

# LEMURIAN LEGENDS

**The Complete Adventures**



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











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**Jankkar, blue giant bodyguard (tough)**

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

## Careers

Warrior	1	Torturer	1
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<b>Protection</b>	Light armor	d6-3 (1)
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<b>Weapons</b>	Cesti	d3+4
	“Short” sword	d6+4

**Points** Lifeblood: 12

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

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



***Tyrian Star* Crewmember** (rabble)

All stats	0
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## Careers

Mariner, Laborer or Slave 1

Protection	none
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<b>Weapons</b>	Cutlass, oar	d3
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Points	Lifeblood	3
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### Tyrus Longbowmen (toughs)

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

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

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

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

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

Careers	Noble	2
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## Boons/Flaws

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

Protection	none
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<b>Weapons</b>	Longspear	d6H
	Rapier	d6

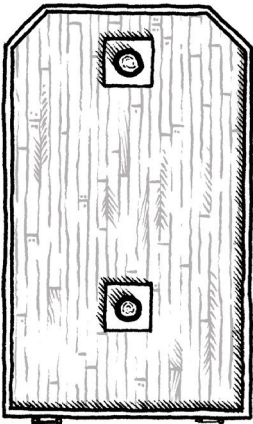
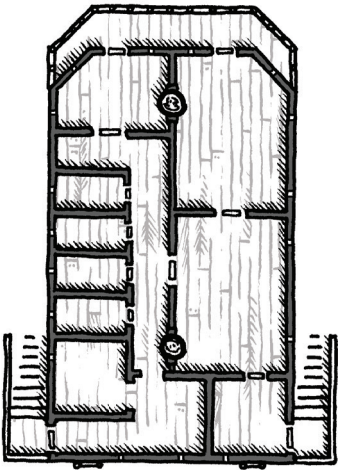
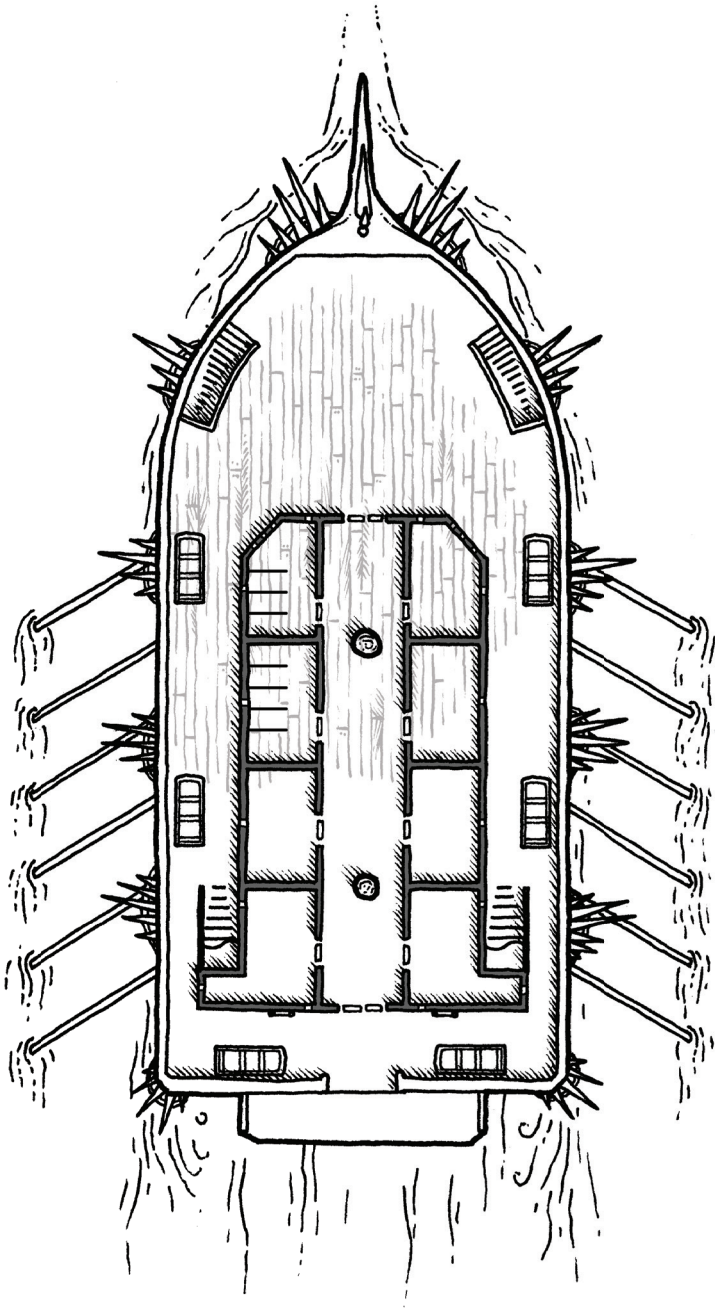
Points	Lifeblood	6
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Both these young men are slightly plump and green to the ways of the jungle, though Quovo is brave. Lax has brought them along mostly as drinking companions.













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





# Children of the Void

## On the coast road from Urceb...

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

### Adventure Overview

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

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

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

### Involving the PCs

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

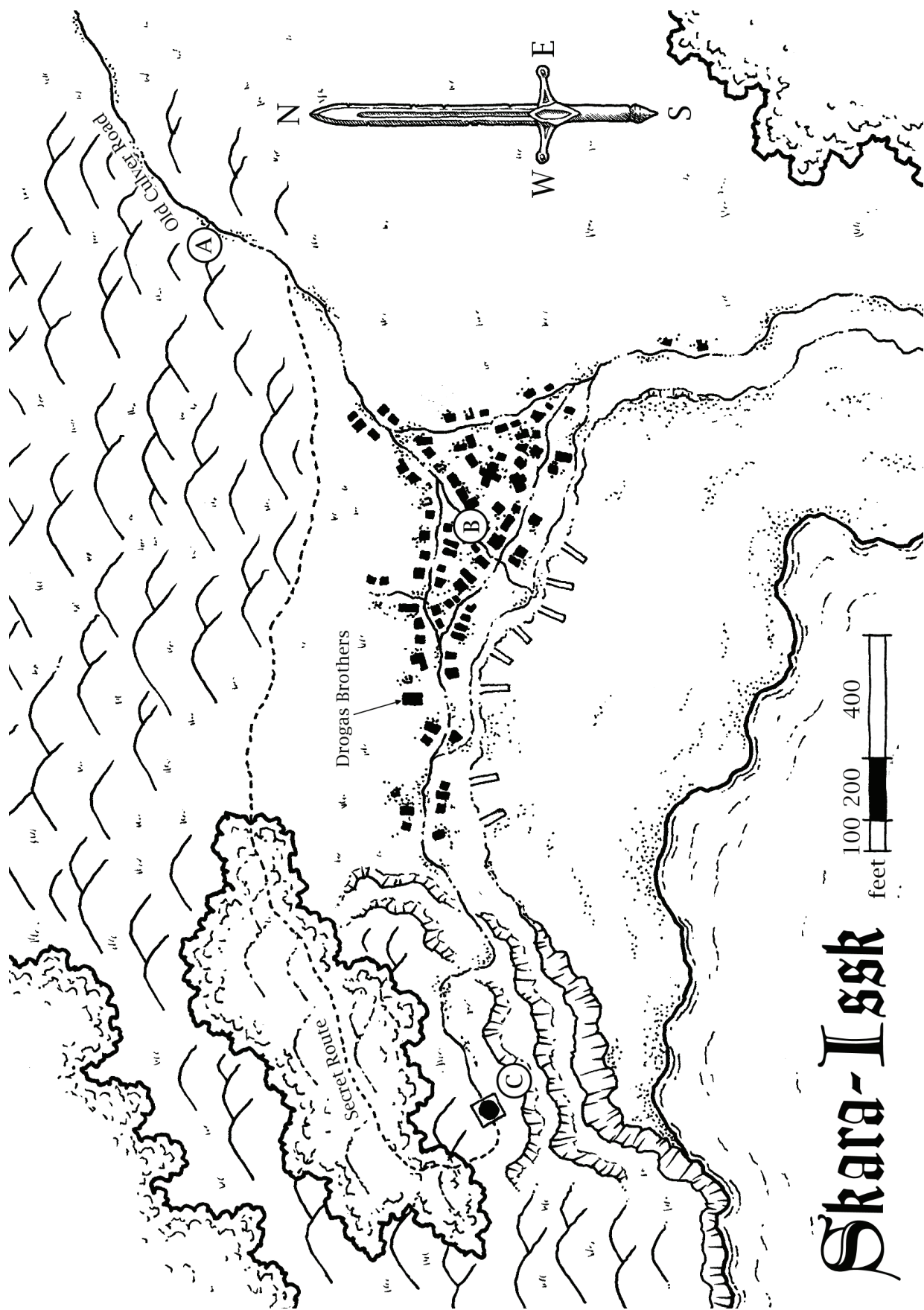
If the above seems too contrived, the GM can simply have traveling PCs chance upon the lighthouse’s gleam at night, hopefully drawing them to investigate.

### Research

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

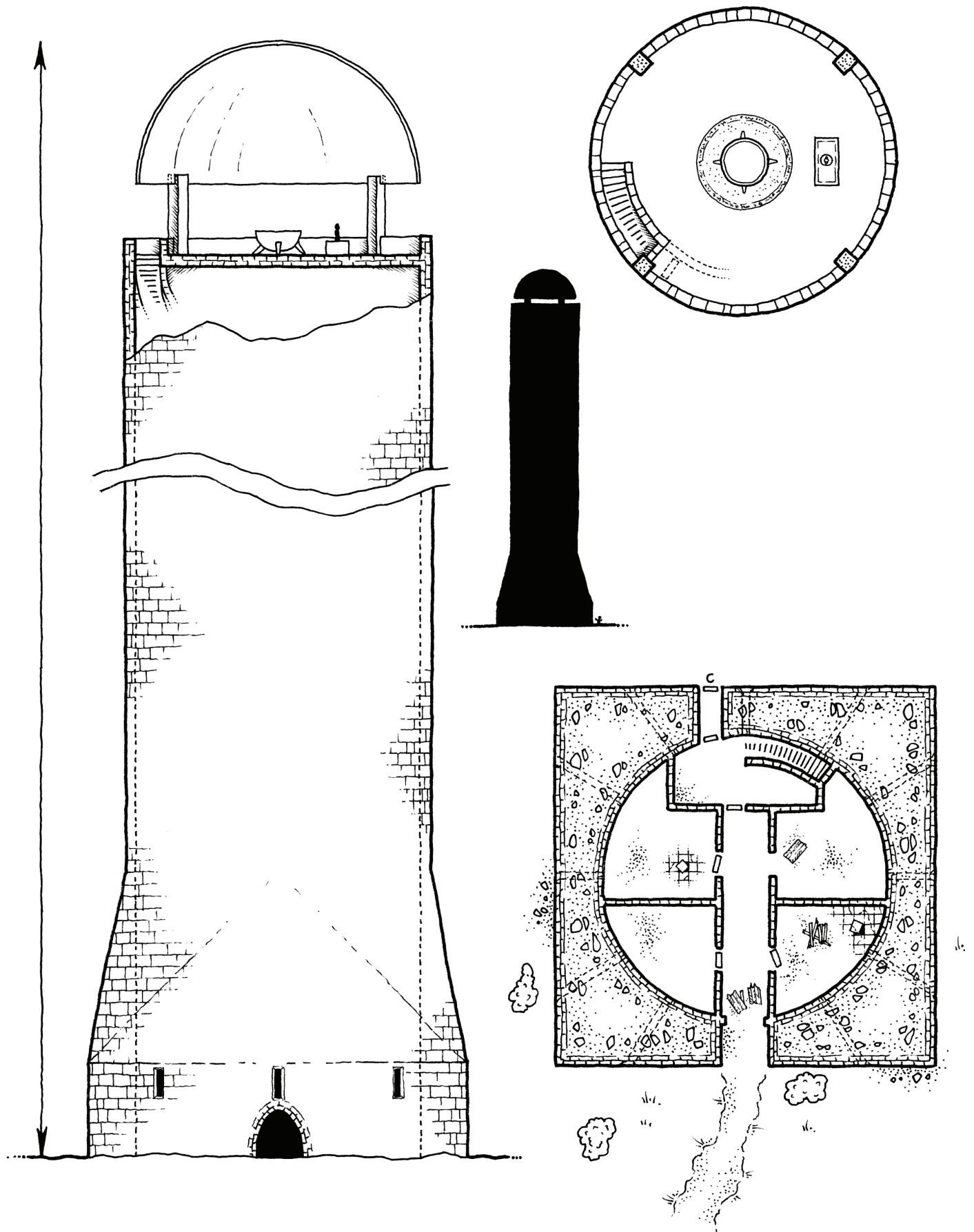
More general means of collecting information (carousing, “asking around,” etc.) can glean that the ruins of Skara-Issk are shunned, most likely because of the necrophage-haunted forests just west of the town. PCs with the Rogue/Thief background might overhear whispers that the Drogus Brothers have recently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

















Harm Drogus, Cam’s Wounded Brother

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

Careers

Merchant	1	Rogue	1
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Boons/Flaws

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

<b>Protection</b>	Light armor	d3-1
	Thrown knife	d6L
<b>Weapons</b>	Axe	d6+1
	(Claws +3 hit	d6+2)
<b>Points</b>	Lifeblood	3 (wounded)

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

Necrophagi

See stats from the *BoL Mythic* rulebook.

Void Children

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

<b>Protection</b>	Non-terrene flesh	d6-2
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<b>Points</b>	Lifeblood	13
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Boons/Flaws

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

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

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

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







# Crimson Shoals

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

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

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

### Adventure Overview

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

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

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

### The Approach

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

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

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

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

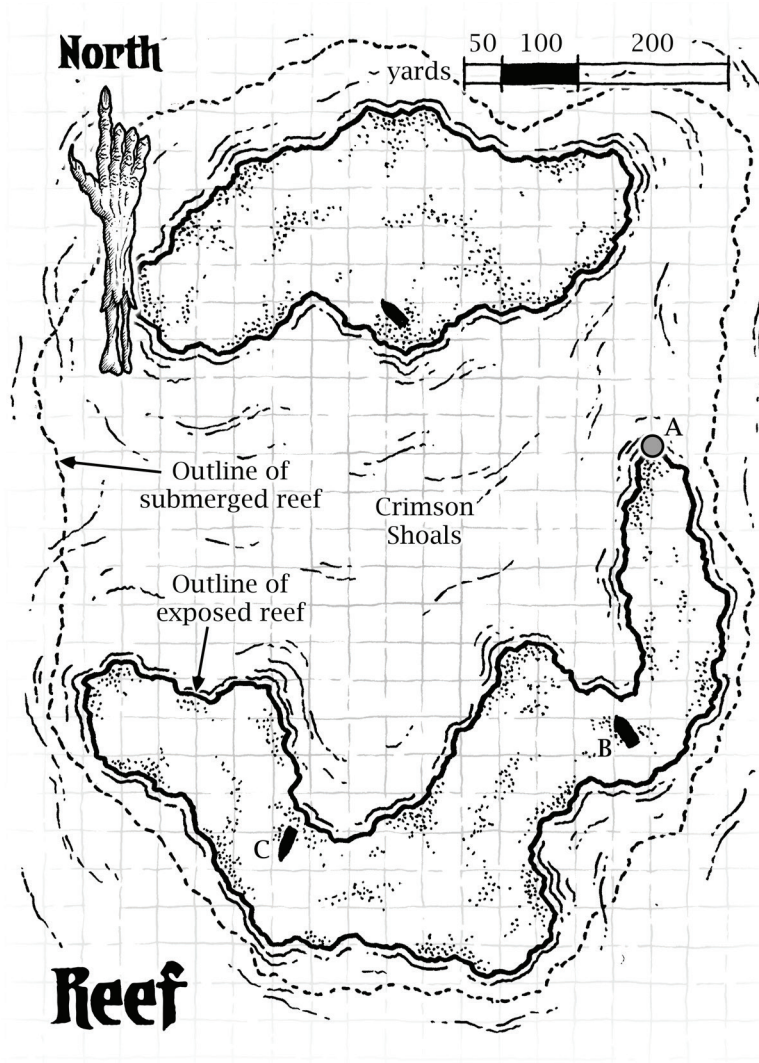
### The Pirate Sloop

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

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

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

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



## The Funerary Barge

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

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

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

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

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

Any crewmember can relate the sequence of events: "We climbed our way up here, using hook and rope. Cap'n Zarro wanted to investigate the cabin on the quarterdeck (elevated rear deck), and we found two coffins of hammered gold inside. One we opened, and tore the gold

and jewelry from the linen-wrapped corpse. But then Zarro grew wary and feared a curse, so he forbade us open the second. We traveled down to the rower's deck, and that's when something attacked from the darkness. Braxtus and Juvo were killed. The rest of us fled, here, and we've not seen the Cap'n since."

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

Quarterdeck Cabin

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

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

Rowers' Deck

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

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

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

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

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

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

The Hold

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

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

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

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

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





## What Happens Next

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

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

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

## Escaping the Reef

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

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

## Appendix A

### Cast of Characters

#### Typical Pirate (rabble)

All stats 0

#### Careers

Pirate 1

Protection none

Weapons Cutlass d3

Points Lifeblood 3

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

#### Giant Octopus

##### Attributes

Strength 6  
Agility -1  
Mind 0  
Lifeblood 30

##### Combat Abilities

Attack +1, damage d6\*  
Defence 2  
Protection d2-1

#### Boons/Flaws

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

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

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

## Lurching Dead

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

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

## Quenti, Parsoolian First Mate

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

### Careers

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



## Menkar Thal, Bloodless Sorcerer King

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

<b>Careers</b>	Sorcerer	3
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### Boons

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

### Flaws

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

<b>Protection</b>	unholy vitality d6+1, 0 against fire and weapons consecrated to the Twenty Gods
-------------------	--

### Points

Villain Points	5	Arcane Power	15
Lifeforce	13		

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

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

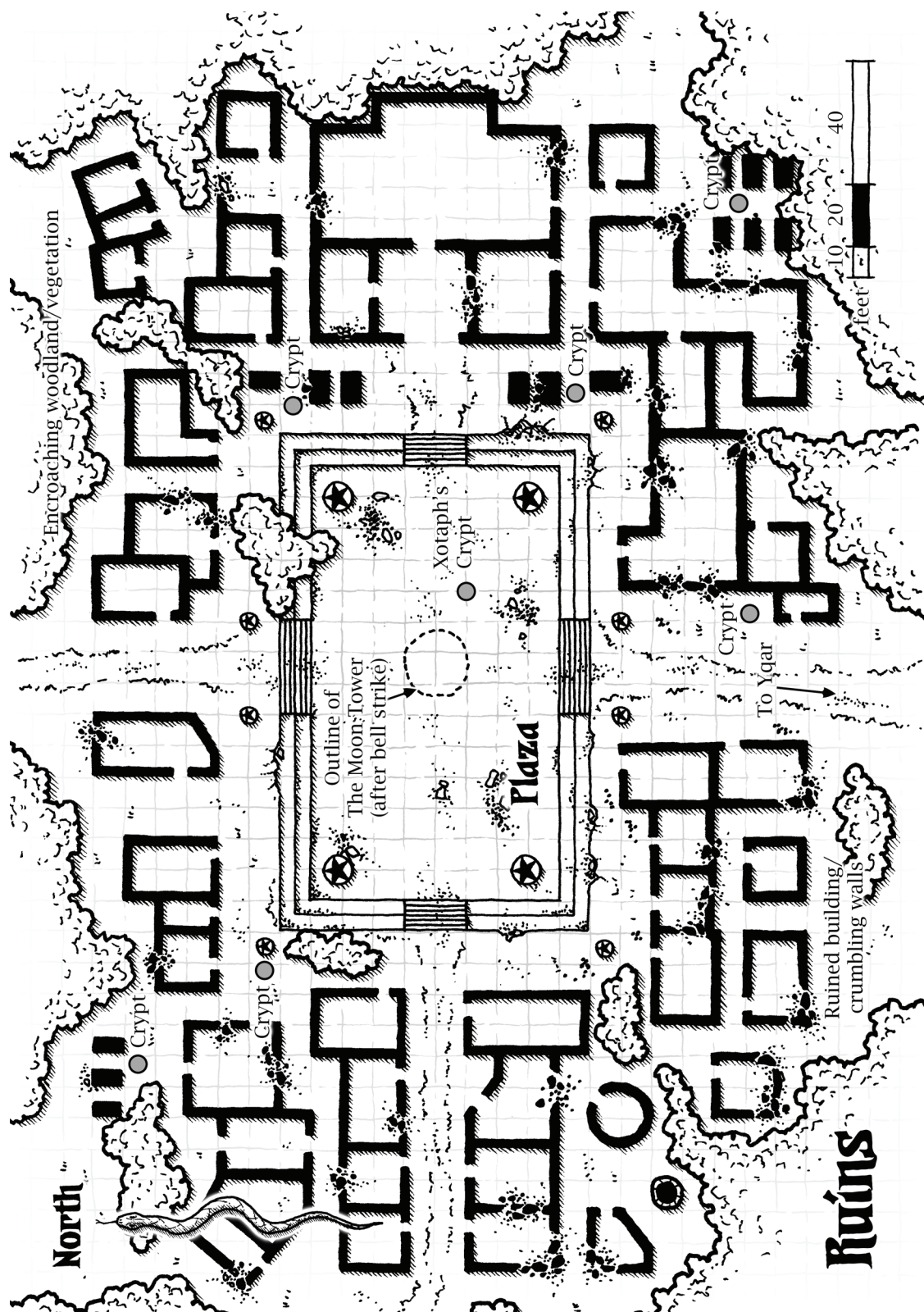




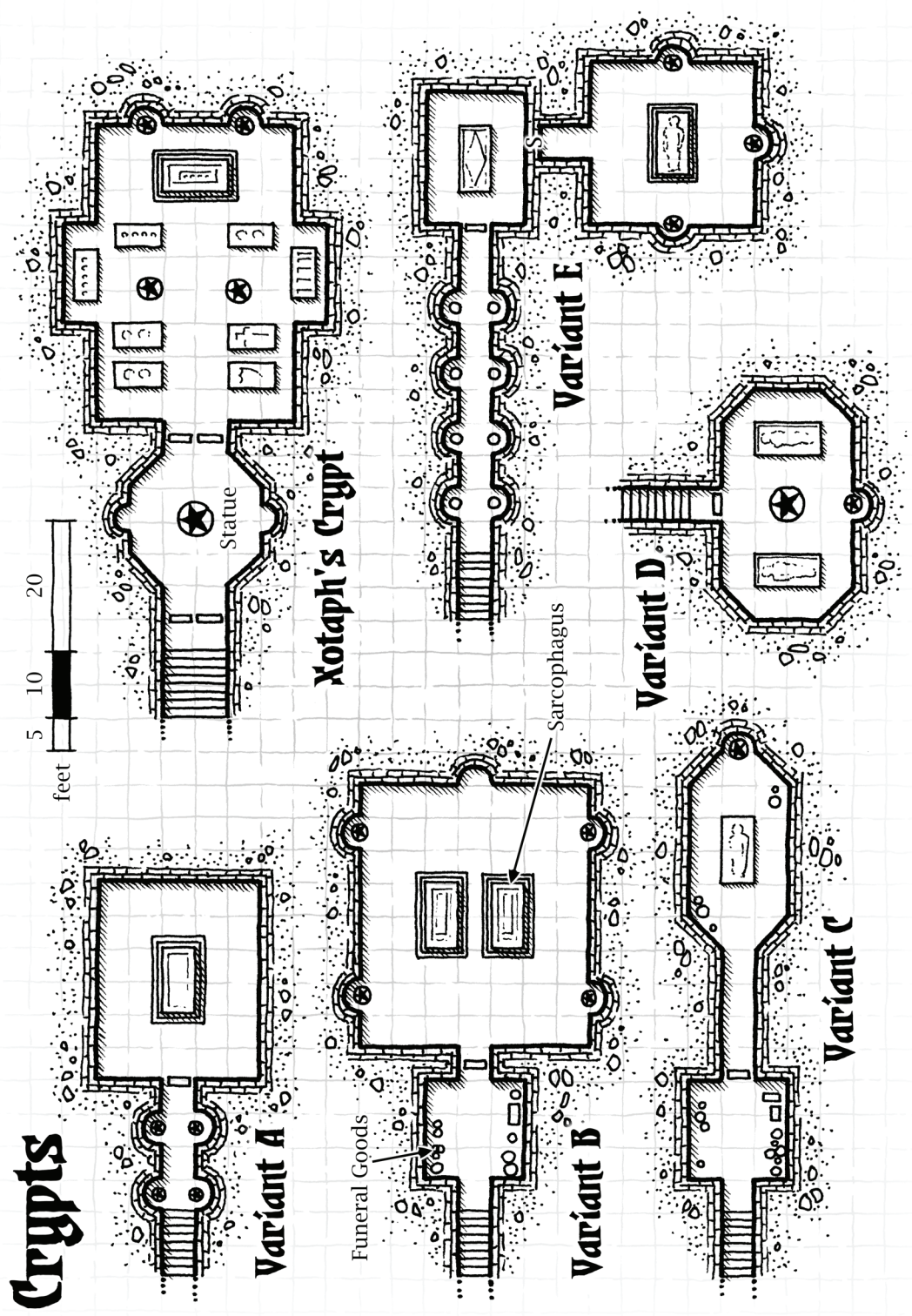






















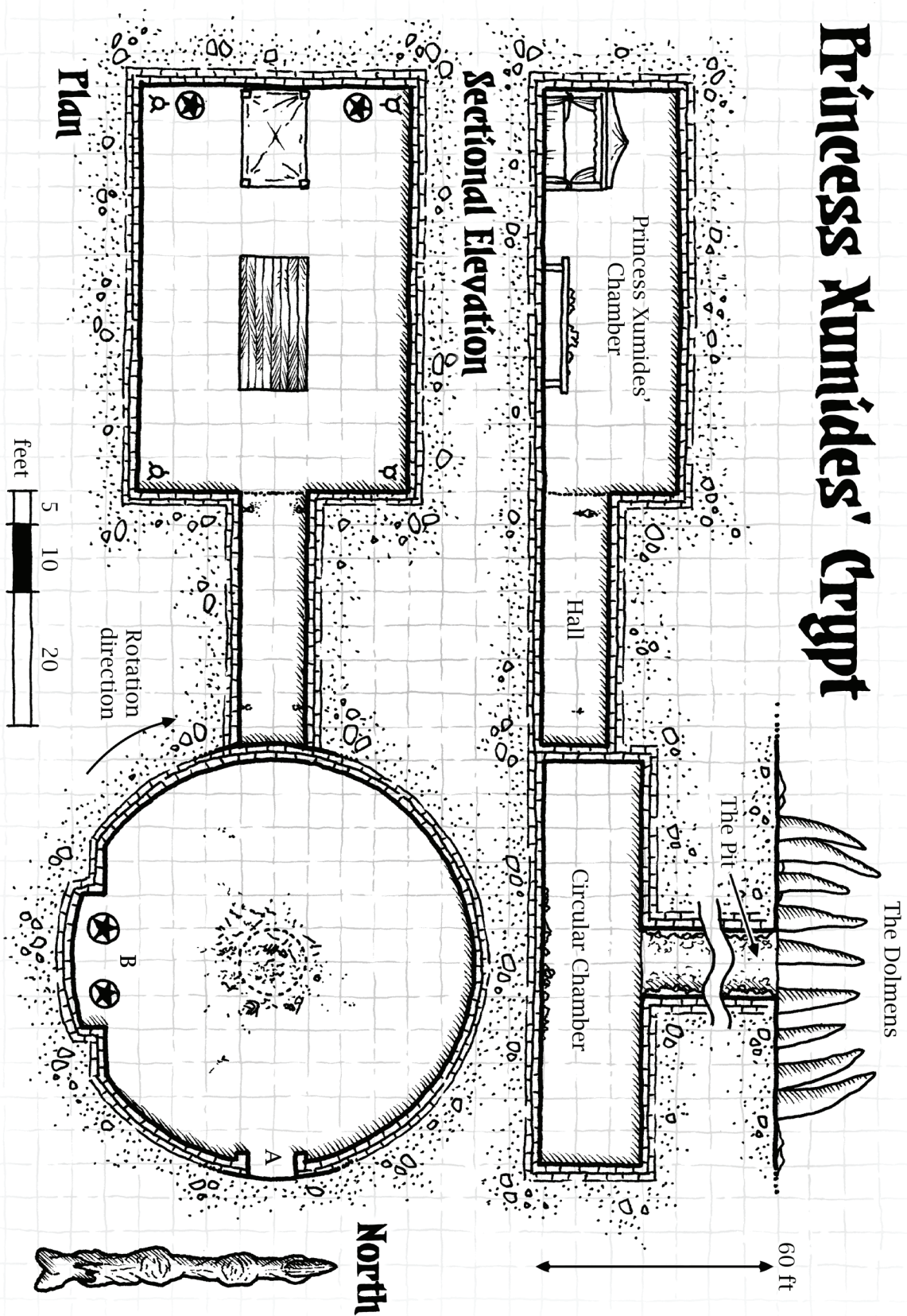








# Princess Xumides' Crypt









**Quarr Zevas, Malakuti Sorcerer**

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

**Careers**

Alchemist	2	Merchant	0
Scholar	1	Sorcerer	1

**Protection** none

**Weapons** knife, d6L-1

**Points**

Arcane Points	11	Lifeblood	9
Villain Points	5		

**Boons/Flaws**

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

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

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

**Fire-Serpent (Guardian Beast)**

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

\*extra d3 is fire damage

**Protection** d6 scaled hide

**Lifeblood** 25

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

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

**Sphinx-Like Creature (Guardian Beast)**

Attributes		Combat Abilities	
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Strength	4	Attack	+3
Agility	2	Damage	d6 or gaze*
Mind	2	Defense	3

**Protection** d3 tough hide

**Lifeblood** 30

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

**Oosal Warriors**

Attributes		Combat Abilities	
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Strength	3	Attack	+3
Agility	1	Damage	axe, d6+3
Mind	0	Defense	1

**Protection** 1 pt. thick skin

**Lifeblood** 11

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

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



# The Skyward Citadel

## Above a bustling Lemurian city...

### Adventure Overview

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

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

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

Once the heroes reach the fortress they will have to contend with a small army of renegade Axos tribesmen, recruited by Ennenku. Depending on the route they take, the PCs might also

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

### Starting the Adventure

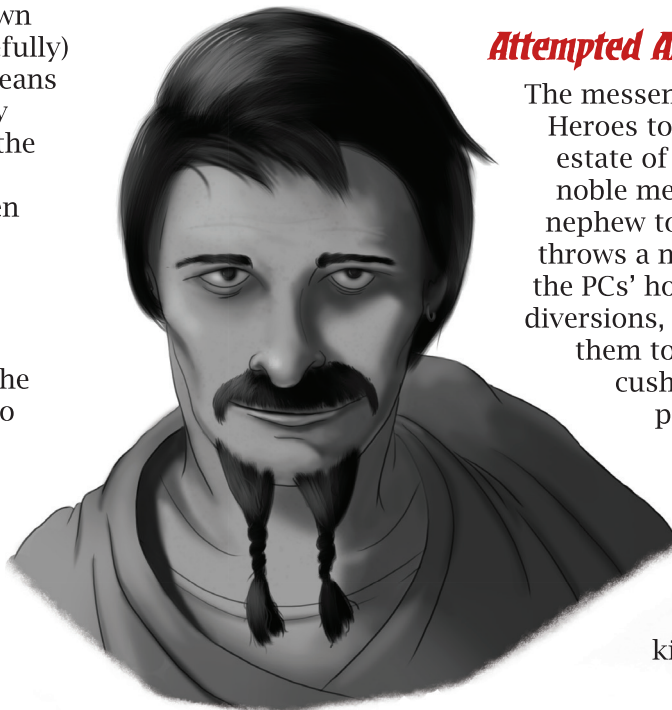
Let the PCs offer explanations for their long journey. Long before they reach the city gates, they will notice the fortress hovering above the city. A quick discussion with locals confirms this is not a ‘normal’ occurrence, and everyone from wine-shop patrons to jaded nobles are abuzz, speculating about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

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

### Attempted Abduction!

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

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







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

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

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

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

## The Approach

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

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

## Fortress Layout

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

### Cave Complex

#### 1 - Aerie of the Xhats

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

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

#### 2 - Xhat Food Caves

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

#### 3 - Tribal Chamber

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

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

#### 4 - "Dungeon" Area

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





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

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

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

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

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

### 5 - Trapdoor

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

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

## Upper Fortress

### A - Courtyard

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

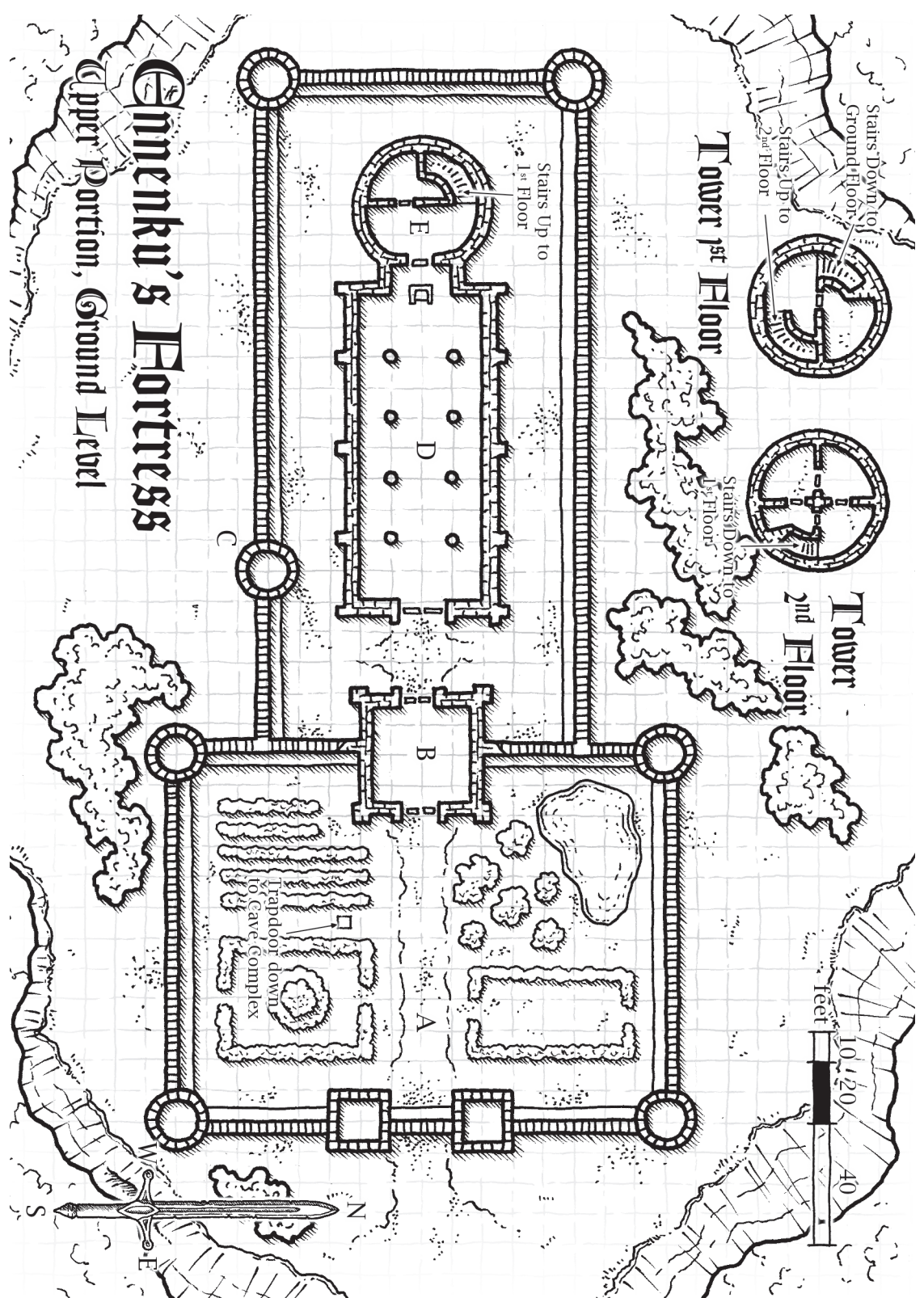
### B - Watchtower

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

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

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

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



















Malvech, Lesser Demon

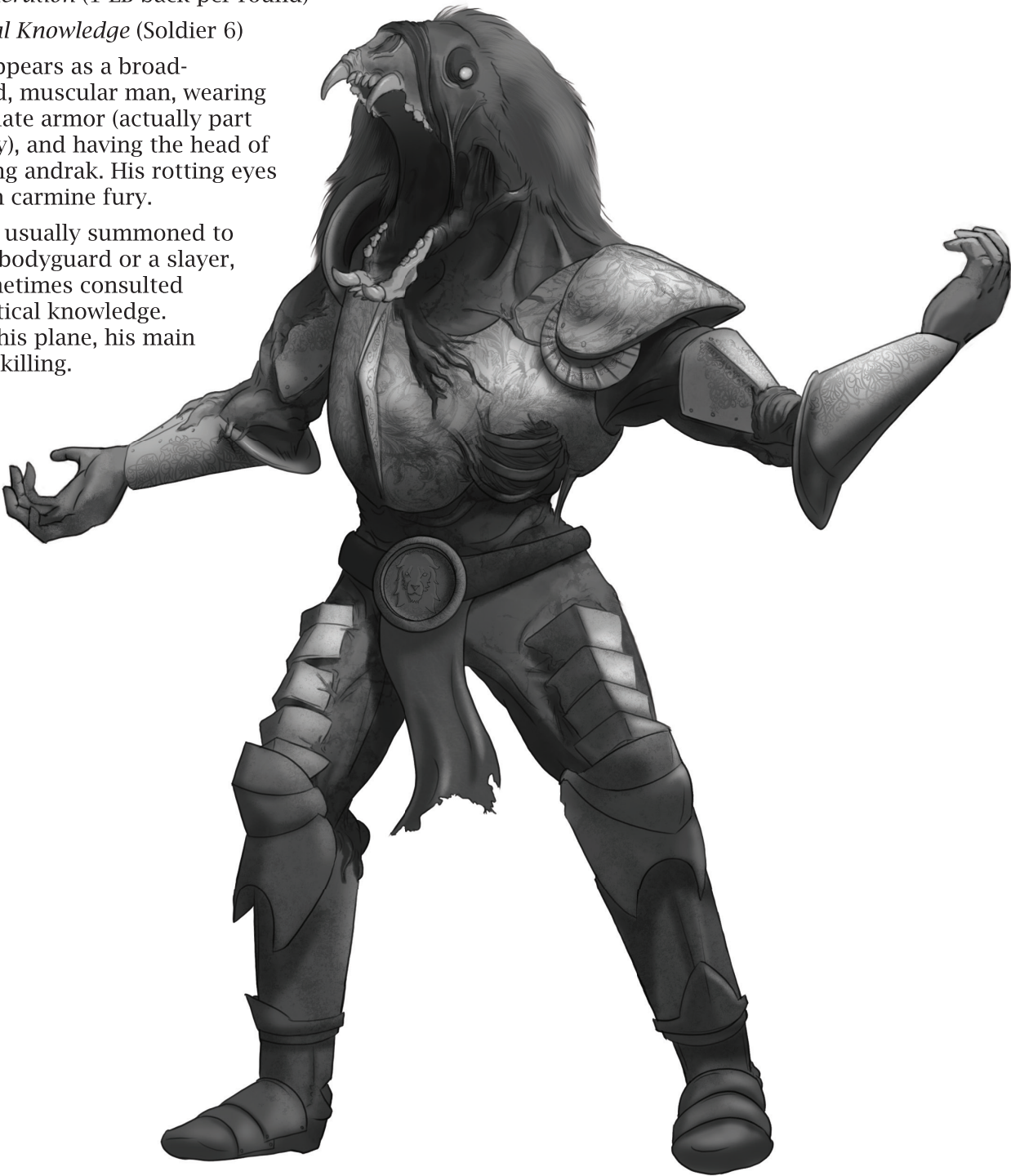
Attributes		Combat Abilities	
Strength	3	Attack	+6
Agility	2	Defence	3
Mind	1	Damage	d6+3
Appeal	0		sword
Lifeblood	23		

Powers

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

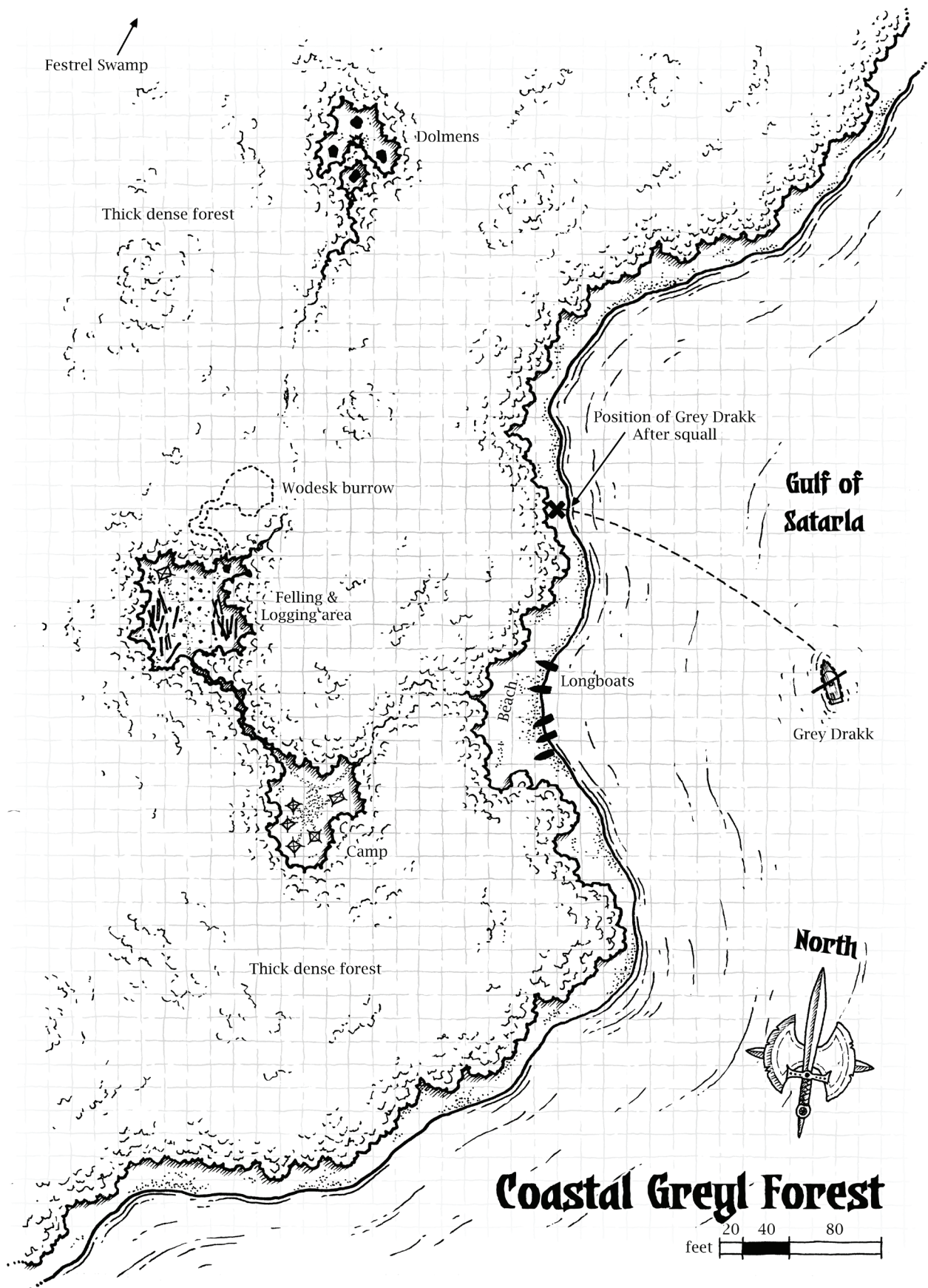
Malvech appears as a broad-shouldered, muscular man, wearing baroque plate armor (actually part of his body), and having the head of a putrefying andrak. His rotting eyes gleam with carmine fury.

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









# Running the Adventure

What follows is a loose outline for the course of events, culminating in a pitched, desperate battle with the wodesk. The Heroes will likely come up with unexpected detours, especially if magic and hero points are involved. Remember, *BoL Mythic* rules make running off-the-cuff situations easy – the focus should be on generating tension and a sense of eldritch dread.

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

## Daily Complications

Choose one of the following complications or roll a d6.

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

## Day One

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

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

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

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

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

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

## Day Two

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

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











The background of the entire image is a rich, deep red leather with a pronounced scale-like texture. The scales are irregular in shape, mostly pentagonal or hexagonal, and are separated by thin, slightly raised ridges that catch the light, giving the surface a three-dimensional appearance. The lighting is slightly brighter in the center, creating a subtle gradient. At the bottom center, there is a dark red, rectangular label with ornate, symmetrical scrollwork on its left and right sides. The text "FILIGREE FORGE" is printed on this label in a white, serif, all-caps font.

FILIGREE FORGE