



THE CHRONICLES OF THE LATTER DAYS OF YARTH

ISSUE
7

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

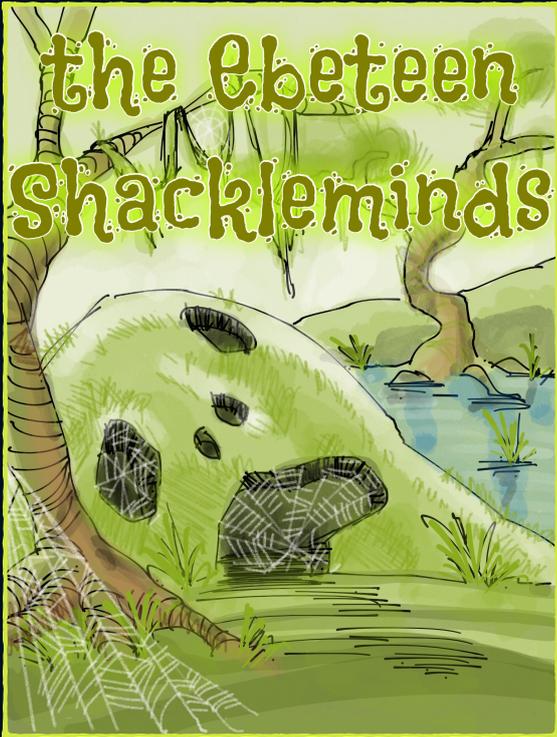
- ✓ ~~The Wizard's Request~~
- ✓ ~~The City of Kor~~
- ✓ ~~The Palace Tower~~
- ✓ ~~The Rat King's Court~~
- ✓ ~~Deliver the Amber Charm~~
- ✓ ~~Ransack the Tomb of Kandakore~~
- Break the Antediluvian Tombs of the Izvoreni before the Golems of Meaning destroy the world.

RUFFLOD SAYS:

"That wasn't so difficult after all. Lets hope the others prove so easy!"



ANTEDILUVIAN TOMBS OF THE IZVORENI



"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

A Whistle of Knuum

A small metal gorilla shaped whistle on a chain. Adds 4AP to the wearer and a certain craving for green leaves. It glows in moonlight and whistles (feebly because it's small) when danger threatens. When actually blown it is much louder but has no obvious effect. This whistle will summon Knuum Gar, great Gorilla spirit guardian of Knuum if blown in the light of a full moon in a particular forest clearing in far off Alkebulan.



PLACES

Radimore in Tharia

In the East, a few miles south of Phyrmyra is a desolate place. Legends claim that the gods hate it because of olden blasphemies that happened there.

Long, long ago Radimore, perhaps the oldest city on Yarth, 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.

Tales are told of Radimore, that it had been the home of those people who first worshipped the dark god, Pulthoom. It was the birthing place of all magicians, for it had been there in the subterranean cellarways of that city that *magic* first came into being.



THE VOID

"As recorded history is concerned, there has always been a strange void in the night sky; a circular area curiously absent of any stars. The myth goes that there was a moon, but Selune of the silver eyes stole it away, to give to another world on another plane. All that remains now is its shadow."

-Phordog Fal astronomer and wizard.

"I remember there being three moons?"

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



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 Ebeten Shackleminds weaving their wicked plans and hatching their plots that will doom mankind."

-An ancient guidebook to the southern continent of Yarth