



THE CHRONICLES OF THE LATTER DAYS OF YARTH

ISSUE
8

EBETEEN SHACKLEMINDS

The Ebeteen Shackleminds built homes and shrines in the petrified heads of the Cinderwar Biogomorrhans.

The Ebeteen Shackleminds stand together but you must find the one who stands apart. Seek the help of Merdoramon the magician who lives in ancient Radimore in Tharia. He will be a powerful ally in defeating the Ebeteen Shackleminds.



THINGS TO DO

- Travel to the Haunted Lands and thwart the plans of the Ebeteen Shackleminds who plan the doom of mankind.
- Locate the third Izvoreni Time Tomb and slay its occupant.
- Summon Pulthoom to claim the stercophagus of the Izvoreni as agreed.
- Find the kingdom of the Fungal Folk in the pocket universe created by Thaladomis of Avalonia.
- Journey to ancient Knuum in Alkebulan.

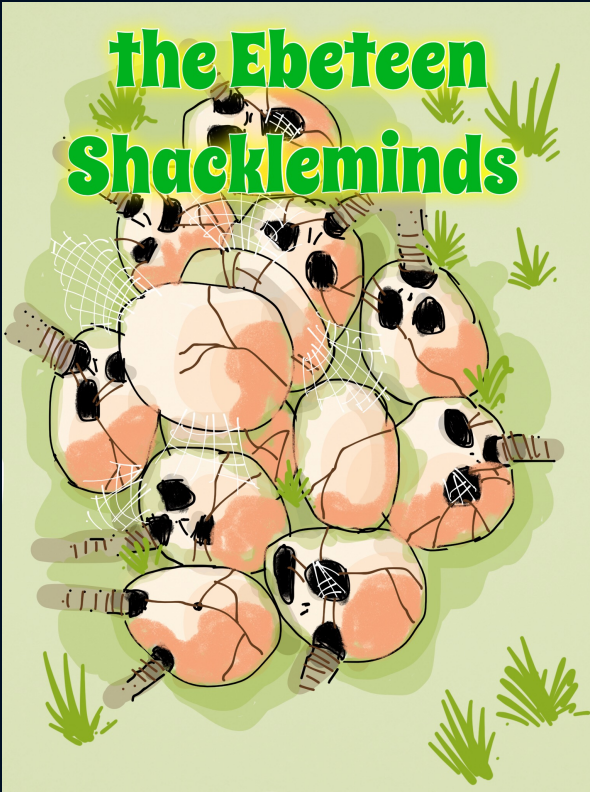
RUFFLOD SAYS:

"A roguish grin and a ready jest are of more use in a room full of madmen than the sharpest steel."



ANTEDILUVIAN TOMBS OF THE IZVORENI

the Ebeteen Shackleminds



"One tomb is guarded by the Ebeteen Shackleminds who built homes and shrines in the petrified heads of the Cinderwar Biogomorrhans. The Ebeteen Shackleminds stand together but you must find the one who stands apart. Seek the help of Merdoramon the magician who lives in ancient Radimore in Tharia. He will be a powerful ally in defeating the Ebeteen Shackleminds."

ANTEDILUVIAN TOMBS OF THE IZVORENI

"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."



THINGS

Radimorian Mining Exoskeleton

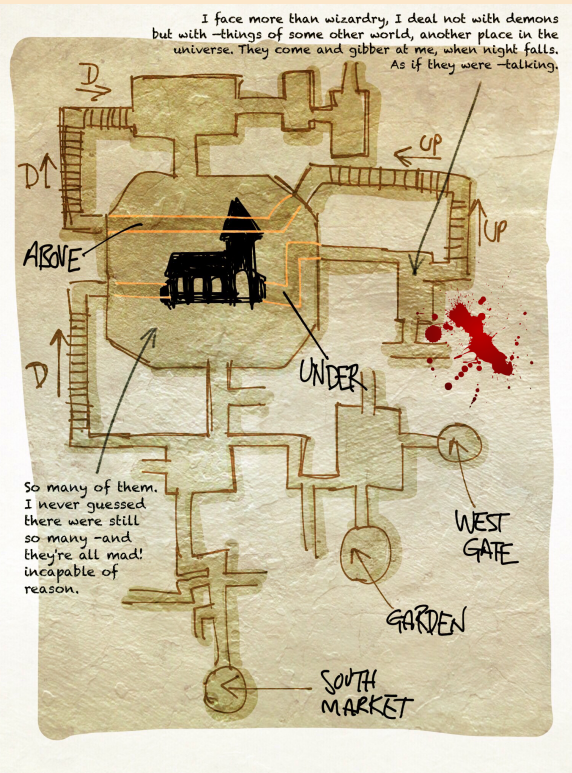
UD10 (check as armour)
Adds 6AP but counts as leather armour. Includes a helmet. Allows seeing in darkness. Purifies air and provides 30mins of on board air if needed.

Adds +4 STR, +4 DEX and doubles normal movement and carrying capacity.

Claws can be used as weapons. Single claw +4 damage, both claws +6 damage.



PLACES



The Black Church

Deep within the ancient cellars of Radimore stands the Black Church. Erected by the followers of Pulthoom over the spot where the god first appeared on Yarth bringing the secrets of magic with him it has since become the home of the mad cultists descended from the original followers. Natural emissions of gas from the rocks combine with Radimorian power cells to activate a conduit to a nearby Hyper Light Highway allowing travel to other worlds. Unfortunately using the Highway unprotected destroys human minds.

NEW SPELLS

Hold Portal Level 1 Range: Referee's discretion Duration: 2d6 turns. This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Detect Thoughts Level 2 Range: Far Duration: 2 hours. The caster can detect the thoughts of other beings.

Phantasmal Force Level 2 Range: Distant Duration: Until negated or dispelled.

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it.

Darkvision Level: 3 Range: Touch Duration: 1 day
The recipient of the spell can see in total darkness for the length of the spell's duration.

Fly Level: 3 Range: Touch Duration: 1 turn/level
This spell grants the power of flight.

Mend Minds Level: 4 Range: Touch Duration: Permanent
This spell restores a damaged mind to normal.

PLACES

The Haunted Lands

"Lie between the Pits of Koforal and the poisonous swamps of Illipat. All men of Yarth hate and fear the Haunted Lands, there are devils and worse in those mists that seep eternally from cracks in the rocks and crevasses in the ground, and that come down from the very clouds to add their moisture to the rest. A wanderer might make only a weak fire in that wilderness of tumbled stone and gravelly ground. It is a dead, barren world, and what little vegetation grows there is sparse and stunted, and oddly distorted.

Past a huge boulder that bears cryptic carvings, put there by a hand that Yarth has long ago forgotten, lie the remains of the Biogomorrhans, instigators and final victims of the Cinderwar. Somewhere deep within those giant petrified heads that litter the landscape lurk the Ebeteen Shackleminds weaving their wicked plans and hatching their plots that will doom mankind."

-An ancient guidebook to the southern continent of Yarth