

# LEMURIAN LEGENDS

**The Complete Adventures**



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







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***Kick 'Em When They're Down***

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

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

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

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

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

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

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

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

***End Game***

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

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

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

***Challenging Lax***

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





**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
--------	-----------	---

### Tyrus Longbowmen (toughs)

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

Careers	Soldier	2
---------	---------	---

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

Points	Lifeblood	7
--------	-----------	---

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

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

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

Careers	Noble	2
---------	-------	---

## Boons/Flaws

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

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

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

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

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





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

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

**Zusra’s Lieutenants** (toughs)

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

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

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

**Ships**

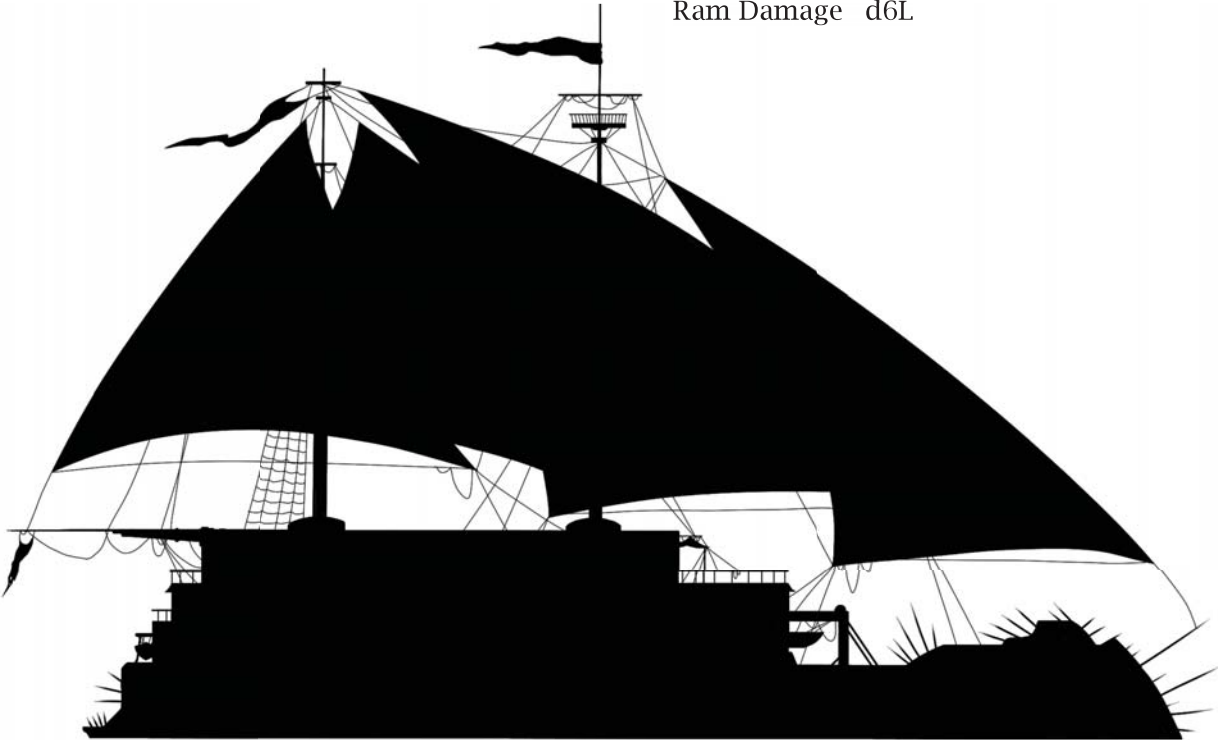
**The Tyrian Star**

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

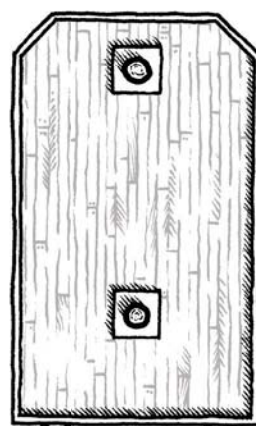
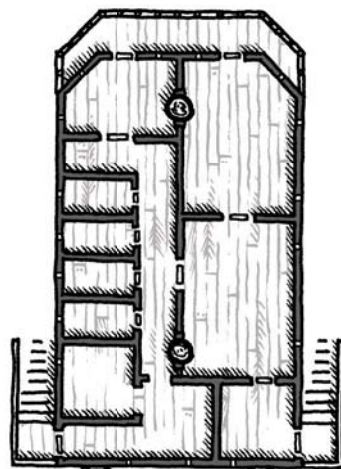
The craft sports heavy spikes along the gunwales, to dissuade attacking river-monsters. She has 6 auxiliary boats, called “punts,” that can be poled or rowed, and hold up to 3 people apiece. The punts are sometimes used to drag the barge out of shallows, or up particularly strong currents.

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

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



A detailed line drawing of a cross-section of a ship's hull, showing the internal structure, including the keel, ribs, and various compartments. The hull is shown with a pointed bow and a flat stern, and is surrounded by water. The drawing is oriented vertically, with the bow at the top. The internal structure includes a central longitudinal compartment, likely the main hold, and several smaller compartments on either side. The hull is reinforced with numerous ribs or struts. The drawing is a technical illustration, likely for a patent or a technical manual.



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

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





The image contains three architectural drawings of a building, likely a small chapel or shrine, showing different views and sections.

- Top Drawing:** A cross-section of the building. It features a vaulted interior with a central square room and two side rooms. The central room has a small square opening in its wall. The side rooms have larger openings. The drawing shows the internal structure and the vaulted ceiling.
- Middle Drawing:** A plan view of the building. It shows a rectangular layout with a central square room and two side rooms. The central room has a small square opening in its wall. The side rooms have larger openings. The drawing shows the internal structure and the vaulted ceiling.
- Bottom Drawing:** A plan view of the building. It shows a rectangular layout with a central square room and two side rooms. The central room has a small square opening in its wall. The side rooms have larger openings. The drawing shows the internal structure and the vaulted ceiling.

## Overland Map



# 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.

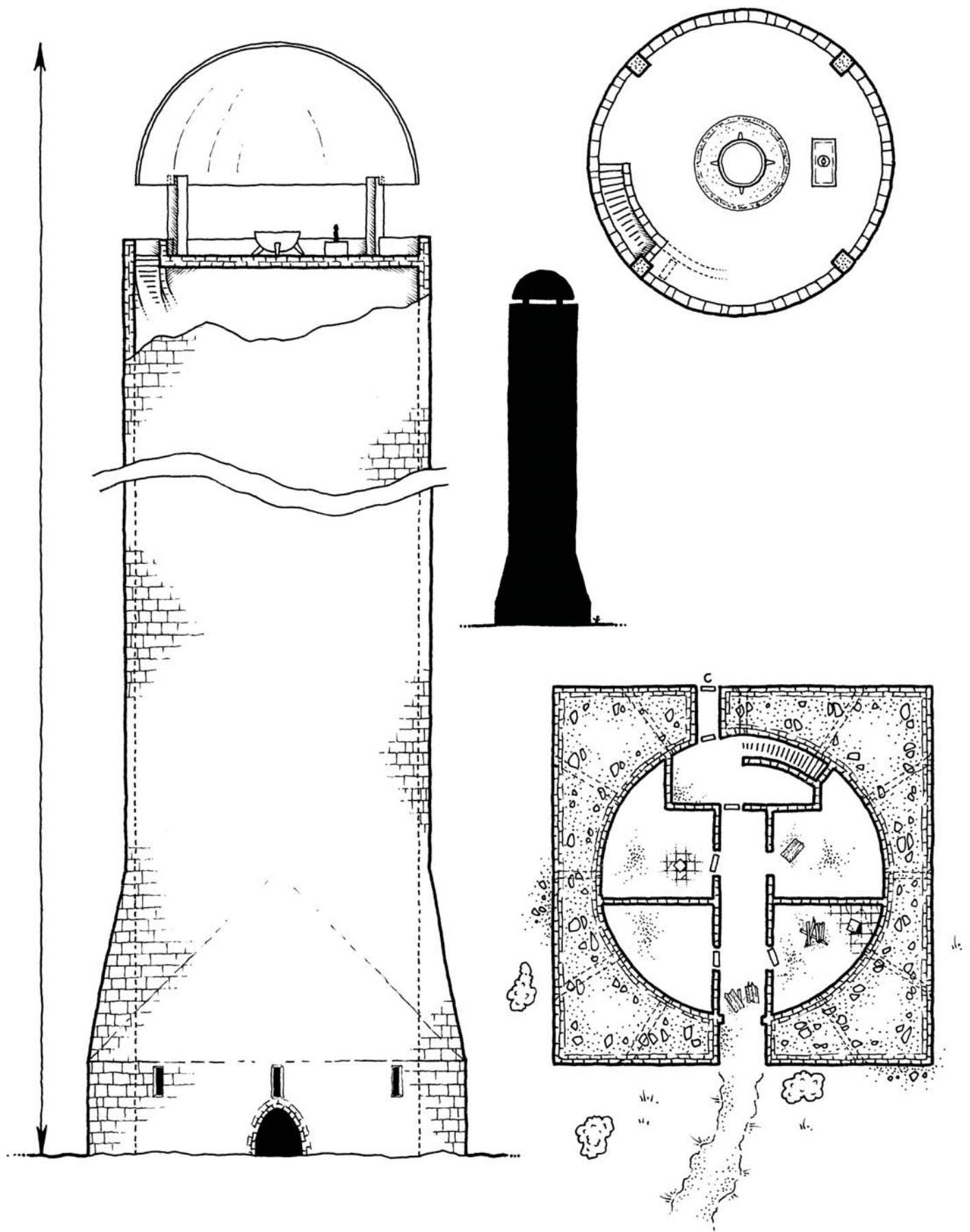




















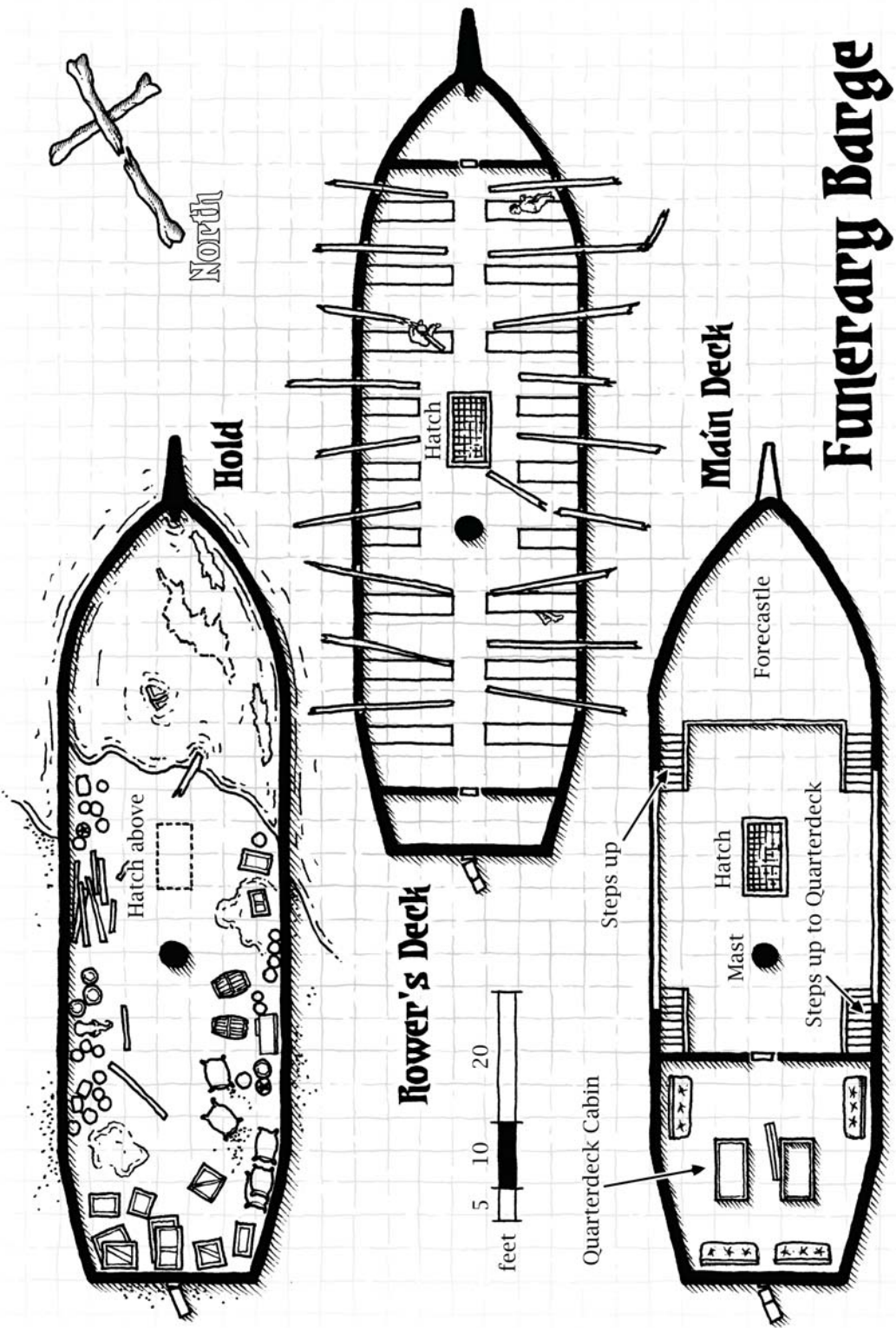






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Menkar is a rank 3 Sorcerer, though in play it is simpler to give him a number of magical abilities rather than cast spells:

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

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





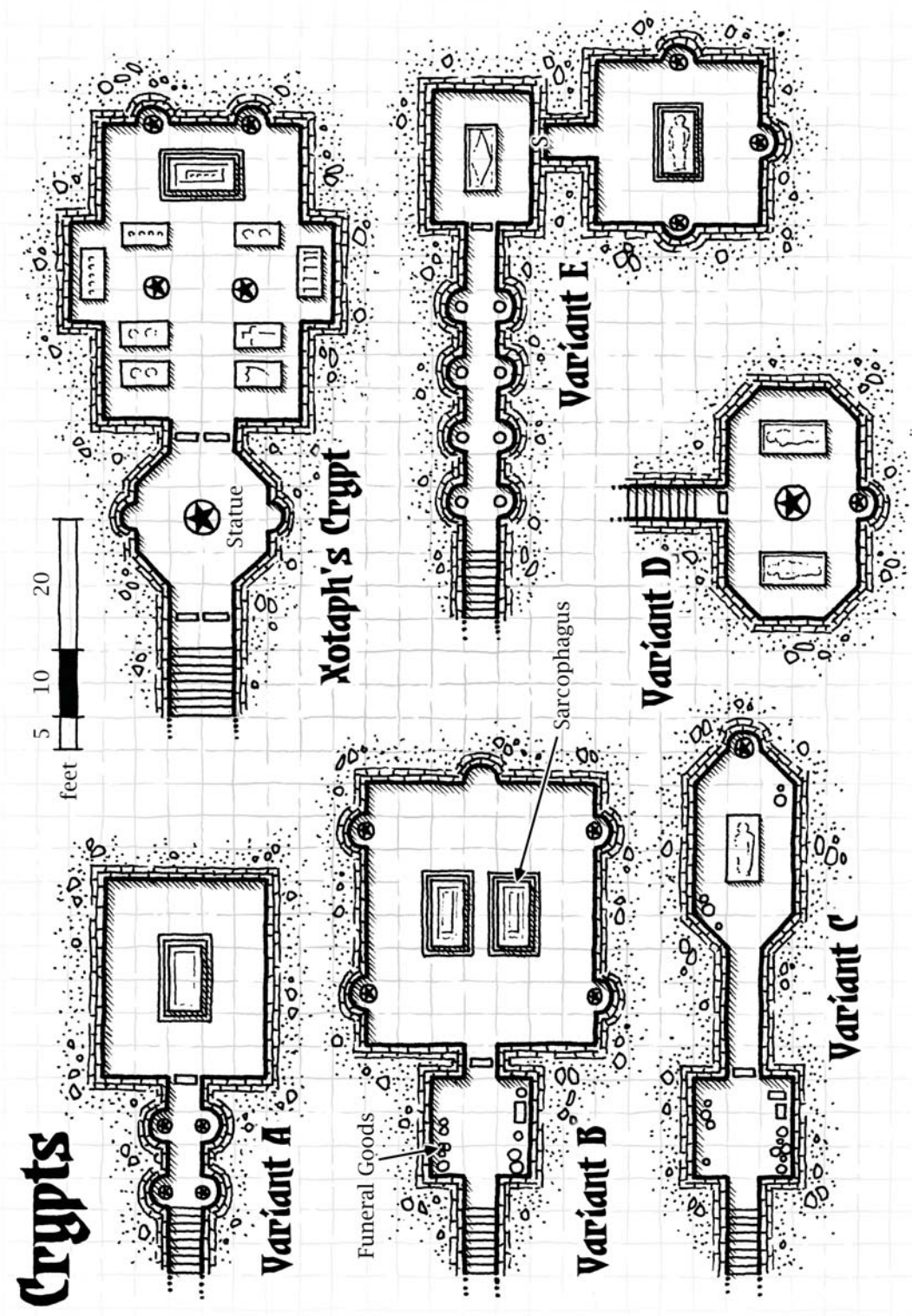










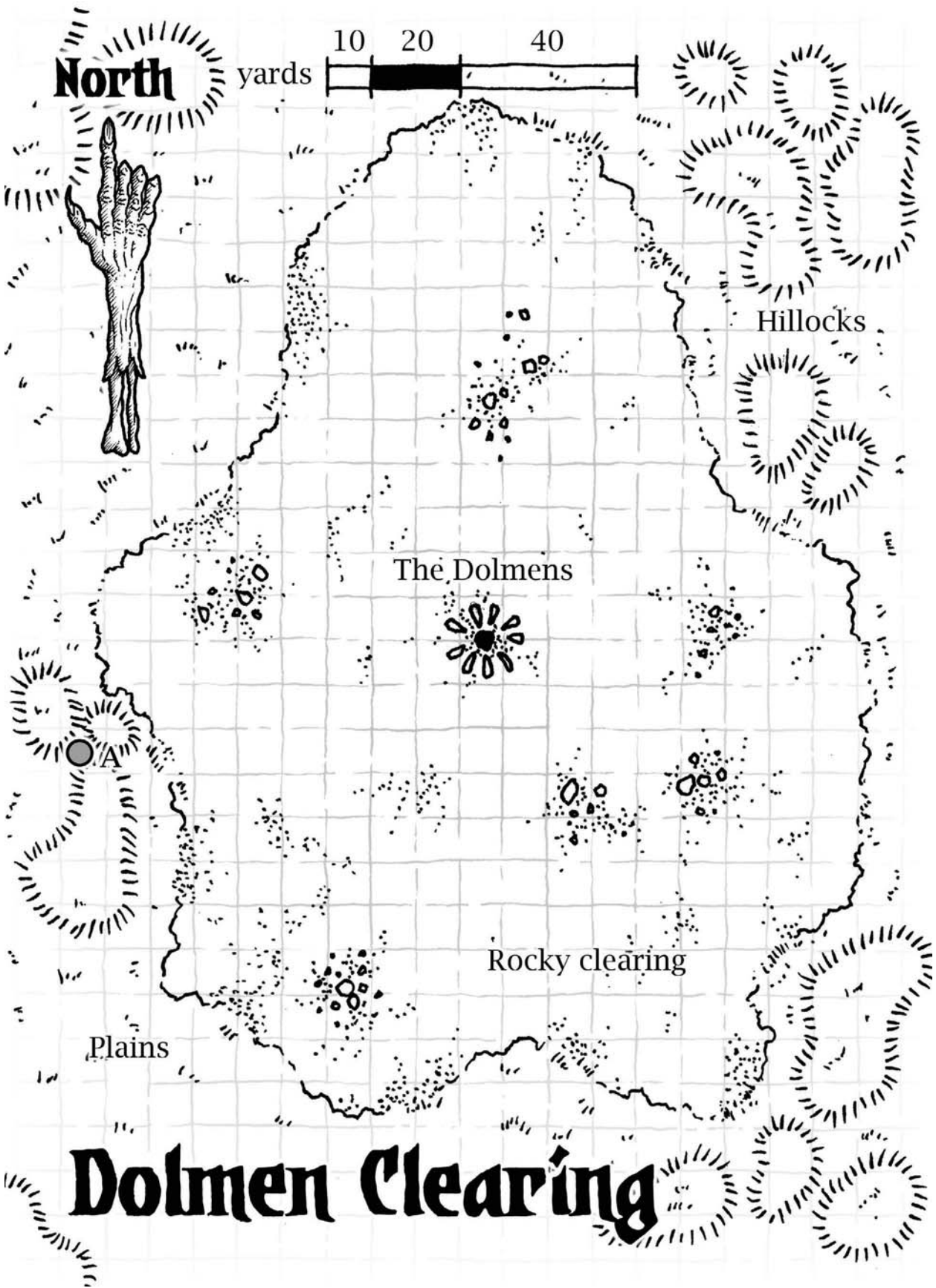
















the descent. Failure at the beginning results in a 60' drop to the flagstones below (3d6 damage), the midpoint a 30' drop (2d6), and near the end about 10' (1d6). Any PCs who blow their check can opt to spend a Hero Point and seize a secure hold at the last moment.

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

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

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

### **The Circular Chamber**

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

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

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

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

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

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

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

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

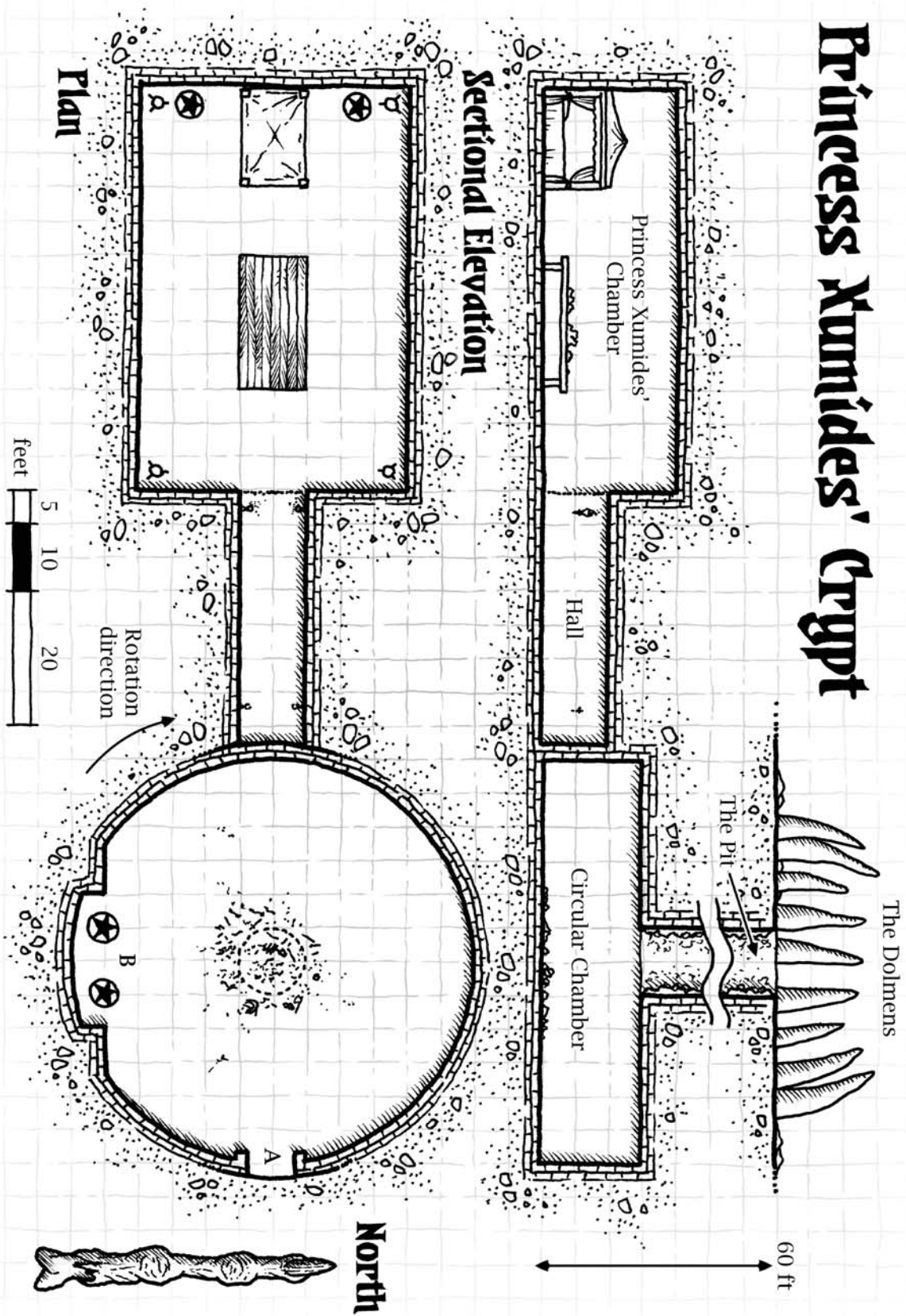
If the PCs don't speak Yggdari, all this comes across as a garble of strange consonants. However, the two gems gleam brightly enough in their respective places.

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

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

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

# Princess Xumides' Crypt





## The Hallway

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

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

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

## Princess Xumides's Chamber

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

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

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

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

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



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

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

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







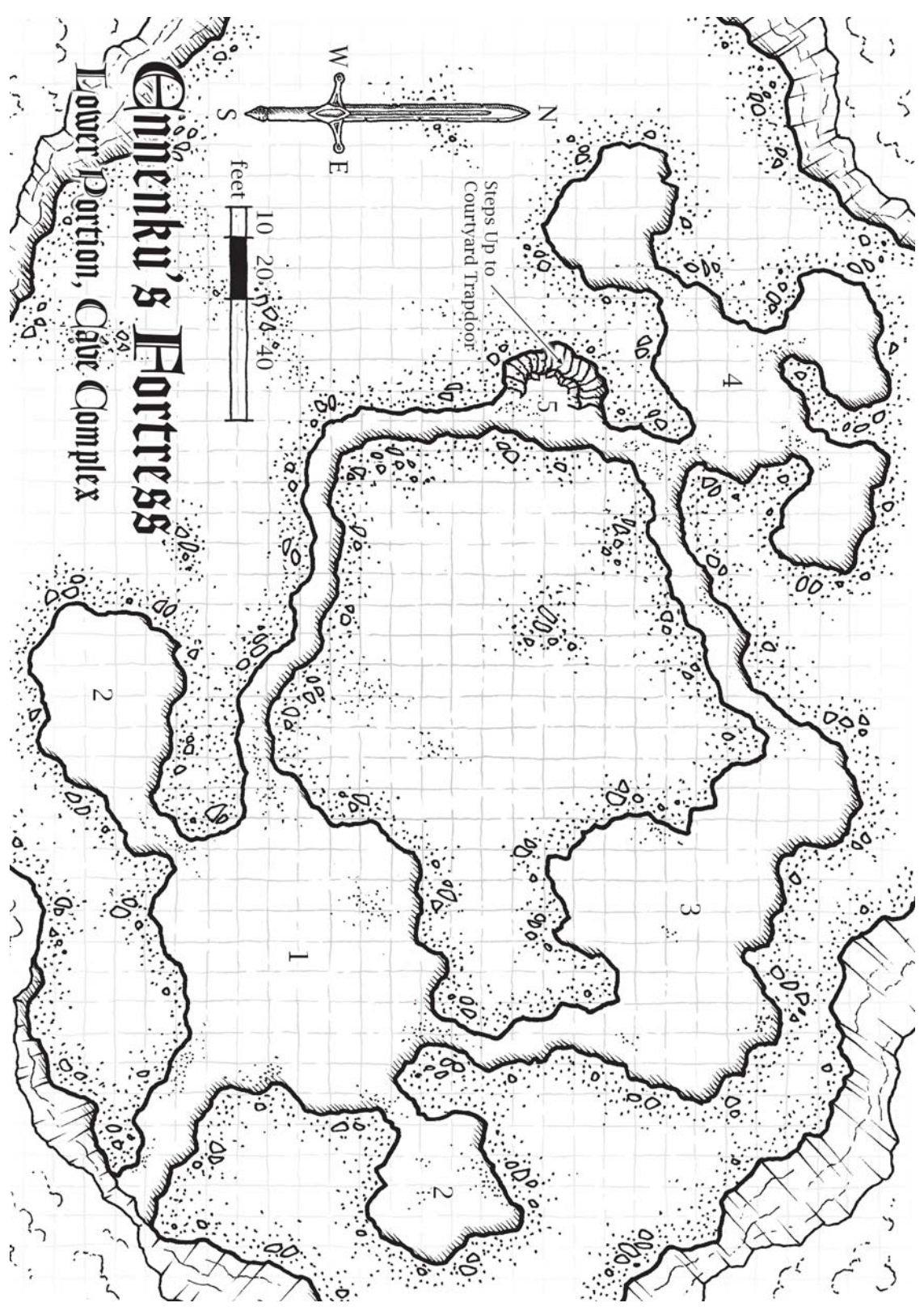






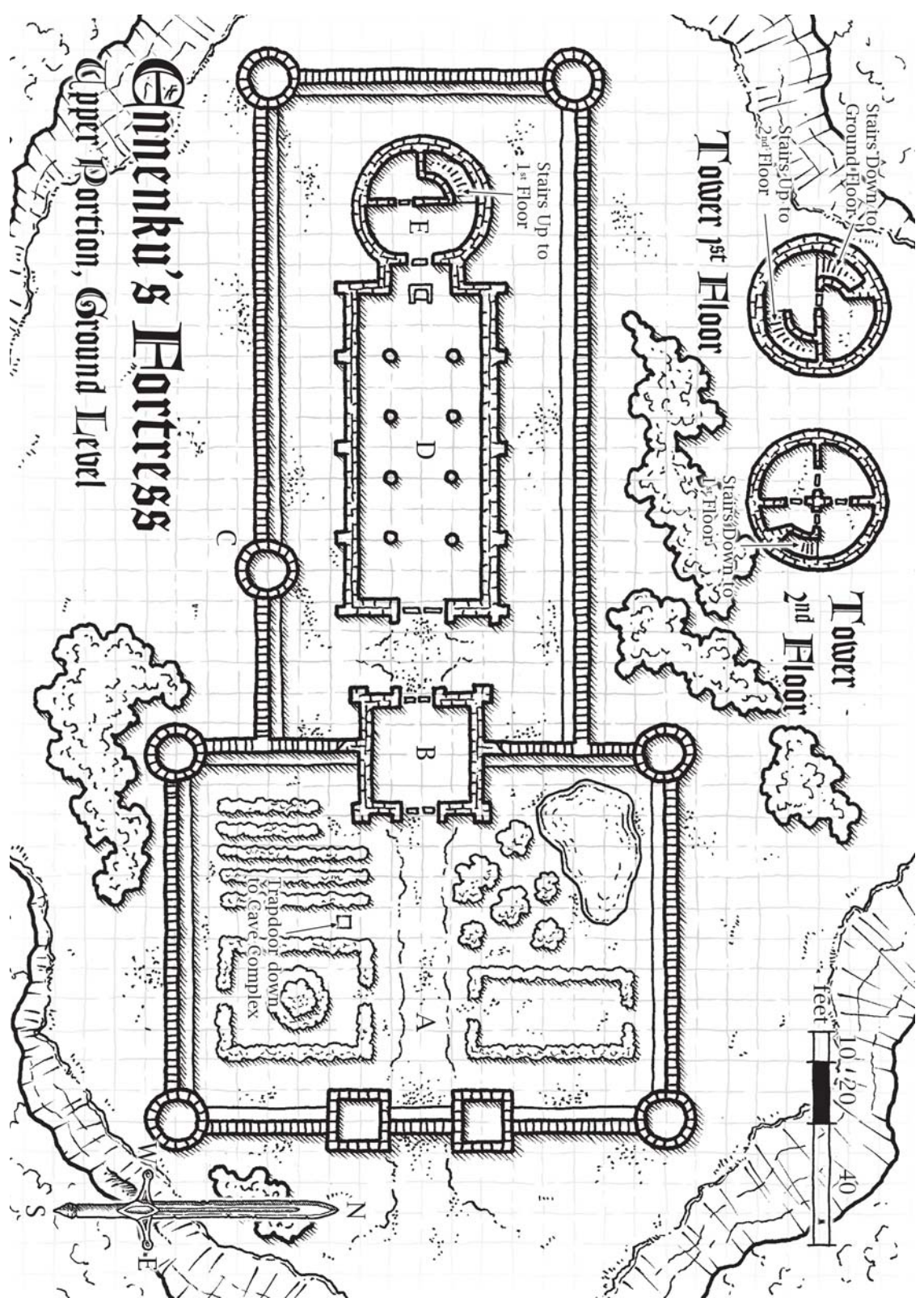














Depending on how the GM wants to play it, Ennenku might try to parley, especially if the invading PCs look strong. He reveals to the heroes his ultimate goal: extorting enough ransom to raise a mercenary army, and then establishing himself as overlord in the city below! He already has a formidable treasure-hoard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

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

**E - Ennenku's Private Tower**

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

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

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

**End Game**

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

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

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

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

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

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













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 close-up, high-resolution texture of red leather. The leather has a distinct pattern of irregular, rounded scales or cells, each separated by a slightly raised, darker red border. The overall color is a rich, deep red with some subtle variations in tone and texture across the surface.

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