

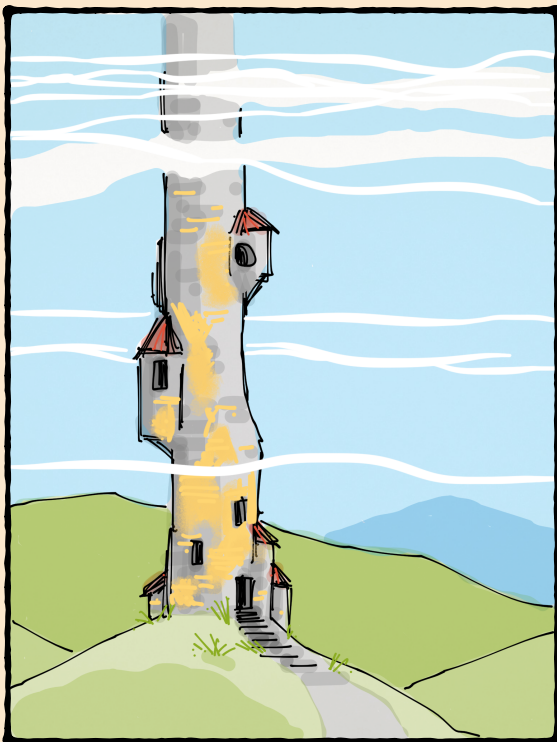


# THE CHRONICLES OF THE LATTER DAYS OF YARTH

ISSUE  
6

## THE YELLOWING WIZARD'S TOWER

The Yellowing Wizard's Tower of Antor Nemillus, mage and necromancer to Midor, King of Sybaros.



## 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~~
- Break the Antediluvian Tombs of the Izvoreni before the Golems of Meaning destroy the world.

## RUFFLOD SAYS:

"Are you mad?!  
By all the gods  
this is a task  
worthy of  
heroes!"



## ANTEDILUVIAN TOMBS OF THE IZVORENI

"One tomb can be accessed through the Yellowing Wizard's Tower of Antor Nemillus, mage and necromancer to Midor, King of Sybaros. Entry to the tower is only available to holders of discs of Antor Nemillus which he occasionally gives to other wizards.

Seek out and overcome the Long Dead Future Men. Beware the Void."

"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 Merdoramom 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

### **The Horn of Bathophet**

*“With the help of his court wizard, Kandakore is said to have stolen this scepter from the demon Bathophet”*

Spell users who wield this gain the spell casting abilities of the level above them and cast all spells whose level is half or less (rounded down) of the caster's level with advantage. Example: a 4th level caster could cast 1st and 2nd level spells with advantage.

The diamond emits a beam that does 3D8+3 damage to a single near target (cause serious wounds) this ability works once but refreshes when the sceptre is dipped in the fresh blood of enemies. Dipping the diamond in the fresh blood draws the blood into the gem where it feeds Bathophet himself.



## THINGS

### **The Antediluvian Tombs of the Izvoreni, built before the Golems of Meaning**

A set of five tombs constructed in the far future just before the final collapse of the universe designed to save the last of the Izvoreni from destruction when the universe ends.

They travel backwards in time each carrying their single Izvoreni passenger in suspended animation. When they reach an earlier time they will open and resuscitate their Izvoreni who plan to conquer all time and space with their future powers of magic and science.



# THINGS

## Frostfire

The sword of Kothar the barbarian.

Adds +1 damage per level to attacks against magical/demonic/godly entities.

Attempting to cut a magical barrier requires a STR check (with modifiers vs barrier's level) to succeed. Success inflicts damage equal to the level of the barrier on to Frostfire's wielder (no armour)

The owner of Frostfire may not own any other weapon except a utility dagger and a normal bow. Certainly no other magic weapon.

The owner of Frostfire may not own more than 6 coins, all other wealth will evaporate.



# PLACES

Between the edge of the Dying Desert and the great city of Alkarion, there are a number of small villages such as Sfanol, each with public hostelries to service the caravans that travel the southerly routes into Makkadonia and Sybaros.

“A few miles south of Phyrmyra, where you found the Tomb of Kandakore is a desolate place. Legends claim that the gods hate it because of olden blasphemies that happened there, but do not be deterred by this, you must go there at once and use the tablets to wrest my spirit from the clawed ones. Listen for the moaning of the sands.”

*-Afgorkon the great mage,  
lord of the fifty worlds of  
Kafarr*

