



# THE CHRONICLES OF THE LATTER DAYS OF YARTH

ISSUE  
1

## 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 He can offer sage advice but his knowledge can be many thousands of years out of date.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.