

**A brief note of explanation.**

There are three adventures collected here.

The Amber Charm and The Tomb of Kandakore are both numbered Adventure 5 because they can be done in any order but both need to be completed before Adventure 6: The Yellowing Wizard's Tower can be attempted.

## Adventure 5 The Amber Charm

“An amulet of awesome powers. It must be delivered to Themas Herklar, who is regent in the land of Phalkar.”

The amulet makes the wearer immune to all magic.

**Themas Herklar** is regent in **Phalkar** today, he rules from the capital city of **Alkarion** seated on the leopard throne. The throne is a masterpiece of exotic sculpture, carved with the leopards of Phalkar, each containing a great ruby as a baleful eye. The arms are of dark wood cunningly wrought to represent the twin serpents of Askard, and each serpent holds a great, glittering diamond in its open jaw. A tiger skin from Ispahan has been thrown over the cushioned seat.

**Themas Herklar** is advised by his two magicians, **Elvirion** and **Thalkalides**.

**Elvirion** is a tall, gaunt man with dark spade beard and black eyes that brood upon mysteries from under bushy black brows. He is clad from shoulders to slippers in dull black on which is etched in scarlet threads the dread fangs of Belthamquar, father of demons.

**Thalkalides**, a shorter man than Elvirion, and somewhat more fleshy. His shoulders are wide, his graying hair is curled upon a massive head that goes well with the thick, muscular arms he shows in a short-sleeved tunic on which are emblazoned the sigils of fearsome Azthamur the demon-god.

**General Jarken Wat** is leader of the armies of Phalkar and is loyal to Themas Herklar.

It is a mystery why Merdoramom decided the amulet had to be delivered to him. Who understands wizards who are thousands of years old?

Themas Herklar has been imprisoned and replaced by a construct of the wizards made with chemicals and other matter which they shaped into human simulacra with their demoniac arts, with the aid of Belthamquar and Thelonia his mate, who breathed life into it.

**Unus**, a tall youth, very pale of skin, yet handsome in a sepulchral manner, with large red eyes and a blood-red mouth. His black hair holding the golden crown of Phalkar, set with magnificent gems. His voice is soft, almost that of a woman. But the cadaverous youth is not feminine. There is a metallic quality about him, for all his pallid appearance, that suggests supernatural strength and powers.

--The pallid man turned his head and his red eyes stared down at the shivering creature in the iron manacles. Suddenly, red beams leaped from those scarlet eyes and splashed on the naked man so that his body was encased in a vermillion aura that blazed with angry fire. An instant later, the man was a drifting haze of dust motes.

Unus is not a man but—a thing.

Getting the amulet to Themas Herklar will not be easy but once he has it he can regain his throne.

### **The journey to Phalkar:**

The road to Phalkar leads north. The journey will take a couple of weeks overland. Or there is an owl statue by Sfanol which used to be much more important than it is today. Magical ways into Alkarion are blocked by the diligence of the two wizards.

### **Gossip Stone**

Between the edge of the Dying Desert and the great city of Alkarion, there are a number of small villages such as Sfanol, each with public hostleries to service the caravans that travel the southerly routes into Makkadonia and Sybaros.

In **Sfanol** the players will see **Zoqquanor**, a local wizard. He is arguing valuably with another man, **Phordog Fal**, also a wizard.

Zoqquanor: *"The others are dead already, you or I will be next. We must stand together or flee."*

Phordog Fal: *"Nonsense! I am no threat to them and neither are you, if we remain calm all will be fine."*

Zoqquanor: *"Have it your way. I go to prepare for flight. I know I'm no match for them."*

Zoqquanor walks off to return to his manse and Phordog Fal heads into a tavern, the Milky Jug, for ale and cheese.

Three local wizards have disappeared in the last month.

Each has had their house destroyed, servants and followers killed and they have vanished without a trace.

Zoqquanor believes it is the work of Elvirion and Thalkalides.

Phordog Fal thinks they were probably messing with the wrong demons. After all, the Cult of the Three Circles isn't as dead as everyone thinks. He will not be drawn further on the Cult.

### **Phordog Fal**

Phordog Fal lives in a building of the other men that sits, half buried, on the very edge of the Dying Desert.

*"Long eons ago, mankind had gone to the planets surrounding those tiny blue dots in the nighttime heavens called stars, and they had made those planets their many homes. From time to time a building of those other-men was uncovered in this land of Yarth or half seen beneath the moving salt sea waves, or perhaps buried in the dirt and grasses, as was this marble ruin. Doubtless those men had built it, and left it here as an unwitting testimonial of their existence."*

He has a telescope built with lenses he found in the ruin. He uses it to study the stars and the moons of a Yarth.

He has seen many things.

There is a scar on the surface of the second (smaller) moon (caused by the crash landing of a large ship). The ship is visible as a crushed sphere. Phordog believes that Heaven's Ball, a similar sphere that fell on Yarth centuries ago, may also be an ark of the other men. He has been planning an expedition to visit it for a long time but other things always crop up.

He has also seen a speck that suddenly appeared as a light in the sky beyond the orbits of the two moons. Since it's been growing in size for a month or so he believes it's coming

closer. He is worried that it may be a Golem of Meaning. Some demons are suggesting that the antediluvian tombs of the Izvoreni, built before the Golems of Meaning, are in danger of being breached before they reach their destination. If this is true that would summon the Golems of Meaning from their sleep.

Phordog Fal doesn't want to think about the consequences of this.

### **Information:**

Names of the two moons.

**Naka** and **Chinny**. Possibly named after gods of ancient times, no one's sure. They were named by **princess Fetet**, daughter of the **Eesa Khan** who ruled in **prodigious Atlânaat** now lost to the encroaching jungles of the east.

Spending time with Phordog Fal allows a wizard to add 1D6+2 levels of spells and/or rituals to their spell book chosen by the player.

While the players are with Phordog Fal the agents of Elviriom and Thalkalides will attack him.

They will appear out of the desert. Coming across the plain in great leaps and bounds are three half-rotting corpses. One is so frayed by time and the grave that it seems little more than a skeleton bound together by brown, withered ligaments. And it carries a rusted battleaxe in a hand. "*The liches that serve the assassin!*"

*"we are lost!"*

### Assassin liches

HD7 HP50 each. Immune to non magical damage. Regenerate 2D6HP a round until dead.

AP6 competence 14

Damage 2D8.

No treasure.

They will concentrate their attacks on Phordog Fal.

Hacking them apart will slow them but the bits will move independently to rejoin or attack on their own.

### Phordog Fal

HD5 HP20

AP3 damage 1D12 (staff)

Spells 4,2,1

Charm, magic missile, shield sleep

Web

Fireball

5D6 coins

If Phordog Fal lives he will hurriedly pack and flee.

If his house is looted the players can find:

Wand of discovering the hidden D8 UD. Reveals hidden things nearby.

Gloves of manipulating and utilising. +2 DEX. Allow the user to work complex machinery as if familiar with it. INT rolls with a -1 DRM per level to operate unfamiliar mechanical

mechanisms such as locks and traps etc.

Scroll of the Augury ritual.

6 Potions of restfulness. Each counts as 8 hours sleep.

Boots of the itinerant wanderer. Wearer may stride confidently over any rough, unstable or treacherous ground. Does not prevent damage so no lava walking.

His telescope (it will fit inside Chester) and star charts.

A thick scarlet cloak, marked with mystic symbols worked in silver thread. This is the cloak of Kylos that allows entry into the Helix.

Two pairs of goggles: Lenses of True Sight made long ago by the other-men that allow you to look between realities. These will allow the wearer to see Floormasters in the Izvoreni tombs.

### **Zoqquanor**

If the players follow Zoqquanor first he will fade from their view as he transports himself to his manse. By the time they get there he will be dead.

The manse of Zoqquanor is a smoking ruin when the party arrive. It was a tall stone tower with several outbuildings. The wooden outbuildings are destroyed and the tower is a set of haphazardly stacked levels as if some great force has hit it repeatedly and dislodged its symmetry. Everything above the third level lies heaped on the ground. Closer inspection of the outbuildings shows rather have been levelled by force. The fires were a result of the various ovens and forges they contained. Several bodies, of servants, can be found, all crushed horribly.

The tower contains a ground floor living area, wrecked and smashed. Stone steps spiral up the outer wall of the tower to a second level which was once a library. Some texts are left and a wizard may add 1D6+4 levels of spells to his book. Rolled randomly, re-roll duplicates.

Slow, Heavy footsteps can be heard upstairs.

A living statue stands in the center of this room that had been the necromantic chamber of the wizard Zoqquanor. It is squat and thick, it is of colored stone, it is malignant of feature and gives off a sense of awesome power. As it moves, its stone feet crush the glass of what had been vials and alembics in this conjuration chamber where Zoqquanor had worked his wizardries. There are pools of acids and unknown liquids spilled upon the floor, as the monstrous statue swings away from an object on a refectory table to observe the party the huge bulk of the living statue moves to reveal the body of Zoqquanor.

*"Who dares disturb Shokkoth of the Red Spheres?"* It demands in a croaking voice that resembles the language of frogs.

### Shokkoth of the Red Spheres. demon assassin.

HD8 HP 60 competence 16

AP7 damage 3D6

No money

Shokkoth of the Red Spheres Takes no damage from non magical weapons.

He is susceptible to acid damage (noticed by his feet smoking as he walks over puddles)

Each vial of liquid thrown over him from the shelves and tables in the workroom has a 3/6 chance of inflicting 1D6 damage to him.

Once 'killed' his body will assume the form of a section of collapsed stone wall.

Zoqquanor's body is surrounded by an invisible force that holds it rigid and keeps it from harm. He is not dead but in a kind of stasis. During a confrontation with Shokkoth it will float off and head towards its predetermined destination.

Left amidst the clutter of Zoqquanor's workshop the players can find:

6 Salves of care. Each restores 2D8HP lost to physical damage.

Spell book: Zoqquanor's 5th level spell book contains all 1st to 3rd level spells and rituals.

A disc of Antor Nemillus, the yellowing wizard. Antor Nemillus is renowned for his time travelling exploits. He lives in a tower that moves through time and space. He is remarkably difficult to reach but holding one of his discs may help with this. Antor Nemillus, mage and necromancer to Midor, King of Sybaros.

-He glanced down at the copper piece he held, studied the intertwined enamels on its surfaces that so much resembled a serpent folded back upon itself. "The amulet of dread Omorphon,"

Zoqquanor's body will attempt to reach a cave built into the side of a wooded hill near his manse.

Inside the cave is a metal slab with cables coming out of it which disappear into the floor. The body will land on the table and the surrounding force field will solidify into a glass type covering. Tubes will slide up out of the floor and insert themselves into various parts of the body. As liquids begin to flow up the tubes into the body the glass covering will become opaque and impervious to harm.

Zoqquanor's body will stay here, fed by the nutrients from his captives, until his spirit judges it safe to return.

A woman begins to scream nearby.

Investigating the sound will turn up a hidden door behind which is a room containing a series of cages. Most are empty, one contains a desiccated human corpse and one contains a young woman. Both the woman and corpse have tubes coming out of them that feed nutrients to Zoqquanor's body. The woman is looking in horror as the tubes drain her fluids.

The cages can be broken open with a STR check.

Removing the tubes will hurt the girl. There are four tubes, each will do 1D6 damage when removed.

Carlene, a dancing girl missing from the milky jug, a tavern in town, for several weeks.

HD1 HP7 competence 11

Carlene's gaolers will return to the cave whilst the girl is being rescued bringing two other victims, both farm girls, who they've hunted in readiness for receiving Zoqquanor's body.

Zoqquanor's impish servants (4)

HD5 HP 30 each

Misshapen minor demons. Bound into service by spells and bribery.

AP4 Damage D12

No treasure.

Their victims: Shanna, blond and a bit stupid, and Courtney, a sour faced girl not the least bit grateful for her rescue.

If the flow of nutrients to Zoqqanor's body is stopped he will die in a few hours. There is no way of getting to his body to help him even if the players want to. Plugging in the demon imps will keep him alive but he will awaken changed.

### **Getting into Alkarion**

Fighting the demons and undead of Elvirion and Thalkalides. will bring them to the wizards' attention. Agents will be sent to destroy them targeting the wizards and priests in the party.

#### Undead servants of Elvirion and Thalkalides.

HD7 HP50 each. Immune to non magical damage. Regenerate 2D6HP a round until dead.

AP6 competence 14

Damage 2D8.

No treasure.

Hacking them apart will slow them but the bits will move independently to rejoin or attack on their own.

They will attack, two per wizard and one per priest at inopportune times. Nearby corpses will animate if available otherwise skeletal assassins will burst from the bodies of living people around the players, killing their hosts.

There is a chance that a non magic wielding character may be a host. The character will feel a presence growing rapidly inside him as the assassin uses his body as a conduit into the world of the living.

A successful CON check will resist the effect and another host nearby will be substituted randomly.

Failing the CON roll will cause 7D6 damage to the host body, ignoring any non magical armour points.

The City guards are alerted and on the look out for the characters.

However **General Jarken Wat** is leader of the armies of Phalkar and is loyal to Themas Herklar.

#### Leopard guard

HD5 HP 30 each. Operate in mobile troops of 12 and guard pickets of 4

AP4. Damage D12. Swords, spears, mail and shields. May sunder their shields to avoid an attack's damage.

Each picket is equipped with a summoning horn to call a patrol.

Each guard has 1D6 coins

Themas Herklar is imprisoned beneath the palace in a dungeon. Getting to him will involve avoiding the gaze of the two wizards and thus the attacks of their undead assassins and overcoming the guardian set outside the cell to restrain Themas Herklar. Finally, restoring Themas Herklar to his rightful place will involve a confrontation with both wizards and Unus. Only by killing the wizards will the players get the 2nd and 3rd discs of Antor Nemillus that they need to access the Yellowing Wizard's tower.

### **Avoiding the gaze of Elviriom and Thalkalides**

Anyone wearing the amulet is beyond their sight.

Darkness will hide the party's actions but their whereabouts will still be obvious unless at night.

Dispel magic will remove the scrying for a while until Elviriom or Thalkalides can cast the ritual again. Typically this will give an hour of unobserved activity.

As soon as their spying is thwarted the wizards will send assassins. None of the players can be hosts with either spell running though so the assassins may have to travel to reach where the players were last spotted.

### **Getting into the palace**

The players will need to cross the wall into the inner areas of the palace. They will find themselves in gardens with guards on duty and several patrols.

#### Leopard guard

HD5 HP 30 each. Operate in mobile troops of 12 and guard pickets of 4 AP4. Damage D12. Swords, spears, mail and shields. May sunder their shields to avoid an attack's damage.

Each picket is equipped with a summoning horn to call a patrol.

Each guard has 1D6 coins

All entrances to the palace have magical wards that will bring guards if triggered detect magic will spot them, seeing the marks inscribed on surfaces will spot them. Either with passive perception (below) or, if looking, an INT check, thieves and wizards roll, with advantage. Searching takes quite a bit of time. Triggering a ward will reveal the party's position and assassins will be sent.

### **Traps:**

when the players enter an area with an undiscovered trap roll a d6, if you roll a 1 you give them a clue. Passive perception.

- Traps should have 3 clues to discover.
- They trigger on a roll of a d6
- When they trigger they do something.
- Characters can test an attribute to limit or avoid that something.
- When the characters come Nearby to an undiscovered trap, roll a d6, on a 1 give the players a clue.

### **Magical ward**



Inscribed around a door or on the floor of an area.

Clues: Magic writing. Magic symbols. Odour of magical ink.

Trigger on a 3+ (a very few are old and worn out)

They summon a picket of 4 guards who may summon a patrol.

Dispel magic will remove the ward.

#### Undead servants of Elviriom and Thalkalides.

HD7 HP50 each. Immune to non magical damage. Regenerate 2D6HP a round until dead.

AP6 competence 14

Damage 2D8.

No treasure.

Hacking them apart will slow them but the bits will move independently to rejoin or attack on their own.

Once inside the palace there are fewer guards but the players will need to stay hidden.

Making their way down to the dungeons is fairly straight forward.

**Themas Herklar** Will be found unconscious in a grimy cell at the end of a grimy corridor.

There are several tin plates of mouldy bread and spilled wooden cups of water scattered inside the barred door being rummaged over by some fat rats. Themas Herklar Will not move and may be dead. He hasn't touched food for several meals. A STR check at disadvantage will force the door.

**This is a trap.** Touching the illusionary body will seal the cell and drop it into a black lake that fills a huge cellar beneath the cells. The area of lake below the trap is piled with several fallen crushed and smashed cells containing drowned or otherwise dead occupants. The pile is tall enough that the charactes' cell will not be completely submerged. A STR check with disadvantage will open the door again. The fall will inflict 2D6 damage to all occupants. 1D6 with a DEX check.

Anyone not in the cell will see it fall and another cell, along with the illusionary contents, fall down from above to take its place. This cell can be triggered to fall the same way. It will land on the first inflicting another 2D6 damage to any occupants.

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#### **Trapped cell**

Clues: No smells from the filth. The rats repeat their motions after a while. The sounds

repeat also

Triggers on a 2+. A fail and it will lurch but get stuck.

Falling causes 2D6 damage. A DEX check will halve it to 1D6.

Themas Herklar is chained to a stone pillar set into the cellar wall nearby so he can watch the death of his rescuers. The party are not the first. He is on a small raised area to keep him mostly dry. There is a magically sealed door leading to a short passage and some stairs. He is weak but alive. The stairs lead up to the throne room.

He will warn the party that Elvirion and Thalkalides will already be on their way to see the results of their trap triggering and to gloat.

Shortly afterwards approaching torchlight warns that he was correct.

Elvirion and Thalkalides will enter the cellar. They will attack the party as soon as they spot them.

#### Elvirion High Wizard of Phalkar

Elvirion is a tall, gaunt man with dark spade beard and black eyes that brood upon mysteries from under bushy black brows. He is clad from shoulders to slippers in dull black on which is etched in scarlet threads the dread fangs of Belthamquar, father of demons.

HD7 HP36

AP6 damage: spells

4,3,2,1

Charm, magic missile, shield sleep

Web

Fireball

Confusion

7D6 coins and a disc of Antor Nemillus

A disc of Antor Nemillus, the yellowing wizard. Antor Nemillus is renowned for his time travelling exploits. He lives in a tower that moves through time and space. He is remarkably difficult to reach but holding one of his discs may help with this. Antor Nemillus, mage and necromancer to Midor, King of Sybaros.

-He glanced down at the copper piece he held, studied the intertwined enamels on its surfaces that so much resembled a serpent folded back upon itself. "The amulet of dread Omorphon,"

#### Thalkalides High Wizard of Phalkar

A shorter man than Elvirion, and somewhat more fleshy. His shoulders are wide, his graying hair is curled upon a massive head that goes well with the thick, muscular arms he shows in a short-sleeved tunic on which are emblazoned the sigils of fearsome Azthamur the demon-god.

HD7 HP36

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### **Up to the palace throne room**

The throne room is reached by the narrow stairs leading from the cellar. It is a huge, well lit room with large windows and many torches.

The Leopard throne is a masterpiece of exotic sculpture, carved with the leopards of Phalkar, each containing a great ruby as a baleful eye. The arms are of dark wood cunningly wrought to represent the twin serpents of Askard, and each serpent holds a great, glittering diamond in its open jaw. A tiger skin from Ispahan has been thrown over the cushioned seat.

On the raised throne, apparently unaware of the party as they emerge, is **Unus**.

Unus, a tall youth, very pale of skin, yet handsome in a sepulchral manner, with large red eyes and a blood-red mouth. His black hair holding the golden crown of Phalkar, set with magnificent gems. His voice is soft, almost that of a woman. But the cadaverous youth is not feminine. There is a metallic quality about him, for all his pallid appearance, that suggests supernatural strength and powers.

--The pallid man turns his head and his red eyes stare down at the players. Suddenly, red beams leap from those scarlet eyes and splash on a character so that his body is encased in a vermilion aura that blazes with angry fire. An instant later, the victim is a drifting haze of dust motes.

Unus is not a man but—a thing.

### **DEX rolls to surprise Unus are rolled with disadvantage.**

Unus, a construct of the wizards made with chemicals and other matter which they shaped into human simulacra with their demoniac arts, with the aid of Belthamquar and Thelonia his mate, who breathed life into it.

HD9 HP70 powerful opponent rule!

AP9 damage: eye beams once a round, CON test or OofA. Critical fail is instant dust mites.

Fists like metal hammers: 2D10 each

No treasure except the crown of Phalkar

Themas Herklar Will call on the guards to aid him and they and General Jarcken Wat will join the fight so there can be lots of disintegrations and mayhem.

Jarcken Wat General of the armies of Phalkar and leader of the Leopard Guards

HD8 HP50

AP8 damage 3D6

Restoring Themas Herklar to his throne will reward each character with 10D6 coins  
Themas Herklar Will award them the freedom of Phalkar and give them mansions within the suburbs of the city equipped with staff and tithe bound farming tenants. They are Lords and Ladies of Phalkar.

The Amber charm will settle itself around Themas Herklar's neck of its own violation.

The players have:

The Red Cloak of Kylos that allows safe access to the Helix

Lenses of True Sight (2 pairs) that let you see hidden things

Three discs of Antor Nemillus that grant access to the Yellowing Wizard's Tower

A map to the tomb of Kandakore

## Adventure 5 The Tomb of Kandakore

Travelling south to **Tharia** can be overland across the sands but skirting the Dying Desert. Or the owl statue will deposit the party on a low hill about a mile from the city site.

The Haunted ruins of Phyrmyr lie on a vast plain. The few columns and the tumbled building stones that are all that is left of once-great Phyrmyra jut from the white sand.

The sand that covers Phyrmyr is mainly composed of powdered human bones and digging down a few feet will reach a deep, deep layer of intact bones.

It is very hot and there is no water. Water carried must have its UD rolled twice each day as the temptation to use it is great.

There is food to be had. Lonely orthon trees and berry-bushes, which give ripe fruit now as they did when Phyrmyra swarmed with people. The vast flatland harbours no shelter for the great stags and doe that abound in the northern forests. Here are merely hares and other small game such as the toydeer and the addabear. Big leaper hares nibble the succulent fruit and the stalks of berry bushes.

### Phyrmyr

The tinkle of water catches the players' ears, it leads them along what had been a wide road once but is no more than blocks of stone, tilted and awry, between which the sands have settled. The water is coming from a rock wall out of which a worn stone conduit juts. The water is probably forced upward from pressures below the ground.

The water looks clean and cool and fresh but is poisonous. Save vs CON or be OofA. Even those that make the save roll with disadvantage on everything for a day and suffer cramps and discomfort.

The ruins of the **Temple of Salara**, the love goddess is right beside the water fountain. Eastward from the temple, five hundred paces, is the statue built to honor Kandakore. And below the statue, his grave.

There are still remnants of the incredibly powerful magical locks and barriers that used to seal the tomb lingering if a wizard detects magic. The locks and barriers were destroyed by **Kandakore** and **Ebboxor** working together with the help of the demon **Bathophet** 10,000 years ago.

### Entering the tomb

There appears to be a space between the statue of Kandakore and the flagstones, just the merest fraction of an inch. The base doesn't set flat, It's raised above the flagstones. The statue swings on runners. Pushing it hard, the players will be rewarded by the faint rasp of old metal as the block gives, slipping sideways. Everyone will experience a peculiar shudder pass through their bodies and momentary giddiness as the fabric of time is warped and an antediluvian tomb of the Izvoreni, built before the golems of meaning, is opened (again) before its time.

Slowly, as rusted metal grates, the statue moves, ponderously, with a muffled clank of hidden machinery. And the players can feel the pavement under their boots sink. A section of the pavingstones tilts at an angle, forming a trapdoor. Dirt and sand run down into the small opening before the stone base. Once begun, the further moving of the rock slab on its metal fulcrum is much easier. In moments it swings completely sideways. The section of pavingstone falls downward, hung on stone hinges. As the players stare down into that dark abyss, they can see stone steps inset into a rock wall to form a ladder.

At the foot of the ladder they stand inside a small chamber the walls of which are painted to represent scenes and incidents out of the life of the long-dead Kandakore. Here he stands with a foot upon the neck of an enemy bowed before him, there he sits his throne, receiving gifts from groups of travelers from foreign countries. Here he leads his armies smiting his enemies with an ornate sceptre.

A long marble table holds jars and pots in which food had been sealed.

Beyond this dusty antechamber stands a door studded with brass fittings, proclaiming the fact that beyond the door is the burial tomb of Kandakore the Unconquered.

For uncounted ages, this room has known not the footsteps of men, it has stood lost to the world, remote, part of the almost forgotten, fabulous realm of Phyrmyra.

A touch of a hand pushes open that brass-hung doorway on its copper hinges.

*“This tomb is sacred to the death god. The royal treasures are kept in another place.”*

### **Finding the treasure room**

Turning one of the many stone flowers that decorate the walls will make part of the wall open with a creak of unused hinges.

Beyond the secret door they stand in a room as large as the burial chamber. Golden statues of men and women and beasts stand in orderly rows beside a painted boat in which the mummified body of a sailor sits with the helm in a dusty hand. Metal and wooden coffers lie upon long tables set flush to the walls.

The floor is unmarked, covered by a thin layer of dust.

Opening the chests their lights show hundreds of round golden coins—dildaks, they are, the forgotten coinage of ancient Phyrmyra. Each one is worth a fortune because no other coins like them exist in the present world. And also tiny bars of that same precious metal placed side by side.

There is a golden sceptre in which is set a magnificent diamond. Legends say that Kandakore stole this sceptre from the demon Bathophet. This is a highly magical object.

### **The horn of Bathophet.**

“With the help of his court wizard, Kandakore is said to have stolen this scepter from the demon Bathophet”

Spell users who wield this gain the spell casting abilities of the level above them and cast all spells whose level is half or less (rounded down) of the caster's level with advantage.

Example: a 4th level caster could cast 1st and 2nd level spells with advantage.

The diamond emits a beam that does 3D8+3 damage to a single near target (cause serious

wounds) this ability works once but refreshes when the sceptre is dipped in the fresh blood of enemies. Dipping the diamond in the fresh blood draws the blood into the gem where it feeds Bathophet himself.

Getting sustenance from the sceptre after so long is likely to cause Bathophet to visit the wielder. A deal may be struck for learning spells under the right circumstances.

Every player may take 6D6 coins as an item towards their carry limit. Chester will refuse to hold any treasure from this tomb but won't explain why.

The tomb of Kandakore is one of the antediluvian tombs of the Izvoreni, built before the Golems of Meaning. Red Lori knows this and Clank suspects this. The tomb moves backwards in time only opening when it arrives at its prescribed destination. Its time lock has been broken though. It will no longer free the entombed Izvoreni when it arrives in the past. Which is a good thing.

*"Gods, maybe there is something to the old tales, after all. I suppose you've heard them, that Kandakore empowered Ebboxor, who was his mage, to build his tomb well and hide it, then mark its location on the skin of his favourite slave girl."*

### **The real background:**

Kandakore and Ebboxor worked together with the help of the demon Bathophet to open the Izvoreni tomb they discovered beneath Phyrmyr. It was no easy task. Kandakore believed he would awaken when the tomb reached its destination if he was laid to rest in it. He was mistaken. Their efforts broke the time seal on the tomb allowing others to open it also and destroyed the tomb's purpose of carrying its Izvoreni to the distant past.

The antediluvian tombs of the Izvoreni, built before the golems of meaning are a set of five tombs constructed in the far future just before the final collapse of the universe designed to save the last of the Izvoreni from destruction when the universe ends. They travel backwards in time each carrying their single Izvoreni passenger in suspended animation. When they reach an earlier time they will open and resuscitate their Izvoreni who plan to conquer all time and space with their future powers of magic and science.

The Izvoreni were not the only far future race however. Another race whose name is lost forever created the Golems of Meaning to hunt the tombs and their inhabitants, believing that everything being destroyed was necessary for the rebirth of a new universe. If the Izvoreni were absent there would not be enough matter for the collapsing singularity to explode again into a new universe and the cycle of rebirth would end. The golems are giant celestials who will appear when the tombs open to fight the emerging Izvoreni. The resulting conflicts are likely to destroy Yarth and possibly the whole Yarthian solar system.

### **Deeper into the tomb.**

There is far more here than just the burial place of Kandakore.

Access to the rest of the Izvoreni tomb lies behind another secret door in the burial room.

Finding the door is easy enough because the sceptre activates it and makes it click back into the wall about 6cm or so revealing its true massive size and dislodging the floor in front of it

which falls away to form a ramp. All the contents of the burial chamber slide down to rest in a heap at the foot of the revealed door.

Everybody takes a DEX check as the room shakes and pitches wildly due to the time forces causing gravity vortices.

Those that fail slide down into the depression and bump into the revealed door. Instantly they disappear in a flash of intense light accompanied by an explosive sound (into the tomb) leaving all their non living items in a heap along with the tomb treasure.

The revealed door is 15ft wide and 40ft tall and it hums with hidden energy.

As the dust settles the Eidolon which has calmly followed the party all this time springs into action. It hurls itself at the door extending arms from its body to push at it. The more force it applies the larger it grows until it matches the height of the door and begins to destroy the ceiling above the party.

The door does not budge. The ceiling begins to fall. 2D6 damage (DEX check to take half) to anyone who stays.

The Eidolon shouts out the name of **Belthamquar** in a ringing voice like the sounding of the brass gong of eternity said to sit in readiness to awaken the Master of the World which will end reality. It shouts again and again, each shout louder than the last, each shout shaking the tomb more than the last, each shout bringing more of the ceiling tumbling down- falling debris damage increases by +2 each round.

Rufflod, if he's still around, will urge fleeing.

Touching the door again does not transport anyone through it again. To pass the door the party will need the key from now on.

### **Outside again**

What to do?

The Eidolon shouting for Belthamquar may suggest that he should be summoned.

If the sceptre is with the party Bathophet will visit them and suggest they summon Belthamquar. Bathophet will tell them they have discovered an antediluvian Tomb of the Izvoren and that their world is in grave danger.

There is a gossip stone nearby.

### Belthamquar

Belthamquar can be summoned using the summoning ritual.

He will tell the players to find the lost tablets of Afgorkon in order to contact him and see what instructions he left the Eidolon. He will warn that the Izvoren tombs must not be allowed to open.

The tablets are at the bottom of the sea in the ruins of Hatharon (guarded by a Kraken.

Belthamquar will tell them the location but neglect to mention the kraken).

Belthamquar will conjure an image of the location.

*"Once there was a continent below these waves. Or part of a continent. This sea here covers what was once part of Sybaros and Tharia, a massive plateau that stretched outward for many miles. At its tip, jutting into the ocean, was the port city of Hatharon where Afgorkon*



*was born and where he practiced his wizardries. In what remains of his ancient lodging, in that tower where he kept his chests and scrolls, you will find his famous coffer of magic formulas and special incantations. A chest of many colors, a coffer in which—hermetically sealed—are certain parchments. It has runes worked onto its top, in bright enamels and rustless metals. You shall know it by its brilliance. It shall draw you as might a lantern lighted below the waves."*

### **Getting to the tablets of Afgorkon**

There are ships to be chartered in **Zoane**.

Zoane is the largest and richest of all the wealthy cities of rich Sybaros. It is a port city on the Outer Sea, its galleys and sailing ships ply those salt waters as far south as the Oasian jungles, as far north as Thuum, and to distant Isphahan in the east. Its taverns are floored with semiprecious stone tiles, its streets with slabs of marble. Its palace and its smaller castles are breathtaking in their loveliness. No man who ever saw Zoane walked away without a touch of awe deep inside him. Prices are always high in Zoane.

**Grovdon Dokk**, sea captain, is master of the **Waveskimmer**. He will charge 10 coins per passenger. His crew includes trained divers, dark Tharians, lean men with their nakedness hidden in breechclouts and belts that hold long knives, competent men.

### **The pleasure gardens of Afgorkon**

Three days out from Zoane in calm weather and light breezes brings the Waveskimmer to its destination.

The waters are blue, clear as the crystalware of Zoardar. And not so far down in those limpid depths—surely those are gardens? The pleasure gardens of Afgorkon. Built upon the side of an ancient mountain that did not sink as completely as did all the rest of this land. Here are his artifacts, his impedimenta, the equipment which enabled him to become the most famous wizard of all. Marble statues, rows of dead trees, petrified now, with sea coral and swaying anemones where flowing hibiscus and lovely roshamores were wont to grow upon a time. Something that had been a labyrinth of tall hedges, a stone walkway winding in and out of these once-lovely places, part of a colonnaded temple, shattered and long in ruins.

The divers will dive for the casket for 100 coins each. They will not return. The deep water is cloudier than the clear surface water. There are signs of a disturbance, sands billow up to obscure the ruins of the city in cloudy murkiness and then the kraken is upon them.

### Kraken

HD7 powerful opponent.

Head: HP50 AP10 competence 14

Tentacles: HD 5 HP20 competence 11

The tentacles will attack first with the head staying hidden. Each tentacle will target a different character. There are 12 tentacles in total, extras will kill crew men.

Tentacles attack: damage D12 + entanglement DEX check to avoid. Entangled characters will take no further damage but will be dragged beneath the water in three turns. (Use a countdown die). Once underwater characters attack and defend at disadvantage. And must make CON checks each round to avoid drowning and going OofA.

Once six tentacles have been cut off/killed the Kraken head will appear. Rising to the surface it will roar its attack affecting everyone in the area. It will keep beyond melee range but be susceptible to ranged attacks.  
Roar damage: 2D8. CON check to half.  
Closing with the Kraken head will cause it to bite for 2D8

Once the kraken is defeated the enamelled coffer may be collected by divers or characters from an altar in a ruined temple room high in an ancient tower and quite near the surface. An invisible servant could also retrieve it. The coffer is guarded by an Eidolon which will accompany it to the surface.

The box contains the tablets of Afgorkon and a note in his own hand:

*"A few miles south of Phyrmyra, where you found the Tomb of Kandakore is a desolate place. Legends claim that the gods hate it because of olden blasphemies that happened there, but do not be deterred by this, you must go there at once and use the tablets to wrest my spirit from the clawed ones. Listen for the moaning of the sands."*

### **The Moaning of the Sands**

At night the sands south of Phyrmyra seem to emit a keening sound, a wistful and sorrow filled song that emanates from a steep sided plateau of rock, no more than 150 ft across and about 50ft high, that rises from the desert.

On top of this plateau are the remains of a fort. A single tower stands amidst the remains of rude huts and on its roof is enshrined a summoning circle of unusual power. This can be used with the ritual described in the tablets to summon the spirit of Afgorkon which will inhabit the Eidolon.

The ritual takes a long time (10 rounds, use a countdown die) and as soon as it starts the clawed ones will attempt to stop it, emerging from the ruins of the old settlement in droves. If the wizard conducting the ritual takes any damage they must pass an INT check at disadvantage or the ritual fails and must be started again.

### Clawed Ones

Shadowy desert Yemli

You see them first as swirling mists, dancing bits of fog that come from windows and doorways and leap and twist in their coming. They whisper, softly and lightly, laughing shrilly, chuckling in obscene ways. All about you are these gray wisps, sentient and wicked. They edge towards you in hoppings and skippings that make them the more terrifying by their very lightheartedness.

1D6+2 appear each round they may wait to group their attacks, they're not stupid.

HD4 HP10 each no armour damage (claws) 1D10

They will head for the summoning wizard and must be intercepted. They move after the party. Characters can hold their actions to intercept Clawed Ones who get past the initial defence line.

Once the ritual is successful the spirit of Afgorkon will appear in the Eidolon.

*"Who calls Afgorkon the great mage, lord of the fifty worlds of Kafarr? Who comes to disturb*

*his sleep after five hundred centuries?"*

Afgorkon will mention the two moons of Yarth and remark *"I thought there were three"* in a thoughtful manner.

**Afgorkon will warn of the time tombs:**

The antediluvian tombs of the Izvoreni, built before the golems of meaning are a set of five tombs constructed in the far future just before the final collapse of the universe designed to save the last of the Izvoreni from destruction when the universe ends. They travel backwards in time each carrying their single Izvoreni passenger in suspended animation. When they reach an earlier time they will open and resuscitate their Izvoreni who plan to conquer all time and space with their future powers of magic and science.

The Izvoreni were not the only far future race however. Another race whose name is lost forever created the Golems of Meaning to hunt the tombs and their inhabitants, believing that everything being destroyed was necessary for the rebirth of a new universe. If the Izvoreni were absent there would not be enough matter for the collapsing singularity to explode again into a new universe and the cycle of rebirth would end. The golems are giant celestials who will appear when the tombs open to fight the emerging Izvoreni. The resulting conflicts are likely to destroy Yarth and possibly the whole Yarthian solar system.

*"You must prevent the antediluvian tombs of the Izvoreni from opening."*

*"The tomb in Phyrmyra has been damaged by the actions of Kandakore, Ebboxor and the demon Bathophet.*

*You may gain entrance to this tomb and learn what it contains in relative safety. Most if it's traps and guardians are no longer functional. The knowledge you gain there will aid you in the other tombs."*

*"Take this sword" Frostfire will appear before the fighter with the highest CHA "with it you can sever the magical locks on the door of the tomb."*

Frostfire

The sword of Kothar the barbarian.

Adds +1 damage per level to attacks against magical/demonic/godly entities.

Attempting to cut a magical barrier requires a STR check (with modifiers vs barrier's level) to succeed. Success inflicts damage equal to the level of the barrier on to Frostfire's wielder (no armour)

The owner of Frostfire may not own any other weapon except a utility dagger and a normal bow. Certainly no other magic weapon.

The owner of Frostfire may not own more than 6 coins, all other wealth will evaporate.

*"When you have explored the tomb and learned what you can, return here. By the time we meet again I should be able to furnish you with further details of the remaining tombs. I will set my consciousness wandering through time and space to learn what I may."*

### **Inside the tomb**

The door can be destroyed by hitting it with Frostfire. The door will damage the attacker for 12 points (no armour). Once the door is open the Eidolon will continue to follow the party as before.

Characters who passed through the door as the tomb shifted will be just inside the entrance unconscious until revived. No time will have passed for them.

Inside is a vast chamber, too vast to exist in the space bounded by the outside world. It is echoing and cool with shafts of bluish light falling from a few scattered apertures in the far off ceiling which is masked in fog.

The floor and wall behind the party are textured like natural rock, perhaps slate but steps ring on it as if on metal and the sound is deepened, repeated and reflected by some vast chamber below the surface that causes low frequency echoes to reverberate up through the floor. They resemble nothing so much as the sleepy mutterings of some immense being. Despite the stillness here it is oddly menacing.

A long way off, perhaps a mile or more, there is a larger ray of light falling on a structure.

### **The structure is the tomb**

1. There'll be a guardian in the outer area usually, the floor masters which will skitter but be invisible without goggles to see them. Guardian
2. Opening the tomb building will be a puzzle that gives a hint of the nature of the inhabitant. Puzzle
3. Inside the tomb will be other guardians. Even when they know this in later tombs the guardian will be a problem. Each guardian will be different. Each tomb can be a themed pocket universe.
4. Finding the real crypt will be a challenge. It will be subtly out of place compared to its surroundings. The lead up adventure will provide the clue, Shackleminds, future men, mushrooms etc.
5. Shutting down the tomb and getting loot will be the pay off.

### **Kandakore tomb**

1. The guardians are dormant.
2. The tomb building is a huge cubic block of stone, hundreds of feet to a side with a single 40ft by 15ft rectangular entrance on the side to the left of the side the party faces during its approach. No door. The tomb is so massive that it is much further away than first thought, roughly three miles from the entrance. The real entrance to the tomb is normally hidden on one of the 5 exposed faces of the cube. This one is revealed because the tomb is damaged. Finding it on the other tombs will be a problem.
3. Stepping through the door leads to a 50ft cubic room. The wall facing the entrance is a portal into the tomb itself. The guardian that us usually here is absent. Instead a 'proto' head sits in the middle of the room facing the door. The key normally needed to activate the portal isn't needed (overcoming the defences of the head). The portal wall glitches like a bad hologram. In each tomb the portal is opposite the door so if you enter from the top the floor is the portal wall. Normally the portal would be linked to the tomb's theme too.

4. Stepping through the portal leads to the pocket reality of the inhabiting Izvoreni. This one is broken so instead of a mini world there is just an empty dark echoing space. In the centre of this space is the Starcophagus containing the mummified Izvoreni. Opening it is just a matter of brute strength here, in other tombs it will be more difficult. Opening the tomb will wake the Izvoreni however and, weakened as it is, it will still defend itself. This Izvoreni cannot call on its technologically enhanced powers so it must rely on its size and mental powers.

#### Izvoreni (damaged)

HD8 HP60 AP7 powerful opponent!

Competence 14

Immune to normal damage.

(Would normally regenerate by drawing power from its tomb but this one can't)

Attacks physically for 3D6

Attacks psychically- WIS save or lose 1D4 from a random stat. If any stat reaches zero the OofA. These effects last 12 hours minus level.

No treasure for this one.

Usually, killing the occupant if the tomb would render the tomb dormant. In this case the tomb is already dormant so the players can leave the way they came and return to Afgorkon.

#### **Details of the other tombs**

Afgorkon will give them the information he has gathered on the locations of the other tombs.

*"One tomb can be accessed through the Yellowing Wizard's Tower of Antor Nemillus, mage and necromancer to Midor, King of Sybaros. Entry to the tower is only available to holders of discs of Antor Nemillus which he occasionally gives to other wizards. If the party hasn't delivered the Amber Charm he will instruct them to do so, the two wizards who advise Themas Herklar, Iviriom and Thalkalides, each have a disc and may be persuaded to part with them.*

*Seek out and overcome the Long Dead Future Men.*

*Beware the Void.*

*One tomb is guarded by the Eberteen Shackleminds who built homes and shrines in the petrified heads of the cinderwar biogomorrhans.*

*The Eberteen Shackleminds stand together but you must find the one who stands apart.*

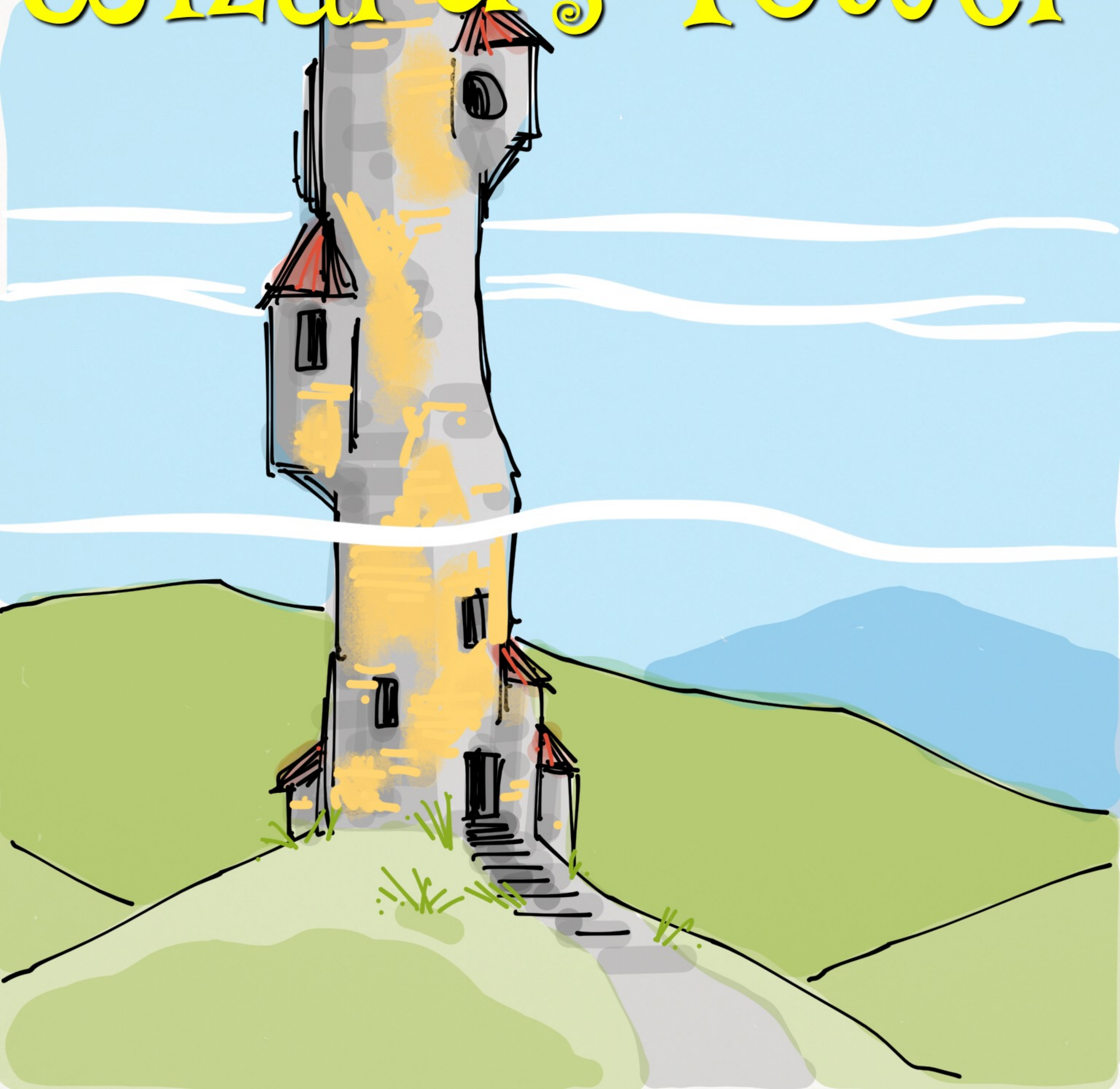
*Seek the help of Merdoramom the magician who lives in ancient Radimore in Tharia. He will be a powerful ally in defeating the Eberteen Shackleminds.*

*The key to another tomb is held by Princess Persikka of the Fungal Folk. Delve deep into the caves beneath the forests of the Peaceful Sleepers to find her. These forests lie beyond space and time in a pocket universe created by the wizard Thaladomis.*

*The final tomb can be entered with the aid of Knuum Gar, great spirit guardian of Knuum if he is summoned in the light of a full moon in a particular forest clearing in far off Alkebulan. I'm unsure of the details of this one."*

After giving this information the Eidolon will fall silent. The original Eidolon will stand still next to it and both will wait there for eternity.

# the yellowing Wizard's Tower



## **Adventure 6 The Yellowing Wizard's tower.**

Pulled by the Void, fighting the Long Dead Future Men

**Antor Nemillus**, mage and necromancer to **Midor**, King of **Sybaros**.

### **Getting into the tower.**

The tower stands in low rolling hills surrounded by meadows in Sybaros.

The tower is an improbable structure that rises up and up until its top is lost in mist and clouds. It is situated on a hill amidst meadows. It is built of grey blocks of many different sizes and type of stone. It looks terribly ancient. The tower is not regular. It rises in fits and starts with jutting out rooms and bays dotting its surface like knots on an old tree trunk. It gives the impression of wanting to branch out in several places but so far has restrained itself. Red slate roofs top many of the promontories.

In places it is covered with patches of a peculiar yellow discolouration that seems to have no cause. It resembles nothing so much as an abandoned painting project started in many places at once.

This is the outer manifestation of The Void. Touching it causes a Void infliction.

### **The Void**

*-As recorded history is concerned, there has always been a strange void in the night sky; a circular area curiously absent of any stars. The myth goes that there was a moon, but Selune of the silver eyes stole it away, to give to another world on another plane. All that remains now is its shadow. -*

Is an encroaching darkness that seeps into rooms of the tower opening them to the Void. Entering the Void is fatal. Touching its edge is corrupting. Chaos effects will attach themselves to the unlucky recipient.

### **Void infliction. D10**

1. Bloated, the character swells in several places becoming twisted and swollen.- character's flesh regenerates itself healing even the most mortal wounds 1HP per round per level.
2. Cerebral Cogitator, the character's head swells to twice normal size. - gifted one's blood is filled with stimuli that makes him faster. +2 DEX. Always wins initiative. Gets a DEX roll to react when surprised.
3. Crystalline Body - Character's flesh turns into diamond-like material. Ignore first 5 points of physical damage.
4. Fragment of Immortality. Character becomes gaunt, like a corpse - character has ability to cheat the death. May re-roll OofA dice.
5. Ichor Blood - character's blood is replaced by some deadly substance and when harmed it spurts on his enemies hurting them. Inflicts damage equal to that taken in melee onto the attacker and one other random person if close.
6. Meteoric Charge, the character's feet become hooves - whenever the character charges he gets the momentum of a steel bull. +4 damage to his first round melee attack
7. Mind of Metal, the character's face becomes expressionless steel. - character cares nought of witchcraft or psychic powers aimed at him. Roll magic and psionic saves with advantage
8. Temporal Distortion, the character fades in and out of reality becoming faintly transparent



and flickery. - time around the character is altered so he can move more freely. May move twice as far in a round. Always has initiative.

9. Venomous. The character's skin becomes snake scales - Character's touch becomes poisonous

10. Roll twice.

Stone steps lead to a door set back into the wall at the base. Of the tower.

The door can only be opened by placing a disc of Antor Nemillus in a handy slot. This consumes the disc and lets one person enter unless they are a wizard in which case their retinue may enter if they're holding hands or touching in some way.

An old plaque above the door reads in an ancient script unknown to any living being:

*"The fellowship of magic or the curiosity of the lone pilgrim, both are answered within. Enter as you wish to be received."*

(The party only has three discs and there are 10 of them.)

What happens if the party don't all enter? Windows on the very ground floor can be opened from within by a knock spell and others can clamber in. Frostfire can sunder the door (for 25 damage). Those inside can leave freely but don't get their tokens returned.

Antor Nemillus, mage and necromancer to Midor, King of Sybaros.

Disguised as a statue so the Future Men don't get him. Teleports around his tower keeping tabs on the players.

It will look like there are many statues of Antor Nemillus but in fact there's only one version. He can't be found out unless the party splits and is in two locations where there were statues because one will be missing.

Antor Nemillus holds the key to the door to the tomb.

He wants to drain the wizards and priests in the party of their magic to try and restore his tower. He leaves trapped objects to do this.

The tower layout:

### **Entry level: The present**

Four floors, three up, one down.

The rooms and chambers are well appointed. Libraries of non magical books. Several guest rooms. Kitchen. Study. Store rooms and cellars on the lower floor. Dining room.

Conservatory with plants. Lots of paintings, statues and suits of armour. Nothing in the way of magical artefacts.

All the main rooms have a wizard statue.

All doors down to yesterday and long, long ago are locked and cannot be opened without the key to Yesterday.

**Entry floor.** Windows look out on to the scene outside but cannot be opened without a knock spell.

Only a very low chance of meeting a LDFM who will flee immediately.

Well appointed. Large hall way. Impressive staircase leading upstairs. Study. Library.

Conservatory with plants. Several smaller storage rooms. Smaller staircase leading down at the rear. Lots of paintings, statues, suits of old armour etc. All main areas contain a wizard statue.

#### **Downstairs.**

No LDFM here or lower.

Cellars. Kitchen. Store rooms. Fewer wizard statues in odd corners. Musty stairs leading down to the past that ends in a door requiring the key to Yesterday. Several small staircases leading to upstairs dining and bedrooms.

#### **Upstairs.**

Library. Large reception room. Large dining room. Several empty rooms.

Only a very low chance of meeting a LDFM who will flee immediately.

Bedrooms. Master bedroom. Washing rooms. More empty rooms.

A few wizard statues in some rooms.

#### **Upstairs again.**

Only a very low chance of meeting a LDFM who will flee immediately.

Servants rooms. Store rooms. Empty rooms. A couple of wizard statues. Stairs up to the attic.

#### **Attic.**

Only a very low chance of meeting a LDFM who will flee immediately.

Split into rooms by the ceiling supports, no actual doors or windows. Storage. Dusty. A single wizard statue in a corner room.

There is an area of the Void here in a secluded corner. It looks like a black emptiness that is devouring this reality. Items become warped and twisted as the Void nears them. It creeps exceedingly slowly. Like the hour hand of a clock. But sometimes it speeds up if you're not looking.

Touching the Void inflicts changes.

There is a staircase up to Tomorrow. It ends in the doorway devoured by the Void. The Void here is quite active because of the magic it's absorbed from the door to Tomorrow.

#### **D10 Void effects**

1. Bloated, the character swells in several places becoming twisted and swollen.- character's flesh regenerates itself healing even the most mortal wounds 1HP per round per level.
2. Cerebral Cogitator, the character's head swells to twice normal size. - gifted one's blood is filled with stimuli that makes him faster. +2 DEX. Always wins initiative. Gets a DEX roll to react when surprised.
3. Crystalline Body - Character's flesh turns into diamond-like material. Ignore first 5 points of physical damage.
4. Fragment of Immortality. Character becomes gaunt, like a corpse - character has ability to cheat the death. May re-roll OofA dice.
5. Ichor Blood - character's blood is replaced by some deadly substance and when harmed it spurts on his enemies hurting them. Inflicts damage equal to that taken in melee onto the attacker and one other random person if close.
6. Meteoric Charge, the character's feet become hooves - whenever the character charges he gets the momentum of a steel bull. +4 damage to his first round melee attack
7. Mind of Metal, the character's face becomes expressionless steel. - character cares nought of witchcraft or psychic powers aimed at him. Roll magic and psionic saves with

advantage

8. Temporal Distortion, the character fades in and out of reality becoming faintly transparent and flickery. - time around the character is altered so he can move more freely. May move twice as far in a round. Always has initiative.

9. Venomous. The character's skin becomes snake scales - Character's touch becomes poisonous

10. Roll twice.

### **Meeting the Long Dead Future Men**

Encounters listed in the order they happen.

Encounters in the present.

1. A female LDFM enters the room through an iris metal door not previously noticed. She is wearing a smock, maybe a night dress and her hair is disheveled. She sees the party and exits again in haste. The door disappears as it close behind her as if it never existed.

2. A male LDFM is in a room the party enters. He is dressed like the woman and equally disheveled. He has wristbands on. He is rummaging through some drawers and looks up in alarm when the party enters. He flees immediately through an iris meta door that appears in a wall next to him then disappears.

3. Another male LDFM is surprised by the party as he forages. He grabs a handful of cutlery from a table which becomes a ray gun. He shoots once at the party as he runs through an iris meta door. He drops his gun as he goes and it turns into a handful of cutlery as it leaves his hand. The door disappears.

#### Long Dead Future Men (1D6)

HD4 HP25 AP3 competence 14

Damage 1D10. At range with ray guns and close up with tasers and vibro-knives.

In each location a single Long Dead Future Man will arm himself with a BFG that does 2D10 as an area effect.

All LDFM can flee through doors they make appear in any surface including the ceiling.

Ceiling doors will come equipped with lifts or ladders.

Their intelligence makes them very dangerous. They can manufacture futuristic weapons and devices that only seem to function for them out of the most innocuous of things. Tying some sticks together with twine, they are suddenly holding a functional ray gun. When they drop it or put it down it's just sticks and string again.

They can do the same for the environment. Pushing buttons that aren't there to make steel prisons fall from the ceiling. Making doors iris open in blank walls that only they can use.

Causing the floor to open beneath players and drop them into other rooms. Getting back could be tricky.

Who are they?

Originally men from the future captured by Antor Nemillus in order to learn their technological secrets.

Held against their will and mind drained by his devices they are insane like but still intelligent, fast, brutal and fearless except when it comes to The Void. They fear the Void.

Now, hate filled, they rampage around looking for revenge on any who cross their path.

Can they be helped?

Not any more. They are insane.

### LDFM atomic death robot

HD10 HP70 AP20

Damage D10+D12 electro grip. CON test or paralysed. Paralysed characters are stored in a chest cavity for later.

Antor Nemillus, mage and necromancer to Midor, King of Sybaros.

Antor Nemillus attempts to drain magic: Always take the lowest available slots. Can only take 1st-3rd level slots. When he has enough he will summon **Omorphon** in order to boost his magic against the Void.

### **Magic draining**

Touching a wizard statue will drain 2 spell slots

Interesting trinket. 1 slot

Interesting book 1 slot

Magical trinket 2 slots

Magical book 2 slots

Magic user entering a room alone. Door shuts. Opening door 1 slot.

More than one magic user entering a room on their own. Door locks. Touching the door 2 slots from everyone.

Using a staircase 1 slot

When Antor Nemillus has amassed enough points he will summon Omorphon.

He will transform from a wizard statue. A pentagram will appear on the floor of the room the party are in and...

The far wall of the chamber turns to fog, drifts away, opening a cantraipal door into those nether spaces where swing the worlds of Belthamquar and Eldrak, Gargantos and Dakkag. And—the world of—Omorphon! Swiftly goes the chamber across these abysses.

A glowing, up ahead! A whiteness that seems to crawl as might a maggot across the dark deeps of space! And in that whiteness—something that twists and turns, writhes and wriggles. Nobody needs to ask what it is or who is turning its flattened head towards the moving pentagram. Wicked eyes in a serpent head, wise with the knowledge of the ages' evil, stare at you. Larger grows Omorphon. Larger, larger, until it fills the universe about you and the pentagram with its mortal riders is no more than a midge before those beady eyes.

Antor Nemillus calls upon Omorphon to keep his bargain and give him the power to resist the Void.

Omorphon demands the price he was promised. Antor Nemillus will offer the party as payment, suggesting they be consumed and that Omorphon leave him their magic energy. A basket, like that used in the Eastern bazaars to carry snakes appears in the room, Omorphon demands it be filled.

The basket will hold three people. It's up to Antor Nemillus to get the characters into the basket. He will be annoyed that Omorphon only seems to want three people but, demons are odd fellows. He will begin by demanding the characters choose three of their number to be given to Omorphon.

He will be indignant if they refuse, insisting he's made a bargain.

Eventually he will try to force them. He will begin by teleporting the chosen characters into the basket whilst immobilising the rest of the party.

Antor Nemillus, mage and necromancer to Midor, King of Sybaros.

HD12 HP100 competence 16

AP 35 including shield (running)

Damage: spells.

Magic missile 12D4

Web

Fireball 1D6 targets. 12D6 damage each.

Teleport

Disintegrate - 1 target turns to powder (INT to just be OofA)

He has a key to his study about his neck on a string made from the hair of a legendary ape of Knuum, ancient guardians of the monkey temple.

Small metal gorilla shaped whistle on a chain. Adds 4AP to the wearer and a certain craving for green leaves. It glows in moonlight and whistles (feebly because it's small) when danger threatens. When actually blown it is much louder but has no obvious effect. This whistle will summon Knuum Gar, great Gorilla spirit guardian of Knuum if blown in the light of a full moon in a particular forest clearing in far off Alkebulan.

He has a key to yesterday (rusted and tarnished) and a key to tomorrow (bright and shiny) on a ring on his belt.

A small pouch containing eleven of his discs. Each disc will restore a lost spell slot. Each disc has a D4 UD.

If Omorphon is not paid he will consider the deal cancelled and the party will return to their starting room in a reverse of their original journey. Omorphon will be neither cross nor malignant. Demons are above caring about such things.

**Upstairs:Tomorrow**

The door at the top of the stairs to tomorrow has been destroyed by the Void. Void particles remain to infect the unwary. Normally the key to Tomorrow would be required.

The LDFM bypass the tower doors with their own irisling warp doors and require no keys.

There are more LDFM here in groups scavenging equipment.

There are wizard statues here in the main rooms. They are anachronistic here.

Drain magic traps are here too.

**Three floors.** The windows look out onto meadows with a highway. There is occasional hover car traffic, airplanes and a tall city in the distance. The windows cannot be opened.

This is another house comprising a number of floors. The decor is smooth, clean and minimalist future, very Gerry Anderson.

Enter by stairs from below into a basement. Storage. Freezer. Water heater. Ducts and pipes. Air conditioning. Shelving with jars. Some tools on a workbench. Small patches of the Void infest nooks and crannies. Discovered if rummaging or exploring somewhere dark.

**Upstairs from here**, kitchen dining area, living room, den, study. Bookshelves. TV screens. Electric lighting.

The Void infests all the cupboards and under furniture. In one room, a utility room, the lights

are off and the Void lurks here. It will move fast.

Upstairs again, bedrooms, bathrooms. Void under the beds and in wardrobes. A single patch on a ceiling in the light that is visibly if slowly spreading.

### **Upstairs to the fullness of time.**

#### **Encounters in tomorrow**

1. Three LDFM dismantling a machine (washing machine, television or similar) they will attempt to flee through iris doors with their parts. One will fight turning his handful of ducting into an area of effect BFG (2D10).

2. Six LDFM with a constructed robot attempt to capture a player. They lie in wait and surprise from suddenly opening doors in the side of furniture (not walls).

LDFM atomic death robot

HD10 HP70 AP20

Damage D10+D12 electro grip. CON test or paralysed. Paralysed characters are stored in a chest cavity for later.

3. Six LDFM fighting to stop the party reaching the fullness of time. They will drop cages on the players.

#### **Upstairs: The Fullness of Time**

The door at the top of the stairs requires the key to Tomorrow.

Three floors. Elevators link them. Industrial.

Large sci fi areas. Strange machines.

There are groups of LDFM and several robots in all rooms.

No wizard statues here.

No magic drain traps here.

Lots of the Void here. Fast moving and deadly.

The LDFM have a captured Moon Worm group (small ones) and are studying it in a glass cage room.

The LDFM have built a rocket. There are no stairs up here but the rocket will transport the players to the moon.

The rocket is the door to the tomb.

Once inside the rocket the windows show it standing on a moon surface, not the room.

Exiting the rocket the party will be on the moon/inside the tomb. The only way back is to deactivate the tomb.

#### **The tomb. Informed by the Future Men.**

The players need to realise that they are partly responsible for putting forms to the tombs.

The awakened Izvoreni can be puzzled by the world they wake up to.

Tomb: a moon surface. Dark dusty cold etc but with a thin atmosphere. Craters. Rocks.

Ravines. Tintin like.

Guardians: Moon worms both big and small. Secret, burrowing, surprise.

#### **Minor Moon worms (swarm) 1-3 swarms**

These attack with surprise by burrowing up around the party.

HD8 HP50 AP7 competence 12

Damage affects all characters 3D6 bites

### Major Moon Worm 1-2

These attack with surprise by burrowing up around the party.

HD12 HP80 AP20 (armoured shell) competence 14

Damage 3D12. STR save or devoured and a further 3D6 damage a round inside the worm.

Devoured characters may not move or act until freed.

The entrance to the pocket universe is a giant cube in a crater. Mr Moon waits inside with his silver moonbeams of madness. Defeating him opens the airlock inner door that waits invitingly behind him.

### Mr Moon. Guardian of the tomb door

A giant head made of moon rock that can rotate on its plinth.

HD12. HP100 AP20. Immune to magic damage from spells or weapons. Indirect damage from magic such as fire from a fireball will work but Mr Moon gets a save (14+).

Mr Moon attacks with silver moonbeams that shoot from his forehead to strike 1-6 characters. A character hit with a beam must save vs WIS (powerful opponent rule) or roll on the lunacy table.

In addition Mr Moon can summon major Moon worms.

### Major Moon Worm 1-2

These attack with surprise by burrowing up around the party.

HD12 HP80 AP20 (armoured shell) competence 14

Damage 3D12. STR save or devoured and a further 3D6 damage a round inside the worm.

Devoured characters may not move or act until freed.

### **D8 Lunacy table. WIS saves each round to throw off the effects**

1. The character retreats into his or her mind and becomes Paralyzed.
2. The character becomes Incapacitated and spends the Duration screaming, laughing, or weeping.
3. The character becomes Frightened and must use his or her action and Movement each round to flee from the source of the fear.
4. The character begins babbling and is incapable of normal Speech or spellcasting.
5. The character must use his or her action each round to Attack the nearest creature, friend or foe.
6. The character experiences vivid hallucinations and has disadvantage on all actions.
7. The character is Stunned.
8. The character falls Unconscious.

Once Mr Moon is defeated the airlock can be cycled and the heroes can enter the inner tomb.

The pocket universe of the inner tomb is a fantastical alien world. The black sky overhead is strangely devoid of stars unlike Yarth where there is always starlight almost as bright as day. Characters unused to an empty sky feel uneasy here.

**Trees:** effect: none. creatures: Walnusians protecting their nests.

### Walnusians

HD6 HP40 AP5 competence 10

Damage D6+D8 flapping and running about

These are basically like big alien swans. They will not pursue if left alone.

**Egg plants:** effect: spores. Explode out in a cloud if disturbed. CON save or OofA

**Yellow ponds:** spawning points for tooth toads.

### Tooth toad small

HD8 HP50 AP7 competence 12

Damage 3D6 bite

### Tooth toad giant

HD14 HP120 AP13 competence 14

Damage 3D12 bite

**Blue grass:** effect: razor sharp 2D6 damage. Creatures: blue meanies (swarms)

### Blue Meanies (swarm)

HD5 HP40 AP4 competence 12

Damage D12 to all targets in the area.

**The pyramid:** sarcophagus.

The eye is disconcerting but harmless. Shining a bright light into the eye makes it close and harden into a rock like sphere. This will detach itself and be seen to be Majora's Moon, the Izvoreni.

### Izvoreni (healthy) Majora's Moon

HD12 HP100 AP11 powerful opponent!

Competence 16

Immune to normal damage. Gets a save vs any spell.

Regenerates 2D6 HP a round.

Attacks physically for 4D6 (bite and/or squash) one target.

Attacks psychically- WIS save or lose 1D6 from a random stat. If any stat reaches zero the OofA. These effects last 12 hours minus level. 1D3 targets.

Can summon one giant tooth toad or three regular tooth toads each round.

Killing the Izvoreni makes the tomb dormant so that it resembles the Kandakore tomb. A blank slate.

The tomb exit will be the rocket. Entering it the view will change to the room in the tower it was in and the party can exit into the tower.

### **Antor Nemillus' study**

Searching Yesterday will find the door that the study key fits.

Inside there are spell books that allow any wizard to learn 4D6 levels of spells and rituals of their choice.

**Leaving the tower.**



Proceeding down to long, long ago and leaving via a door to the outside will put the party in the same time frame as Merdoramón, roughly 60,000 years in the past. Just right to encounter the **Ebeteen Shackleminds** and the **Helix**.