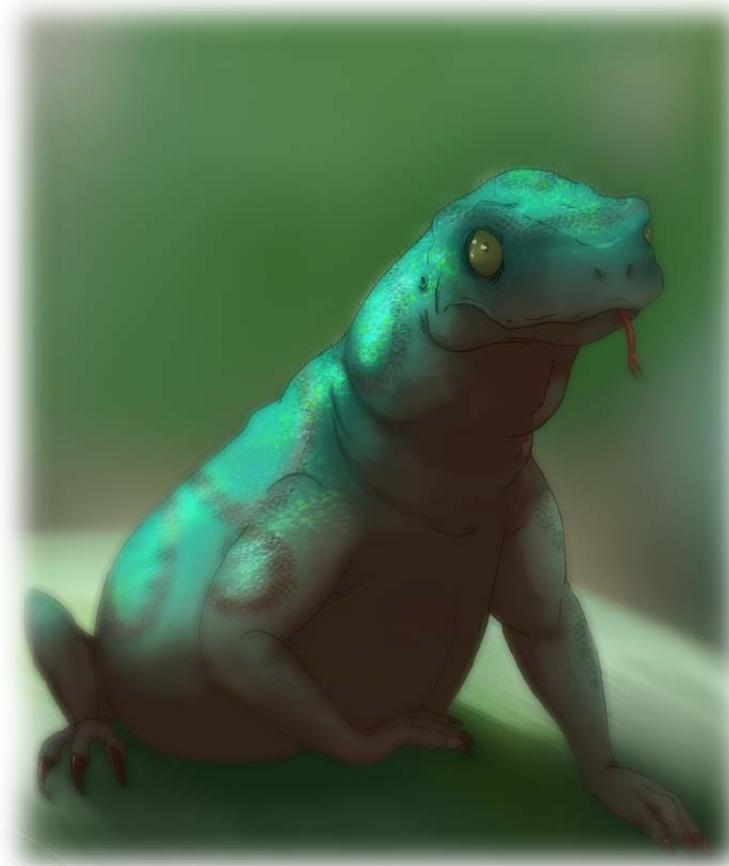
A ganuc is a tiny, skittish plant-eater bearing both mammalian and reptilian characteristics. It can comfortably sit on the palm of your hand – and in Satarla and some other cities, they are bred as pets for children. There are some species that have a mildly toxic bite, so you do need to trust your supplier!

Traits

- **Venomous Bite:** Affects only creatures up to man-size (medium). A Moderate 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
Agility	1
Mind	0
Lifeblood	30
Attack	+4
Damage	d6H ×2
Defence	3
Protection	d3 (2)

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

Strength	-4	Attack	+2
Agility	4	Damage	1
Mind	-4	Defence	5
Lifeblood	1	Protection	0

Combat Abilities



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

Strength	14	Attack	+1
Agility	-1	Damage	d6H ×3
Mind	-2	Defence	0
Lifeblood	70	Protection	d6-1 (3)

Combat Abilities



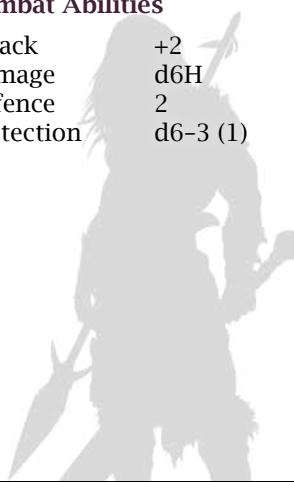
Kroark

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	d6-2
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.

Attributes Combat Abilities

Strength	3	Attack	+1
Agility	1	Damage	d6
Mind	0	Defence	0
Lifeblood	20	Protection	0

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 Task Roll. Being stunned lasts 6 rounds, less the Hero's *strength*.



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 blood-sucking 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



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 × 3
Mind	-1	Defence	0
Lifeblood	60	Protection	d6-2 (2)





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

Strength	3
Agility	2
Mind	-2
Lifeblood	12

Combat Abilities

Attack	+1
Damage	d6
Defence	2
Protection	0

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 *boon*.

Attributes

Strength	14	Attack (x2)	+0
Agility	-2	Damage	d6 ×3
Mind	-2	Defence	0
Lifeblood	70	Protection	d6 (4)

Combat Abilities



Skorpider

Creature Size: Medium

Normally Found: Desert, 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

Strength	0	Attack #1	+2, d6L
Agility	0	Attack #2	+0, d3
Mind	-2		+ poison
Lifeblood	8	Defence	0
		Protection	d3 (2)

Combat Abilities



Skorpider, Giant

Creature Size: Enormous

Normally Found: Desert, 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

Strength	10	Attack #1	+3, d6 ×2
Agility	-1	Attack #2	+1, d6
Mind	-1		+ poison
Lifeblood	60	Defence	0
		Protection	d6 (4)

Combat Abilities

Snow Apes

Creature Size: Large

Normally Found: Mountain, tundra

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 *boor: Ferocious Attack*.

Attributes

Strength	5
Agility	0
Mind	-1
Lifeblood	15

Combat Abilities

Attack	+1
Damage	d6H
Defence	1
Protection	0



Snow Worms

Creature Size: Medium

Normally Found: Mountain, tundra

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

- ❖ *Stealthy*: Snow-worms are slow movers but move very quietly
- ❖ *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 Task Roll (using strength to resist) 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 Task Roll, or about an hour otherwise.
- ❖ *Docile Attack*: Snow worms don't need to attack quickly, as their sleep mist usually dulls their victim's senses



Attributes

Strength	3
Agility	0
Mind	1
Lifeblood	10

Combat Abilities

Attack	+0
Damage	d6
Defence	0
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 up-river 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's 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

Strength	2
Agility	1 [-1]
Mind	-1
Lifeblood	20

Combat Abilities

Attack (x2)	+2 [+0]
Damage	see above
Defence	1 [0]
Protection	0



Terror Bird

Creature Size: Very Large

Normally Found: Desert, 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
Lifeblood	30	Protection	0



Triotaur

Creature Size: Very Large

Normally Found: Jungles

The triotaur is a banth-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

Strength	7
Agility	-2
Mind	-2
Lifeblood	30

Combat Abilities

Attack	+2
Damage	d6H
Defence	0
Protection	d6-1 (3)



Ursavus

Creature Size: Medium

Normally Found: Jungles

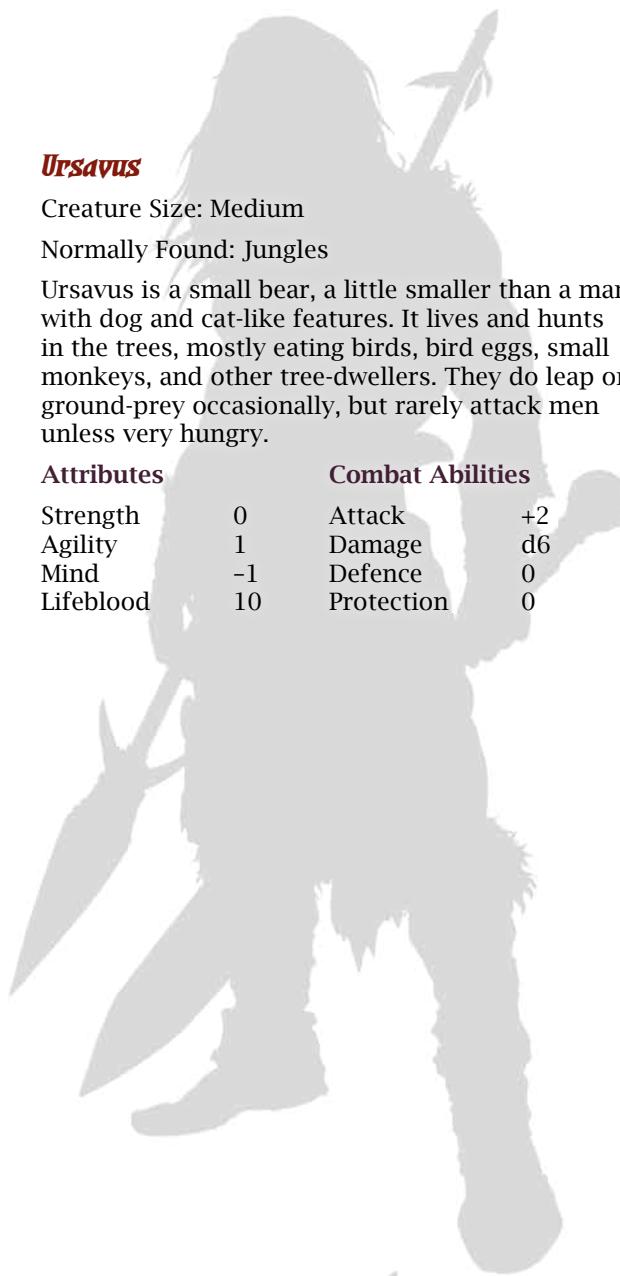
Ursavus is a small bear, a little smaller than a man, with dog and cat-like features. It lives and hunts in the trees, mostly eating birds, bird eggs, small monkeys, and other tree-dwellers. They do leap on ground-prey occasionally, but rarely attack men unless very hungry.

Attributes

Strength	0
Agility	1
Mind	-1
Lifeblood	10

Combat Abilities

Attack	+2
Damage	d6
Defence	0
Protection	0



Uzeg

Creature Size: Small

Normally Found: Everywhere

The uzeg is 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

Strength	-1
Agility	2
Mind	-1
Lifeblood	5

Combat Abilities

Attack	+2
Damage	d6-2
Defence	3
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

Strength	0	Attack	+3
Agility	2	Damage	d6
Mind	-2	Defence	2
Lifeblood	10	Protection	0

Combat Abilities



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

Strength	1	Attack	+3
Agility	2	Damage	d6
Mind	-1	Defence	1
Lifeblood	10	Protection	0

Combat Abilities



Wolf, Dire

Creature Size: Large

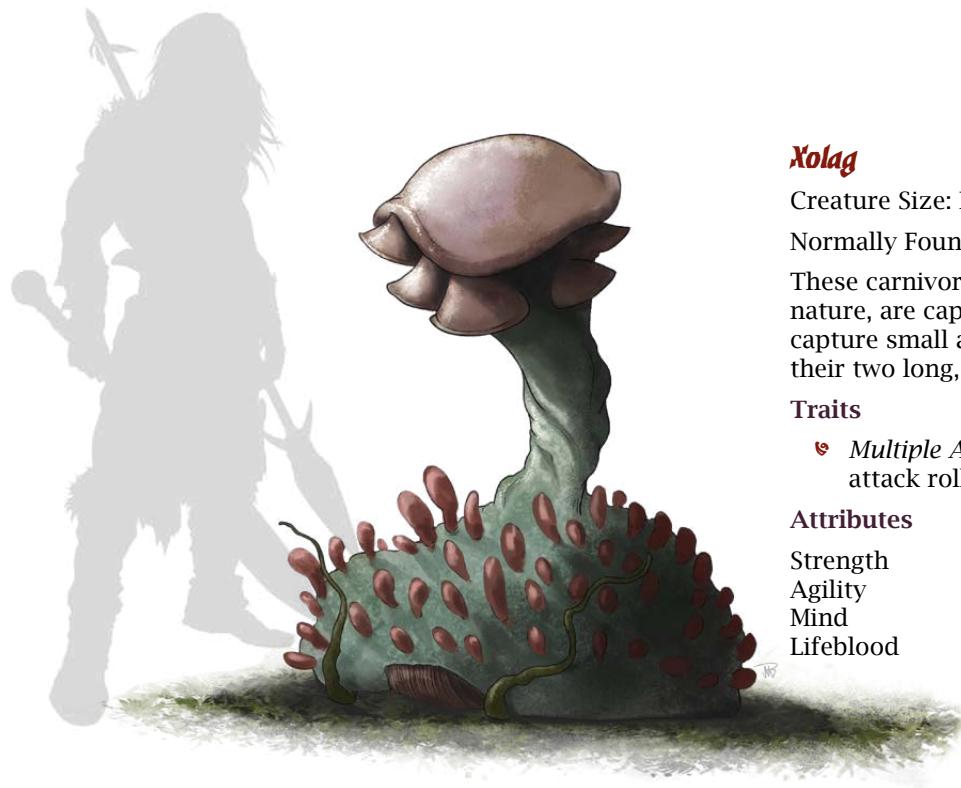
Normally Found: Everywhere

These are larger and more physically imposing than normal wolves but luckily they tend to be a bit more solitary.

Attributes

Strength	4	Attack	+2
Agility	1	Damage	d6H
Mind	-1	Defence	0
Lifeblood	20	Protection	d6-3 (1)

Combat Abilities



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

	Strength	Agility	Mind	Lifeblood	Attack (x2)	Damage	Defence	Protection	+1
	2	-1	-2	8					d6L
									0
									0

Combat Abilities

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

Strength	16
Agility	-3
Mind	-3
Lifeblood	85

Combat Abilities

Attack	+1
Damage	Special
Defence	0
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 Task Roll (using *strength* to resist) 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 ×2
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.

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 shamble as they walk, and are mindless and speechless.

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 instruction from Zorphalar – a

Bloodless Sorcerer-King so old that he was there at Hyrdral 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		

Careers

Sorcerer	3-6
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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*

		Combat Abilities	
Strength	6	Attack	+4
Agility	0	Damage	d6H
Mind	0	Defence	0
Lifeforce	30	Protection	0

Necrophage

Size: Medium

Normally Found: Lurking in crypts and tombs, or summoned by sorcery

Necrophages are the eaters-of-the-dead - degenerate sub-humans, 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

Combat Abilities

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 or 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

Combat Abilities



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 are created with 2 points to spend on attributes and another 2 points on combat abilities. They have 10+*strength* in *lifeblood* and their attacks cause d6L damage (+ *strength*). Their priority rating is that of *rabble*.

Lesser Demons are created with 6 points to spend on their attributes and another 6 points on the combat abilities. They can have a maximum of 4 in any one attribute or combat ability. They have 20 *lifeblood* (+ *strength*) and their attacks cause d6 damage (+ *strength*). For priority purposes they count as *toughs*.

Greater Demons are created based on 12 points in attributes and again in combat abilities, with a maximum of 6 in any one. They have 30 + *strength* in *lifeblood* and their attacks cause d6H damage (+ *strength*). For determining priority, these count as *villains*.

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).

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.

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.

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).

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 1d6 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 paralyze anything of man-size (medium) or smaller. Heroes get to make a Tough *strength* Task Roll to avoid paralysis. Once paralyzed, 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.

Speech: The demon is capable of human speech

Telepathy: The demon can implant messages and suggestions, as well as read minds.

Special Knowledge: The demon has one career at rank 6.

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.).

Demon type	Priority	Attributes	Combat Abilities	Powers	Lifeblood	Damage
Minor	Rabble	2 points	2 points	1	10	d6L
Lesser	Tough	6 pts, 4 max in one	6 pts, 4 max in one	2	20	d6
Greater	Villain	12 pts, 6 max in one	12 pts, 6 max in one	4	30	d6H

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 to 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.

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 **Abilities**

Combat

Strength	1	Melee	0
Agility	2	Ranged	2
Mind	-1	Defence	0
Appeal	0		
Lifeblood	11	Damage	d6L

Powers

- Enhanced Weaponry (Demon Darts)

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		
Lifeblood	23	Damage	d6H

Powers

- ❖ Destructive Attacks
- ❖ Poison



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		
Lifeblood	32	Damage	6H

Powers

- ❖ Special Knowledge: Scholar 6
- ❖ Human Form
- ❖ Telepathy
- ❖ Non-Corporeal

Lemurian Lexicon

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.

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.

Avnuby Tarv: Queen of Satarla.

Barvak Indalon: King of Shamballah.

Black Grimoire:

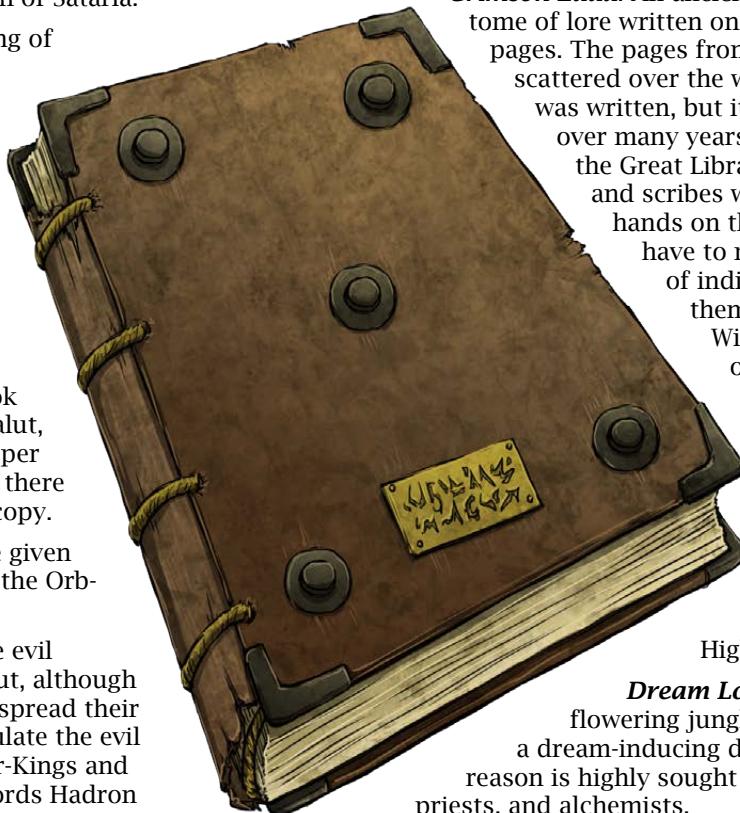
This book contains the practices and rites to follow to call forth demons, raise the dead and destroy the souls of men. It is believed the Black Druids have the book in their temple in Zalut, although some whisper that what they have there is only a very poor copy.

Blade-Bearer: Name given to Heroes who bear the Orb-Blade.

Black Druids: These evil cultists dwell in Zalut, 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.

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.

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.

City of Healing: Poetic name for Lysor.

Cloud Stairs: These are the stairs created by Sa'Tel, that start at the top of Kolvis and lead to Mezzechesh, the Realm of the Gods. A common saying is, "You've gone up the Cloud Stairs" - meaning "in your dreams," or "you've been day-dreaming."

Colmus Kavataz: King of Lysor.

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.

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.

Davym Tarv: King of Satarla.

Dazzandroth Zant: High Magician of Zalut.

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.

Druids: Worshippers of the Dark Lords. Their cults have been driven underground, but they are growing in strength. Their practices include human sacrifice.

Dorlina: Queen of Oomis.

Glory of Parsool: The magnificent flagship of the Parsool Fleet. It is twice the size of any other war galley and, although it has oars to power it, 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.

God's Forge: Poetic name for Mount Kolvis.

Gorthan Half-Hand: King of the Pirate Isles.

Grey Druids: The cult of the Death God, Nemmereth. 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. Needless to say, the Assassin City of Halakh is the centre of this cult.

Hrangarth: King of Ygddar and Hero of Lemuria, the First Blade-Bearer.

Ilkthar: Yellow Druid, adviser to King Keldon III.

Imbalayo: Queen of Shamballah.

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.

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.

Jazite: A precious metal, prized for its changing opal hues.

Jehana: Daughter of King Colmus of Lysor. Twin of Zulena.

Jemadar Guard: The beautiful and dangerous female bodyguards of Queen Suria of Malakut. They are known for their skill with the khastok (a fighting spear) and their loyalty and devotion to the protection of their queen.

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.

Jesharek Jool: A renowned alchemist.

Jewel of Lemuria: Poetic name for Satarla.

Juvor: King of Tyrus, son of Syton.

Kalukan Sentinels: The Witch Queen's slaves and bodyguards, created by sorcery.

Kalvar II: King of Valgard.

Keldon III: King of Oomis.

Keldon: Prince of Oomis.

Kelderik: Prince of Oomis.

Khastok: The fighting spear of Malakut, famously used by the Jemadar Guard.

Kir: A wavy-bladed knife used by the assassins of Halakh.

Kylarth: A Hero of Lemuria, a Blade-Bearer.

Library of Ort: Scattered around the world are ancient underground places where ancient men hid from the Sorcerer-Kings. The Library was one of these refuges. Upon the walls are many paintings of beasts both common and rare. For one who is wise,

they reveal the secrets of these creatures - their lairs, their strengths and their weaknesses.

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.

Methyn Sarr: The Witch Queen, Queen of the Fire Coast.

Mezzechesh: The home of the Gods, at the top of the Cloud Stairs on Mount Kolvis.

Negedzar Frome: King of Urceb.

Nitina: Princess of Oomis.

Nylus Keller: Lord Commander of the Satarlan Sky-Navy.

Raku-wine: Good but expensive wine made from raku-berries.

Oomis Chronicles: The history and records of the rise of the city of Oomis. They are held in the Library of Oomis.

Orb-Blade: The legendary blade made from the Star-Orb. The original was used by Hrangarth, but was lost in the Festrel Swamp by Lord Kylarth. The sword was found again by Lord Thangard of Oosal and used to defeat the Sorcerer-Kings a second time. This time, however, it was broken and is believed to have fallen into the black depths of Hydral Chasm.

Parsool Records: The history of Parsool, held in his palace by the current King of Parsool, Zandar Bley.

Priests: Worshippers of the Twenty Gods of Lemuria - there are temples to these gods in every city. Priests differ from Druids insofar as Druids worship only the Dark Gods and perform human sacrifices. Both Priests and Druids worship one of the gods together - Nemmereth. Druids 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. 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.

Raima: Queen of Lysor.

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.

Red Druids: Worshippers of Zaggath, Lord of Fire. Flame is always involved in their dark ceremonies.

Rhadathmazar: A dark grimoire of power, held by the Magicians of Zalut.

Salem: Captain of the Wizard-Watch of Tyrus.

Satarla Volumes: The records of the history of Satarla - they are held under heavy guard in the Great Library of Satarla.

Scribes of Ygddar: Olden Scholars tasked to record the histories of the Lemurian cities of Ygddar, Oosal, Qeb, Qiddesh, and Qar. They wrote many volumes, including the lost Ygddar Codex.

Serene City: Poetic name for Lysor.

Sky-boats: Flying boats made of allium. Dondar Thule, an alchemist from Lysor, built the first of these craft, and later the King of Satarla had him build a whole squadron (12 sky-boats), at great expense. The boats are about 30' long, from pointed prow to pointed stern. They are driven by powerful spring-powered rotors. One set at the rear propels the boats forward and a second set, just beneath the prow, pushes the boat backward if necessary. Other rotors in the centre of the deck and beneath the keel force the floater either up or down as desired. The engines are set in action by four levers (located in the craft's small cabin), which are labelled with the directions that they govern. The higher the levers are pushed, the stronger the rotors drive the craft. The craft are able to reach speeds of around 50 mph.

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.

Star-Lore: The knowledge of astronomy, astrology, and navigation.

Star-Orb: The Star-Orb fell from the heavens, directed to the earth by Sa'Tel, and from its metal the legendary Orb-Blade was forged. The Witch Queen, Methyn Sarr, is reputed to hold the Star-Orb within her fortress on the Fire Coast.

Suria Klodis: Queen of Malakut.

Syton: Old (now dead) king of Tyrus.

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.

Thangard: A Hero and Bladebearer.

Turalon: These are fabulous black, dark red and deep purple roses of Lemuria's jungles.

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.

Urld: A hard black wood, similar to teak. The Urld tree grows in the cold tundras of the Northlands.

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.

Waterfruit: Fruit of the ralidish tree.

Wizard-Watch: Inquisitors of Tyrus, under Captain Salem.

Yellow Druids: These druids – believed wiped out with the fall of the Sorcerer-Kings – still practice their worship of Morgazzon, Demon of Madness, in their hidden temples in Oomis, Lysor, and their main temple in the Festrel Swamp.

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.

Yrzlak's Forge: Mount Kolvis.

Zandar Bley: King of Parsool.

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.

Zomat Deshkar: The current King of Halakh.

Zula: Moths that grow to the size of a bat or small bird. They have gauzy colourful wings. Harmless and beautiful, they inhabit the jungle lands.

Zulena: Daughter of King Colmus of Lysor. Twin of Jehana.

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, gasses, 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.

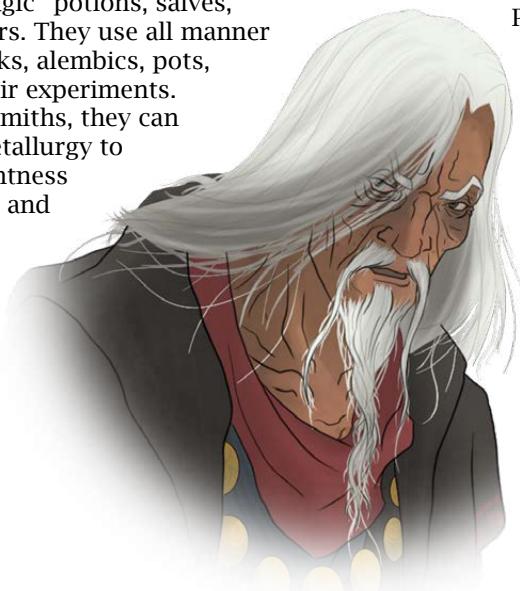
Alchemy is something that is done, in effect, between adventures, when you have at least a week of downtime. Before embarking on a new adventure, the character should describe what he did with his time and money since the last adventure, including what preparations he attempted to make.

Craft Points

Progress with alchemical preparations is tracked using through *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.

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.

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

Ingredients for these creations are usually rare, exotic or easily spoiled. They often aren't 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:

- ♥ Pain-killers (lasts 2d6 hours, 3 doses)
- ♥ Sleep Inducers (ingested, gives 2d6 hours sound sleep, 3 doses)
- ♥ Fever Relief (lasts 2d6 hours, 3 doses)
- ♥ Acids (1 small vial, does 1d3 damage or burns through an inch of metal or wood)

- ♥ Animal Poison (kills small pests for 1d3)
- ♥ Antidotes to natural venoms and herbal toxins (recovery in 1 hour, 3 doses)
- ♥ Insect Repellent (lasts 4d6 hours, 3 doses)
- ♥ Alcoholic Spirits (good quality, 3 bottles)
- ♥ Invisible Ink (becomes visible when wet or warmed)
- ♥ Pox Cure (imbiber is cured of the pox)
- ♥ Scurvy Cure (imbiber is cured of scurvy)

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:

- ♥ Might (+1 strength for the scene)
- ♥ Quickness (+1 agility for the scene)
- ♥ Clarity (+1 mind for the scene)
- ♥ Beauty (+1 appeal for the scene)
- ♥ Improved Senses (*bonus die* for Task Rolls for noticing things for the scene)
- ♥ Precision (*bonus die* on Ranged Attack Rolls for the scene)
- ♥ Prowess (*bonus die* on Melee Attack Rolls for the scene)
- ♥ Growing or shrinking (for the scene)
- ♥ Infatuation (imbiber must save *mind* vs. your *alchemist* rank or be infatuated for a day)
- ♥ Instant Sleep (imbiber must save *strength* vs. your *alchemist* rank or fall into a deep sleep for half a day)
- ♥ Antidote to Alchemical Poisons (recovery in 1 hour, 3 doses)
- ♥ Acid Neutralizer (instantly stops effects of equal amount of acid – makes 9 small vials)

Legendary potions

Legendary potions and their effects would include:

- ❖ Love (imbiber must roll *mind* vs. your *alchemist* rank or be in love till the next full moon, 1 dose)
- ❖ Plague Cure (imbiber is cured of any disease, 2 doses)
- ❖ Appearance of Youth (imbiber appears to be no more than 25 years old for a week, 1 dose)
- ❖ Paralysis (imbiber must roll *strength* vs. your *alchemist* rank or be completely paralyzed for 24 hours, 1 dose)
- ❖ Heroism (imbiber gets +1 to all combat abilities for one scene, 1 dose)
- ❖ Resilience (imbiber's skin counts as protection 1d6 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)
- ❖ Invisibility Powder (people seem not to notice the wearer unless he does something to draw attention to himself, lasts for one scene)
- ❖ Alchemist's Fire (explodes in a 10' radius doing d6 ×2 damage)

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)
- ❖ Permanent Alteration (+1 to any attribute permanently, will only ever work once on any given individual)
- ❖ Perfect Regeneration (re-grows a lost limb, eye, etc., effectively erasing the *flaw* associated with it)
- ❖ Invincibility (imbiber's skin counts as if it were armour with d6 ×2 protection for a scene)
- ❖ Phoenix Dust (powder that burns on contact for d6 ×3 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.

- ❖ Masterwork armour
- ❖ Masterwork weapons
- ❖ Masterwork tools
- ❖ Locks (ordinary lock of -2 difficulty)
- ❖ 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 1d3 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:

- ♥ Harder weapons (roll a *bonus die* when rolling for damage)
- ♥ 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)
- ♥ Elaborate locks and traps (difficulty is -4 to get past them - traps cause d6+1 damage when triggered)
- ♥ Hollow glass knife (filled with acid or poison)
- ♥ Artificial limbs (with few or no moving parts, but nicer than a hook or peg)
- ♥ A timepiece
- ♥ A telescope
- ♥ A periscope
- ♥ A microscope
- ♥ Weapons secreted in common items
- ♥ Grappler crossbow (fires a silk rope and grappling hook with 25' range increment)
- ♥ Light-producing chemicals (produces light for up to half a day)
- ♥ Fire self-starter (lights campfires quickly and easily)
- ♥ Burning oil (lights on contact and burns for d6 damage)
- ♥ Rust reversal (enough to clean the rust off a suit of armour)
- ♥ Perfectly pitched musical instruments (Tools of the Trade)

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 1d6 *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 artifacts 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:

- ♥ 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 2 d6 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.)
- ♥ Flying machines (see sky-boats)
- ♥ Lightning-gun (vaguely arbalest-like devices causing d6 ×2 damage, ignoring armour, with a base range of 250')
- ♥ 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)
- ♥ Lighter-than-air belts (made of *allanium*, allows the wearer to float up and down)
- ♥ Water-breathing helmets (allow the wearer to breathe under water)
- ♥ Distilled *allanium* and *janium*
- ♥ Breeding plants and animals into deadly life forms
- ♥ Automatons and guardians from living suits of armour

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 ×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:

- ♥ 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)
- ♥ Unique lock or trap (-8 Difficulty to get by these - traps cause d6 ×3 damage if triggered)

- ❖ Armoured war-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.)
- ❖ Brain-transfer machines and their victims
- ❖ Intelligent dwellings
- ❖ Semi-sentient machines
- ❖ Creating life from chemical vats
- ❖ Vats for cloning individuals
- ❖ Create man-beast hybrid life-forms

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.

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 Chapter 5). *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*) 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 (the Goddess of Crops and the Harvest) 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 boon ("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 flaw 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 blood-stained 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 reign to come up with their own domains for the god, if they require.

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 blood-thirsty 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.

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 skill 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).

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)
- Paralyzing Gaze (paralyzes target for a round)

More powerful spells are trickier though, and are really the stuff of heroic magicians and villainous sorcerers.

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

Spell Magnitude	Difficulty	Modifier to task roll	Arcane Cost	Min. Cost
Cantrip	Automatic	-	1 to 2 AP	1 AP
	Very Easy	+2		
	Easy	+1		
First Magnitude	Moderate	0	5 AP	2 AP
	Hard	-1		
Second Magnitude	Tough	-2	10 AP	6 AP
	Demanding	-4		
Third Magnitude	Formidable	-6	15 AP	11 AP
	Heroic	-8		

person with rope and pitons could achieve the same result (eventually). Damaging spells of this type would typically cause 1d6 *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
- ❖ Visions of close or recent happenings
- ❖ Summoning Minor Demons

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

- ❖ 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)
- ❖ Line of Sight: The caster must be able to clearly see his or her intended target
- ❖ Casting Time: The spell will take at least 1d6 ×30 minutes of meditation, chanting, dancing etc. to correctly execute
- ❖ Intimate Materials: A personal item of the intended target (or a tile from the target building, for example) is required

- ❖ Special Knowledge: The caster must conduct lengthy research before he or she has the necessary information to cast the spell
- ❖ Obvious Technique: The caster must gesture, chant, dance or make strange sounds during the brief casting process
- ❖ Auspicious Hour: The spell may only be cast at a specific hour of the day
- ❖ Ritual Cleansing: The caster must bathe in clean water and essential oils, and shave all bodily hair from his or her body
- ❖ Wounds: The magician suffers d3 *lifeblood* of damage when the spell is cast
- ❖ Group Ritual: Requires d6 assistants, each with Magician 0 or higher

*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 1d6 *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 (see Chapter 7 under the section Advancement Points). 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
- ❖ Visions of happenings, across the city or within a lifetime
- ❖ Summoning Lesser Demons

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)

Second Magnitude spell casting requirements

- ❖ 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!
- ❖ Rare Ingredients: An expedition is required to locate the necessary items to perform the magic – it will take 1d6 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!)

- ❖ Permanent Focus: The caster must undertake ritual tattooing to permanently inscribe the details of the spell on his or her person
- ❖ Casting Time: The spell will take at least $d6 \times 2$ hours of meditation, chanting, dancing, etc. to correctly execute
- ❖ Ritual Sacrifice: An animal (of at least the size of a lamb) must be sacrificed prior to casting
- ❖ Lunar: The spell may only be cast during a specific phase of the moon
- ❖ Personal Ordeal: The caster must fast for 2d6 days
- ❖ Wounds: The magician suffers $d6+1$ *lifeblood* damage when the spell is cast
- ❖ Group Ritual: Requires 2d6 assistants, each with Magician 0 or higher

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/Villainous (-8)

Third Magnitude spell casting requirements

- Personal Ordeal: The caster must undertake ritual scarring and/or mutilation and bloodletting to achieve the right frame of mind for casting
- Casting Time: To correctly execute, the spell will take at least 3d6 hours of meditation, chanting, dancing etc.
- 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
- Place of Power: There is only one place known to man where this spell may be cast and – guess what? It's not close!
- Demonic Transformation: Casting the spell will permanently (maybe) transform the caster

into some horrible demonic form with an even more clichéd maniacal laugh

- Wounds: The magician suffers 2d6+1 *lifeblood* damage when the spell is cast
- Group Ritual: Requires 3d6 assistants, each with Magician 0 or higher

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

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 on Cantrips is recovered both at noon and at midnight.

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 far-away 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

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

Scale-Skin

This spell causes the recipient's skin to turn tough and scaly – it provides armour protection of 1d6 to the recipient.

- The spell's normal initial requirement is a piece of scaly skin from a reptile

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

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 has the Casting Time requirement
- This spell often has the Rare Ingredient requirement

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

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 open a rift in time and space through which he steps, so that she can re-appear anywhere in the world she so chooses.

Cults of Lemuria

This section looks at several example cults, their beliefs and their nefarious methods.

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 Beshaari, 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 Beshaari. 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 Beshaari 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 none-the-less 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...

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 Wyrm*, 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 artifact 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 artifact yet.

Adventure Idea: Gorthan has heard rumours about some of his more surly 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 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 center. 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 firsthand how the morbid events unfold in his twisted garden.

Tokalu's arena of thorns is loathed by the Shamballahn 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 Shamballahn 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.*

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.

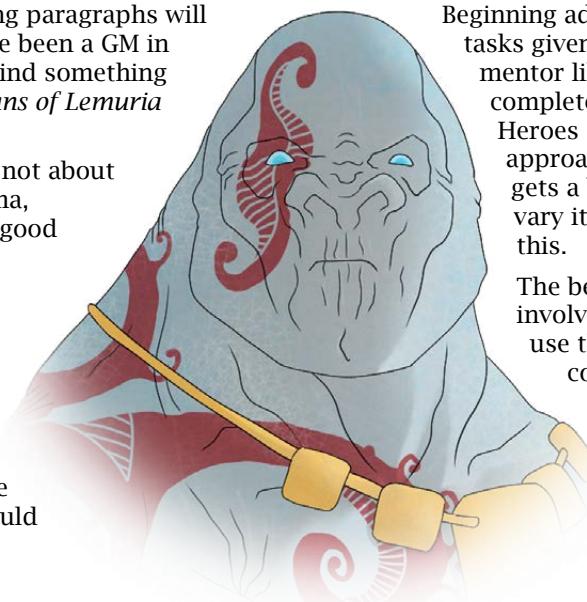
A good rule of thumb is not to let a roll of the dice determine whether a character succeeds or fails in a task, but to determine the level of success or failure. So, say a character is seeking information vital to the next part of the scenario but fails the Task Roll - you could decide that he picks 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 role-playing 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 role-playing games.

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 civilizations (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

Tone and Style

The sword-and-sorcery story is also very different in tone from the typical fantasy role-playing 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 role-playing 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 role-playing 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.

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 recognize 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, role-playing 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 occurs 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*
- ❖ 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 northwest." 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 (who 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.

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
Rabble	0	0	0-1	1-3	1 or d3 (armed)	Horde
Toughs	0-2	0-2	2	5-8	by weapon	
Villains	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	heavy armour shield	d6-1 (-1 agility) (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 knives (throwing)	d6L d6L	
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 (2-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 knife	d6H 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

Tarsool 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	
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		med. 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 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	

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 Longbow knife	d6 d6L+1	
Points	Lifeblood	7	

Winged Man Lookout

These winged scouts avoid fighting, but ambush intruders with missiles or rockfall traps.

Attributes		Combat Abilities	
Strength	-1	Brawl	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	

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	

Villains

Villains are the arch-enemies of the Heroes. They will be created just like creating a Hero. They are the ones behind the nefarious plots that the characters become involved in.

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:

• *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.

• *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.

Over the next few pages are some ready-made NPC *villains* to get you started...

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			
Magician	4	Druidess (of Zaggath)	2
Noble	1	Torturess	1

Boons

- *Attractive*: included in stats
- *Battle Harness*: can wear a personal battle harness that counts as medium armour but with no penalties
- *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.

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.

Protection Battle Harness d6-2

Weapons *Blood-Dagger of Zaggath*
(Mythic Weapon – *bonus die* on Attack Roll), d6 damage

Points

Villain Points	6	Arcane Power	16
Fate Points	2	Lifeblood	12

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
Agility	1
Mind	3
Appeal	1

Careers

Alchemist	4	Blacksmith	1
Magician	2	Scribe	2

Boons

- *Nose For Magic*: Jesharek receives a *bonus die* when trying to spot or track a wizard, or a magical effect or artifact.
- *Learned (Star-Lore)*: When trying to recall a fact from his area of specialty, he receives a *bonus die*

Flaws

- *Unsettling*: a *penalty die* in social situations or with animals

Protection

none

Weapon

staff	d6
dagger	d6L

Points

Arcane Power	12
Hero Points	5
Lifeblood	10

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.

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

Healer	0	Farmer	1
Minstrel	1	Priest	2

Boons

- *Keen Scent*: Bellys' appetite gives him a bonus when he uses his sense of smell.
- *Beast Friend*: Whenever dealing with animals, his good humour and affable disposition give him a *bonus die* to his roll.

Flaws

- *Country Bumpkin*: Bellys has to take a *penalty die* when dealing with uptight townsfolk.

Protection	heavy robes (light armour)	d6-3
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Weapons	incense burner (flail)	d6H+1
	staff sling	d6L+1

Points

Hero Points	5
Fate Points	2
Lifeblood	11

Note: Bellys often travels with his less-than-reputable roughneck friend Jomi (treat as a tough Thug.)

Lord Nylus Keller

Lord Keller is an imposing man of some 70 years. He started as an officer of scouts in the Sartaran Cavalry. His leadership was recognized 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	Initiative	2
Agility	2	Melee	2
Mind	2	Ranged	2
Appeal	2	Defence	2

Careers

Noble	3	Soldier	1
Sky-pilot	3		

Boons

- *Marked By The Gods*: included in Hero Points
- *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.

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 know about when he is asked about it directly.
- *Missing Eye*: Take a *penalty die* when appropriate.

Protection	light armour	d6-3
Weapons	sword crossbow	d6+2 d6+1

Points

Hero Points	6
Lifeblood	12

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

Magician	3	Scribe	1
Slave	1	Vagabond	0

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.
- *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.
- *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.

Protection none

Weapons sword
d6+1

Points

Arcane Power	15
Villain Points	5
Lifeblood	11

Sample adventurers

Whilst creating a Hero is not a long process, some players want to leap straight into the action. Here are some characters that can be used in the adventures that follow – feel free to tweak them.

Krongar the Mighty

Krongar is a powerfully-built barbarian of 18 from the northern lands of Valgard. When outlaws massacred his family three years ago, Krongar set out with just his father's blade in his fist, tracked down and slew the outlaws one by one.

In those three years, Krongar headed south through the Axos Mountains (where he had a minor disagreement with a snow worm over which of them would be sheltering in the cave), and met and befriended the Wizard, Jesharek (despite Krongar's distrust of magic).

He later headed down to Tyrus (where he stopped and became a thief for a while), and on to Satarla where he joined the city guard. After a recent run-in with some of his officers – whom Krongar slew in a slightly one-sided fight (there were only three of them), he has been thrown into the arena to fight for his life.

Attributes

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

Careers

Barbarian	2	Gladiator	0
Thief	1	Soldier	1

Languages

Valgardish, Lemurian

Boons

- *Marked by the Gods:* The gods favour Krongar. He has an extra Hero Point (included).
- *Trademark Weapon:* Krongar is skilled in the broadsword of the Valgardian warrior and gets a *bonus die* whenever he uses a genuine Valgardian Blade.

Flaws

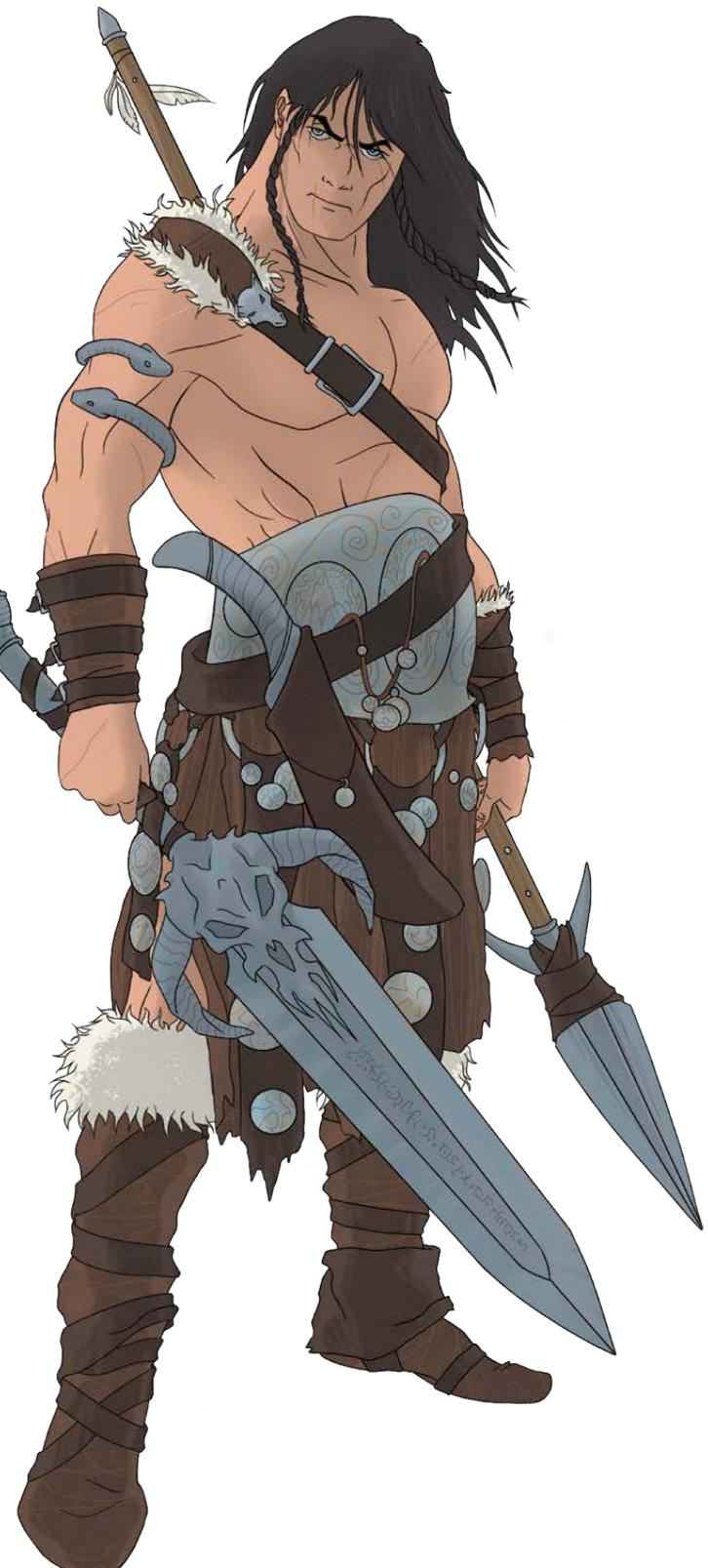
- *Distrust of Sorcery:* Krongar will not use sorcerous powers or items. When dealing with wizards and alchemists, he rolls a *penalty die*.

Protection light armour d6-3

Weapons sword d6+3
 spear d6+3

Points

Hero Points 6 Lifeblood 13



Argol Arran

A friend of Sharangara – Argol can turn his hand to almost anything. When Oomathax the Quill discovered Argol stealing from him, he couldn't bring himself to summon the guards to take Argol to the arena – there was something about this young man that he saw in himself when he was younger.

Oomathax wondered whether he could take this wayward lad and turn him into a competent alchemist. Argol took to it like the proverbial poad to water, and Oomathax schooled him in the arts of making potions, acids, powders, and how to smith exotic metals.

One thing with Argol – while he can turn his hand to anything, he also gets bored very quickly.

Pretty soon, he was slipping out from Oomathax's care and hitting the road for adventure with his new found skills. It didn't take him long to hook up with Sharangara, and for now they travel together until it no longer suits them to do so.

Attributes

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

Careers

Alchemist	1	Blacksmith	1
Mercenary	1	Thief	1

Languages

Lemurian, Ygddari, Malakutian

Boons

- ♥ *Trademark Tools:* Argol has a set of finely crafted thieves' tools. Roll a *bonus die* whenever doing something where such tools are useful.

Protection light armour d6-3

Weapons sword d6+1
dagger d6L+1

Points

Hero Points 5 Lifeblood 11

Molina Goth

Molina Goth started out as an honest but poor farmer - then became dishonest, and is now rich. Discovering that his heart was simply not in farming when he inherited his father's lands, Molina sold up and moved into the city.

In Parsool, Molina lived the high life for a while until his money ran out. He then realised that he could make money more easily by taking it from other people rather than working till he dropped, like his father had done.

Molina then fell foul of the city guard. Fleeing the city by ship, he ended up - after a series of escapades - in the Pirate Isles. Here he quickly reached the position of second mate to the old rogue, Ballik Boram.

Later, for the reward money, he double-crossed his shipmates, leading them into a trap where they were destroyed by three Parsool war galleys. Ballik Boram escaped though, and won't forget this treachery...

Attributes

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

Careers

Farmer	0
Merchant	1
Pirate	1
Thief	2

Languages

Lemurian, Sea Tongue

Boons

⌚ **Great Wealth:** Molina is incredibly wealthy. He owns lands around Parsool, a house in the City, and a galley in the port. (Roll an extra die on any attempt to obtain any goods, services or items whilst in Parsool.)

Protection medium armour d6-2
(Agility modified if wearing)

Weapons sword d6+1
dagger d6L+1

Points

Hero Points 5 Lifeblood 11

Pellem Pharn

Pellem was once a rich lord of Urceb, who ran afoul of an agent of the Witch Queen. Manipulation of the Urceb royal court (and certain less than honest merchants) has caused him to fall on hard times because of massive debts.

He was sold into slavery but managed to prove his worth to his new master as a warrior, and fought for several years in the arena. When he had earned enough to buy himself out of slavery, he tracked down and slew Uthor Kaho, the agent that had caused his downfall.

The Witch Queen's agents now hunt Pellem Pharn. Their instructions are to capture him alive for a special sacrifice to the Witch Queen's dark masters.

Attributes

		Combat Abilities	
Strength	1	Initiative	1 (0)
Agility	2 (1/0)	Melee	2
Mind	0	Ranged	1
Appeal	1	Defence	0

Careers

Gladiator	2	Noble	1
Slave	0	Soldier	1

Languages

Lemurian, Kashtian

Boons

- ♥ *Artistic:* Whilst he was a member of the royal palace, Pellem learned to appreciate the finer side of life. Roll a *bonus die* when appraising or creating items of art.
- ♥ *Trademark Weapon:* When using his specially crafted mace, Pellem uses a *bonus die*.

Flaws

- ♥ *Hunted by the Witch Queen:* There is a chance that agents of the Witch Queen will turn up whenever Pellem ventures into any city (roll 1 on a d6).

Protection	heavy armour*	d6-1
	medium armour	d6-2
	helmet	+1 protection -1 Initiative
Weapons	mace	d6+1
	dagger	d6L +1

Points

Hero Points	5	Lifeblood	11
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*Pellem wears a mail shirt normally when travelling, but pulls on greaves and bracers and a helmet if he knows he is going into a fight.

Sharangara of Oomis

Sharangara of Oomis is an attractive woman, well versed in lore and seeking even greater knowledge. Sharangara was born to a minor merchant family, and regularly met with some of the Blue Giants merchants to trade for the rare hides and ivories that the Blue Nomads are known for.

Later Sharangara met the magician, Oomathax the Quill, and persuaded him to teach her some of his secret arts. She was a naturally-gifted magician and learned quickly.

Here her beauty caused trouble. Kall Koltis, a noble of Satarla, became besotted with her, and insisted on employing her in his household. She refused, so in his anger he slew her mentor Oomathax - who had rushed to her aid - and burned down his home. Fleeing, she hooked up with Argol Arran, whom she had known from his time under Oomathax's wing. Together they have made a pact to return some day to avenge his death.

Attributes

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

Careers

Magician	1	Merchant	1
Physician	1	Scribe	1

Languages

Lemurian, Giantish, Beshaari, Sorceric

Boons

- ❖ *Giant-Friend:* Sharangara gets on particularly well with Blue Giants. Use a *bonus die* when dealing with the Blue Giants.

Protection light armour d6-3

Weapons knife d6L
bow d6

Points

Arcane Power	11	Hero Points	5
Lifeblood	10		

Jandar Joth

Sold into slavery at an early age, Jandar eventually escaped his cruel master some years later, and ended up in the Qush. This is where he actually started to come into his own - it was as if he should always have been here in the jungle. He found he had a natural affinity for the outdoor life, and soon hooked up with a famous hunter Blunt Orlaq, who taught him the way of the plants and the beasts.

Protection	0 (no armour)	
Weapons	knife	d6L
	spear	d6+1
	bow	d6
Points		

Hero Points 5 Lifeblood 11

Attributes

Combat Abilities

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

Careers

Beggar	0	Hunter	3
Slave	0	Thief	1

Languages

Lemurian, Grooth, Axian

Boons

- ❖ *Beast Friend*: Easily domesticated creatures are not afraid of Jandar and he is able to train them more easily. Ferocious animals are less likely to attack. Whenever dealing with animals, roll a *bonus die*.
- ❖ *Jungle Born*: Jandar is skilled in hunting creatures that live in the Qush Jungle. When tracking creatures in this environment, roll a *bonus die*.
- ❖ *Keen Scent*: Jandar has a better than normal sense of smell. Whenever he makes a *mind* Task Roll to perceive something using his sense of smell, roll a *bonus die*.

Flaws

- ❖ *Feels the Cold*: Jandar has difficulty coping in very cold conditions. Roll a *penalty die* for any tasks undertaken in a cold environment.
- ❖ *Illiterate*: Jandar cannot read or write.

Rork Kozaar

Rork is massive, even for a Blue Giant. He is the second son of the chief of the Kozaar Tribe. A better merchant than a hunter, he frequently visited Oomis, where he met Sharangara. Rork heard of Sharangara's recent disagreement with the noble Kall Koltis and has come to lend a hand. Kall has been impolite towards Rork on several occasions too.

Attributes

Strength	4	Initiative	1
Agility	-1	Melee	3
Mind	1	Ranged	0
Appeal	1	Defence	0

Careers

Barbarian	1	Hunter	0
Merchant	3	Noble	0

Languages

Lemurian, Giantish, Windsong, Sea Tongue, Ygddari, Axian

Boons

- ❖ *Blue Giant Strength*: Rork is especially strong. He has an extra 1 to his *strength*. His maximum *strength* is 6 rather than 5.
- ❖ *Strength Feat*: Rork can focus his size and muscle into things where brute force is all-important. Add a *bonus die* when breaking, lifting, pulling or pushing things.
- ❖ *Thick Skin*: Rork has a particularly leathery skin, which gives him one point of protection from damage, even when not wearing armour.

Flaws

- ❖ *All Thumbs*: Rork's chunky fingers are not great at very fine manipulation. Roll a *penalty die* when picking locks, firing a bow or crossbow, or when doing fine work.
- ❖ *Lumbering*: Rork is not particularly nimble on his feet. Roll a *penalty die* when balance is important - for example, crossing a narrow bridge, or standing on a mountain ledge.

Protection	<i>Thick Skin</i>	1, and also:
	light armour	d6-3

Weapons	knife	d6L+4
	sword	d6+4

Points

Hero Points	5	Lifeblood	14
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Arak-Aree the Talon of God

"Never again."

The vow of Arak-Aree

Arak-Aree saw her parents killed by the flatlanders. The Wingless raided her aerie, killing the adults and taking the children as slaves. She was sold as a novelty to a rich merchant from Oomis who gave her to his spoiled daughter as a pet. Arak-Aree soon became the constant companion – then friend – of the girl. Life was nearly bearable until she reached her teens and the merchant's older son began showing an "interest". Wanting to protect her friend, the merchant's daughter tried to convince her father to free Arak-Aree. A haggler to his very soul, he refused to give up such a valuable acquisition. The girl would not relent and eventually found a way to smuggle Arak-Aree out of the city.

With her aerie destroyed, Arak-Aree was at a loss. However, a fire still burned in her heart. She made her way to the mountain-top temple of Karyzon, "He of the Rending Talons" and dedicated herself to Him. It was then she took her vow, "Never again."

She trained in the ways of war, and soon like-minded youths began to gather around her. She formed the Aerie of the Talons, a society of warriors dedicated to protecting the Winged Men from the depredations of the Wingless.

Attributes

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

Careers

Slave	1	Priest	1
Warrior	2	Scholar	0

Languages

Windsong, Lemurian

Boons

- *Winged Man Agility:* She has added 1 to her agility (included above), and her maximum agility is 6 instead of 5.

Protection 0 (no armour)

Weapons	bow	d6
	sword	d6

Points

Hero Points	5	Fate Points	1
Lifeblood	11		

The Sagas

"The tattered map was old, yellowed, and spotted with patches of mould. There were irregular holes where uzag 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

Adventure seeds

Lemuria is a land full of peril and adventure. Here are some ideas to whet your appetite:

- There is madness on the once-tranquil streets of Lysor – the Yellow Druids have returned in force. They have discovered an old grimoire that contains a ritual to bring Morgazzon back to the world.
- An ancient treasure map has been discovered showing the entrance to the catacombs under Urceb.
- An alchemist hires the characters to guard him and his sky-boat in his venture to the Axos Mountains to find the hidden race of Winged Men. The Heroes are unaware that the alchemist is planning to capture one of the birdmen for his experiments.
- A wizard has discovered a tome that describes how the Orb-Blade was forged – he wants the Heroes to travel to the Fire Coast to recover the

Star-Orb that is guarded by Methyn Sarr, the Witch Queen.

- A wizard's tower, reputed to be abandoned, contains the wealth of kings. The only trouble is, no one who has tried to break into the tower has ever returned to tell the tale. An old hermit living in the mountains was once the apprentice of the wizard, and it is believed that the hermit has the secret of access to the tower.

Irongar* the Gladiator

*insert one of the Heroes' names here

Adventure overview

This beginning adventure is a simple way to get the Heroes together. It is set in Satarla, although you could change the location with a bit of work if you wish. It throws them all in a prison together, and the plot is a relatively straightforward one: escape or die. It is a slightly railroaded opening adventure, but this is in a good cause!

From the dungeon cell, the Heroes can explore opportunities for role-play and learn something about one another. They can also search their prison to see if they can discover a way to escape.

When escape proves futile, they are thrown into the gladiatorial arena and have to fight for their lives against a ferocious beast from the wilds of the Qush Jungles. Even if they manage to kill this monster, their futures look bleak until an opportunity to escape presents itself...

Prisoners!

The Heroes are all together in a large dungeon cell. It is dark, dank, and smells of ages-old rot, human waste, and decay. The characters are the only people in the cell.

One wall is completely filled with a heavy bronze grill, green with verdigris. This looks to be the only way out. It is lifted, portcullis-like, by a winch outside the cell.

Dim light filters through this grill from a torch mounted on a wall across the other side of the further room (which is clearly a guardroom). Next to that is a solid wooden door. There is a table and a couple of chairs in the guardroom, and bronze grills are set in two of the other walls, seemingly also barring the way to two more cells full of men.

Introductions

The Heroes may make their introductions at this point, and it would also be an opportune moment for the players to decide exactly what their characters are doing in here.

Some good examples would be:

- ♥ One could have been involved in a drunken brawl with some city guards in a tavern
- ♥ One of them could be an escaped slave, if he has the appropriate career
- ♥ One could be a thief caught stealing in the market place
- ♥ Perhaps one broke into the Great Library, thinking to rob it, and was found by the guards

- ♥ One has perhaps been accused – rightly or wrongly – of being a spy for the city of Tyrus
- ♥ Maybe one character has not paid some debts – a good one for a noble character

The players may choose from the above or think of their own reasons for being here. They do not have to tell the truth, but simple Heroic types usually do in this sort of situation.

Looking around

Let the players explore their cell – they could test their strength on the bronze grill and try to lift it. (It is very heavy, requiring a Demanding Task Roll (-4) to lift.)

There is little in the room itself – just some bedding straw in the corner, and some scratches on the wall (a previous prisoner marking down the days). The walls are huge stone blocks, and are immovable by any means. It is apparent that the characters are underground.

However this part of the adventure goes, the characters should eventually end up in the arena, so as a GM your job is to see that this does happen.

Getting out of the cell

The Heroes might actually find a good way to escape the cell at this point.

If they escape by lifting the grill (or some other method) then they will be able to get into the guardroom beyond. This will arouse the interest of the men in the other two cells and the noise levels will begin to rise. The wooden door leading out is locked, and to batter down or force open would again be a Demanding Task Roll (not to mention noisy).

A thief could attempt to pick the lock, which is a Hard Task Roll (-2), but he will require a long pin or some other thin piece of metal. A magician character might also be able to open it with a suitable spell.

However, any rise in noise levels will bring the attention of the guards in the corridor beyond.

If the Heroes manage to open the door, they will see that it leads to a long corridor, leading left and right, lined with well-armed guards (figure about four guards (*rabble*) per Hero – details are set out at the end of this adventure) and lit by torches set in wall mountings. There are many sounds to greet their ears – shouts and applause from a packed crowd of people, savage roars and growls from angry beasts – and cries of pain from their victims. What is quite clear though, is that escape at this point would seem to be impossible (the characters do not even have weapons), and so the characters may be better biding their time until an opportunity arises (which it will).

The Heroes might come up with a brilliant plan to get past the guards lining the corridor (or might burn through their Hero Points with a reckless escape).

If they head right along the corridor, you can let them know that they find themselves following a passage and then up some steps, only to find they are at the gate into the arena itself! In this case, they will see a young girl tethered to a post, with a savage jungle-beast just being let out of a gate at the opposite side of the arena. Heroes would, in these circumstances, leap into action to save the girl.

If the characters go in the other direction along the corridor, they will find themselves at another door (unlocked), which leads into a guardroom. There will be more guards in here – up to half a dozen or so. From here, it is up to you, but some possibilities could be:

- They follow a corridor that leads to the area where the wild beasts are kept and some of them have got loose, because of all of the hubbub of the escaped prisoners
- They follow a corridor that leads up into the royal boxes (which will be heavily protected by well-armed and well-trained guards)
- They head downwards to some underground passages that lead to the city sewers – maybe there are some ferocious beasts down here that escaped from the arena years ago

Obviously, taking these routes means that the rest of the adventure is largely irrelevant, so it is up to you as GM to wing it from here. Good luck!

Awaiting their fate

If the Heroes do not get out of their cell, then a little later they will see and hear some guards come through the wooden door opposite their cell. The guards take the prisoners from one of the other cells away through the door. From beyond the door, whilst it is open, comes a roar of excitement from what sounds like a vast crowd.

Later on, the door will again open and the prisoners from the other cell will be led away. Finally, the guards will come again for the Heroes. There are six guards (with leather jerkins, helmets and spears) in the room and another six outside, two of whom have crossbows ready. The Heroes are unarmed and so any attempted escape at this point would seem futile.

Into the Arena!

The Heroes will eventually be brought down the long tunnel to the entrance of the arena. They will see the high walls around the sandy floor, slaves carrying bodies away, and dark stains on the sand.

The crowd around the arena is hushed, awaiting the next battle for their entertainment. This will, of course, be the player characters, who are ushered into the middle of the arena, where they will see a few basic weapons (one for each Hero – a spear or two, maybe an axe and a flail – it depends on how many characters there are).

Once the Heroes have picked up their weapons, a great noise comes from behind a gate at the far end of the arena. The gate opens and hurtling out of it comes a dreaded jemadar. It is hungry and angry, as it has been prodded and poked with spears to enrage it. It launches itself straight at the characters to the cheer of the crowd. If there are more than three characters, or the characters are still uninjured and have plenty of Hero Points, you could have them attacked by two jemadars!

Once the beast is dead, leave the Heroes with an opportunity to escape. These are some possibilities:

- Perhaps the gate at the far end of the arena was not shut properly?
- Maybe one of the Heroes has friends in the crowd who will create a diversion or throw down a rope for them to climb out?
- Or there is a magician in the crowd, who needs the characters to do something for him so he stages a rescue (a sky-boat with a rope hanging down, like a modern-day helicopter rescue)?

If one of the players suggests something plausible, you could always run with that – especially if they use a Hero Point.

Of course, if the characters stand around dithering too long, a bunch of at least a dozen arena guards will come towards them and the crowd will be baying for more blood.

The Encounters

The arena guards

The arena guards are classed as *rabble*:

Lifeblood	2	Weapon	d3
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The enraged Jemadar(s)

Attributes	Combat Abilities		
Strength	6	Attack	+4
Agility	1	Damage	d6H ×2
Mind	0	Defence	3
Lifeblood	30	Protection	d3 (2)

Krongar* and the Island of Doom

*insert one of the Heroes' names here

Adventure overview

The adventure starts as many good ones do, with a brawl in a tavern. This leads the characters to a man with a ship and a treasure map. The Heroes will be needed to lend their sword-arms in a venture to find a temple ruin on the Island of Doom.

En route to the island, the ship has a one-sided run-in with a huge sea serpent, and one way or another, the survivors will find themselves on the beach of the Island of Doom.

Whilst exploring the island, cannibals will attack the Heroes, and assuming they get through these and other hazards, they will find the lost temple. The treasure is guarded by hidden traps and a massive monster, known as a xolth.

The Tavern of Arsag Jorn

It is a portside tavern in Parsool, and Arsag is well used to his patrons smashing the place (and each other) to pieces. It is an unspoken rule in his tavern that anyone who is killed or knocked unconscious gets looted to pay for the damage.

How the Heroes get into the brawl is largely up to the GM. It will involve Ballik Joram in some way, however. He is currently first mate on the pirate ship *Wave Forager* (having lost his own ship to treachery) – the captain is Korim Karthon.

The Heroes could (for example) come to the aid of Ballik, who is being beset by pirates of another ship, or by local mariners. Or, Ballik and a couple of his men might taunt the characters into a fight as a means of testing their mettle. Another alternative, if one of the Heroes has a career rank in *pirate*, is to have that character replace Ballik Joram as *Wave Forager's* second mate.

If one of the players is using Molina Goth, you could change the opening premise a little and have Molina leading the expedition in his own ship. Maybe he has been beset by pirates who have learned who he is and are seeking revenge for his treachery against Ballik Joram. Or they have learned that he has an ancient treasure map and are trying to rob him for it.

The Wave Forager

The ship is a reasonably good one and about average size for a pirate galley (or merchant galley, if Molina Goth is heading the expedition). It would probably have to run from a fully-armed war galley, but could take on most merchant vessels, or smaller fighting ships.

The first few days are uneventful, but on the third evening the lookout spots the massive shape of a kalathorn, a huge sea serpent, heading straight for the galley. The Heroes can have a go at fighting it off (the crew will help, but despite all their efforts, it is only the Heroes and maybe Korim Karthon who will have any actual effect upon the beast).

The dreaded kalathorn is likely to destroy the galley, killing or drowning most of the pirates on board. However, if the Heroes drive it off, or otherwise escape (maybe using any appropriate careers), the galley will nevertheless lose a large contingent of men and be sufficiently damaged to require repair as soon as possible.

The Island of Doom

Depending on the encounter with the kalathorn, the Heroes will either put to shore in a longboat or be washed up on the beach, clinging to some piece of flotsam from the destroyed *Wave Forager*. There may be a few pirates still with them. The island is full of strange noises from within the dense jungle that comes right up to the edge of the narrow strip of beach.

The only way through the dense foliage is to hack a path. It is slow going and very hot work. Anyone in armour will be slowed and may require *strength*-modified Task Rolls (start at Easy on the Task Roll table and move it up one rung each hour) to keep going. Otherwise, they fall down exhausted.

The Heroes will hack through the jungle for hours. There are growls and screams, roars and screeches from all around. Every now and again, bushes will move up ahead or from behind. Heroes with appropriate careers may make rolls to determine that the group is being followed.

The cannibals attack

At a small clearing, a couple of the remaining pirates will get caught up in a trap set across their path. This is a weighted net that falls down upon them. If there are no pirates left then it may fall on one or two of the Heroes (appropriate careers – such as *hunter* or *barbarian* – and *agility* Task Rolls can be used to avoid it).

Then the cannibals attack. There are four cannibals per Hero, plus one for each pirate left. They are armed with blowpipes with mildly toxic darts and clubs or spears. This is a chance to kill off any remaining pirates. Then it is down to the Heroes to fight off the cannibals – which they should be able to do with relative ease.

The ruined temple

Continuing through the jungle after the above encounter, the Heroes will eventually find the ruined temple. The remains are dark fallen blocks,

tumbled and half-broken pillars, partially buried lizard-like statues, and crashed masonry, all covered in tangled vines and creepers.

The area seems ethereally silent as the Heroes walk amongst the ruins. There is a brooding evil and menace all around. The sounds from the jungle are distant – it is as if they have stepped into another unearthly world. Anyone with an appropriate career will be able to tell that this was a temple of the Sorcerer-Kings.

Into the darkness

There is a dark overgrown altar in the centre of the temple. Beneath the altar (moved as a Tough Task Roll using *strength*) is a set of dark ancient steps leading down. At the foot of the stairs is a trap (a loose step), which releases a block from the ceiling above.

The trap can be spotted by a *mind* Task Roll (plus any appropriate career, say *thief*) as a Demanding Task (it is well hidden, and it is also dark down here). The block will be avoided by an *agility* Task Roll plus career (say *barbarian* for their natural awareness).

Once the block is avoided, the corridor ahead stretches into the darkness. It seems to continue to slope downwards, and there is a stronger sense of brooding evil in the depths. A faint noise echoes up from the deeps. The Heroes will need a light source to explore further.

A slithering doom

The passage continues deeper and deeper underground. It eventually ends in a large cavernous under-temple. There are huge cyclopean pillars of dark stone supporting the ceiling. There

is a slithering sound in the darkness at the outer reaches of the light source, coming closer. Coming towards them, the Heroes will see a xolth! It isn't the biggest xolth there is, but nonetheless should be a horrendous job for the Heroes to kill.

Assuming the Heroes (or some of them) survive, the centre of the chamber contains a huge statue to Tharungozoth the Slaughterer, before which are piled a king's ransom in gold coins, silver and gold bracelets and necklaces, rubies, sapphires and opals. There may even be an ancient tome, useful to a wizard or alchemist character.

The encounters

Ballik Joram

An old sea-dog, Ballik is a typical pirate. Still swift, despite his 50 years, he easily commands the respect of his crewmates.

Attributes		Combat Abilities	
Strength	1	Initiative	1
Agility	2	Melee	2
Mind	0	Ranged	0
Appeal	1	Defence	1
Careers			
Pirate	3	Thief	1
Protection			
light armour		d6-3	
Weapons			
cutlass		d6+1	
dagger		d6L+1	
Points		Lifeblood	
		11	

The pirates (rabble)

Attributes		Combat Abilities	
Strength	0	Melee	0
Agility	1	Ranged	-1
Mind	0	Defence	1
Appeal	-1		
Careers		Pirate	
		1	
Weapons		cutlass	
		d3	
Points		Lifeblood	
		1	

The cannibals (rabble)

Attributes		Combat Abilities	
Strength	1	Melee	0
Agility	0	Ranged	0
Mind	-1	Defence	0
Appeal	0		
Careers		Hunter	
		0	
Weapons		d3 or Blowpipe 1 (+poison)	
Points		Lifeblood	
		2	

Kalathorn

Creature Size: Gigantic

Normally Found: Sea

Kalathorn are gigantic sea serpents, twice the size of a typical Lemurian war-galley, and with virtually impervious scaly hide. The creature is similar in form to a prehistoric plesiosaur.

Attributes		Combat Abilities	
Strength	14	Attack	+1
Agility	-1	Damage	d6H ×3
Mind	-2	Defence	0
Lifeblood	70	Protection	d6-1 (3)

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 – the xolth continue to grow as long as they remain living. One titanic specimen was worshipped by the 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	Special
Mind	-3	Defence	0
Lifeblood	85	Protection	d6 (4)

Irongar* and the Plains of Death

*insert one of the Heroes' names here

Adventure overview

This adventure seems to be a simple job guarding a caravan traveling from Oomis (where the adventure starts) to Satarla, but turns out to be very different and very deadly.

The merchant Varand Broge has some relics – found in the ruins on the Klaar Plains – that he wishes to deliver to his sponsor (a rich nobleman) in Satarla. He explains to the Heroes that his own guards have let him down and he needs to get moving urgently. He offers a large purse of gold, plus a bonus of a second purse if they make good time, and suggests they meet him at the Oomis city gates at sunrise.

GM's Information

In actual fact, the relics (a huge statue of the god Quathoomar and assorted other rare objects) were stolen from the Hegga Tribe of Blue Nomads. The chief's son, Klant Hegga, won the honour of going after and killing the thieves and recovering the ancient tribal relics. He has killed all of the thieves (six in all) except Varand Broge, who is now the final one on Klant's hit list.

If one of the players has a Blue Giant character, you can always switch Klant Hegga for the player's character if you wish (possibly also changing the tribe he belongs to).

Enemy at the gates

When the characters get to the city gates, they will see Varand Broge with two large bouphon-pulled wagons and several riding-kroarks (one for each Hero). He seems nervous and eager to move off.

The lead wagon carries a tall bulky shape under a cover of waterproof reptile-hide. The second wagon has several smaller bulky items, also covered in skins. The wagons groan under the weight.

Before the party sets off, a large shape can be seen approaching. As it gets closer, Varand Broge becomes extremely nervous and urges the characters to get going. It becomes clear that he is scared of the approaching figure, which can be seen to be a Blue Giant riding an eldaphon (pretty scary, in any event).

If the party get moving, Klant Hegga (for it is he) will speed up – even on a slow eldaphon, it is clear that he will catch up with the wagons fairly quickly.

Suddenly, Varand will tell the Heroes that this Blue Nomad has been threatening him and trying to steal the artefacts from him for a while. Varand will pay the Heroes double if they get rid of the

pursuer. By now, Varand is sweating profusely and shaking uncontrollably.

The characters can attack Klant, in which case he will try to talk to them (he knows they are not the thieves), or they can try talking to him, which he will welcome. Meanwhile, Varand is trying to put as much distance between the Blue Giant and himself as possible.

Klant will explain to the Heroes what has happened, telling them that their “employer” is a lying thief who has absolutely no intention of paying them. By this stage, Varand has realised that the Heroes may side with the giant, and will probably leap off his wagon and make a run for it (knowing he will never outpace them).

Of course, the Heroes may still try attacking Klant, whereupon he will defend himself, insisting that the Heroes have got it all wrong and trying to find his way past them to get at Varand.

A new companion

If the Heroes allow Klant to deal with Varand, Klant will then explain what the idol is and that he needs to return the relics to his tribal lands. He is anticipating trouble from the main enemy of his tribe, the Karvoona tribe – he thought he saw some members of their tribe watching him a day or two ago out on the plains, and they will doubtless be interested in what is on the two wagons.

Klant will ask the Heroes if they would be so kind as to accompany him across the Klaar Plains to his tribal lands near to Ygddar – a journey of over 500 miles. He will promise them their pick of the artefacts in the second wagon (many of which are jewel-encrusted gold pieces, each one obviously worth a small fortune).

Karvoona Trouble

The journey will be comparatively trouble-free for the first week or so, with Klant leading the group. However, one morning when the Heroes awaken, they will see that Klant has disappeared (his eldaphon has gone too). Some mornings, he does scout ahead, so this isn't too unusual, but by the time the Heroes are packed up to go, he still hasn't returned to the camp.

Any Heroes with some sort of tracking or survival skills should be able to determine where Klant's eldaphon went, so they can follow the tracks. After a few hours, they will come to the dead body of Klant's eldaphon and what is clearly the scene of a fight.

Picking up on the signs (only a *hunter* can tell this), the Heroes can see that there were up to half a dozen Blue Nomads waiting in ambush, and that they appear to have captured Klant and led him off roughly eastwards. The trail has been disguised

a little, but any reasonably competent tracker can follow it to the Karvoonas' tribe encampment, set amongst some ancient ruins.

A party without a *hunter* or similar will need an alternative method of finding the encampment. A *magician* could somehow divine the right course, or a *priest* could appeal to the gods.

If the Heroes don't pick up on the trail and have no other means of finding the encampment, have them wander around aimlessly for a while, and possibly throw in an encounter with a yorth or an andrak (or two). Then they can either stumble upon the camp, or you could have them surrounded by Blue Giant hunters during the night and captured, whereupon they will be taken back to the camp.

In the Karvoona encampment

This Karvoona tribe appears to be a comparatively small one, with only three big wagons (and the three banth that pull them). There are a few hide tents dotted around too, adding a bit more to the living space for the tribal members.

Klant is held in a big cage hanging across a large pool in the centre of the camp. He has clearly been beaten, and is bleeding from several wounds.

If any Heroes have been captured, they will be put in the cage with him. Klant will tell the Heroes that this particular tribe of the Karvoona are not acting within the normal tribal traditions and that they have had some sort of falling out with the Karvoona King. They seem to be renegades and are more aggressive than the other tribes.

Looking down into the pool, everyone can see that it is clearly a large underground chamber that has flooded sometime in the past - maybe fed by some underground river.

If no Heroes have been captured, they will have the opportunity to scout around and find the best ways to get into the camp and possibly rescue Klant. If any fight ensues, the Blue Giants will try to capture the Heroes because they aim to sacrifice them.

Sacrifice to the Zathog!

This offshoot of the Karvoona tribe worships the giant zathog that lives in the catacombs below these ancient ruins. They are preparing to sacrifice Klant (and any captured Heroes) to the monster by lowering the cage into the pool. As they do this, the tribal shaman will bang a large gong at the side of the pool to summon the monster to his feast.

As usual, there are several ways this scenario could go. The Heroes could end up in the pool and have to fight the zathog. If they do and they manage to kill it, there will be numerous ways out of the underground catacombs that they could find -

possibly coming across some hidden treasure-trove whilst they are down there.

Otherwise, they could sneak in, rescue Klant, and sneak out again. This might involve killing a few of the Nomad guards or capturing the tribal shaman to use as leverage, or whatever.

They could even try an assault, but unless they are very powerful, they might end up as minced meat!

If the Heroes eventually get the caravans back to Klant's Hegga tribe, they will be treated as honoured guests, given the pick of the women(!) and allowed to take some valuable items back with them when they return home.

The Encounters

Varand Broge

A trader with no scruples, Varand Broge would rob his own grandmother if there was a profit in it. He is not brave, will run at the first sign of danger, and will say anything to get himself out of trouble.

Attributes		Combat Abilities	
Strength	-1	Initiative	0
Agility	1	Melee	0
Mind	2	Ranged	0
Appeal	0	Defence	2
Careers			
Merchant	1	Thief	1
Protection	light armour	d6-3	
Weapons	staff	d6-1	
Points	Lifeblood	5	

Klant Hegga

A powerful and seasoned hunter of the Hegga tribe. The son of the chief, he expects to lead the tribe when his father dies. Klant will stop at nothing to do any task set for him. He rides an eldaphon.

Attributes		Combat Abilities	
Strength	4	Initiative	1
Agility	1	Melee	3
Mind	1	Ranged	1
Appeal	1	Defence	2
Careers			
Barbarian	2	Hunter	3
Merchant	1	Noble	2
Protection	medium armour	d6-2	
Weapons	great axe	d6H+4	
	great bow	d6H+2	
Points	Lifeblood	14	

Karvoona Nomads

These are seasoned hunters and are more warlike than other Blue Giants. They are classed as *tough* NPCs. There are about a dozen of these hunters altogether. There are females too – these are classed as *rabble* as they are not quite as warlike.

Attributes		Combat Abilities	
Strength	2	Initiative	0
Agility	-1	Melee	1
Mind	1	Ranged	1
Appeal	0	Defence	0
Careers			
Barbarian	1	Hunter	1
Protection	light armour	d6-3 (1)	
Weapons	great spear great bow	d6H+2 d6H+1	
Points	Lifeblood	8	

Karvoona Shaman

Attributes		Combat Abilities	
Strength	1	Initiative	0
Agility	-1	Melee	1
Mind	1	Ranged	0
Appeal	1	Defence	1
Careers			
Barbarian	1	Shaman	1
Protection	light armour	d6-3 (1)	
Weapons	great club	d6H+1	
Points			
Fate Points	1	Lifeblood	7

Zathog

Creature Size: Huge

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:** When the zathog bites a Hero, the Hero must immediately make a Tough Task Roll (using *strength* to resist) 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 ×2
Mind	-2	Defence	0
Lifeblood	40	Protection	d6-2 (2)

Krongar* and the Thieves of Malakut

**insert one of the Heroes' names here*

Malakut is known as the “City of Thieves”, as if you stay in the city for any length of time you will almost certainly be robbed. Malakut is also known for its powerful thieves’ guilds.

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.

The Queen of Malakut is Suria Klodis. She has an all-female palace guard – the Jemadar Guard – that is as famous for its fighting skill as its loyalty. They wield the famous khastocks, leaf-bladed fighting spears, in battle.

The city is a mass of narrow twisting streets on many levels, flanked by flat-roofed, wooden-framed or mud-bricked buildings, and cut through by broad avenues that the nobles use to travel from palace to palace. There are parks and pleasure gardens that dot the cityscape, 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, as well as by 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.

Adventure Overview

In Malakut, two opposing thieves’ guilds are fighting for control of the city: the Brotherhood of Shadows (whose numbers include assassins) and the Ragged Knaves (primarily beggars and vagabonds). In helping to trace the missing daughter of a wealthy nobleman, the characters will encounter members of both guilds and become involved in their deadly struggle. They will also uncover the secretive Cult of Zylidith in this short adventure in Malakut, the City of Thieves.

GM's Information

The Heroes learn that Raemis (the daughter of Lord Bartol, a visiting Parsool noble) has disappeared, and agree to help Lord Bartol to find her. She was actually kidnapped by the Brotherhood of Shadows, whose initial intentions were to ransom her back to Lord Bartol for a tidy sum. However, the sorcerer Valtriz of Ill-Omen finds out about her kidnapping and buys her from the Brotherhood for his own nefarious purposes before they can propose a ransom. The Heroes will be helped by the Ragged Knaves in exchange for information about the Brotherhood, which will then lead them to Valtriz.

The climax will see the Heroes battle Valtriz and his summoned fiends, and attempt to rescue Raemis before she is sacrificed to the Dark Lords.

Heroes Gather!

You need to get the Heroes to Malakut in some way. If you’ve ended a previous Saga, you can simply say they have met up in Malakut looking for adventure. If they are elsewhere, you can have them hired by one of Lord Bartol’s agents who has heard of their exploits. The agent tells them the aristocrat has some work for them, as there is no-one else in Malakut that Bartol can trust.

If the Heroes are already in Malakut: one or several of them may well witness the kidnapping as it happens – perhaps they’re at a market stall or in a tavern near to the scene of the attack...

Raemis is shopping in the marketplace with her maid, Damaya. The pair wanders down a narrow alley where there are some interesting little shops – at which point, Damaya is thrust to the floor while Raemis is grabbed by several pairs of hands and swiftly whisked out of sight.

Damaya

Damaya was once a member of the Jemadar Guard but, as is usual in the Guard, once she reached the age of 30 she was retired with full honours. She now seeks employment wherever she can get it – sometimes as a manual worker and other times as a bodyguard – it was in the latter role she was hired by Lord Bartol to look after his daughter. If given the opportunity by the Heroes, she will seek to make up for her failure to adequately protect Raemis.

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

Careers

Dancer	1	Soldier	1
Vagabond	1	Worker	1

Protection light armour d6-3 (1)

Weapons khastock d6H
(if she decides to join the Heroes)
knife d6L (hidden)

Points Lifeblood 7

By the time the Heroes arrive at the scene, there is nothing they can do except help Damaya to her feet (the most observant amongst them notice she is hastily hiding a knife away). Damaya knows nothing, and didn’t really have opportunity to act, as the kidnappers were well prepared and very

quick. She saw three men with their faces hidden in their hoods (which is what any Heroes also observed). She is very upset, as she was supposed to be guarding Raemis, and now she feels like a failure.

The Heroes can either escort Damaya back to Lord Bartol's residence or, if they don't, they will be approached by Damaya the next day and asked to attend Lord Bartol as he has a job for them.

Meeting with Lord Bartol

Lord Bartol is an older man, his muscles long turned to fat from easy living. It's clear he is no longer a man of action (if he ever was). At the moment he has received no ransom demands, but he is expecting to. In the meantime, he'd like the Heroes to see what they can do about tracking down the kidnappers and returning his daughter safely to him before he receives such a demand. He isn't a terrible employer, but given her failings, he feels he had no alternative but to let Damaya go.

Dangers of the Underworld

The Heroes now have to ask around to see if they can find anyone who knows anything. There are loads of options for how this can go - if any of the Heroes are from Malakut, they will at least be aware of the Ragged Knaves. With appropriate careers, or contacts and so on, they will also know or have acquaintances who are members of the Ragged Knaves. If the Heroes ask questions around the marketplace where Raemis was kidnapped, they will eventually be approached by a Ragged Knave, who will say he has information for them. If the Heroes are stuck, then Damaya will be able to introduce the Heroes to a Ragged Knave friend of hers.

However they are introduced, a Knave called Juss will meet with them and will inform the Heroes he can set up a meeting with their leader. If the Heroes express urgency, it can be that night. Arrangements will be made to meet Juss at the Thrashing Poad, where he then intends to take them to meet Jandor Hookhand.

At the Thrashing Poad that night, any Heroes with appropriate careers may notice there are at least two or three men loitering around outside watching them as they enter the tavern.

In the tavern, they will meet Juss again – this time accompanied by two other Knaves. If the Heroes mention the watchers outside, Juss will say he has a man positioned outside – so, if there are more than that watching, then that doesn't bode well. It probably means there are members of The Brotherhood outside.

There are several ways this can then go. The Heroes could go and openly confront the Brotherhood – but this will simply result in the Brotherhood men fading away into the darkness. The Heroes can attempt to slip out the back of the tavern – perhaps under the cover of a brawl or some other disturbance. You should allow a good plan of this nature to work.

Some sneakier Heroes could slip out and try to bring down the Brotherhood members one by one. There are three Brotherhood ruffians in the street immediately outside the tavern (they have killed the Knave who was watching outside, and his body is now floating down the river) and there are more waiting nearby ready to spring into action at the appropriate signal. In total, there will be at least one ruffian for each Hero in the group, plus one for each Knave.

Assuming the Heroes get through the ambush, they will eventually be brought through some underground tunnels and sewers to meet Jandor Hookhand.

The Ragged Knaves

To be accepted as a member of the Knaves, one must present a visible disease, handicap or deformity (or at least give the appearance of such – many Knaves are good actors too).

Fewer in numbers than the Brotherhood, the Knaves have lost some of their power over the last few years. Whilst it is a criminal guild, the Knaves are considered the more acceptable of the two evils to the people of Malakut. This is because the Knaves trade in information rather than the fear, intimidation and death of their opponents.

The Knaves' leader is Jandor Hookhand. He knows that the Knaves are losing the control of the city's streets to Zolat the Scimitar and his Brotherhood, and he is therefore keen to find any angle to recover their lost power. Helping the Heroes out might be one way.

Jandor's eyes and ears have reported that it was the Brotherhood who kidnapped Lord Bartol's daughter. He is well aware that their base of operations is the Foaming Mug Tavern, a small non-descript alehouse in the back streets of

Malakut, and that the dead-end alley down which it is located is watched closely at all times, both at ground level and from the rooftops.

The Heroes could now try to arrange a meeting with the leader of the Brotherhood – Zolat the Scimitar – or capture and question one of the Brotherhood. However, most Brotherhood ruffians don't know what happened to Raemis after she was kidnapped – some assume she is still being held by the Brotherhood, while others believe Zolat intended to make her his woman.

The Heroes could attempt a stealthy infiltration of the Brotherhood base, attempt a bold frontal attack, or even arrange to deliberately be captured so as to get a meeting with Zolat. Again, any good plan should work (and even a bad plan should bring them to Zolat's attention).

Jandor Hookhand

Attributes		Combat Abilities	
Strength	2	Initiative	1
Agility	1	Melee	1
Mind	2	Ranged	0
Appeal	-1	Defence	3
Careers			
Peddler	0	Thief	3
Vagabond	3	Worker	0
Boons			
<i>♥ Alert, Friends in Low Places, Keen Hearing, Low Born</i>			
Flaws			
<i>♥ Missing Hand, City Dweller</i>			

Protection	light armour	d6-3 (1)	
Weapons	hook	d6L+2	
Points			
Villain Points	5	Lifeblood	12

Typical Ragged Knaves vagabond

Attributes		Combat Abilities	
Strength	0	Initiative	1
Agility	1	Melee	1
Mind	1	Ranged	0
Appeal	-1	Defence	0
Careers			
Beggar	1	Thief	1
Protection	no armour	0	
Weapons	dagger	d6L	
Points		Lifeblood	6

The Brotherhood of Shadows

This guild of ruffians, rogues, bandits and assassins work for money and will commit any act of crime to fill their coffers. They are commanded by an ambitious rogue called Zolat the Scimitar, who dreams of total control over Malakut. He is patient, but will happily kill anybody who gets in his way. Zolat is also friendly with Valtriz of Ill-Omen and is thinking of joining the Cult of Zylidith. Zolat's men have infiltrated many legal and not-so-legal organisations throughout the city.

The Brotherhood base of operations is in the cellars beneath the Foaming Mug Tavern. Only the Brotherhood use the tavern, and at least half a dozen of them are inside at any time. To enter the tavern you need the appropriate password. Access to the cellars is via a trapdoor in the small locked room behind the bar.

Zolat is hard to deal with. Heroes must also give up their weapons to be granted an audience. He will say all sorts of lies - he is holding her for ransom, she escaped, she died, she hates her father and doesn't want to go back to him -but most of his lies contradict something he said earlier. If he gets cross (which is highly likely) he will call to his nearby ruffians (which will outnumber the Heroes) to lock the Heroes up.

Zolat must be persuaded to tell the Heroes what happened to Raemis, or they might think of a clever way to get him not to lie to them (maybe through arcane means), or they might ask some of the ruffians that are closest to him (who know he is friendly with Valtriz and as seen with him recently).

Zolat the Scimitar

Attributes

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

Careers

Assassin	1	Mercenary	1
Slaver	0	Thief	3

Boons

- Friends in Low Places, Low-Born, Sneaky

Flaws

- Infamous, Untrustworthy, Morgazzon's Curse

Protection	light armour	d6-3
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Weapons	scimitar	d6+2
	dagger	d6L+2

Points

Villain Points	5	Lifeblood	12
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Typical Brotherhood of Shadows ruffian

Attributes

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

Careers

Mercenary	1	Thief	1
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Protection	no armour	0
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Weapons	dagger	d6L+1
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Points	Lifeblood	6
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To the Lair of a Crimson Druid

Valtriz has a small shop in the centre of Malakut and is believed simply to be an honest trader in exotic herbs and spices. However, he is also a Crimson Druid and the secret head of the Cult to Zylidith, Lord of Blood.

Beneath his shop are several cellar rooms devoted to Zylidith's worship and a holding cell for sacrificial victims, where Raemis has been held since he bought her from the Brotherhood.

The Heroes will arrive at Valtriz's shop just in the nick of time (of course). The Cultists have gathered in their crimson robes and have gone down to the altar room in the secret chambers beneath the shop.

The Heroes will need to act quickly because Raemis is in extreme danger at this point. She lies on the altar in a drugged state and chanting can be heard

in the shop, coming from below. Stress the urgency to the Heroes, so they don't really have time to waste planning – they need to break into the cellars and rescue Raemis quickly.

Depending on the strength of the Heroes, there will be at least a dozen cultists down there (treat as *rabble*). There may even be some *tough* acolytes.

If the Heroes haven't already killed Zolat the Scimitar, he might also be in their ranks and will be an extremely dangerous opponent.

Then, of course, there is the leader of the Crimson Druids, Valtriz himself.

Rewards

Once the Heroes rescue Raemis, they can deliver her to Lord Bartol who will reward the Heroes handsomely.

If Dayama had a hand in the rescue, Lord Bartol will also restore her as Raemis' bodyguard.

Valtriz of Ill-Omen

Attributes

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

Careers

Crimson Druid	2	Magician	2
Merchant	1	Physician	0

Boons

- Power of the Void (included in stats)

Flaws

- Poor Recovery (someone with healing skills has to restore his lost *lifeblood* – he can do this himself – and gets nothing from normal rest)

- Zealot (he gets a *penalty die* whenever he must be civil to a non-believer)

Protection	none
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Weapons	none
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Points

Villain Points	5	Fate Points	2
Arcane Power	14	Lifeblood	10

Note: Most of Valtriz' spells will centre around the theme of blood. As he is a druid, he can use his Fate Points to give a bonus die to his spellcasting.

Krongar* and the Curse of Uzar-Thom

**insert one of the Heroes' names here*

Adventure Overview

The Heroes help save the Queen of Shamballah from a mysterious illness, but then the people of Shamballah start falling sick all around them too. The sickness seems to turn people into mindless dead-but-not-dead cannibalistic monsters.

The Heroes have to fight their way through a city of zombies and then come face-to-face with the terrible curse of an ancient Sorcerer-King.

Note: Although set in Shamballah, this adventure could, with a few adjustments, be placed in just about any city in Lemuria.

GMs Information

Uzar-Thom – a Bloodless Sorcerer-King – has been aroused from his slumber in a subterranean crypt, in the jungle ruins just outside Shamballah. Whilst

he was regaining his strength, sitting on in the darkness upon his throne of bones, he reached out with strange sorceries towards the nearest signs of life.

His first tentative probes have latched onto a gem that Queen Imbalayo was wearing (part of a necklace commissioned for her by her husband, King Indalon). The gem was found in the ruins above Uzar-Thom's underground lair – using this gem as a link, Uzar-Thom has started to drain the life force of the Queen to replenish his own vital energies.

When this link is broken, Uzar-Thom probes some more – this time latching onto the very blocks removed from the ruins to fashion the walls and homes of Shamballah itself! Using the same sorceries that he used to drain the Queen, he now starts to drain the life force of the inhabitants of the city, gradually turning the citizens into degenerate and shambling creatures...

Saving the Queen

The Queen was complaining of feeling faint and retired to bed a few days ago. She hasn't roused from her sleep in several days and lies pale and unmoving. The Queen's Physician, Brulinya, tells the Heroes she has had no success with her usual restoratives, and is therefore certain that a demon is coming into her majesty's chamber at night and draining her of her life force. She says they should seek permission from King Barvak to stay in her chamber at night to catch the perpetrator of this evil crime in action and either capture or kill the creature, if possible. The King, if approached by the Heroes, will agree this course of action.

During the night, nothing enters the Queen's chamber. The Heroes notice nothing unusual, unless they specify they are mostly looking at the Queen during their vigil - in which case have the one watching the Queen make a Difficult *mind* Task Roll to notice the glowing gem round her neck.

If the Heroes don't notice anything the first night, the King will agree to them standing vigil a second night, believing maybe it was their presence that protected his Queen. This time, if someone specifies that they are closely watching the Queen, they will definitely notice something (no roll necessary). Others will notice the glowing gem with a successful *mind* Task Roll, as above.

One of the Heroes sees that a green gemstone on the Queen's necklace is faintly glowing with a strange sickly sort of pulsing light. Simply removing it from the Queen's neck will sever the sorcerous connection to Uzar-Thom, and thereafter the Queen will begin to slowly regain her strength over the next few days.

The Trail of the Gem of Uzar-Thom

The Gem of Uzar-Thom is a large, deep-green, emerald-like stone, discovered by a hunter named Rotac in the ruins outside Shamballah. He sold it to a merchant called Bengosh, who sold it to a jeweller named Kelligo, who included it in the necklace commissioned by the King. This trail can be back-tracked with some fairly simple investigation, or by arcane means.

A *magician* could find some traces of sorcery still lingering in the gem, if he investigates it within a day of removing it from the Queen, but otherwise it seems just a mundane - if incredibly beautiful - gem.

If the Heroes do follow up on the trail of the gem, they will eventually get to Rotac. You can play out the conversations with Kelligo and Bengosh if you wish, or simply inform the Heroes that the trail eventually leads them to the hut of Rotac the Hunter. Rotac will be suspicious at first, but will eventually tell the Heroes where he found the gem.

He will even lead them to the ruins if asked to do so, although nothing of particular interest will be found there at this time.

You could have an encounter in the jungle to spice things up - maybe one or two (depending on the number of Heroes) dinohyuses, jemadars, or bronyx.

The trail essentially leads the Heroes nowhere. Nevertheless the King will allow them to keep the Gem (if they want it - make a note of which PC has it) and will hold a banquet to celebrate his Queen's recovery.

Great Rewards

The King (and Queen!) will be mightily pleased with the actions of the Heroes and will reward them handsomely, giving them a bag of gems each. There are plenty of fine establishments the Heroes can spend their new-found wealth - so let them start to describe how they are going to live the high life for a while, as if preparing to give out some Advancement Points. But before the Heroes have a chance to spend all (or even some) of their haul, other things start to happen around them...

Denizens of the Cursed City

The Heroes start to notice that some of the people around them seem sluggish and a bit distracted if spoken to. Many look wan and ill. There seem to be fewer people in the marketplace than usual. This goes on for most of the day but becomes increasingly noticeable until some people start falling down in the street. These appear to be in the same condition as the Queen when she was lying ill in her bed. There are far too many affected for a PC physician to deal with, and mostly they are beyond saving, in any event. Besides, events will swiftly move on as night descends...

As Uzar-Thom continues to draw the life from the city's inhabitants, they become increasingly under his control and start to become like mindless zombies (count as Bloodless), attacking those around them that are unaffected or less affected by

The Horde rules for Rabble

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 every *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 don't do damage individually).

the curse. The Heroes will therefore become targets. Start by having one or two Bloodless attacking individual Heroes, but gradually step up the pace and have them attacked by as many hordes of these things as needed to make life very dangerous in Shamballah.

Bloodless Citizens (*rabble*)

Mind	-1	All other stats	0
Protection	no armour		0
Weapons	unarmed		1
Points	Lifeforce		1

Bloodless City Guards (*rabble*)

Attributes	Combat Abilities	
Mind	-1	Melee 1
All other stats	0	
Protection	no armour	0
Weapons	spear	d3
Points	Lifeforce	2

But the Gem still glows!

Sometime during the attacks by the Bloodless, the Gem will start faintly glowing. Heroes saying they are specifically watching it will notice it at some point, but otherwise it will require a Hard *mind* Task Roll to notice. The Hero carrying it will require an Easy *mind* Task Roll to resist the curse – otherwise he or she will become increasingly tired and despondent. Initially this can be role-played, but if the Hero continues to hold onto the Gem, you can start to apply a *penalty die* to all of his actions. If he resists the first time, leave it a while and have him make another roll, this time Moderate... make it increasingly more difficult, the longer he holds onto the Gem.

The Gem is clearly important to what is going on, and if the Heroes investigate further (using sorcery), they can tell that some of the masonry of the buildings of the city also have some sort of slight sorcerous qualities too. This will take them back in the direction of the ruins. If they don't think of it, have the sorcerous emanations provide some sort of trail they can follow, leading them to the ruins.

Into the Crypt of Uzar-Thom

If following the “sorcerous trail”, the Heroes will find it leads to a stone door, carved with strange glyphs, that has naturally been hidden by centuries of dense undergrowth and debris.

Otherwise, they will have to search the ruins for the entrance, which will take most of the day. You should give the Heroes an encounter with more Bloodless (the Heroes could have been followed out of the city), or perhaps a ferocious jungle beast or two.

Getting the stone door open will take some ingenuity. Although the glyphs provide some hints as to the door's operation (which is purely mechanical), it has been sealed for centuries and is extremely heavy. The door fits into the stone frame perfectly, so there is little or no way to slide something in to lever it open, without chiselling into the stonework.

A number of careers will be helpful in getting the door open, for example:

- ♥ An *alchemist* might be able to create a small explosion, or may have some idea of the opening mechanism
- ♥ A *magician* would be able to create some magic to assist
- ♥ A *priest* might be able to apply a *boon* to the task, if he worships an appropriate god
- ♥ A *slave* is used to putting his back into it
- ♥ A *thief* has some skills in opening that which is closed
- ♥ A *worker* would have the tenacity to keep at the task if given the right tools
- ♥ Other careers might help, depending on what the Heroes decide

You should allow the Heroes to get the door open eventually, if they have a good plan for doing so. Hero Points are immensely helpful here.

Once the door is open, the Heroes will see stone steps leading down into the darkness. It is musty and stale, unused in centuries.

If they have suffered enough already, simply allow them to follow the underground passage to the door sealing Uzar-Thom's crypt. Carvings on the door in the Sorceric language reveal his name.

If the Heroes have come through the earlier part of the adventure largely unscathed, you can give them further encounters before reaching Uzar-Thom's crypt. Maybe more Bloodless. Maybe a trap or two. Maybe a large snake that has somehow found its way into the place. This is really up to you.

Uzar-Thom is sat on his throne of bones when the Heroes find him in his chamber. He seems a little distracted initially, because he is still absorbing the life force from the citizens of Shamballah. However, as the Heroes enter his crypt, he rises – the bones of the throne snap around him, forming a full suit of bone armour and helm, and a bone mace.

Uzar-Thom

Attributes

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

Careers	Magician	4
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Boons

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

Flaws

- ❖ *Unsettling:* Uzar-Thom is a long-dead creature - his mere presence is an abomination.

❖ *Cravings:* Uzar-Thom craves the life force of living beings, preferably intelligent species.

❖ *Decrepit:* Uzar-Thom hasn't walked for centuries and so takes a while to get his old bones working. For this reason, he may try to keep the Heroes talking or cast spells whilst he gets used to moving around. He moves at half-normal speed and takes a *penalty die* on physical Attack Rolls for the first three rounds.

Protection	bone armour	d6 (4)
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Weapons	bone mace	d6+2
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Points

Villain Points	5	Arcane Power	16
LifeForce	12		

Hrongar 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.

Examples of created Sagas

Pellel Pharn and the Swamp of the Forlorn King

Steps 1 and 2: Rolls are 3,4 & 2,1. Pellel 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. Pellel 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. Pellel receives, as a reward for all his troubles, more than expected and is Marked By The Gods.

Argol Arran and the Lords of Valgard

Steps 1 and 2: Rolling 4,4 & 4,6. Argol Arran (in this particular Saga) and the Lords of Valgard.

Steps 3 and 4: Rolls are 6,2,2 & 2,6. The task is it to find a merchant.

Steps 5 and 6: Rolls are 5,3 & 4,6. The location is The Tower of Lost Souls.

Steps 7 and 8: There is no object. so no need to roll.

Step 9: Rolls are 4,2. Argol gets the task because he overheard a conversation.

Step 10: Rolls are 2,2. The villain is a brutal warrior prince.

Step 11: Roll is 3. No god interferes with this Saga.

Step 12: Roll is 1. It doesn't get more complicated.

Step 13: Rolls is 1. There isn't another obstacle to overcome.

Step 14: Rolls are 6,4,1. Of course there is an unexpected twist: It was a trap!

Step 15: Rolls are 3,4. As a reward, Argol receives much less than expected, but is Marked By The Gods.

Step 1. "Hrongar 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...	Beggar(s)...	Mountains...

Step 2. "of..."

	1	2	3	4	5	6
1	...Evil.	...the Forlorn King.	...Pestilence.	...Malakut.	...Halakh.	...Hyrdral.
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 explore a certain location	...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	Temptress
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	...Krongar 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 into it
5	...he has been bewitched	...he is on a search for revenge
6	...he had 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 sorceror.
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	...Krongar simply is <i>Krongar!</i>	...it stirs up Krongar's primeval 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.	...Morgazzon'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	...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.	...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 <i>Krongar</i> !	The gods are enraged and set 1d3 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 find out if a character succeeds at a task:	<ul style="list-style-type: none"> • Roll 2d6 to get a number from 2-12 • Add an appropriate <i>attribute</i> • If fighting, add an appropriate <i>combat ability</i> • If not fighting, add the rank of an appropriate <i>career</i> • Add any other situational modifiers <p>If the result is 9 or more: the character succeeds.</p> <p>If the result is 8 or less: the character fails.</p> <p>A natural 12 (that is, rolling two sixes) is a <i>Mighty Success</i> if a 12 would have granted a success, otherwise this is just a normal success.</p> <p>A natural 2 (that is, rolling two ones) is always a failure. The player's character can gain a Hero Point if they make it a <i>Calamitous Failure</i>.</p>

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

Weapon	Damage	Strength bonus
Brawling	d3	Add half <i>strength</i> (rounded down)
Improvised	d3	Add <i>strength</i>
Light	d6L	Add <i>strength</i> (melee), or half <i>strength</i> (ranged)
Medium	d6	Add <i>strength</i> (melee), or half <i>strength</i> (ranged)
Large	d6H	Add <i>strength</i> (melee), or half <i>strength</i> (ranged)
<i>d6L = "roll 2 dice and keep the lowest die"</i>		
<i>d6H = "roll 2 dice and keep the highest die"</i>		

Difficulty	Modifier	Range	Naval action max. range	Alchemy
Very Easy	+2	-	-	-
Easy	+1	Point Blank	Board, Break Free	Common-
Moderate	0	Close	Grapple, Oar Rake	Common
Hard	-1	Medium	Ram	Uncommon
Tough	-2	Long	Fire Machine, Missile (bows, slings etc.)	Legendary
Demanding	-4	Distant		Mythic
Formidable	-6	Extreme	Catapult	Mythic+
Heroic	-8	Utmost		-
-	-	Out of Sight		-

Weapon	Damage	Range increment	Notes
Melee Weapons			
Axe	d6	10'	Can be thrown
Club	d6	10'	Can be thrown
Cudgel	d6L		Non-lethal option
Dagger	d6L	10'	Concealable
Flail	d6H		Attack ignores shield
Foil	d6L		Fashionable
Great Sword	d6H		Two-handed
Mace	d6	5'	Can be thrown
Morning Star	d6H		Two-handed
Polearm	d6H		Two-handed
Quarterstaff	d6		Two-handed
Spear	d6	20'	Can be thrown
Sword	d6		
Missile Weapons			
Arbalest	d6H	150'	2 combat rounds to load
Bow	d6	75'	Two-handed
Crossbow	d6	100'	Two-handed
Dart / Javelin	d6L	20'	Thrown
Sling / Staff-sling	d6L	30' / 60'	One-handed/two-handed

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 agility	+2 AP
Heavy Armour	d6-1 (3) from damage taken	Social / -2 agility	+3 AP
Helmet	+1 to armour protection	Social / -1 initiative	-
Small Shield	-1 to be hit on one attack/round	-	-
Large Shield	-1 to be hit on all attacks/round	-1 agility	-

Spell Magnitude	Difficulty	Modifier to task roll	Arcane Cost	Min. Cost
Cantrip	Automatic	-	1 to 2 AP	1 AP
	Very Easy	+2		
	Easy	+1		
First Magnitude	Moderate	0	5 AP	2 AP
	Hard	-1		
Second Magnitude	Tough	-2	10 AP	6 AP
	Demanding	-4		
Third Magnitude	Formidable	-6	15 AP	11 AP
	Heroic	-8		

NPC Type	Attributes	Combat	Careers	Lifeblood	Damage	Special Rules
Rabble	0	0	0-1	1-3	1 or d3 (armed)	Horde
Toughs	0-2	0-2	2	5-8	by weapon	
Villains	0-4	0-4	4+	10+	by weapon	Villain Points

The Horde rules for Rabble

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 every *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 don't do damage individually).

Beast Size	Priority	Damage	Lifeblood	Strength	Move	Creature Examples
<i>Tiny</i>	Rabble	1	1	-3	15'	<i>Ganuc, jit</i>
<i>Very small</i>	Rabble	d3	2	-2	20'	<i>Cathgan, kyphus</i>
<i>Small</i>	Tough	d6L	5	-1	25'	<i>Frossor, phong, purgat, uzeg</i>
<i>Medium</i>	Tough	d6	10	0	25'	<i>Sand runner, skorpider, snow worm, ursavus, venator, wolf, xolag</i>
<i>Large</i>	Villain	d6H	20	4	30'	<i>Andrak, bouphon, crocator, kroark, lurkfish, parvalus, snow ape, swampus, wolf-dire, yorth</i>
<i>Very large</i>	Villain	d6H	30	6	30'	<i>Azhdarkho, bronyx, dracophon, jemadar, terror bird, triotaur</i>
<i>Huge</i>	Villain	d6 × 2	40	8	35'	<i>Banth, cave/snow bear, dinohyus, mythunga, zathog</i>
<i>Massive</i>	Villain	d6H × 2	50	10	35'	<i>Chark, deodarg, drakk, elasmotherium, eldaphon</i>
<i>Enormous</i>	Villain	d6H × 2	60	12	40'	<i>Poad, giant skorpider</i>
<i>Gigantic</i>	Villain	d6 × 3	70	14	40'	<i>Kalathorn, sarkolith</i>
<i>Immense</i>	Villain	d6H × 3	85	16	45'	<i>Xolth</i>
<i>Colossal</i>	Villain	d6 × 4	100	18	45'	<i>Behemathon</i>

Notes:

d6L = "roll 2 dice and keep the lowest die"

d6H = "roll 2 dice and keep the highest die"

the multiplication sign means "the die result times this number"

Demon type	Priority	Attributes	Combat Abilities	Powers	Lifeblood	Damage
<i>Minor</i>	Rabble	2 points	2 points	1	10	d6L
<i>Lesser</i>	Tough	6 pts, 4 max in one	6 pts, 4 max in one	2	20	d6
<i>Greater</i>	Villain	12 pts, 6 max in one	12 pts, 6 max in one	4	30	d6H

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