

Adventure 1 The Wizard's request.

The town of **Havenhedge** sits on the old north road that joins the ancient royal city of **Redmerrow** where no goats may live unless a king resides in the Cloud Tower (which hasn't happened in living memory because of the tower's guardian) to the fortress town of **Edgedrop** and the mysterious Wall of green stone that is still a focal point for the armies of mercenaries that defend the south lands from the incursions of the Northern barbarians.

Havenhedge is surrounded by small farms to the east and south and by the **Wildmere moors** to the west which lie beyond the ancient hedge planted centuries ago by a forgotten king. To the north the land rises through forested hills and valleys to the foothills of the **Mountains of the Fangs** where the Wall stands.

The river **Gloomrime** runs through the town from the north east before it enters the moors and dissipates to soak the surrounding land. Several channels run westwards out of the moors, any or all of them could be the continuation of the river. In the winter months the river freezes over with peculiar black ice that brings despair and illness to all that come into contact with it.

Income is generated by the inns and supply shops that cater to the northern garrisons and a healthy trade in goats' cheese with Redmerrow. Travellers are a frequent sight in Havenhedge thanks to the troops and caravans that congregate here.

It is a bleak wet dismal area populated by bleak wet dismal people. Remembering a good reason to be here gets harder every year.

It is mid autumn.

"what were you doing just before the Wizard's spell teleported you to his study?"

Broxar Thralk of the yellow eyes does indeed have large glowing yellow eyes and he's using them to study the players and an assortment of other warriors and rogues that he's assembled in his large study.

He is tall, gaunt and very, very old. He wears a black robe inscribed with shifting silver symbols listing the names of the 1003 demons known to man in an unknown tongue.

Broxar Thralk is known to live in his wandering tower somewhere in the middle of the Wildmere moors.

The study is circular, about 40ft in diameter, with shelved walls holding books and strange artefacts. Glowing sprites hover just below the high domed ceiling lighting the room. The ceiling can open to allow a large telescope reached by steps to view the heavens. A multitude of tables and chests have been shoved to the outside of the room to make space for the visitors who are standing in an ornate magic circle painted on the floor.

Broxar Thralk tells them he has summoned them to carry out a task for him. They are honoured etc and, although it's a dangerous task the rewards will be great.

He selects a party of six (not the players) and tells them to arm themselves indicating racks of weapons, shields and armours nearby. Whilst they are doing so (disagreeing with a wizard can be fatal) a pair of demon imps begin to move a cumbersome piece of equipment into position. It is a brass ring 5ft across surrounded by arcane engines of unknown purpose and a spider's web tangle of silver wires. The whole thing crackles with electricity and emits a constant low humming. The demons' hands burn and smoke where they touch it.

Broxar Thralk:

"For ages, there have been legends. To our people, they were only that, like fairy tales made to interest little children. But here before you is the proof."

He indicates the device.

"The legends say that once the race of men went to the stars, all the stars and to the planets around them. That once our universe was an expanding one, that the suns were flung outward into space by a single titanic blast of matter.

"Now the universe is old. Old!

"The star-suns are falling back upon themselves, back to that beginning of all Time and all Space.

When they come together in a fantastic crash and gathering-together of all Matter—will the process begin all over again?"

Most of his audience look confused. Broxar Thralk's yellow eyes blaze in anger.

"Early men made this, you dolts. Early men, with a knowledge of matter that no man today knows anything of. Even my magic might be weak beside their wisdom. I could never make such a thing as this."

"This is a gate to another place far, far away. In this far away place is a treasure incomprehensible to you but valuable beyond measure to me.

"It resembles a large suit of armour made from a strange metal. You will bring it here to me and be rewarded."

The two demons herd the group of now armoured mercenaries towards the device. As they huddle before it Broxar Thralk intones a spell and a gust of wind propels them through the ring where they disappear as they pass through it. The two demons reach the device too but, instead of going through the ring, they are ripped apart amidst a violent explosion of sparks and their agonised death cries.

More demons appear from the shadows. They don't look as happy as the first pair.

Broxar Thralk and the rest of the teleportees wait.

After a couple of hours Broxar Thralk sighs and selects another group. The process of arming and going through the portal is repeated with the new pair of demons dying messily (despite their attempts to avoid the wind).

There is another uncomfortable wait and then it's the players' turn along with enough NPC mercenaries to make a party of 6. They can equip themselves with any armour and weapons they wish from the racks.

NPC mercenaries

2HD. HP 8,12,10,9,11,14

Competence 13

1D6 damage 2AP Capability 13

2D6 coins each

Fighters or thieves as required

1. Through the portal

The journey takes no more than a couple of seconds but the players will arrive frozen and blinded. After a while their vision will return but the chill will stay.

They are standing in a small room made of a black stone. Before them is a square metal door 12ft to a side constructed of gears and chains and levers. The room is lit by a disturbing reddish light that has no visible source. Sound is peculiarly deadened here. The room smells of hot metal.

There is the crushed body of one of the mercenaries in a corner (2D6 coins) and some metal gears and rods lying around (parts of a guardian) On the wall behind the party a dim glowing circle shows where their way home lies.

Opening the door requires lock picking with a disadvantage with a +3 applied due to the door's complexity.

Each failed attempt causes the door to release a pair of guardians.

Each set of guardians released reduces the door's complexity bonus by 1 to a minimum of 0.

Guardians

These are rotating turret like metal beings seemingly formed from the gears and rods of the door itself.

Robotic automata.

2HD 9HP and 8HP

+1 armour points (2 total)

D6 damage from multi directional beams. (DEX to defend)

2. The Inner Chamber

The inner chamber contains a ghastly sight – the animated heads of the previous volunteers, set into wall niches and animated by elaborate metallic mechanisms. The red light is strobing here which adds another level of creepiness to the moving heads. Scratchy metallic sounds come from the walls.

The heads retain much of the intellect and personality of their original owners – but they have become rather detached and somewhat mad. The PCs may speak with the heads in an attempt to discover more of what awaits them further in. The heads will be mostly cooperative, but none will give away enough information to fully prepare them for the final encounter.

A passage leads from here to the next room. It ends in a metal door standing ajar because it has been forced open. The red light from beyond the door is much brighter than previous rooms.

3. The Big Room of junk

This huge circular room is a hemisphere over 50ft across. It contains a jumble of what looks like broken junk, armour, weapon parts, general adventuring equipment, more gears and rods and more fallen mercenaries lying around the room. The light here, whilst brighter emanates from a floor level fluorescent ring that runs around the base of the wall. There is a deep almost imperceptible humming here that vibrates through the players bones. There's 3D6 coins for each person that searches and an ancient weapon:

Magnus Steel Cleaver, a long handled axe enchanted or engineered to cut metal.

2 handed weapon so it adds +2 to any dice rolled with it, harder to hit but more damage.

It cuts through metal including armour so negates 4AP if the target is wearing metal armour or is made of metal.

There is a very old, headless corpse hidden in a far part of the room. This is the body of **Rufflod**, one time companion to **Kothar the barbarian**. He has a wooden bow, **The Slaughterer**, next to him and a quiver half full of arrows (D6 usage die) and a diadem, the **diadem of Candara**, in his rotted pack. In an ivory scroll case is a plan of the royal galley of **Kylos**, the emperor of **Romplaxar VI** with a certain room highlighted. Kylos and probably his city have both been dust for centuries. Rufflod's head is in a niche in the Inner Chamber. He can give information about the items in a round about way. Clank will also have some knowledge of the people involved.

The Slaughterer-- the longbow.
Fires arrows that travel faster than thought and further than a normal man can see.
Can shoot at distant targets with no penalty.
Always shoots with advantage, even close.
Arrows for the slaughterer, **the Long Fingers of Death**, are very special and do +4 damage and ignore armour points. They are limited, impossible to make without the correct enchanted arrow head mould (missing) and the rare feathers of an unknown creature that they are fletched with (all this can be found out by magical research) they are ancient beyond measure. The arrows in the current quiver have a usage die of D6 because there are only a few left.
(The arrow mould can be found (adventure), the feathers are from a gryphon and must be given freely.)

Across the room is another passage.

One of the bodies is not dead and can be revived with some basic first aid.

Unfortunately, the junk consists of tiny animated constructs formed of broken bits and pieces of whatever has been brought in by previous intruders. Some of it is very, very old and some bits are completely incomprehensible.

The fallen adventurer is actually just the empty husk filled with animated machinery for locomotion. This terrible double will act as an injured hero for a brief time, able to be shaken to consciousness by the PCs. It will seem confused and weary at first (because of the limited cognitive abilities of the animating constructs), but eventually springs to the attack, along with all of the smaller constructs lying about the place.

Animated junk

Swarms. Essentially endless in number as smashed ones will reform in a couple of minutes and return to the attack. 2HP per swarm D4+2 damage. 1D6 form each turn.

These stop immediately the animated mercenaries is killed or returns to his old self.

Animated Mercenary

First attack defended against with disadvantage due to surprise.

3HD 13HP 2AP 2D4 damage 3D6 coins

There is a chance, Charisma at a disadvantage, that the old personality of the mercenary can be reawakened and he will continue as an ally although his mechanical body will need constant attention.

Thrigley Newtweasle the cunning

Thief/level 3. Short sword 1D6 leather armour D6 usage 2AP small shield D4 usage 1AP

HP 13

AP 3

STR 12

DEX 15

CON 13

INT 10

WIS 8

CHA 6

4. The confinement room

This room is very dimly lit after the big room. The light is still red.

The chamber itself is cluttered with moving alien machinery. Gears and metal devices of all shapes and sizes whirl and clatter as they perform unknowable tasks.

Anyone that stumbles or falls into this machinery will take damage and possibly suffer agonizing confinement among the metal parts. It is this machinery that serves to keep the golem physically confined in the central vault.

4 Robot guardians lurk here to thwart intruders.

Guardians

These are rotating turret like metal beings seemingly formed from the gears and rods of the door itself.

Robotic automata.

2HD HP 9,12,11,9

1D6 damage from omni directional rays (DEX to avoid)

+2 armour points (3 total)

The fifth and largest of these robots will have the animated head of a departed adventurer from a race

unknown to the players. Dark red skin, reptilian. This creature will try to convince the party that it is the golem and that their quest ends here (from some last vestiges of its former personality). Of course, this is nothing more than another puppet of the vault itself.

It will revert to force if its ruse is discovered otherwise it will agree to accompany the party back to Broxar Thralk. Should a fight break out Fallen PCs will be scavenged for parts where they lie to make more animated junk swarms.

Fake golem

2HD 13HP 2AP 1D6 damage

Animated junk

Swarms. Essentially endless in number as smashed ones will reform in a couple of minutes and return to the attack. 2HP per swarm D4+2 damage. 1D6 form each turn.

These stop immediately the animated mercenaries is killed.

There is a secret door in the far wall (hidden by a bank on non moving machinery) that leads to the vault.

5. The Vault

This is the prison of the ancient golem. A towering, clanking construct of alien design, the golem is formed mostly from an obviously strange metal. The dim light filtering in from the confinement room is amplified and changed by this metal so the golem glows with scintillating red light.

The golem is fixed to the walls of the room by metal rods and fastenings. Each of these can be broken or 'picked' depending on the players' whim but they are relatively easy to break because of their extreme age.

As each is released a hissing plume of freezing gas escapes.

As a final horrific twist, the metal face of the golem opens during the encounter to reveal a living humanoid head of an unknown race. A white skinned face with very pale blonde fur covering much of it. There is no visible nose but four green eyes arranged in a square cover the front of the head. The eyes blink from the sides. Where ears would be are two opening from which the voice emanates in a sort of alternating flutter that blends into a continuous ululating sound. This is the golem's creator, from ancient times imprisoned here by an enemy countless millennia ago in suspended animation.

It will look at the players and speak in an unknown language. After a few minutes a machine voice speaking in a recognisable language will echo from deep within the golem translating the alien words.

The head will attempt to negotiate for its freedom. It will not want to be taken to Broxar Thralk and will ask to be set free or to accompany the players in return for sharing knowledge of the ancients. He will offer to give them an alternate way home as starters.

He will offer them a **device of the ancients** which he takes from a compartment in his side. It resembles a glow stick but is more powerful and will make fine torch that can be attached or worn rather than held usage dice D20.

Finally, as a last resort he will offer two spells gleaned from his encounters with the inter dimensional demons. These are inscribed on metal plates in his own language but holding the plates translates the spell in the holder's head.

The confounded mind of the cosmos lvl 4 (confusion)

2d6 Nearby targets immediately make a Reaction roll.

Access the Astral record of the Arcadians lvl 5 (contact higher plane)

Ask 1 question/level.

Read Language/Magic lvl 3. -*Read magic is level 1 in Zebra Hack.

The Golem

5HD 28HP

If it joins the party:

Clank (an approximation of the alien's actual name)

STR 17

DEX 12

CON 16

INT 18

WIS 18

CHA 4

The golem's age makes it fragile. Its strange metal amplifies and scintillates any light so it is difficult to look at in bright light. 4 armour points D8 usage dice. Armour can't be repaired by normal means so eventually the metal body will offer no protection.

Fixing it will be an adventure.

It attacks with fists. 2 attacks. D12 damage each.

If he joins the party he will gain XP with them at one level for their two until they catch up.

HD D8.

HP per level/resting 1D8

Roll twice for WIS and STR

Back in the first room

Another party of mercenaries has been sent by Broxar Thralk. They will attempt to capture Clank if they realise the party are fleeing with him.

Mercenaries

2HD. HP 8,12,10,9,11,14

Competence 13

1D6 damage

1AP

2D6 coins each

Aftermath:

The golem will need to be subdued by force if the players want to return it to Broxar Thralk. It will be very heavy and difficult to move when inert. The new set of mercenaries can help though. Broxar Thralk Will be grateful and reward them with 6D6 coins each and let them keep the equipment before returning them to where they came from.

Clank will manipulate the return portal if he accompanies the party in order to return them to their world away from the wizard. Broxar Thralk will realise what has happened a few days later and attempt to get revenge.

Yarth will not agree with Clank's body and he will need a new one.

Continuations:

The diadem of Candara, immortal queen of Kor. The gem will open a particular door in Kor sealed magically with a matching gem. Candara was said to have a god in a bottle, Xixthur, who could cure all sickness and bestow eternal life. The demon Abathon took her and her sorcerer Zordanor to his realm in hell when they stepped outside a summoning circle during a ritual, nobody knows why they did such a foolish thing.

Kor, founded by cutthroats and thieves, has reverted to its old ways in the intervening centuries and is a dangerous place to visit.

Clank can take them there as an option.

The Slaughterer-- the longbow.

Fires arrows that travel faster than thought and further than a normal man can see.

Can shoot at distant targets with no penalty.

Always shoots with advantage, even close.

Arrows for the slaughterer, the Long Fingers of Death, are very special and do +4 damage and ignore armour points. They are limited, impossible to make without the correct enchanted arrow head mould (missing) and the rare feathers of an unknown creature that they are fletched with (all this can be found out by magical research) they are ancient beyond measure. The arrows in the current

quiver have a usage die of D10 because there are only a few left.

The arrow mould can be found (adventure), the feathers are from a gryphon and must be given freely (adventure).

Broxar will assume they were lost as previous parties unless he sees them again AND recognises them. He will recognise Clank. Meeting Broxar Thralk again would lead to interesting explanations.



THE RUINS OF KOR

Adventure 2: The city of Kor

Kor is a city of thieves who have no one to rob. Consequently they rob each other. The population of this once thriving city is now reduced to foraging gangs of cannibal savages living amidst the ruins. Food is scarce, gained only from scrawny but well guarded livestock (including herds of human cattle) and raids on caravans that must pass nearby to avoid the misty outlands on one side and the great Dying Desert on the other. The dry soil allows only meagre farming.

Why are we here?

The diadem of **Candara, immortal queen of Kor**. The gem will open a particular door in Kor sealed magically with a matching gem. Candara was said to have a god in a bottle, **Xixthur**, who could cure all sickness and bestow eternal life. The demon **Abathon** took her and her sorcerer **Zordanor** to his realm in hell when they stepped outside a summoning circle during a ritual, nobody knows why they did such a foolish thing.

The real history:

Candara set out, banished from **Vandacia**, to found a city of thieves and rogues that she had seen in a dream. She was accompanied by **the Ten**, Vandacia's royal guard.

Candara slew the Ten through treachery and then went her own way before founding Kor. She ruled Kor for thousands of years kept young by Xixthur until she betrayed **Kothar the barbarian** who retaliated by attacking the city with the Ten resurrected and caused her to be taken by the demon **Abathon** in retaliation allowing a rival king, **Tor Domnus of Urgal**, to sack the city of Kor. For some reason Tor Domnus could never find Xixthur the original reason he came to Kor.

Xixthur lies hidden, buried deep beneath the ruins of Candara's place in the centre of Kor behind a door sealed with magic that only the wearer of the diadem can open.

Tor Domnus awaits this happening from within a demon world where his spirit waits through eternity. Once Xixthur is released he will return to Yarth accompanied by his sorcerer **Kylwyrren** Who has kept them both safe for centuries in the demon hells. Kylwyrren Has stored artificial bodies in Candara's summoning room for their spirits to inhabit. Once bathed in the rays of Xixthur both hope to return to life.

Cannibalistic human gangs

There are many small or medium gangs. They fight each other for resources and hold elaborate rituals where the victors of a fight consume their captives and the dead. They have split the city into a complicated jigsaw of territories which are marked with gruesome warning markers and defended fiercely. Skirmishes along the borders and raids into enemy territory happen frequently.

It is not unusual for a fighting cannibal to begin consuming a beaten opponent whilst the rest of his band are still fighting. They are savage and wild. Territory markers are usually constructed from human bones and skulls. The cannibals avoid the central part of the city on the hill because of the rats and their followers.

The outer city

The royal palace was in the centre of the city. The city is built around a hill so originally the palace would have dominated the skyline and queen Candara would have been able to survey her entire domain. Now only the skeleton of the once great edifice remains. A single tower rises intact from amidst the rubble. Lights flash from windows both day and night and strange energies crackle around it. Occasionally winged creatures about the size of men can be seen flying around it and landing on the balconies.

Winged Yemli (sand devils) from the Dying Desert. A group of four attracted my the magical energies. They nest on the remains of another tower near the palace tower and constantly circle the magic barrier emitting screeches and howls.
3HD HP 19, 14, 16, 13
Attack with claws for 2D4
2AP
Each has 2D6 scavenged coins in their nearby nest.

Amidst the ruins of the once great city are the crude shacks and shelters of the current populace. Wandering adventurers will be seen as a source of food and/or aid depending on the mood of the locals. The scavenging beggars will plead for food and water and draw a crowd. The crowd can turn nasty once there's enough to make them feel they have the advantage.

Scavengers

1HD competence 10
Clawing fingers and bites, improvised weapons (including power conduit flails) 1D4 damage.
Treat as a swarm, one attack +1 damage for each extra scavenger in the swarm over the total number of targets affects all nearby opponents.
1D6 coins per group.

Cannibal scavenging parties

2-8 2HD fighters competence 12

1AP

1D6 damage

They will definitely see the players as food/prey and attack.

There is a good chance a rival band of scavengers will 'rescue' the party before turning on them themselves. They may use trickery to lure the players to their camp, inviting them for dinner.

1D6 coins per group

The power source

The first cannibal base the players visit, either as captives or 'guests' is based around a cylinder that glows from one end with a cold blue light. This energy source is used to heat the shelter and cook the food. No one knows where it came from. It is the power cell from an ancient flying machine from **Radimore in Tharia**. Long, long ago Radimore was the focal point of strange powers. It is where this world of Yarth and those nether worlds of Belthamquar, Eldrak, and the other demons once touched, by a happenstance in the time and space continuum.

The flying machine itself lies crashed and abandoned in another nearby cannibal area. Clank will recognise both if necessary.

The flying machine can be brought to life for a limited time by inserting the power source. The machine can no longer fly far or high but can reach the palace tower.

The Inner city

The Inner city is infested with the Rat King and Rat Queen's minions although who works for whom will not be apparent.

Every attempt to penetrate the Inner city and reach the tower will be met by a random group of rat monsters.

Rat swarm

(controlled by both the Rat Queen and the Rat King)

HD:1 one attack 1D4 hits all opponents in range.

Can't be surprised.

Frenzied Rats (swarm) - A mass of swarming biting rats driven into driven to divine ecstasy to seethe through walls, burst from drains or holes and devour all living things.

The Swarm may engulf up to two targets in melee, after an initial hit the swarm will continue to do damage each round until it is destroyed or the target is engulfed in flame or submerged in liquid.

Dire Rats

1D6/2) (controlled by both the Rat Queen and the Rat King)

Huge filthy Rats the size of a large dog. They stalk and leap having grown fat and canny on the flesh of their smaller kin and the occasional intruder.

HD:2 1AP

Ratkin (independents)

The Ratkin have moved into Kor and prey on the surviving humans. They primarily take the weak and the very young but if pushed will fight stronger foes. The Ratkin have an extensive lair of tunnels and caves beneath the city. They have collected a vast supply of trinkets and treasure here, all steeped in their filth.

They too are opposed to the Rat Queen and, whilst not controlled by the Rat King, follow the directions of the Great Rat King.

Ratkin (1d8)

Twisted by magical disease, these shaggy lumpen figures with the faces of snarling rats were once men, but their terrible devotion has transformed them. They attack wearing ragged hides and wielding rusting weapons. The sorcery that has warped them makes them very hard to kill.

HD:1 -Regenerate, unless burnt or blessed by a priest after 'death' they will rise up after a round of lying dead.

2AP

2D6 coins each

Rodent Revenants (independents)

Ghostly scuttling rodents, rags of skin and bone, once the great grey eminences of their packs and clans they still serve the Lues Rex, hunting and scuttling among detritus to paralyze the enemies of rodent kind with their arcane bite, leaving them as meat for their multitude of progeny.

HD:1

The bite of these undead rats causes a terrible itching and fever, requiring a save vs. paralysis (CON) to resist. Those who fail to save fall to the floor scratching themselves and delusional for 1D6 turns as the fever burns out.

Cult Scions (Rat King)

Men and women with the same sharp cast to their features, the incestuous and mad scions of the city, they now serve the rats within catering to their needs and performing the minor interactions with the outside world required by their rodent masters. They wear concealed armor beneath musty and antiquated clothes and fight with thrown knives and their sharp filed teeth.

HD:1 AP 2

2D6 coins each

A way around or over them must be found. The flying machine is an obvious answer. Getting the power source will mean fighting a cannibal group and their attendant scavengers.

Scavengers

2 swarms

1HD clawing fingers and bites, improvised weapons
1D4. Treat as a swarm, one attack +1 damage for each extra scavenger in the swarm over the total number of targets affects all nearby opponents. (Use based Mantic zombies and count the actual miniatures).

1D6 coins per swarm

Cannibal group

8 2HD fighters competence 12 1D6. 1AP

Leader 3HD 2AP competence 12 2D4

1D6 coins per scavenger

This will be a difficult stand up fight. Tactics are to be encouraged. Chases through rubble. Thieves sneaking in after a diversion. Enlisting aid etc.

The flying machine

Low power indicators once fired up. Tests to operate each stage. Critical success succeeds and adds 1 to the ship's power reserve. Critical fail breaks a component. DEX check to repair and -1 to the power reserve.

Once a character fails a task they cannot attempt it again.

Starting power reserve: 3

Stages

1. Fit power source. INT
2. Connect power couplings. DEX
3. Locate controls. INT
4. Convince the ship to obey your commands. CHA
5. Fly the ship. INT

The ship responds to voice controls but has trouble understanding the players' language. Each command successfully carried out uses a point of the power reserve. The more power, the more control even with magic communication running. The power gauge is easy to monitor however so how it's used and how much is left will be obvious.

Resource gathering instead

Each task can be circumvented or fixed if broken by substituting components.

Fit power source. This one needs the power source, no getting around it.

Connect power couplings. Locals are using the power conduit cables as fencing, for strengthening structures or as makeshift flails.

Locate controls. The controls emit a magnetic field. Throwing small iron or steel items into the air will give an indication of where they are on the ship.

Convince the ship to obey your commands. Speaking a Tharian dialect will connect with the ship. Speak with Dead will allow communication with the remains of the pilot, now dust but some of him remains around about. Level 3 Priest spell (will need a scroll). Speak with animals. Level 2 Priest spell will allow rudimentary communication with the ship. Read language/magic. Level 3 Wizard spell (will need the scroll from Clank or it's a first level spell in Zebra) will decipher the writing on the ship and allow communication.

As an aside there is enough unneeded exotic metal here for Clank to increase his armour usage die by one.

The palace tower

The upper reaches of the tower are protected by a magic force field. Any remaining charge in the ship's power core must be expended to penetrate it. If there is no power left

The lower floors are blocked by rubble. There are entrances from the ground but they are quite distant from the tower, well hidden and guarded by the Rat Queen's forces.

The palace ruins are inhabited by the barely living remains of an ancient sorcerer from **Radimore**, **Merdoramon the magician**.

He protects himself from outside interference by surrounding the top three floors of the tower with a barrier of energy that the ship's core can neutralise. The players will need the power source again to get through, they will disable the ship themselves. He is looking for Xixthur and has been for millennia. Originally he travelled to his future to claim Xixthur as Candara died but he miscalculated and has been locked in a battle with a demon follower of Kylwyrren ever since.

His barrier thwarted Tor Domnus' exploration of the palace but he is now trapped himself. After centuries of conflict he is fatally weakened. The demon is also very weak.

Merdoramon the magician is now a liche. He spends what little energy he has keeping the demon at bay but his circles of protection are diminishing in power. Old circles decorate the outer rooms of the tower where he fought and retreated. The demon stalks these halls.

The lights seen from the palace originally are from the Radimore sorcerer not the **Rat Queen**. She lives quietly below the ruins. At the top is the magician imprisoned by circles inscribed in the stone and fighting a demon he cannot defeat. A false goal.



the Palace Tower

Adventure 3: The palace tower

Room 1: Balcony level

Winged Yemli (sand devils) from the Dying Desert. A group of four attracted my the magical energies. They are frightened by the flying vehicle but come to investigate when it burns.
3HD attack with claws for 2D4 2AP capability 8
Each has 3D6 scavenged coins (in their nest).

The rooms are wrecked from an ancient battle. The stone of the walls is melted and fused in many places. The skeletal bodies of 5 palace guards slain by the Wizard's servants (more evidence of burning and smashing) lie in corners. Each body has 1D6 coins and good quality plate and chain (8AP) and a large shield (4AP) all strangely unmarked by time. Cobwebs and dust cover everything. Nothing has moved in here for centuries. The air is stale and musty until fresh air from the balconies makes its way in.

The room is littered with the overlapping remains of magic circles. Entering one causes it to glow briefly as it activates its latent power. Every time a character moves across the floor roll once on the table.

The Demon can be heard raging in the labyrinth below. Its echoing roars let the party know that the labyrinth is big. The stairs down are still blocked by powerful wards and barriers to stop the demon.

The magic barrier begins to reassert itself over time. Eventually the players can be trapped in the tower.

D6 Magic circle table

- 1 weak circle of protection gives +1AP to living creatures within it against every attack
- 2 average circle of protection gives +2AP as above and spell saves at advantage
- 3 strong circle of protection gives +3AP as above and spell saves at advantage with -1DRM
- 4 weak circle of summoning. Materialises 1 bound servant who attacks nearest non servant.
- 5 average circle of summoning. Materialises 2 bound servants as above.
- 6 strong circle of summoning. Materialises 3 bound servants as above.

The bound servants of Merdoram

4HD 3AP capability 10 1D10 damage +ignite flammable items. Burning characters take 1D6 fire damage (no armour) a round.
Armoured beings of smoke and fire. Taller and bulkier than a man, they roar furiously and

continuously. They are contained by their armour which is destroyed as they take damage until they dissipate with a final roar.

The circles can be seen with a detect magic. (Lvl1) and destroyed with dispel magic (Lvl3).

Room 2: The room above

The steps up are blocked by a strong magical barriers just like the ones on the balcony level. It appears the ship's core only made a hole in the tower's barrier and didn't remove it completely. The way up it to climb. There is a gap between the barrier and the wall allowing access to upper windows.

This room also shows the results of magical combat long ago. Melted walls. More bodies of guards lie horribly crushed at the periphery of the rooms. Many have been dismembered and their bones are scattered about. The remains of their armour is also beyond use although it will do for repairs adding a Usage Die to existing damaged armour. All the shields are sundered and the weapons broken. These guards were killed by the Demon.

The floor is also littered with the remnants of magic circles but these are all protection ones. Many are broken and do not function, destroyed by the Demon. Detect magic will show these.

Side rooms:

Fighting has gone on here too.
Merdoram Discarded a bag here long ago. It lies hidden beneath bodies in a corner and is protected by a magical trap that summons a guardian familiar.

Guardian familiar

6HD 5AP 1D6+1D8 damage capability 12
Resembles an earth elemental. It rises from the rubble if the bag is opened.

Bag contents:

Scroll: level 3 wizard spell **Yeloun's Touch**

Range: sight

Target: 1 creature

Save: negates

The victim feels a soft touch, then his breathing stops and he starts to suffocate. He has a cumulative 10% chance per round to fall unconscious. However, the spell can also affect the caster, who has a cumulative 5% chance per round to lose consciousness. Once the spell is cast, it can only be stopped by Dispel Magic or one of the two participants fainting.

Scroll: Ritual level 4. **Invisibility**. (Intelligence)
Range: Touch. Duration: 1 day/level. Save: no

This magic makes the target completely invisible; he may not be seen by any natural means, though he still makes noise as normal, leaves footprints, and can bump the furniture. Should the target attack any creature, the magic ends immediately. The target may otherwise move about and act normally.

Scroll: Ritual level 2. **Summoning** (Intelligence)
Range: The Cosmos. Duration: Instant. Save: yes
The mage crafts a gateway into another realm and calls a spirit. Any spirit may be called, though there are some obvious reasons not to attempt to summon a greater demon or one of the gods. The target may make a saving throw, but receives a penalty equal to the caster's level. The target spirit is under no compunction to obey the caster upon arrival.

Ring of Shadows and Terror. The wearer surrounds himself with swirling shadowy nightmare shapes that cause fear in those around him (WIS save). Failed saves mean the affected creature will seek to flee from the wearer. Shadows last for 1 round/level. UD D10

Rope of attaching- **Belthon's rope of entanglement.** Attaches and unattached at the will of the holder. 30ft. Light and strong. Can be used as an entangling weapon.
Potions of healing- 2D8 HP per bottle. Three potions in total in reusable sturdy metal bottles.

Room 3: The study

A single large room.

Here sits the ancient sorcerer from Radimore, **Merdoramon the magician.** He has become a withered, skeletal husk of a creature draped in the mouldy ragged remains of his once-rich robes. A liche.

He sits immobile on a high backed chair in the centre of the room surrounded by layered circles of protection that still blaze with an unearthly blue light. From deep within his skull's eye sockets malignant red sparks reveal his continuing life.
The air crackles with power and smells of ozone.

The protection circles here only protect Merdoramon. The defence circles will blast everyone else who attempts to cross them.
Lightning strike: 4D6 half damage with a STR save.

Merdoramon is no longer completely sane. He will respond to aggression with spells of his own until he realises the players are not demons.

Merdoramon, ancient time travelling Radimoreian sorcerer.

6HD 23HP 5AP +4AP against every attack from his circle. Competence 14 +4 to saves against magic.
Spells: 4x 1st level, 3x 2nd level, 2x 3rd level.
Charm, magic missile, shield, sleep.
Web.

Dispel magic, fireball.

Powerful enemy effects!

6D6 in personal jewels etc if killed.

If he's killed his astral form will talk to the players before he fades back to his own time. The demon will be free at this point so time will be short.

Merdoramon tells his story:

He is looking for **Xixthur** and has been for millennia. Originally he travelled to his future to claim Xixthur as **Candara** died but he miscalculated and has been locked in a battle with a demon follower of **Kylwyrren** ever since.

His barrier thwarted **Tor Domnus'** exploration of the palace but he is now trapped himself. After centuries of conflict he is fatally weakened. The demon is also very weak.

He spends what little energy he has keeping the demon at bay but his circles of protection are diminishing in power. The demon stalks the magically altered halls of the lower palace, trapped in a labyrinth of Merdoramon's making.

What he can offer:

He cannot lower his barrier to let the players out unless the demon is dead or unless he is dead which would be very bad.

The demon can only be banished if Merdoramon knows its true name.

He will promise to help the players find Xixthur because he needs its healing powers more than ever.

He has magic that can locate the gem that matches the diadem. He knows it is not in this tower.

A wizard who spends time with Merdoramon may add 1D6 levels of spells and/or rituals to his or her spell book rolled randomly but re-roll duplicates.

What the players can do:

They must find the demon's true name.

Merdoramon had a wand of identifying the infernal hosts but it is in a room below where he left his belongings when he fled from the unexpected demon attack centuries before. The players will need this. Using it successfully on the demon will reveal its true name and its affiliation.

Merdoramon will need time to perform a banishment ritual once he has the demon's name so the players must protect him until it's completed.

Room 4: The treasure room

Following the right hand stairs below the labyrinth level gives access to this room. It is mostly blocked by rubble which seems to have erupted from below rather than fallen from above. The area that remains accessible contains Merdoramons ancient possessions.

The **Eidolon** stands in the centre of the room. It is about 10ft tall, bipedal with a blank spherical head. It has only the rudimentary look of a man. It appears to be made from some light coloured rough stone. There are no visible joints.

There is a also red wooden chest sitting against a wall.

This is **Chester**, a construct of Merdoramons containing the bound spirit of a demon prince. Chester is designed to securely hold Merdoramons most treasured possessions and protect them. He will not open for anyone but Merdoramons. Except, he's hungry so will actually do anything for food.

"Begone mortal worms, I hold the possessions of Merdoramons the mighty, slayer of the Ebeteen shackleminds and corrupter of the Golems of Reason. Begone before I slay you all!"

Inside Chester is the wand of identifying the infernal hosts and the amber charm which Merdoramons has forgotten about.

Amber charm.

A cube of transparent, yellow amber in which is imprisoned a tongue of blue fire. The fire is alive, burning in some dimensional world at which the players can only guess.

Wand of identifying the infernal hosts.

Identifies demons and their place of origin. INT save negates. D8 usage die.

Chester, a red wooden chest.

Chester walks on a pair of legs. He has bright blue shoes of scintilating speed which allow him to keep up with most creatures. They sparkle when he runs and he is inordinately proud of them.

Impervious to harm.

Does not attack.

Requires feeding.

Items stored in Chester are beyond the reach of man unless he willingly gives them up.

The Eidolon will stride behind Chester following him. It too is impervious to harm.

Returning the items to Merdoramons:

He will explain the use of the wand.

He will remember the amber charm with a start.

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

Mysterious words indeed. He will hand it to a random player.

The Eidolon will give him pause. It isn't actually his. *"The gift of Belthamquar, the father of all demons. Legend says Afgorkon and Belthamquar were partners in wizardry, fifty thousand years ago! That the demon-father made a faceless idol out of stone, giving it to Afgorkon so that the spirit of the great mage could inhabit it and peer between worlds."* *"It is not mine, nor is it destined for me. I fear it was waiting for you."* He will look pityingly at the players and sigh.

Room 5: The labyrinth

The normal rooms of this level of the palace tower have been magically extended into other looping dimensions. The rooms and corridors of the labyrinth seem to be made from dressed stone. There is a low light that pervades it allowing limited visibility as if it's permanently dusk. Only near objects can be seen (up to 30')

All the doors and windows have been replaced by portals that lead to random areas within the labyrinth. The destinations can be chosen if one knows the key.

Portal key:

The portals cycle through six colours, dark, red, yellow, green, blue, white, staying on each for only a couple of seconds. If someone such as the demon doesn't know the code roll D6 to determine the colour as they pass through.

Entering the labyrinth from a portal

Dark: Room 1

Red: Room 2

Yellow: Room 3

Green: Room 4

Blue: Room 5

Light: Room 6

Moving through portals in the labyrinth

Dark: walk into the joining passage

Red: Room 2

Yellow: Room 3

Green: Room 5

Blue: Room 6

Light: walk into the joining passage

There are two portals on the floor at corridor junctions which will send people back to the respective side rooms. These can easily be jumped over or skirted if a player doesn't want to use them.

Demon- Azthamur

A subject of Eldrak, who has permitted this light to be stolen from his seven hells and who must be summoned to reclaim it

Azthamur takes on the form of a giant decaying goat man armed with a staff.

His hooves drum on the floor of the labyrinth and echo down the corridors. His braying and shrieks fill the air, sometimes distant, sometimes terrifyingly close. His animal smell is everywhere.

6HD 48HP 5AP competence 14 1D6+1D8 damage + CON save or covered in pestilence for an extra 2 damage (no armour) per round until cure disease is cast (3rd level spell so scroll or 5th level priest) or a successful CON save at disadvantage (attempt each round) further pestilence adds 2 damage each time but one cure or save negates all of them. Alternatively wearing the amber charm will negate it. The demon cannot be slain here. If 'killed' he will get up the following round fully cured. If set on fire he will take no damage but burn for eternity adding his glow to the dungeon and becoming visible when far away (up to 60').

Once the name of the demon is known Merdoramom can start his ritual. It will take a dramatic amount of time before it is complete during which the demon may find his way upstairs since the barriers were removed to allow the players access to the labyrinth.

The ritual will summon **Eldrak**, a pillar of flame somehow dressed in a dark cloak. Who will acknowledge his mistake in allowing Azthamur to be called from his seven hells for so long and return there with the demon.

Merdoramom will turn his attention to finding the location of the gem. He will study the diadem, ponder, mutter, be puzzled and eventually cast spells on it. Finally he will admit defeat.

"There is magic here of a type I don't understand. New magic, and it's masking the gem's presence but I can draw it to me."

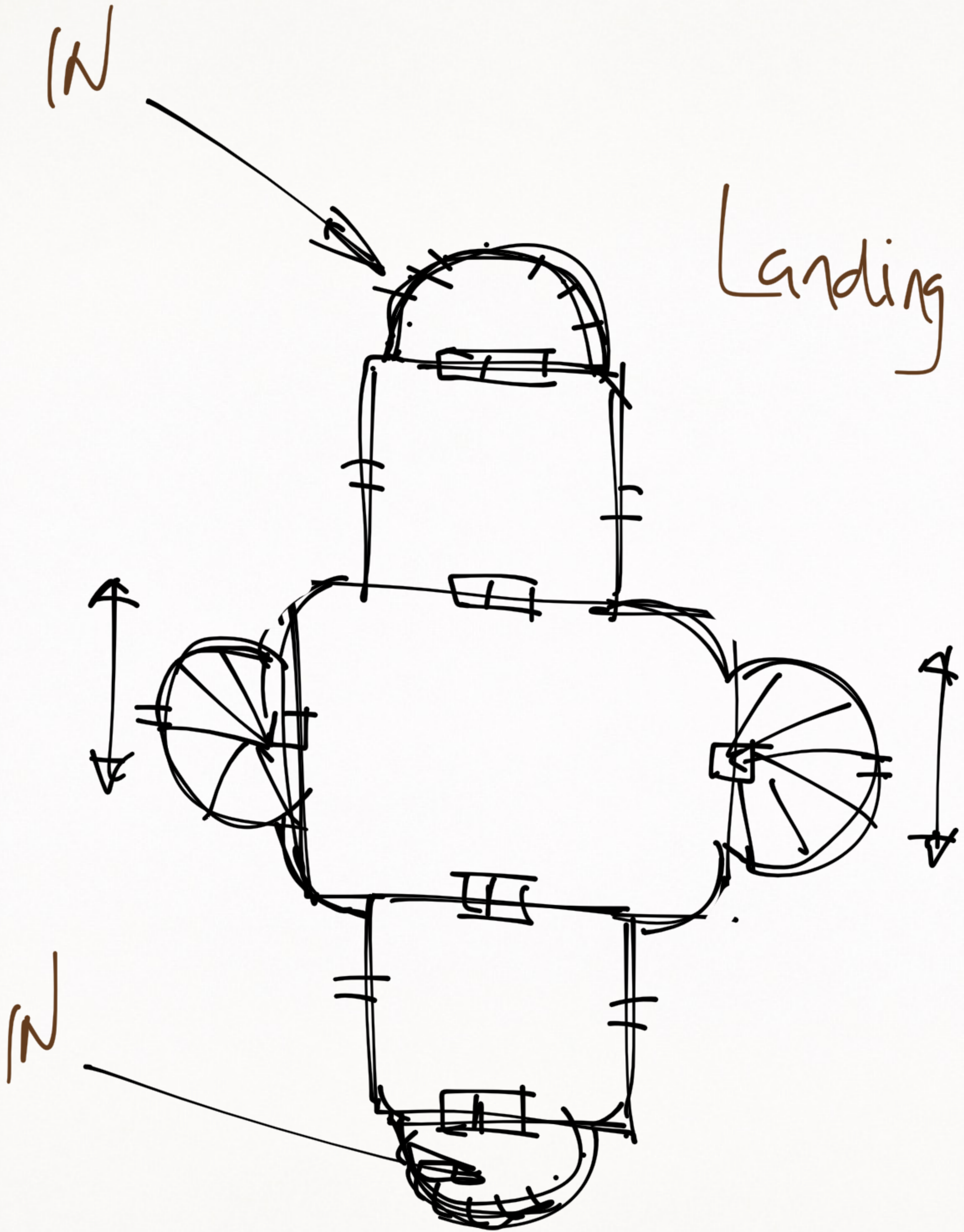
He will perform a ritual of summoning. The Rat Queen and quite a number of rats will appear in the circle.

The **Rat Queen** is wearing a ring containing a gem identical to the diadem's.

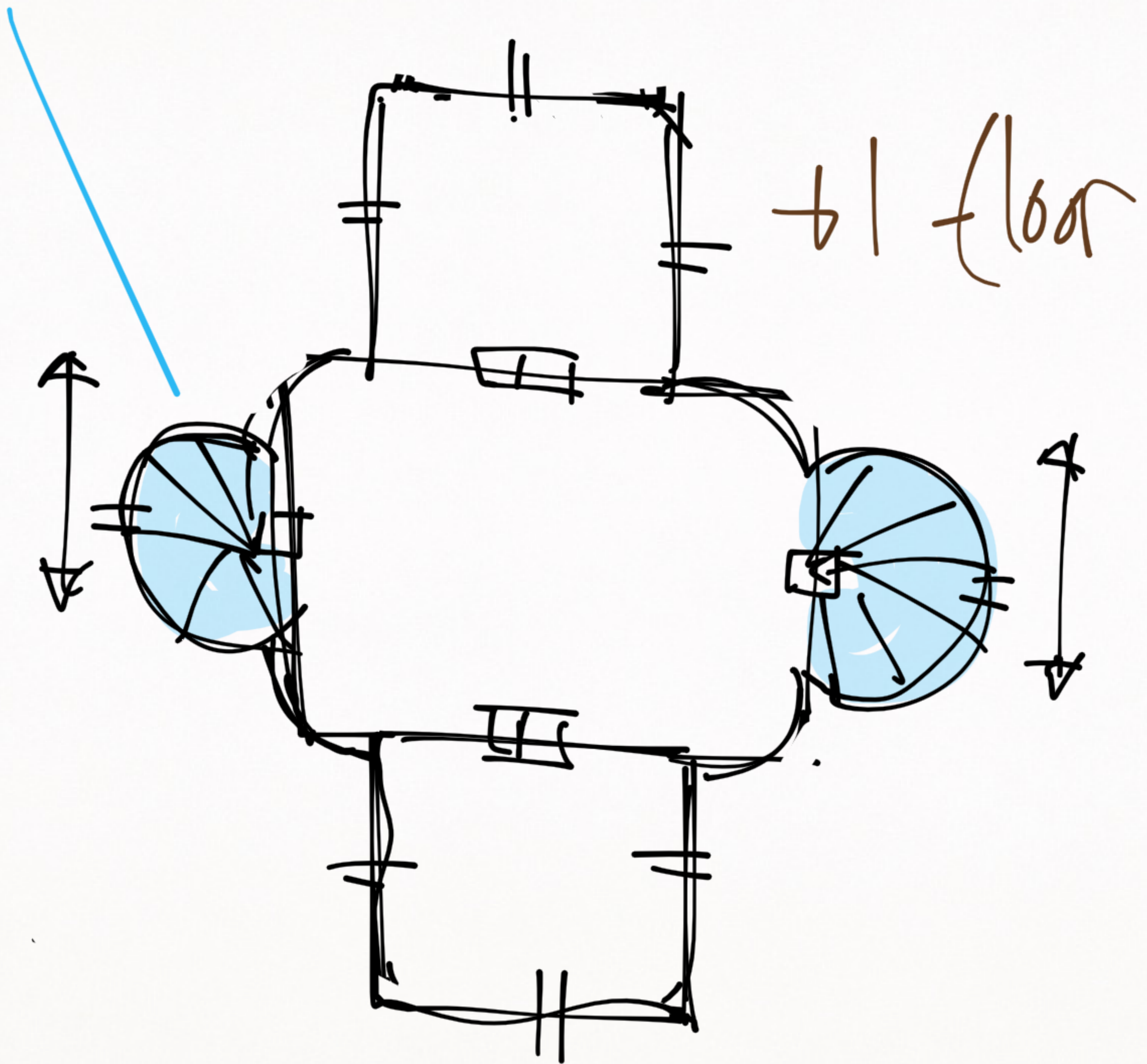
She knows where the other gem is, the Rat King's court. She got there once but couldn't open the door- she didn't have the diadem. Barely escaped with her life.

She will offer to show the players where the Rat King's court is in return for them clearing the way to the door. Then, together, they can see what's behind it.

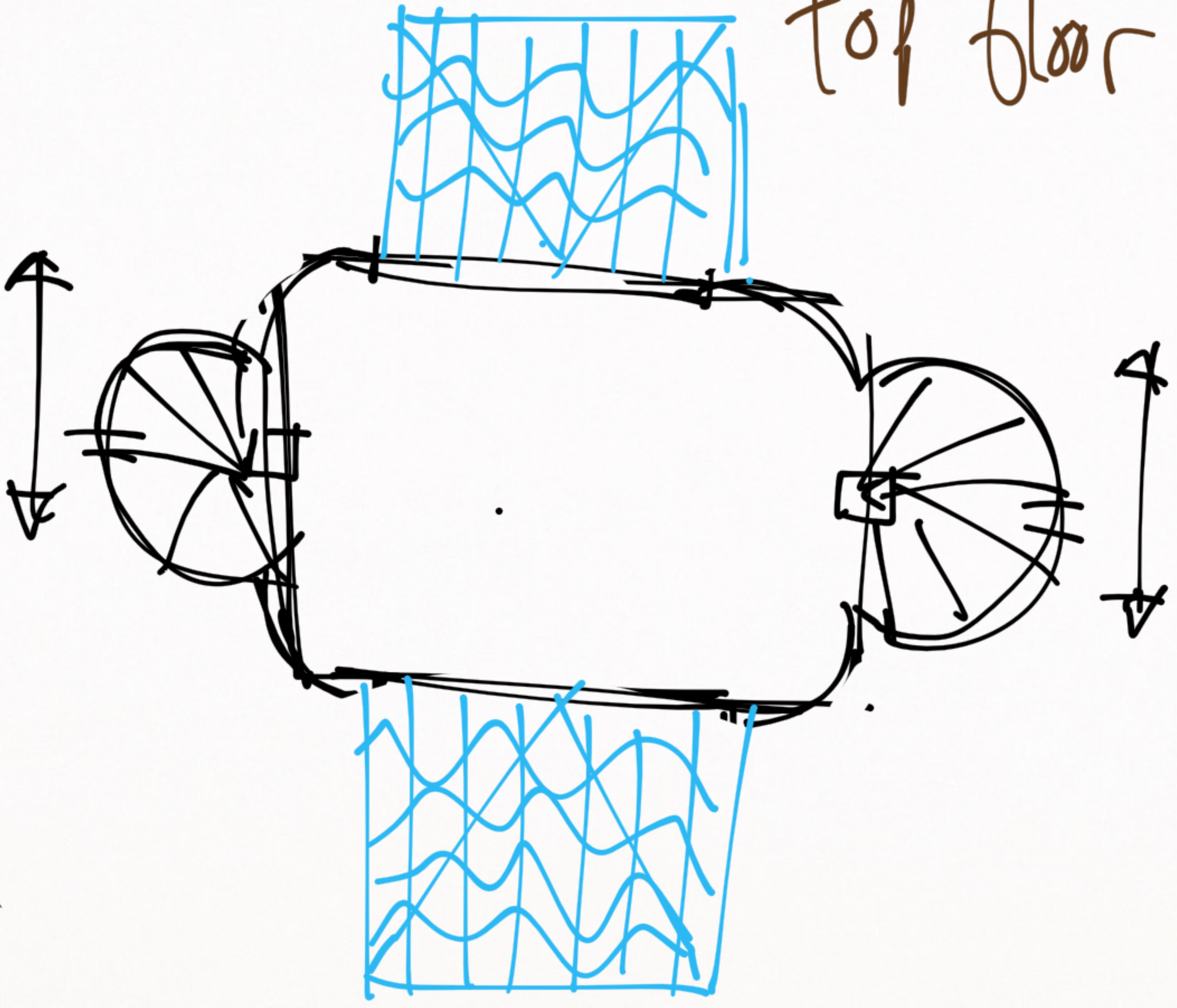
Merdoramom wants Xixthur but cannot leave the tower just yet. He offers to join them at the door as well.

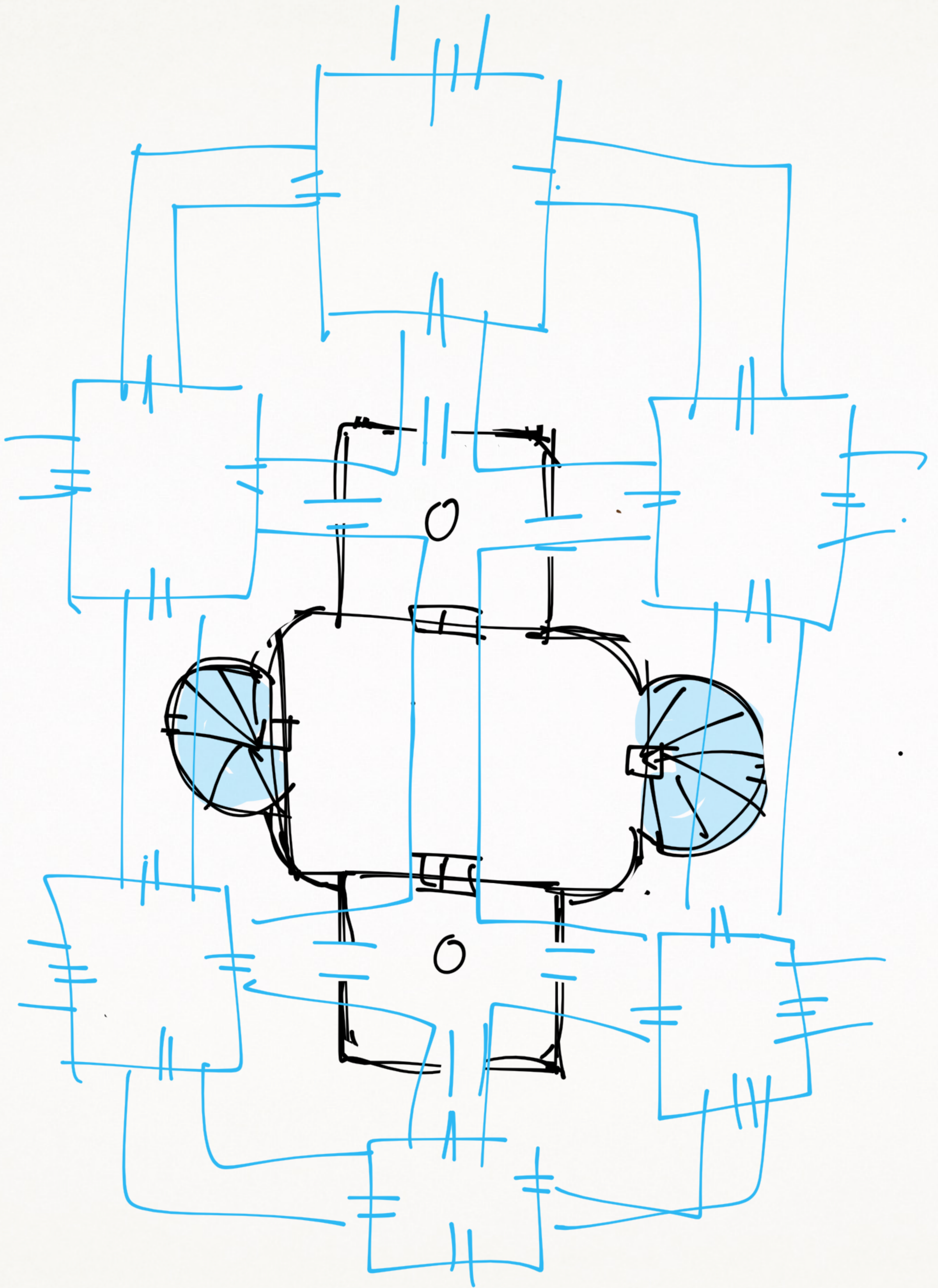


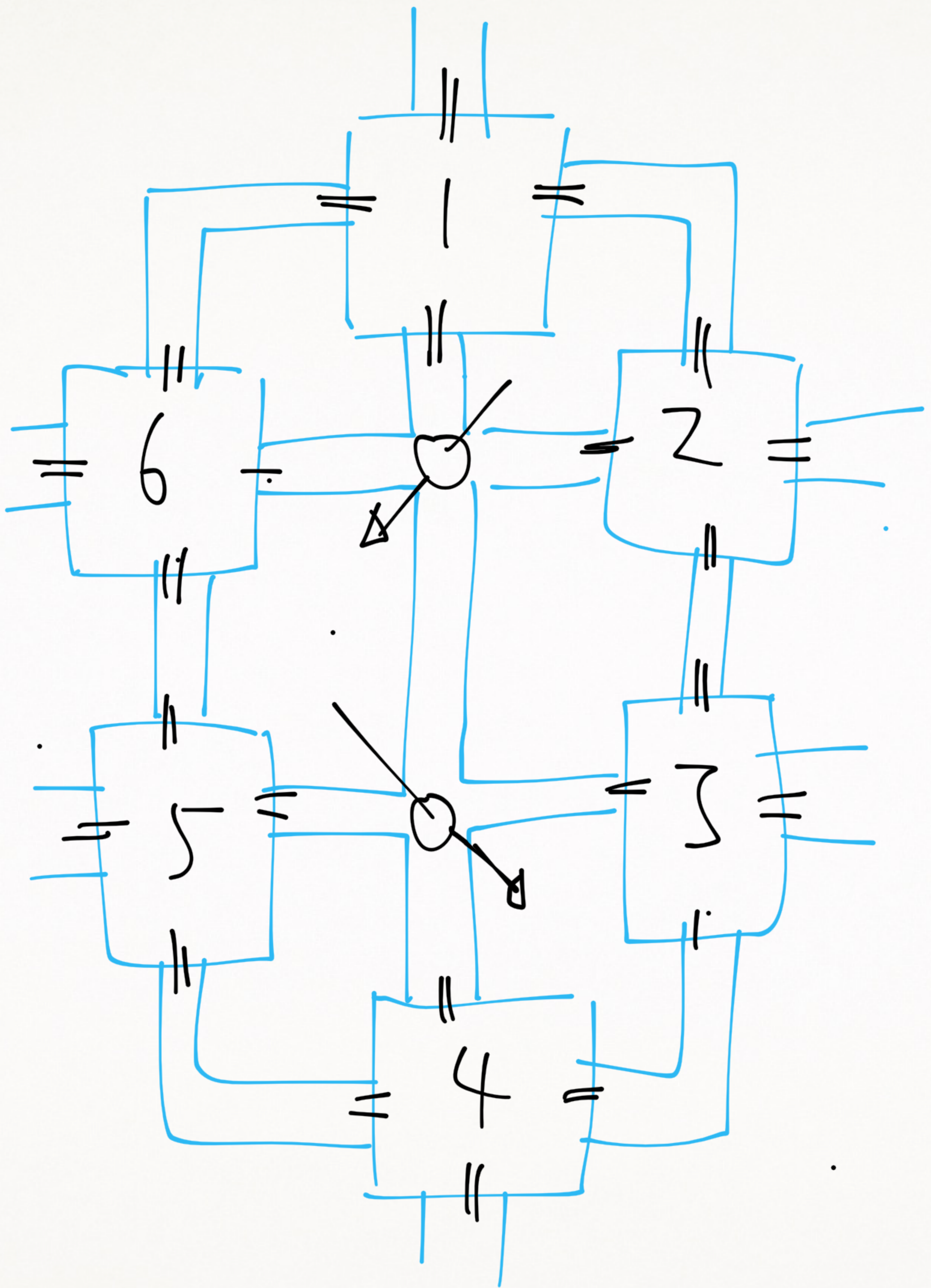
Barrios.



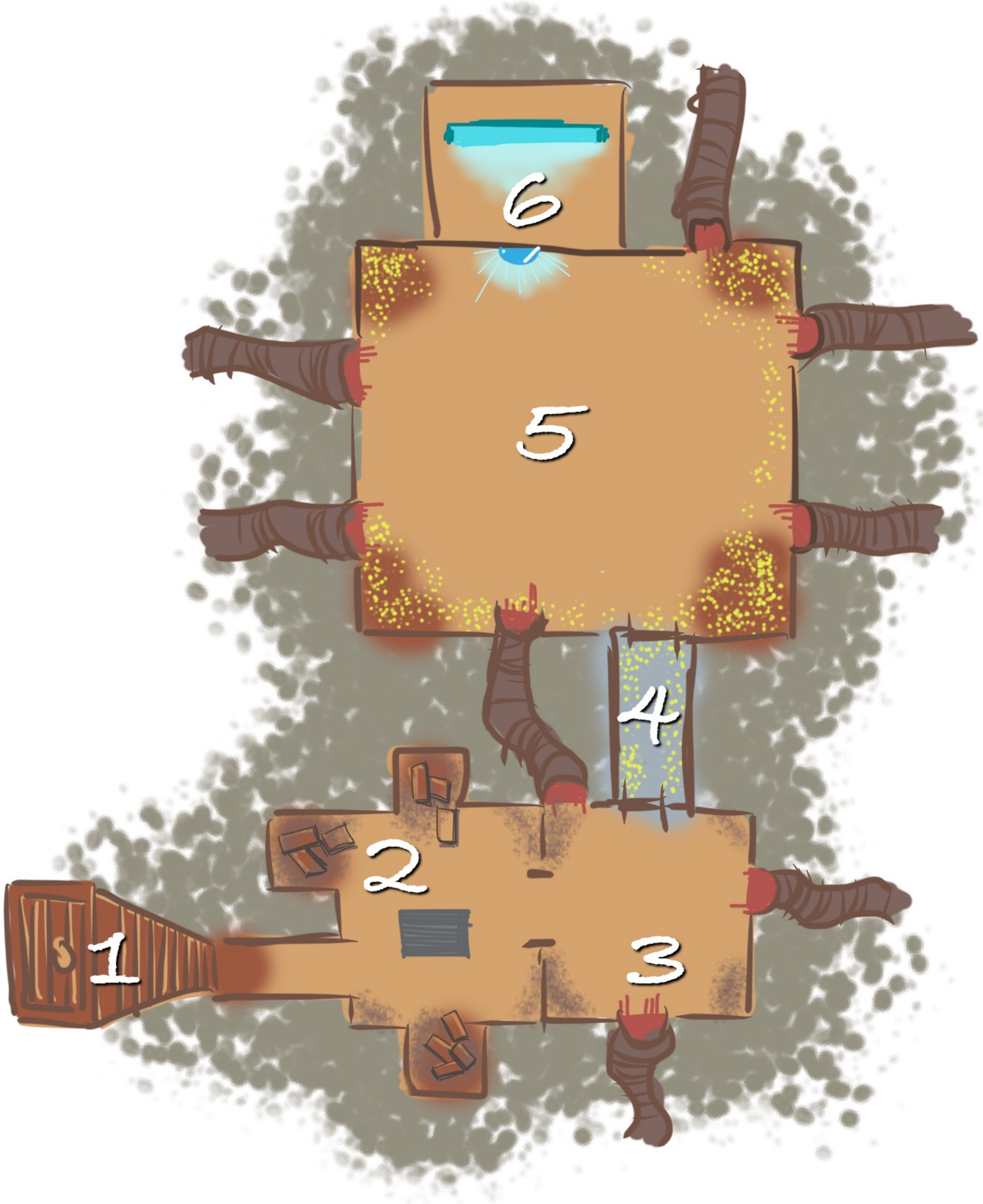
top floor

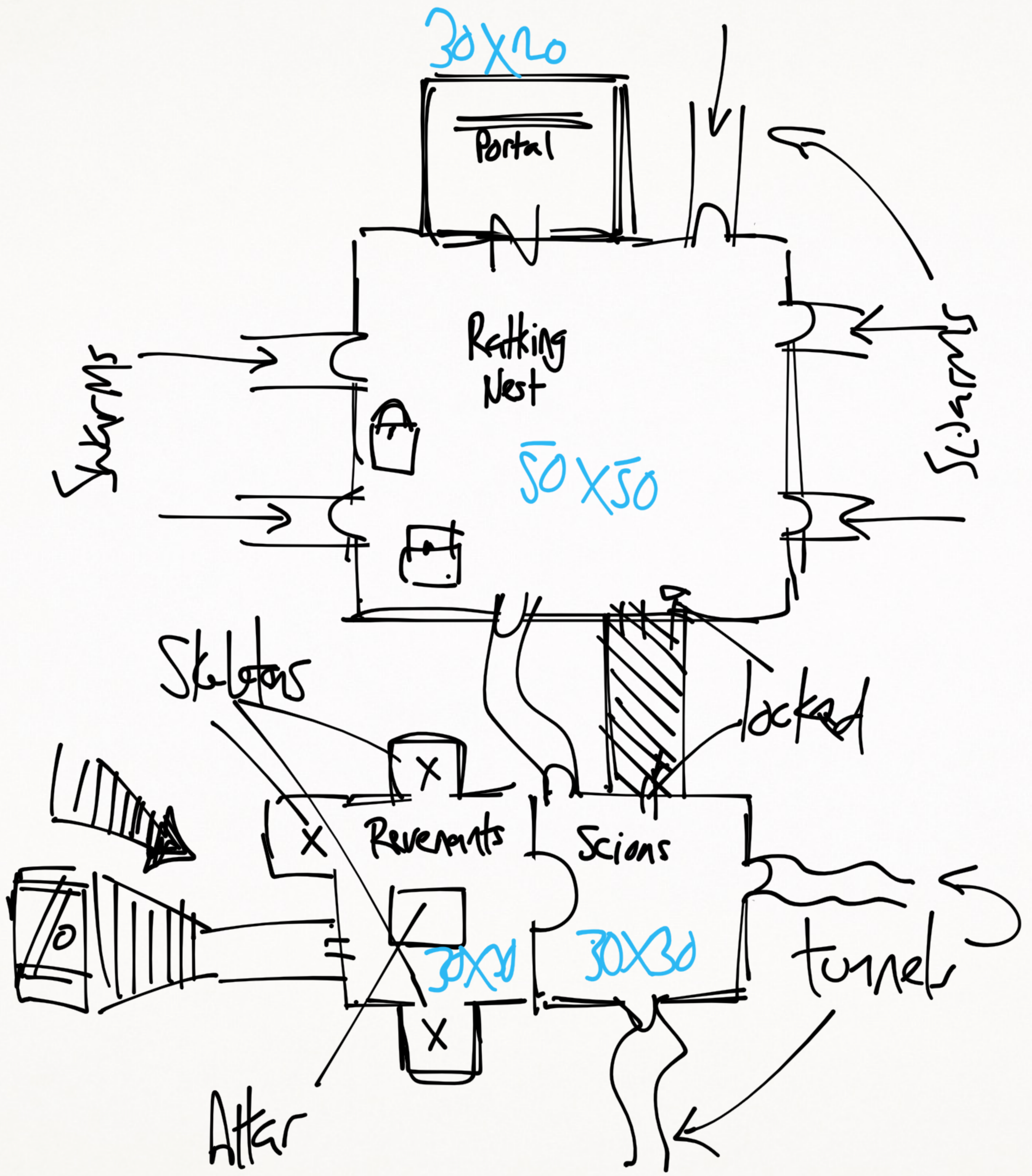






the Court of the Rat King





Adventure 4: The Rat King's court

The only way to find the entrance is to be led there by some of the **Rat Queen's** rats. She will enlist the players against the Rat King telling them that a gem identical to the one on the diadem and on her wrist band is in his court. Her rats have often tried to retrieve it but failed.

The Rat Queen will provide three scrolls with **Cure disease** on them (Lvl 3). The spell can be read by a priest and cast as normal. A failed cast destroys the scroll.

The Rat Queen's rats will leave once the players reach the entrance and will not fight with them. She will join them once they have killed the **Rat King** before the portal is used.

1. The entrance to the Rat King's court

is a large trap door in the basement of a once important building long since reduced to a rubble strewn shell. The basement is piled high with rotting detritus, human and animal bones, sewage, and filth covers most of the floor knee deep in most places and piled high in the corners and against the walls. Only a small area of floor around the trap door is clear so it can be opened.

The area is occupied by a group of 8 Cult Scions who are searching through the filth with glee. Occasionally one will stoop to pick up and gnaw on a tasty bone.

Cult Scions

HD:2 HP 10,11,12,13,10,11,12,13

1D6 damage 2AP

Coins: 2D6 each

Men and women with the same sharp cast to their features, the incestuous and mad scions of the city, they now serve the rats within catering to their needs and performing the minor interactions with the outside world required by their rodent masters. They wear concealed armor beneath musty and antiquated clothes and fight with thrown knives and their sharp filed teeth.

The trap door is unlocked and leads to a shaft with a descending ladder. The smell from below is overpoweringly fetid. The ladder is encrusted with filth.

The passage at the bottom of the ladder is actually cleaner than the ladder shaft except at the foot of the ladder where stuff fallen from the room above has collected. It is dark and foul.

2.It leads to a domed crypt

Three alcoves hold rotting corpses in the remains of coffins and biers. Picking through these remains are a group of 6 Rodent Revenants.

Rodent Revenants

HD:2 HP 8,9,10,8,9,10

1D6 damage 1AP

Ghostly scuttling rodents, rags of skin and bone, once the great grey eminences of their packs and clans they still serve the Lues Rex, hunting and scuttling among detritus to paralyze the enemies of rodent kind with their arcane bite, leaving them as meat for their multitude of progeny.

The bite of these undead rats causes a terrible itching and fever, requiring a save vs. paralysis (CON) to resist. Those who fail to save fall to the floor scratching them selves and delusional for 1D6 turns as the fever burns out.

There is an ancient altar in the centre of the room that gives off an eerie, unhealthy green glow. If the altar is touched by a living thing its colour will pulse, filling the room with the sickly green light momentarily.

This will animate some of the corpses in the alcoves.

Corpse skeletons (D6+3)

HD:2 HP 9 each

2AP 1D6 damage

These skeletons cannot be turned but the altar can be temporarily deactivated by a priest making WIS check at +1 for every two skeletons rounded up. If successful all the skeletons will collapse.

Each character can salvage 2D6 coins from the coffin piles (small jewellery etc)

3.Beyond an arch is another crypt

with no alcoves or altar. The walls have been tunnelled into by the Dire rats that live here. They avoid the altar crypt.

There are 4 Dire rats here and **3 more will appear** from the tunnels after a round of combat.

Dire rats

HD:2 9HP each

1AP 1D6 damage

Huge filthy Rats the size of a large dog. They stalk and leap having grown fat and canny on the flesh of their smaller kin and the occasional intruder.

The double doors are ancient and locked.

4.The passage beyond

is deep in dust, undisturbed for millennia.

There are tumbled chests and dusty coffers here and there, with bars of gold and silver making small mountains. Dust lies thick over everything.

Rummaging amongst the dust will reveal yellow mold which won't be discovered until it's disturbed, surprising the party.

Yellow mold

Affects everyone in the passage.

All save vs CON or take 1D8 damage. Next round save vs CON or take a further 1D6. Characters who made the first save roll the second with advantage.

Characters who were rendered OofA take the second save at a disadvantage.

Mold is destroyed by fire and sunlight makes it dormant.

On the metal clasp of a small coffer is carved the name: **Ebboxor**. A blow from a dagger pommel will suffice to snap the rusted lock.

Inside is a parchment made from human skin with a map scrolled on its smooth surface.

The map shows the location of the legendary tomb of **Kandakore** located in the haunted ruins of **Phyrmyra** deep in the land of **Tharia** hidden for 50,000 years.

"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."

Each character can get 12D6 coins here. The door at the far end is also ancient and locked.

5..The Rat King's court

is a huge vaulted room. Its walls are honeycombed with rat tunnels except where the secret room is. Bright trinkets, most not very valuable are piled in the room. Glass, copper pots, bits of shiny cloth etc. There is still enough treasure for each character to gather 6D6 coins.

There is a gem identical to the one in the diadem on the far wall about 10ft off the floor. Both gems begin to glow as they are brought into proximity.

The Rat King is in the centre of the room surrounded by 6 Rat swarms.

1D4-1 new swarms will appear each round until the Rat King is dead at which point they will all scatter.

Rat swarm

HD:1 6HP each

One attack 1D4 hits all opponents in range. Can't be surprised.

Frenzied Rats (swarm) - A mass of swarming biting rats driven into driven to divine ecstasy to seethe through walls, burst from drains or holes and devour all living things.

The Swarm may engulf up to two targets in melee, after an initial hit the swarm will continue to do damage each round until it is destroyed or the target is engulfed in flame or submerged in liquid.

Rat King

A tangle of cannibal rodents, living, dead and undead, twined by their tails. These horrors are blessed harbringers of the Lues Rex, the Great Rat King, and share his power and ability to curse and spread death, but their wretched protean forms are quite fragile and they are animated only by simple verminous minds directed by the will of the Great Rat King from his demonic realm.

HD:5, HP 28 regenerates D4+4 HP a round by renewing itself with nearby rats joining the writhing mass unless burned or blessed.

4AP

Gaze of Filth: The fixed gaze of the rat king produces disease and corruption at an incredible rate. Each round it may gaze upon a target who must save v. poison (CON) or collapse dying and bursting with unnatural diseases. Cure disease required to remove.

After the Rat King is dead the **Rat Queen** will arrive through a rat tunnel. She will want to see where the portal leads and the players will need her ring to open the door.

Merdoramon will also appear although still very weak.

6.The portal room

Getting close to the glowing gem on the wall with the diadem and ring causes part of the wall below the gem to dissolve allowing access to the room beyond.

The room contains a portal that is already glowing and swirling because of the proximity of the other gems. It is oval shaped, about 7ft tall with a brass frame and a translucent blue centre that swirls and eddies.

If both gems pass through the portal it reverts to being a large mirror.

The portal connects to Candara's summoning room. It is a large round room full of shelves and tables covered with books, scrolls and alchemical equipment.

In the centre is a large and ornate summoning circle containing a lectern to hold books and various braziers and gongs to aid in summoning. The book on the lectern shows a summoning ritual for **Abathon**, a demon.

There are no windows or doors. The reverse of the portal is a mirror.

There is no sign of **Xixthur**.

One table holds two rough human shapes apparently formed from clay which is still moist. These are the bodies awaiting the return of the waiting spirits of **Kylwyrren** and **Tor Domnus**.

Xixthur is in an alcove behind a golden door set into the wall but the door can only be seen in the mirror. Once discovered the door will open to the two gems and reveal Xixthur on his plinth. The door is trapped with spells left ages ago by Kylwyrren the court wizard of Tor Domnus designed to summon their waiting spirits from a demon limbo when Xixthur is found.

Xixthur is an urn about three feet high and two feet wide. Spikes of different lengths protrude from it at various angles. Xixthur is in fact an ancient healing machine. If anyone nearby is injured it will activate and heal them. Coloured rays will strobe from it sweeping over the area before focusing on anyone who needs healing.

Merdoramon will be returned to his healthy plump self.

At the same time the spirits of Kylwyrren and Tor Domnus will return to the waiting clay shells which, bathed in Xixthur's rays also will animate and take on their forms. They will immediately move to secure Xixthur.

Tor Domnus Fighter lord

6HD 40HP

5AP 1D6+1D8 damage capability 14.

Powerful opponent effects.

6D6 coins

Tor Domnus wears elaborate plate and chain and carries a large shield (can sunder this to avoid damage). He wields a broadsword.

Kylwyrren sorcerer

6HD 36HP 5AP 1D6+1D8 damage. Capability 14.

Powerful opponent effect.

6D6 in personal jewels.

Spells: 4x 1st level, 3x 2nd level, 2x 3rd level.

Charm, magic missile, shield, sleep.

Web.

Dispel magic, fireball.

Merdoramon may take advantage of any confusion to steal Xixthur himself and return to the past.

The Rat Queen may take advantage of any confusion to steal Xixthur and leave magically.

After a while **Abathon**, will appear. He is a writhing mass of blackness that emanates evil that coalesces into a hooded man with a black void in place of his face. He will begin to slay everyone and take Xixthur. Only being in the circle of summoning will give any protection.

Once Abathon has slain anyone who is outside the circle he will depart taking Xixthur with him if possible.

If the players have Xixthur he will wait until they hand it over.

The treasures of Candara:

The sword of Aberthan, one of the Ten.

On its blade is inscribed their war song in a forgotten language:

*"We slay, we warriors of the East,
man and woman, child and beast,
For any who oppose our lords—
must die before our bloody swords!"*

The sword gives +1 attack/round. +4 damage. Wails as it is used in a ululating song that no one understands but which causes fear in enemies (WIS save or PANIC- see Additional Things)

Arrows for the Slaughterer

Long Fingers of Death.

Enough to increase an existing UD by 2 steps (max D12) or start another UD at D10

Dagger of Kasthin, one of the Ten

extra attack per round and 3AP if used in place of a shield. Must be wielded as a second weapon to confer bonuses.

The hat of The princess Fetet

Allows communication with other realms. A priest wearing it may cast all spells with advantage.

Counts as a helmet for armour.

the magic leaf of Maru Kamaru

Rubbed on someone it removes any affliction.

Does not cure damage. D10 UD

Wizard spells

A wizard may add 2D6 levels of spells and 1D6 levels of rituals to his or her spell book by copying the magical texts here.

Player choice.

Amidst the books in the summoning circle is the spell to open the mirror portal. It is a level 3 ritual. Any wizard may attempt it adding 3 to the roll if they do not have a level 3 slot.

The players have:

Map to the Tomb of **Kandakore**.

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

Map of the royal galley of Kylos, the emperor of Romplaxar VI with a certain room highlighted but the city and king are lost far in the past.

Vague rumours of the Ten.

Eidolon but no idea what it's for.