

THE CHRONICLES OF THE LATTER DAYS OF YARTH

ISSUE

PEOPLE

Broxar Thralk of the yellow eyes does indeed have large glowing yellow eyes. 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.

ALLIES

Rufflod

(A rogue!)
One time companion to
Kothar the barbarian, now just
a head in need of a body.
He can offer sage advice but
his knowledge can be many
thousands of years out of date.

ALLIES

Clank

5HD 28HP 8AP total 2 Fists 1D12 each Metal shell D8UD 4AP Competence 14 Its strange metal amplifies and scintillates any light so he is difficult to look at in bright light.

Abilities: Able to manipulate the destinations of existing portals.

Clank has 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.

ALLIES

Thrigley Newtweasle

(the cunning)
Thief/level 3
Short sword 1D6
Leather armour D6UD 2AP
Small shield D4UD 1AP
HP13

STR 12

DEX 15

CON 13

INT 10

WIS 8

CHA 6

PLACES

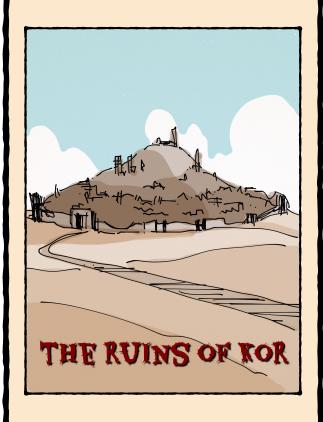
Romplaxar VI

Kylos, the emperor of
Romplaxar VI, lived on a
gilded pleasure galley. You
have a map of the galley with
a certain room highlighted.
Rufflod says this room housed
the Helix, a doorway to a
pocket dimension.
Kylos and probably his city
have both been dust for
centuries.

PLACES

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 savages living amidst the ruins. Food is scarce, gained only from scrawny but well guarded livestock 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 so nobody bothers.



THINGS

Magnus Steel Cleaver

A long handled axe enchanted or engineered to cut metal. Two handed weapon so it adds +2 to any dice rolled making it harder to hit with but inflicting more damage. It cuts through metal including armour so negates 4AP if the target is wearing metal armour or is made of metal.

The diadem of Candara, immortal queen of Kor

The strange purple gem on this diadem 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.

THINGS

The Slaughterer

The longbow of Ilthur the

archer, one of The Ten.
It fires arrows that travel
faster than thought and further
than a normal man can see.
It can shoot at distant targets
with no penalty.
It always shoots with
advantage, even close.
Arrows for the slaughterer, the
Long Fingers of Death, are
very special, they 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. They are ancient beyond measure. The arrows in the current quiver have a usage die of D6 because there are only a few left.