



# VILLA OF THE DAMNED

*A sorcerer's villa lies unguarded, with priceless loot lying around for the taking! Well, that's what the local second-story thief says, anyways. But this dwelling happens to be haunted by an unbound demon, and he's prepared a special welcome for would-be intruders!*

*Villa of the Damned is a brief Sword and Sorcery adventure for use with the Barbarians of Lemuria and Everywhen systems. Three pre-generated characters are included.*



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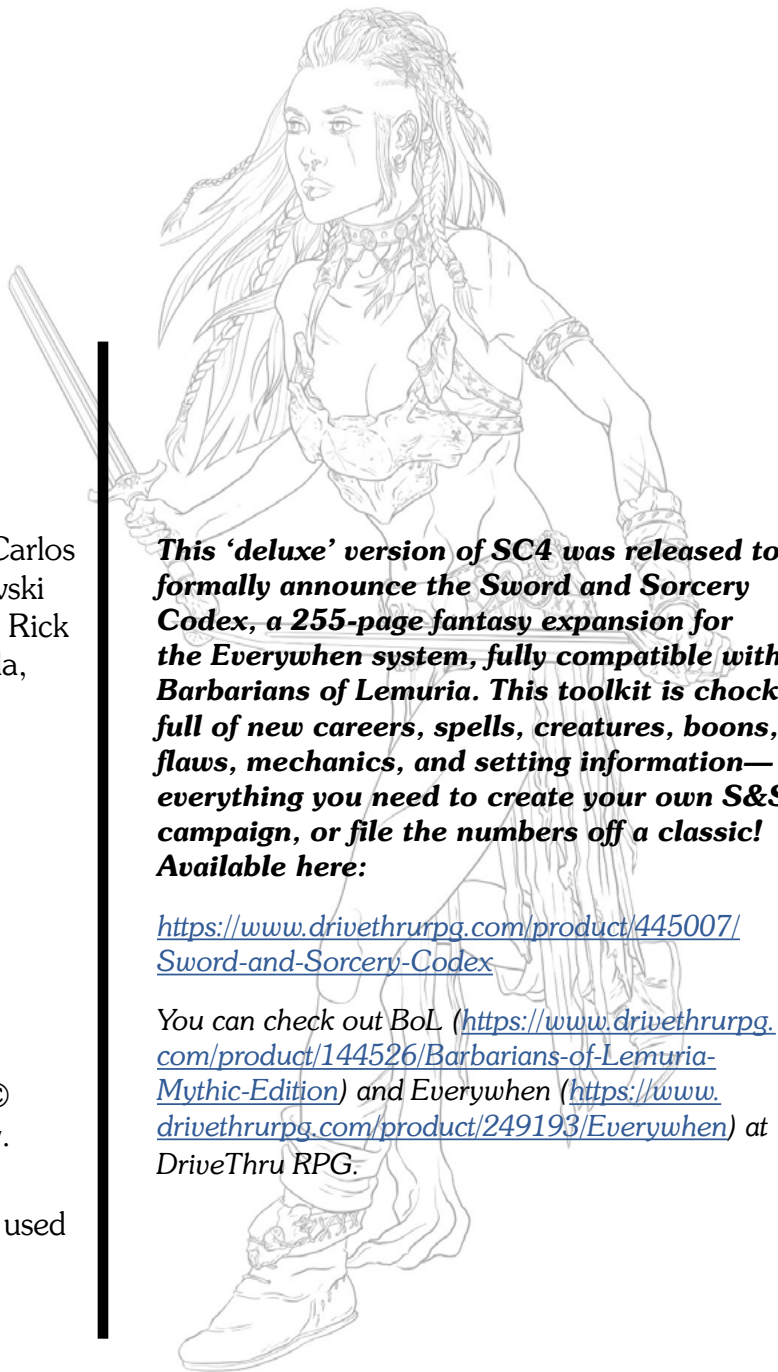
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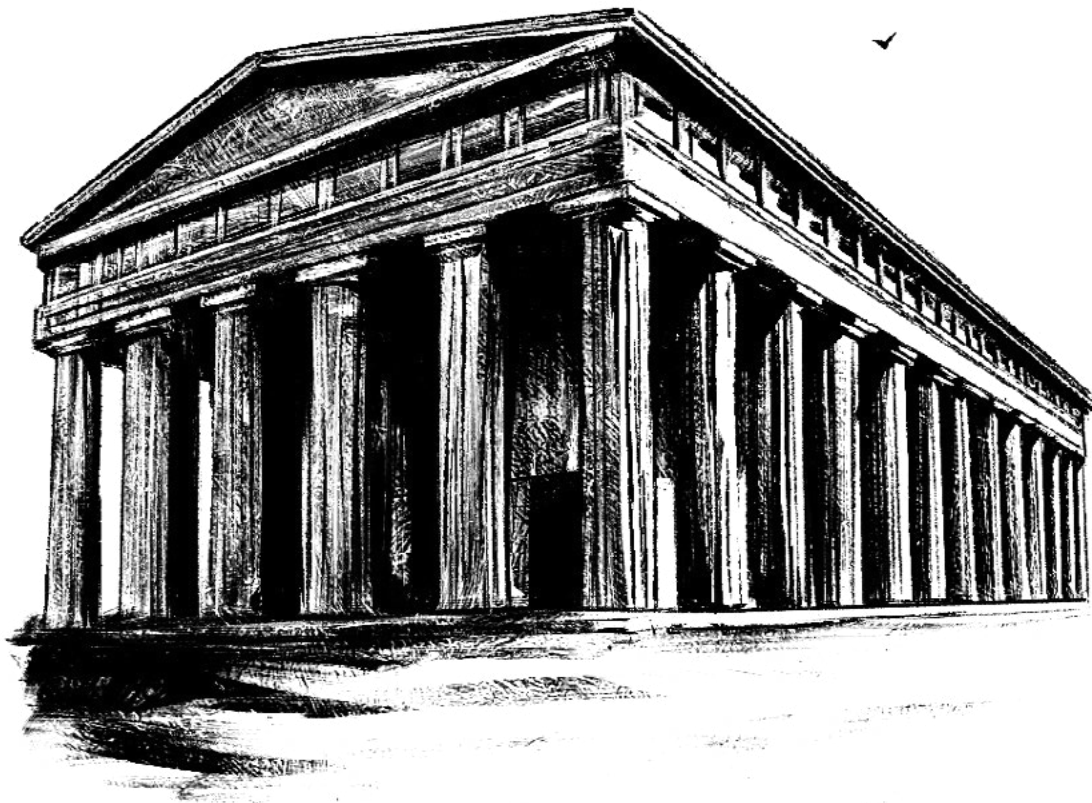
***This 'deluxe' version of SC4 was released to formally announce the Sword and Sorcery Codex, a 255-page fantasy expansion for the Everywhen system, fully compatible with Barbarians of Lemuria. This toolkit is chock full of new careers, spells, creatures, boons, flaws, mechanics, and setting information—everything you need to create your own S&S campaign, or file the numbers off a classic! Available here:***

<https://www.drivethrurpg.com/product/445007/Sword-and-Sorcery-Codex>

You can check out BoL (<https://www.drivethrurpg.com/product/144526/Barbarians-of-Lemuria-Mythic-Edition>) and Everywhen (<https://www.drivethrurpg.com/product/249193/Everywhen>) at DriveThru RPG.

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## OVERVIEW

After overhearing a heated exchange in the marketplace, heroes encounter small-time thief, **Rumena**, as she tries to fence an item stolen from a local sorcerer, **Kaspax**. Though the magician enjoys an intimidating reputation, Rumena assures PCs he is currently “indisposed” and his villa ripe for further looting. The heroes soon learn, however, that the dwelling is haunted by an unbound demon named **Thaubastes**. To stop the rogue spirit, PCs must uncover the full story behind Rumena’s original break-in, and her relationship with Kaspax’s old rival, the sorcerer **Daizus**.

*(The Evil Dead meets Ray Harryhausen! Villa is yet another example of an S&S adventure heavily influenced by horror movies. PCs are presented with a mystery and gradually learn how the invisible demon Thaubastes can be exorcised. As hinted at in the cover blurb, this adventure works best with heroes of an ‘acquisitive’ nature—that is, PCs with ranks in the rogue or thief career).*



## FEAR AND RESOLVE

This adventure makes use of the resolve mechanic from *Everywhen* (pg. 15), which may be unfamiliar to veteran *Barbarians of Lemuria* players. Resolve is similar to ‘fear’ or ‘sanity’ systems used in horror RPGs, and serves mainly to heighten tension. **Appendix A** on pg. 13 explains how Resolve Checks work. If the GM doesn’t want to bother with tracking resolve loss, other options for simulating fear are presented.

The resolve rules are completely optional. Removing them won’t derail this adventure.







## START

At the GM's discretion, one or more PCs may begin the adventure with a 'secret agenda' depending on their background. This helps establish an air of intrigue and gives heroes some key information early on. If so, the GM will need to speak to the player(s) separately before the adventure begins. These agendas don't have to remain secret for long—PCs can divulge as they see fit once play begins.

### **For PCs with the rogue career**

The hero is approached by a mysterious patron known only as Daizus (see pg. 11). He explains he hired an 'associate' named Rumena whom he fears has double-crossed him. Daizus wants the PC to keep tabs on her and report any suspicious activity. He pays good money but won't answer any questions. In addition to being tight-lipped, Daizus dresses in an archaic style, and is always accompanied by a black dog with strangely lambent eyes.

### **For PCs with the sorcerer career**

A local sorcerer, Kaspax, has a far-reaching reputation as a master diabolist (demon summoner). Though he doesn't take apprentices, he has been known to trade or sell from his arcane library. The hero has been hoping to meet with Kaspax and arrange just such a deal.

Whether they have agendas or not, PCs begin the adventure in the bustling marketplace of Meiros (see the sidebar opposite). Have players explain why their heroes might already know each other. Even if they can't come up with a reason, the PCs are all within earshot of a heated debate as it erupts from a nearby stall.

Anyone investigating spies a ruddy-complexioned woman haggling with a rug merchant. She's trying to sell him a curious statuette, but they can't agree on a price. PCs with the rogue career or who are familiar with Meiros can make a Moderate (0) Mind check to recognize the woman as Rumena, a local second-story thief. Heroes with the sorcerer or scholar career might also recognize the statuette on a Tough (-2) Mind check. Carved from blue jasper, the piece depicts a crouching fish-man in an Eastern motif, not associated with this part of the world.

## MEIROS

This small trading and fishing city lies off the southern coast of Thrace, roughly a day's journey by sea to Byzantium. The settlement's claim to fame is a deep harbor with adjoining market, which serves as a stopover for traders headed to the famous metropolis. Meiros has also become a smuggling hub for merchants who want to avoid Byzantium's customs fees. This has given the city a seedy reputation, as well as attracting a large criminal element. Some three thousand souls call Meiros home.

As the argument escalates, a bearded, one-eyed figure comes stalking over, accompanied by a gang of waterfront scum. This is **Kallistos**, another local ne'er do well with a much harsher reputation. He immediately accuses Rumena of stealing the statuette from him, and demands she hand it over. His thugs begin to fan out around her. Rumena catches the eye of the nearest PC and declares: "*If only some good-hearted stranger would help me out, I'd show them where I got this loot!*"

This is the cue for heroes to intervene. There are 2 x PCs number Rabble thugs plus **Kallistos** (a Tough). If the GM wants to up the stakes, a burly falxman named **Scorylo** (also a Tough) accompanies the gang. None of the crew are particularly brave; if badly wounded or whittled down to half their number, they leg it in different directions, using the marketplace crowd to hinder pursuit.

## RUMENA (TOUGH)

Attributes	Combat Abilities
Strength 0	Attack +0 melee
Agility 2	Damage d6L
Mind 1	Defense 2
Appeal 0	Protection 0
Lifeblood 5	Resolve 6





A young Thracian woman with short dark hair and an avaricious disposition, Rumena is sometimes called 'Blushing Rumena' or 'Red Rumena' because of her complexion, nicknames she despises. She has the *Cat-like Agility* boon and *Urbanite/City Dweller* flaw. Treat as a rank 2 rogue. She carries an old sailor's knife (d6L damage) if self-defense becomes necessary.

Rumena was told by an oracle that she would die at a young age. Whether this is true or not, the prophecy has caused her to live for the moment, sometimes taking risks no sane thief would consider.

## KALLISTOS (TOUGH)

Attributes	Combat Abilities
Strength 1	Attack +1 melee
Agility 0	Damage d6L+1
Mind 1	Defense 1
Appeal 0	Protection 0
Lifeblood 6	Resolve 6

The leader of a small gang operating out of Meiros's waterfront, one-eyed Kallistos is a blunt thief who favors force over subtlety. His favorite targets are other thieves, whom he routinely shakes down for their ill-gotten gains. Kallistos uses a Thracian *sica* (curved dagger) in combat (d6L+1 damage). He has the *Low-Born* boon and *Missing Eye* flaw. Treat as a rank 1 worker (dockhand) and rank 1 rogue.

## WATERFRONT SCUM (RABBLE)

Attributes	Combat Abilities
Strength 0	Attack +0 melee
Agility 0	Damage d3
Mind 0	Defense 0
Appeal 0	Protection 0
Lifeblood 2	Resolve 2

Various goons collected by Kallisto, armed with boat hooks and knives. Treat as rank 1 workers.

## SCORYLO (TOUGH)

Attributes	Combat Abilities
Strength 2	Attack +2 melee
Agility 1	Damage d6H+2
Mind 0	Defense 0
Appeal -1	Protection 0
Lifeblood 7	Resolve 5

Scorylo serves as Kallistos's go-to bully boy, a 6'2" specimen with a badly shaved scalp. He wields a two-handed falx (sickle-bladed sword) to deadly effect. Treat as a rank 1 sailor, rank 1 rogue.



Of course, the PCs may opt to ignore Rumena's pleas. No one else in the marketplace will lift a finger—"Let the thieves work it out among themselves," they mutter. In this case, Kallistos takes the statuette after a brief scuffle and leaves. Rumena, down to 3 lifeblood, approaches PCs and repeats her offer of showing them where she got the loot (she's now desperate for money). However, she will be much less disposed towards the heroes for not getting involved.

Hopefully, PCs do intervene and successfully fend off the gang. A grateful Rumena makes good on her offer, and explains she swiped the statuette from a remote villa. "There's plenty more stuff lying around," she says, "but I couldn't cart it all off by myself." Rumena wants to return to the villa with PCs along for backup. She generously offers first pick of any loot found.

Questions about potential dangers are hand-waved. "There's a couple tricky spots," she concedes, "but I can show you how to get around them." If asked about the villa's owner, she says cryptically "I don't think you have to worry about him," but doesn't elaborate.

Whether PCs agree to her offer or not, Rumena suggests they leave the marketplace, and soon—the harbor watch will be showing up any minute!

## GETTING AT THE TRUTH

PCs may simply take Rumena at her word and leave for the villa immediately. More likely, however, they'll be suspicious. Heroes with the *Detect Deception* boon can tell something's off; Rumena isn't lying, technically, but she is omitting important information.

Getting more information from Rumena is only possible if PCs agree to accompany her. This requires an Appeal check modified by ranks in courtier (noble), merchant, or rogue, with her Mind (1) as a negative modifier.

- On a **normal** success, Rumena admits the villa belongs to a local sorcerer named Kaspax. Someone—she won't say who—hired her to break in. "Someone who doesn't like him," is all she'll concede. Once inside, she discovered Kaspax dead. "We have to hurry and toss the place," she explains, "before everyone else finds out."

- On a **Mighty** or **Legendary** success, Rumena admits she fled the villa in terror after breaking in. She had found two of the strange fish statuettes, but one seemed to *move* when she picked it up. Or at least she thought it did. In retrospect, she may have just been spooked by the place, which is why she's eager to try again.
- On a **Calamitous Failure** Rumena clams up and no further attempts at loosening her tongue will succeed.



## THE REAL STORY

The following is the sequence of events surrounding Rumena's break-in. Clever heroes may be able to piece this together as the adventure unfolds.

Rumena was hired by the sorcerer Daizus to sneak into the villa. Once inside, she sabotaged Kaspax's magic circle per her employer's instructions (see pg. 7). Daizus reasoned this would leave his rival vulnerable the next time he attempted a summoning.

After doing as bidden, however, Rumena made a startling discovery: Kaspax had died peacefully in his sleep. She could steal whatever she wanted!

Unbeknownst to Rumena, her vandalizing of the magic circle released an invisible spirit Kaspax had bound inside. This ancient, capricious demon, Thaubastes, animated a figurine she was in the process of filching. Terrified, Rumena fled the villa, but has since recovered. She's opted not to tell her employer what happened, figuring she'll return and steal the choicest treasures before Daizus has a chance to do so. Only this time, she'll bring along some muscle for protection!



## THE VILLA

Kaspax's villa lies a couple miles outside the city, near a group of forlorn hills. The dwelling was originally an ancient pagan temple, which the eccentric Kaspax had restored in the Classical style.

The entrance is at the rear of a ruined portico, flanked by a pair of 12' statues. Only one of these is still intact; a well-muscled warrior cast in verdigrised bronze. Though the piece appears to have some value, hauling it away would take major engineering. **Make sure to mention the statue while describing the villa**, as it becomes very important later!

Behind the statues is a large iron door, barred on the other side. Nothing short of a battering ram could break it down, though Rumena (if present) explains there's an easier way in.

The young thief waves PCs over to a side of the villa, where she's concealed a rickety 15' scaling ladder among the weeds. She explains the building has a courtyard in the center, so gaining access is simply a matter of climbing onto the tiled roof.



### WITH OR WITHOUT YOU

The adventure narrative assumes Rumena is accompanying PCs. However, this isn't necessary. Provided they can somehow *find* it, heroes may opt to tackle the villa alone. This makes the first part of the adventure tougher, especially the encounter with the guardian demon. It also likely makes the adventure shorter, as without Rumena's prompting, PCs may leave the city of Meiros to its fate in the third act (see **The Bronze Juggernaut**, pg.10).

However, before setting the ladder she warns: *"Whatever you do, don't look down into the courtyard. A demon's on guard there, but it can't hurt you if you don't look at it."*

The ladder makes climbing easy, as long as only one person goes up at a time—too much weight will snap it. On gaining the roof, any sorcerer or witch PC who has a *Familiar* notices the creature balks, refusing to go any further. Kaspax placed wards on the villa long ago, to keep rivals (like Daizus) from spying on him.

Rumena hauls up the ladder before slipping on a blindfold and climbing down into the courtyard. If PCs refuse to heed her warning, she shrugs. *"It's your funeral."* Once down, she explains, they can feel their way around for the entrance to Kaspax's chambers (area **A** on the map; see pg. 6).

Heroes who ignore her warning can look down from the roof into the courtyard, where they'll spot several bleached skeletons lying around. The guardian demon is hiding just out of sight, waiting to strike.

### HELLBIRD

Once heroes are in the courtyard, the demon reveals itself to anyone not averting their eyes. The creature appears as a peacock with feathers made of shining brass. When it spreads its tail, iridescent colors glimmer across the plumage, and blinking, human eyes appear. Witnessing this spectacle requires a Tough (-2) Mind check. Failure means the hero is rooted to the spot, fascinated, and unable to look away.





Tireless, the demon will maintain this hold until its enraptured victims die of thirst. Hopefully, any unaffected PCs can try fighting off the creature. With eyes averted (e.g., looking down, away, etc.) melee attacks can be made with a penalty die on the roll. In this case, the demon tries to move into the hero's field of vision, necessitating an Easy (+1) Agility roll to look away in time. PCs keeping their eyes completely closed suffer a -6 on Attack Rolls unless they have the Blind Fighting boon, but risk no chance of becoming enraptured.

A careful examination of the skeletons isn't possible unless the peacock has been dispatched. These are the remains of thieves who've tried to break into the villa over the years, carelessly left to rot by Kaspax. A few still have pitted knives and swords.

PCs who avoid looking at the demon can grope their way around the courtyard until they find the opening to Kaspax's chambers (A). They will hear a metallic rustle behind them as the demon vainly spreads its tail, but otherwise incur no difficulty.

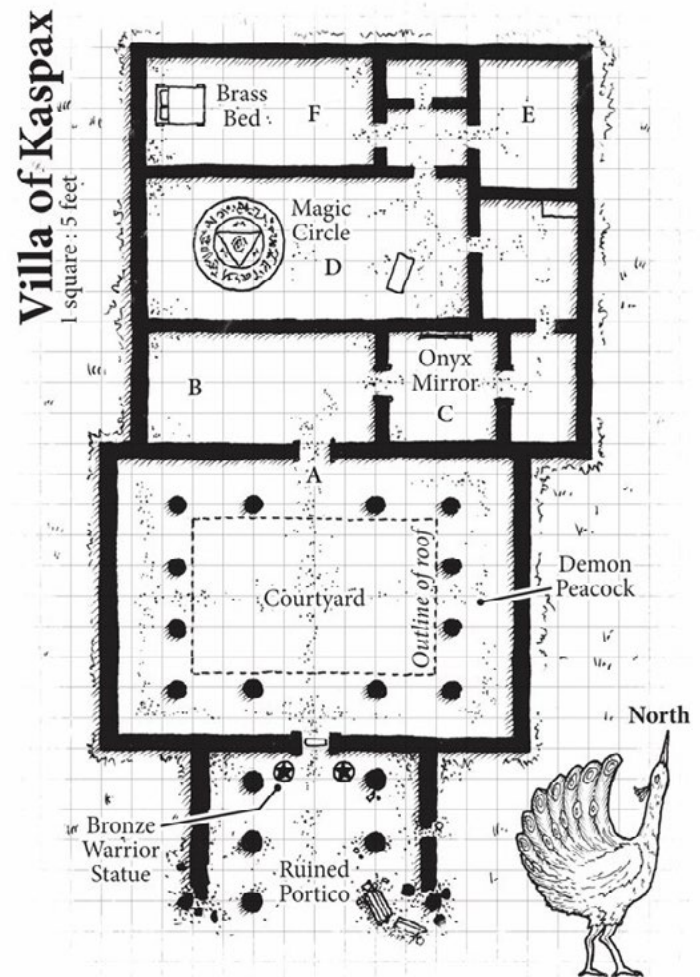
## DEMON PEACOCK (LESSER ENTITY)

Attributes	Combat Abilities
Strength 0	Attack +4 melee
Agility 2	Damage d6
Mind 2	Defense 2
Appeal 2	Protection d6-2
Lifeblood 20	Fear 1

A malicious demon that delights in entrapping human targets with its infernal beauty. The brass feathers provide d6-2 armor protection. The creature fights physically only in self-defense, pecking with its brazen beak for d6 damage.

## THE INNER CHAMBERS

Kaspax's private rooms are a series of windowless chambers accessed from the courtyard. The peacock won't enter here and won't display its plumage to anyone inside. The roofing over this section of the villa is made from heavy, overlapping pieces of mortised slate that require tools (along with half an hour's work) to remove.



PCs are struck by a sickly-sweet odor of decomposition on entering. The stench becomes stronger the closer they get to Kaspax's bedroom (F).

## SITTING ROOM (B)

This chamber is furnished with Persian rugs and settees made of polished teakwood. A golden hookah squats in one corner, next to an 18" serpentine dragon carved from milky jade. On the floor lies a fish-man statuette identical to the one Rumena was trying to sell in the marketplace. Observant PCs notice she won't even look at it—this is the statuette that seemed to move earlier, though she won't admit this unless heroes pried the information out of her (see **Getting at the Truth**, pg. 4).

All these items are valuable. Rumena wants the jade dragon but won't fight over it. Unless a PC lays claim to this treasure, she places it in a bag slung over her shoulder.







## SCRYING ROOM (C)

This chamber is bare except for a large mirror of polished onyx set flush along one wall. A trio of faces have been carved at the bottom; two in profile and a middle one, with a laughing expression.

PCs with ranks in sorcerer or witch recognize the mirror as a scrying device. As soon as anyone sets foot in the chamber, Thaubastes animates the middle face, which begins a croaking, distorted incantation. Witnessing this requires a Hard (-1) Resolve Check. Worse, the spoken spell activates the mirror, which shimmers for a moment before depicting an arctic snowscape. Freezing winds rip from the onyx surface and howl through the room! The blizzard causes 1 pt. of environmental cold damage per round. Meanwhile, the laughing face continues to chant.

Striking the face with a blunt weapon for 6 points of damage shatters it wholly. Heavy swords or dagger hilts will do  $d3 + \text{Strength}$  damage if a mace or club is unavailable. As soon as the face is destroyed, the winds stop and the snowy vista disappears. Shattering the mirror has the same effect, though this requires 12 points of blunt damage.

## WORKROOM (D)

This is the largest chamber in the villa. A magic circle with concentric rings and various sigils has been drawn in chalk on the slate floor. Nearby is a workbench with an alembic, a small furnace, and other alchemical tools. A stuffed grey owl, its wings extended as if in flight, hangs over the bench on wires.

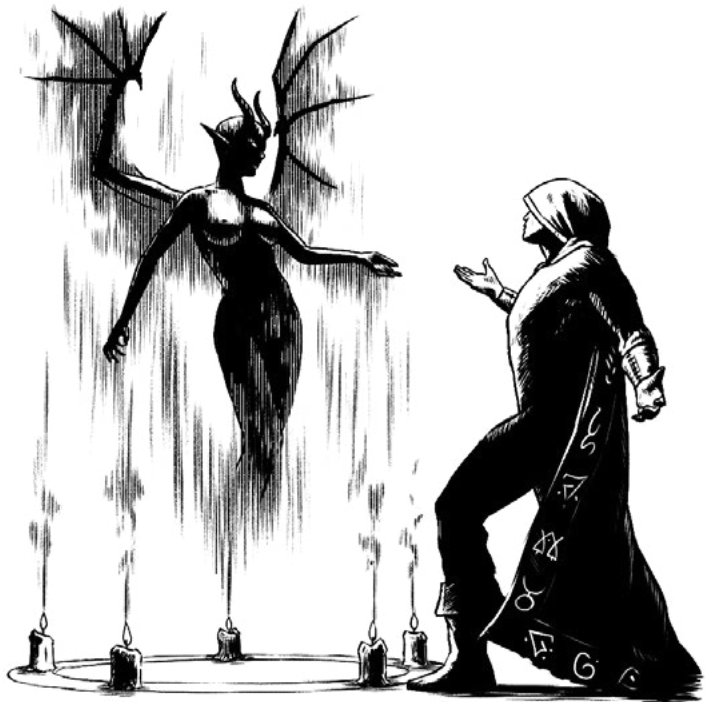
Examining the magic circle shows a section has been carefully scuffed out. A sorcerer or witch familiar with summoning can deduce this would nullify the circle's protective power. Rumena suddenly looks sheepish if/when this is discovered. If she had fessed up earlier (see **Getting at the Truth**, pg. 4), she can be coaxed to admit she did the scuffing, at the specific request of her employer. She doesn't know *why*, however—she has only a limited understanding of sorcery.

At an appropriate moment, Thaubastes animates the owl, causing it to snap its wires and dive at the nearest PC. This also happens if someone tries to examine or damage the stuffed bird.

## ESCALATING ANIMATIONS

Thaubastes has been lingering in the villa since Rumena unknowingly freed him from the magic circle. Initially weak, the demon builds up energy through the shock and fear caused by his animations. Though PCs don't realize it, they are providing emotional 'fuel' for the creature to become increasingly powerful.

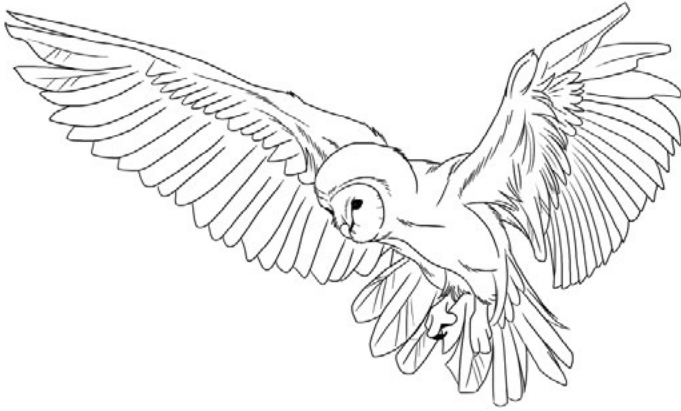
Thaubastes himself is invisible, even to someone with the Second Sight boon. He becomes tangible only when entering an object. Destroying the animated vessel has no real effect, other than forcing him to find a new one. A sorcerer or witch can try to exorcise Thaubastes using a First or Second Magnitude spell, with the demon's Mind (3) as a negative modifier. A success means the object he is inhabiting de-animates for  $d6$  rounds with a First Magnitude spell, and  $2d6$  rounds with a Second. Thaubastes can only be permanently abjured with a special incantation, provided the caster knows the 3 words of power (see pg. 8).



## STUFFED OWL (TOUGH)

Attributes	Combat Abilities
Strength -1	Attack +0 melee
Agility 3	Damage d3
Mind (3)	Defense 2
Appeal 0	Protection 0
Lifeblood 4	Fear —

This cunningly-preserved creature is stuffed with sawdust and has glass eyes that come rolling out once 'killed,' just in case anyone thought it was actually alive. The owl tears with its talons for d3 damage.



## LIBRARY (E)

This chamber houses Kaspax's *real* treasure, a dozen occult scrolls preserved in copper tubes and about half that number of grimoires (spell books). Though this might seem like a modest collection to modern sensibilities, it's a trove by Dark Age standards. Getting the true value of all this arcana, however, requires locating a buyer who can appreciate its worth.

Notably, one of the copper tubes is empty (see area **F**).



## BEDROOM (F)

The rotting meat smell is thickest here, by virtue of Kaspax's corpse lying atop a brass bed. His wispy, grey-bearded remains have already started to bloat. On the nightstand, held down beneath a melted candle, is the missing scroll from the library. Large sections have been burnt or torn away, though a portion of someone's scrawled notes is still readable:

*"—but the most malicious of these spirits is a demon called Thaubastes, sometimes known as 'He Who Enters,' ancient when the world was covered with steaming jungle and snakes walked upright. Utterly alien, this demon possesses the unholy power to animate any object struck in the semblance of a living creature—including, as my apprentice discovered to his horror—bodies of the deceased. Only a potent incantation, known to my grandfather's father by way of a soothsayer from Old Babylon, proved adroit in casting out this beast. I preserve it here, for the benefit of all. To abjure Thaubastes, touch the object he currently inhabits and recite in a strident voice these three words: **+KANDARR+**, **+GRIVORUM+—**"*

The fragment cuts off there. As soon as this information sinks in, the jade dragon, if present, animates. If Rumena is carrying it, her sack wriggles and tears as the dragon claws its way out. The statuette leaps down and bites at ankles for d3 damage, before trying to scoot under the bed.

## JADE DRAGON (TOUGH)

Attributes	Combat Abilities
Strength 0	Attack +0 melee
Agility 2	Damage d3
Mind (3)	Defense 3
Appeal 0	Protection 2 pts.
Lifeblood 5	Fear 1

This Asian dragon measures 18'' from nose to tail. Though it has small wings, it can only scurry around on the floor or attempt to climb up hangings. The statuette's protection is 0 vs. blunt weapons.

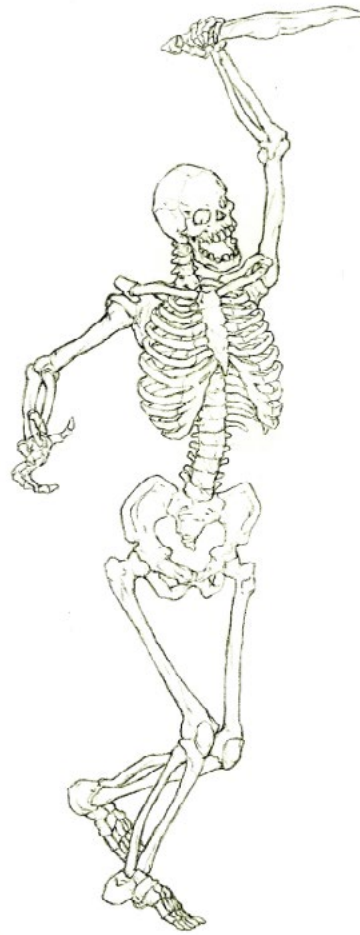
If the dragon is trapped or destroyed, Thaubastes animates Kaspax's corpse, necessitating a Tough (-2) Resolve Check. This also happens if for some reason the jade statuette is not present. The corpse gestures at PCs and tries to intone a spell, but its tongue, swollen with decomposition, renders the words of power meaningless. The next round it attempts to strangle the nearest PC out of sheer frustration.

### KASPAX ZOMBIE (TOUGH)

Attributes	Combat Abilities
Strength 3	Attack +0 melee
Agility -1	Damage d3+1
Mind (3)	Defense 0
Appeal —	Protection 3 pts.
Lifeblood 8	Fear 1

Clumsy and slow, Kaspax's dripping corpse grants a bonus die on the PCs Priority check. If using the *Everywhen* system, assume it has the Grappler boon and will attempt to grapple as its attack. If using *Barbarians of Lemuria*, it locks hands around a target's throat on a successful Attack Roll, doing listed damage per round until hacked to pieces.

Once the corpse has been dispatched, Thaubastes will venture into the courtyard and animate one of the skeletons there. On an Easy (+1) Mind check PCs can hear the click of bony feet against flagstones as the skeleton enters the villa and approaches. No further Resolve Checks are necessary at this point, as the PCs are growing numb to these animations. The skeleton is either armed (1-3 on a d6, with a d6 sword or d6L dagger) or (4-6) rakes with its bony claws for d3 damage.



### SKELETON (TOUGH)

Attributes	Combat Abilities
Strength 0	Attack +2 melee
Agility 2	Damage d6L, d6, or d3
Mind (3)	Defense 0
Appeal —	Protection d6-1*
Lifeblood 5	Fear 1

Freed of dead flesh, these skeletons are quicker than lumbering corpses. PCs take a penalty die when checking for priority against them in combat.

\* vs. impaling type attacks only, otherwise 1 pt.





Once the skeleton is destroyed, Thaubastes promptly returns to the courtyard and animates another one; up to 3 times total unless PCs or the GM are growing bored with the process. If a cautious hero destroyed the skeletons earlier *and* the guardian demon was killed, Thaubastes will animate the brass peacock instead (use the creature's stats, though it no longer can enthrall onlookers with its plumage). If the peacock is still alive in this case, go straight to the **The Bronze Juggernaut**, below.

## THE BRONZE JUGGERNAUT

As a result of all these animations, Thaubastes's power has swelled to the point of attempting something big. After the last skeleton falls, PCs get to take a breather—but only a brief one. The shriek of tortured metal echoes from the portico, followed by a rhythmic thumping as the 12' bronze statue, now fully animate, kicks in the front gate. This takes 2 rounds.

The statue stoops to enter the courtyard. If the demon peacock is still alive, Thaubastes stomps it flat as he heads for the entrance to Kaspax's chambers (A). Too big to squeeze inside, he begins methodically tearing down the walls to get at PCs. Even if the heroes hole up at the far end of the villa, tireless Thaubastes will eventually reach them.

PCs can try to escape by dashing past Thaubastes while he's busy demolishing the villa. This succeeds automatically if some brave soul is willing to face him for one round, or he is (briefly) de-animated with an exorcism spell (see the **Escalating Animations** sidebar, pg. 7). Otherwise, have each PC make a Moderate (0) Agility roll and note the modified amount. Thaubastes makes a single attack against the hero with the lowest total as they slip by.

Despite the statue's long stride and tireless endurance, heroes can outdistance him once in the open. Thaubastes gives chase . . . but quickly discovers the trail leading back to Meiros. Once this happens, he ignores PCs altogether, opting to march towards the population center where he reasons (correctly) there are far more people to terrify.

## BRONZE WARRIOR (RIVAL)

Attributes	Combat Abilities
Strength 8	Attack +2 melee
Agility -1	Damage 2d6
Mind (3)	Defense 0
Appeal —	Protection d6+1
Lifeblood 40	Fear 2

The warrior statue is slow and ponderous, granting PCs a bonus die when making priority checks. However, his Protection and high lifeblood make him nigh-invulnerable. Further, his lack of any internal organs means the Vital Blow or Bloody Slash/Crushing Blow options won't inflict any extra damage.

## HONOR AMONG THIEVES

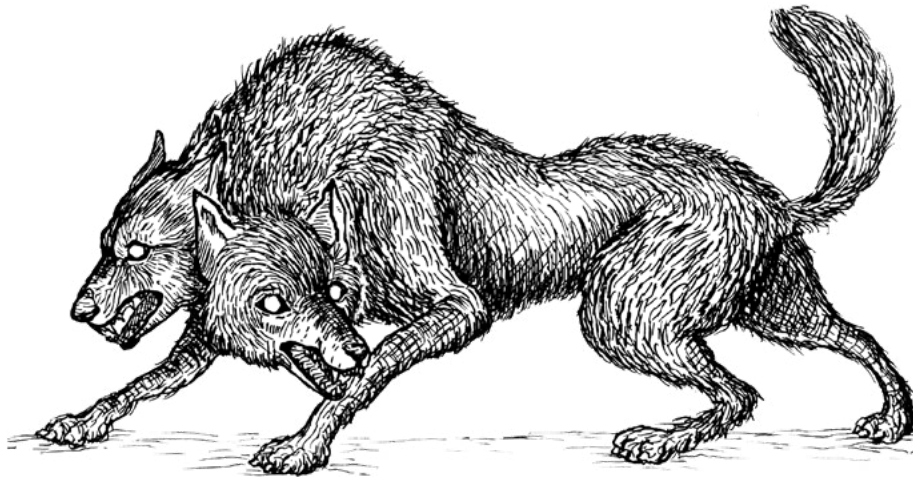
Players may well want to end the adventure at this point, leaving Meiros to its fate. After all, they've got their loot, and the statue appears unstoppable. However, Rumena, if present, begs them to help her try and stop the thing, hinting she might know a solution. Even if PCs refuse, she runs after Thaubastes alone, intending to clean up the mess she made.

If players opt to quit, deduct 1 XP/AP for the adventure and call it a night. Otherwise, the *first* PC who agrees to help is refreshed a Hero Point.

Heroes trying to thwart the statue's progress can easily race ahead of him on the trail. However, Thaubastes has a Mind of 3 and can't be tricked by leading him elsewhere. He also has a good chance of spotting and avoiding any hastily dug pits or other improvised traps.

Eventually, the demon nears the unwall'd city. Desperate, Rumena drops her professional standards and reveals she was hired to break into the villa by another sorcerer named Daizus, who may know how to stop the statue. If a PC was also hired by Daizus, allow them a Moderate (0) Mind check to realize this possibility before Rumena does. The difficulty becomes Easy (+1) if they previously figured out Daizus is a sorcerer.





## ENTER DAIZUS

Kaspax's old rival lives in Meiros proper, though he keeps a low profile. Rumena knows the location of his 'tower,' an old windmill on the edge of the city, as does any PC hired by him earlier.

Heroes approaching the structure first encounter Daizus's familiar, a black dog with red eyes and a serious case of mange. The dog growls a warning at first, but if PCs draw nearer he sits up on his haunches and speaks in a human voice: "Come no closer. What are your intentions regarding that most potent of enchanters, Daizus?"

Though no humanitarian, the sorcerer will be concerned about any threat to Meiros, and by extension, himself. Also, any mention of arcana recovered from Kaspax's trove draws immediate interest. The dog sighs. "I suppose you better come inside."

Daizus can be found on the mill's second floor, peering intently into a chunk of rose crystal (scrying). If apprised of the situation, he startles at the demon's name. "'Thaubastes,' you say? It can't be! That demon is ancient, positively primordial . . . and alien, to boot. He can't be reasoned with using human logic. Kaspax was a greater fool than I thought, to dare summon such a creature."

If PCs show him the scroll fragment, or recite the known words for the abjuration, Daizus has an epiphany. "I recognize that spell. So simple a peasant

could cast it. But the final word of power . . ." He begins rummaging through a haphazard pile of nearby grimoires. "I know its in here. Perhaps if you went out and slowed the demon down, I can have my familiar bring you the last piece? Remember, though—you must be touching him, when you say the words. That will cast him out, permanently." He frowns. "Or at least until some moron summons him again."

Under no circumstances can Daizus be coaxed to leave his tower. If pressed, he explains he must remain behind to locate the spell.

## DAIZUS (RIVAL/VILLAIN)

Attributes	Combat Abilities	
Strength 0	Initiative 1	Lifeblood 10
Agility 1	Melee 1	Resolve 13
Mind 3	Missile 0	Rival Points 5
Appeal 0	Defense 2	Protection 0

### Boons/Flaws

Familiar  
First-rate Facilities/Library  
Obsession

### Careers

Farmer 0  
Scholar 2  
Alchemist 0  
Sorcerer 2





Though only in his early 40's, Daizus looks much older thanks to a lifetime of intense occult studies. For the past decade or so he has been obsessed with getting his hands on Kaspax's arcane library, to the point of plotting the rival sorcerer's death. Daizus rationalizes his actions as that of a 'concerned citizen,' trying to stop the diabolist before he summons something truly horrifying.

Daizus carries a bronze ritual dagger (d6L), though he avoids combat if possible. He has 12 AP.

## ODOACER, FAMILIAR (TOUGH)

Attributes	Combat Abilities
Strength 0	Attack +2 melee
Agility 1	Damage d3
Mind 2	Defense 1
Appeal -1	Protection 0
Lifeblood 6	Resolve 7

'Odo' is a minor infernal spirit who manifests as a mangy black dog. He has the *Keen Smell* and *Night Sight* boons. Though he can talk, Daizus will often speak through him using his own voice.

## FINAL CONFRONTATION

Depending on how far PCs outdistanced the statue, and how much time was spent dickering with Daizus, Thaubastes may have reached the city's outskirts or be well into the marketplace when heroes face him again. Finding the bronze juggernaut is simply a matter of following the screams.

A climactic showdown works best if Thaubastes already has several helpless citizens cornered. PCs can show up just in time to distract him, preventing wanton slaughter. A couple rounds into the conflict, frantic barking can be heard. Daizus's familiar comes bounding up and announces in his master's voice: "*The final word is +POTESTAS+!*"

Provided a PC remembers the whole incantation, and gets close enough to touch the statue (an Easy Agility check, at +1), Thaubastes can be exorcised in a single round. As Daizus explained, anyone can cast the spell—no Arcana Roll or expenditure of AP is required. Once abjured, the statue crashes to the ground, inanimate thereafter. Avaricious heroes might be able to get some money for it, now that Thaubastes has solved the problem of transporting several tons of bronze!





## APPENDIX A

### RESOLVE CHECKS

S&S heroes can expect to have their courage tested to the core. Akin to 'Sanity' or 'Fear' rolls from other systems, Resolve Checks primarily serve to heighten tension. The GM decides when to call for them; typically when faced with a supernatural threat or a ferocious animal. However, it's recommended to use Resolve Checks *sparingly*. You don't want heroes reduced to quaking wrecks before the climax of an adventure!

To make a Resolve Check, you need to roll your Mind + any relevant careers - a Fear rating assigned by the GM. The *Fear Resistance* boon from *Everywhen* adds a bonus die. The *Fearless* boon from *Barbarians of Lemuria* obviates the roll.

- If using the *Everywhen* system and/or the resolve mechanic, you take d6 normal resolve damage on a failed roll. Additionally, if a Resolve Check is failed while in combat, you hesitate and lose priority on your next action.
- If using the *Barbarians of Lemuria* system, you lose priority on a failed check as above. Further, you take a penalty die on all actions involving the object of your fear until a successful roll is made. Once this happens you have 'overcome' your terror and the penalty is removed. This can also be negated by spending a Hero Point.
- Alternately, the GM can treat resolve damage as a negative modifier on the character's *next* action, whether an Attack or Arcana Roll, an Attribute check, etc. So, if a character would normally lose 3 resolve, they instead take a -3 modifier on their next roll, as fear or shock robs them of their concentration.

## APPENDIX B

### PRE-GENS

The following characters have been created using the standard rules. The resolve characteristic can be ignored for *Barbarians of Lemuria*. Similar boons and flaws from both systems with different names are indicated with a '/.'

Additionally, a several new boons have been added:

#### **Familiar**

This boon is available only to sorcerers and witches. The character shares a mystic bond with an animal companion ranging in size from Tiny to Small (the animal is always considered Tough, see *Everywhen* pg. 94). The familiar obeys simple commands from the character, conveyed mentally. For the cost of 1 Arcane Point, the character can perceive what their familiar sees, hears, and smells, for up to an hour.

#### **Magical Affinity**

You are adept with a specific type, or 'college,' of magic, such as Divination, Necromancy, Summoning, etc. (cf. Arcane Domains, *Everywhen* pg. 82). When casting spells from this college, you gain a bonus die on your Arcana Roll and AP cost is decreased by 1 (though not below the minimum AP cost for the spell). You can only take this boon once per rank in sorcerer or witch.

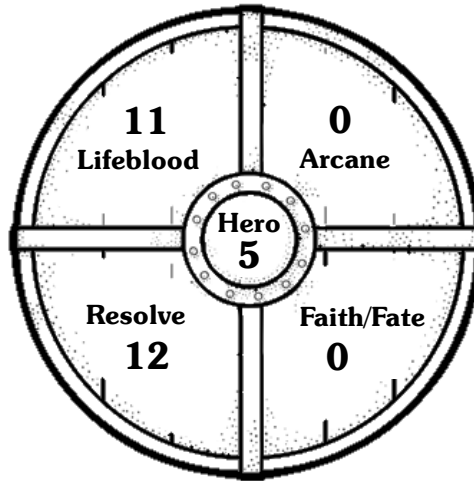
#### **Wary**

You can sense imminent danger. You never take a penalty to Priority checks when someone is attacking by surprise. Also, the GM can ask you to make a Mind check when approaching some unknown hazard (like walking into a trap); on a success, you get an intuitive warning before this occurs.



# CORSO STROZZI

STRENGTH	1
AGILITY	2
MIND	2
APPEAL	0



Career	Rank
Noble	0
Scholar	1
Assassin	1
Gladiator (Duelist)	2



Combat Abilities	Value
Initiative	1
Melee	2
Ranged	-1
Defense	2(3)

Boons	Flaws	Weapons & Armor	Prot./Dmg.
Genius/Savant	Arrogant	Light Armor	d6-3
Two-Weapon Fighter	Urbanite/City	Spada (Sword)	d6+1
Wary	Dweller	Dirk	d6L+1

*Born into a landed family, young Corso was preparing for a life of scholarship at the University of Bologna, where he was studying philosophy. However, a reversal of his family's fortunes brought it all crashing down. Penniless, he put his earlier training in swordsmanship to good use, becoming first a professional cutthroat, and later, a duelist, representing patrons in matters of honor.*

*Corso now adventures in hopes of one day resuming his formal studies. Until then, he has decided to put his philosophical theories to the test 'in the round' (the real world). He carries a long sword named 'Inquiry' and a dirk called 'Counterpoint.'*

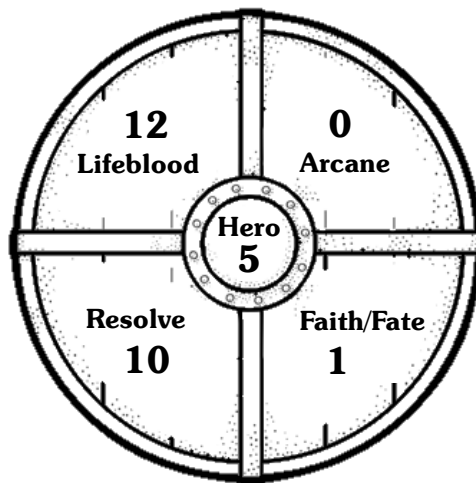
# ARIADNH OF CRETE

STRENGTH **2**

AGILITY **2**

MIND **0**

APPEAL **0**



Career	Rank
Priest	1
Entertainer (Acrobat)	1
Rogue	2
Soldier (Mercenary)	0



Combat Abilities	Value
Initiative	1
Melee	1
Ranged	0
Defense	2

Boons	Flaws	Weapons & Armor	Prot./Dmg.
Acrobat	Temper/Hot-Headed	Light Armor	d6-3
Athletic/Born Athlete	Bounty/Hunted	Dory (2H Spear)	d6H+2
Attractive		Xiphos (Sword)	d6+2
		Throwing Knife, 10'	d6L+1

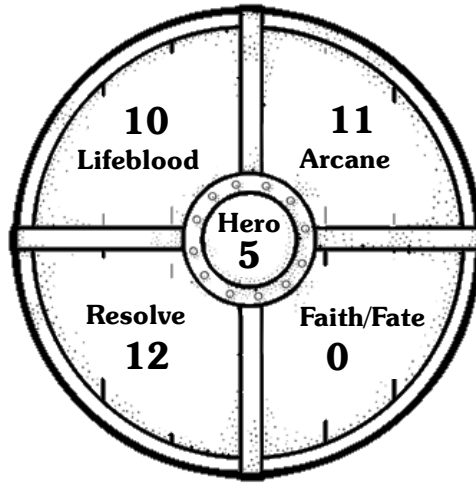
Ariadnh was initiated into the mysterious Cult of Minos at age 6, which included acrobatic instruction in the sport of bull-leaping. Though a natural athlete, she did not relish the idea of being gored for the amusement of spectators, and escaped both the Cult and island of Crete. Zealous members of the order have been hounding her since.

Ariadnh ekes a living as a thief and bodyguard. Imposingly tall, she carries an 8' spear that she can use for vaulting as well as a weapon.



# PHAESTUS

STRENGTH	0
AGILITY	1
MIND	2
APPEAL	1



Career	Rank
Merchant	0
Sailor	1
Rogue	2
Sorcerer	1



Combat Abilities	Value
Initiative	1
Melee	1
Ranged	0
Defense	2(3)

Boons	Flaws	Weapons & Armor	Prot./Dmg.
<i>Glib/Silver Tongue</i>	<i>Bounty/Hunted</i>	Xiphos (Sword)	d6
<i>Magical Affinity</i>	<i>Greed</i>	Dagger, 10'	d6L
<i>Familiar</i>			

*Phaestus is a blonde Macedonian with a dubious past. He gained his sorcerous skills by mugging and then impersonating a young noble bound for the remote isle of Thaxos, where a trio of witches teach magic to well-off pupils. Much to his surprise, he found himself an apt student—especially in the art of Eastern fire sorcery.*

*Phaestus had to cut his schooling short when the young noble caught up with him. He now searches for a new teacher accompanied by his familiar, a foul-mouthed salamander named Pyroxenes.*