

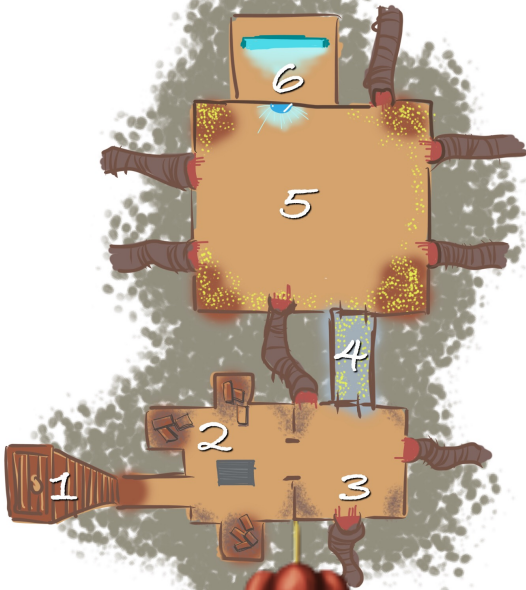


# THE CHRONICLES OF THE LATTER DAYS OF YARTH

ISSUE  
4

## MAP

### the Court of the Rat King



## THINGS TO DO

- ✓ ~~The Wizard's Request~~
- ✓ ~~The City of Kor~~
- ✓ ~~The Palace Tower~~
- ✓ ~~The Rat King's Court~~
- Deliver the Amber Charm
- Ransack the Tomb of Kandakore
- Become rich and powerful beyond measure...

## RUFFLOD SAYS:

"There's a curse on Phyrmyra, something about a leech that sucks the blood from a man and leaves him to die in raving madness."



## PLACES

### The Tomb of Kandakore

"Into Tharia to the haunted ruins of Phyrmyra, where Kandakore is said to have ordered his burial ten thousand years ago."

## RUFFLOD SAYS:

"Gods, maybe there's 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."

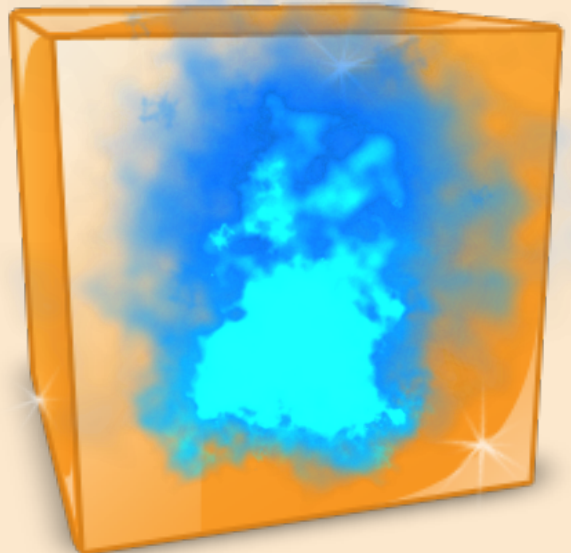


## PEOPLE

### Themas Herklar

is regent in Phalkar, 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 is thrown over the cushioned seat.

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



## THINGS

### **The sword of Aberthan, one of the Ten.**

On its blade is inscribed the war song of The Ten 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)

### **An 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 you can only guess.

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

## THINGS

### **The Eidolon**

It is about 12ft tall. It has only the rudimentary look of a man and has no face. It appears to be made from some light coloured rough stone. There are no visible joints.

*"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."*

-Merdoramon the magician, a sorcerer of Radimore and slayer of the Ebeteen Shackleminds.



## THINGS

### **The Dagger of Kasthin, one of The Ten**

One 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 .



## PLACES

### **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.

## OWLS

*"They say that the owl named Kaepora Gaebora is the reincarnation of an ancient sage."*

Sounding the drum located next to an owl statue will activate the local magic transportation vortex that gives access to most of Yarth. The vortex appears as a giant owl for some reason. The vortex network was instigated long ago by an ancient sage for the benefit of the people of Yarth. Today it still functions efficiently in most cases and reports of travellers who are never seen or heard of again are rare.