

SC 3

13TH PLANET GAMES PRESENTS



DREAD IN THE WATER

Sun-drenched savannahs give way to Shadwe, a troubled city in the grip of a sinister crocodile cult. Can heroes slay the living God known as Mamba Nyepe, or will their bones join countless others at the bottom of her sacred lake?

Dread in the Water is a brief Sword and Sorcery adventure for use with the Barbarians of Lemuria and Everywhen systems. Four pre-generated characters are included.

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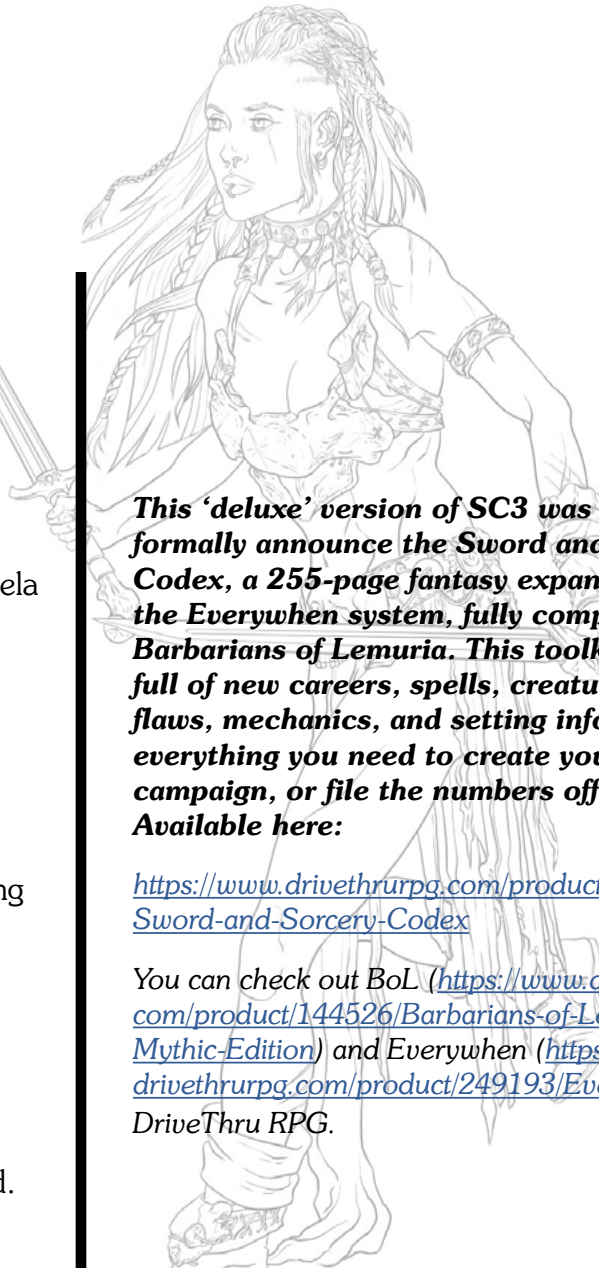
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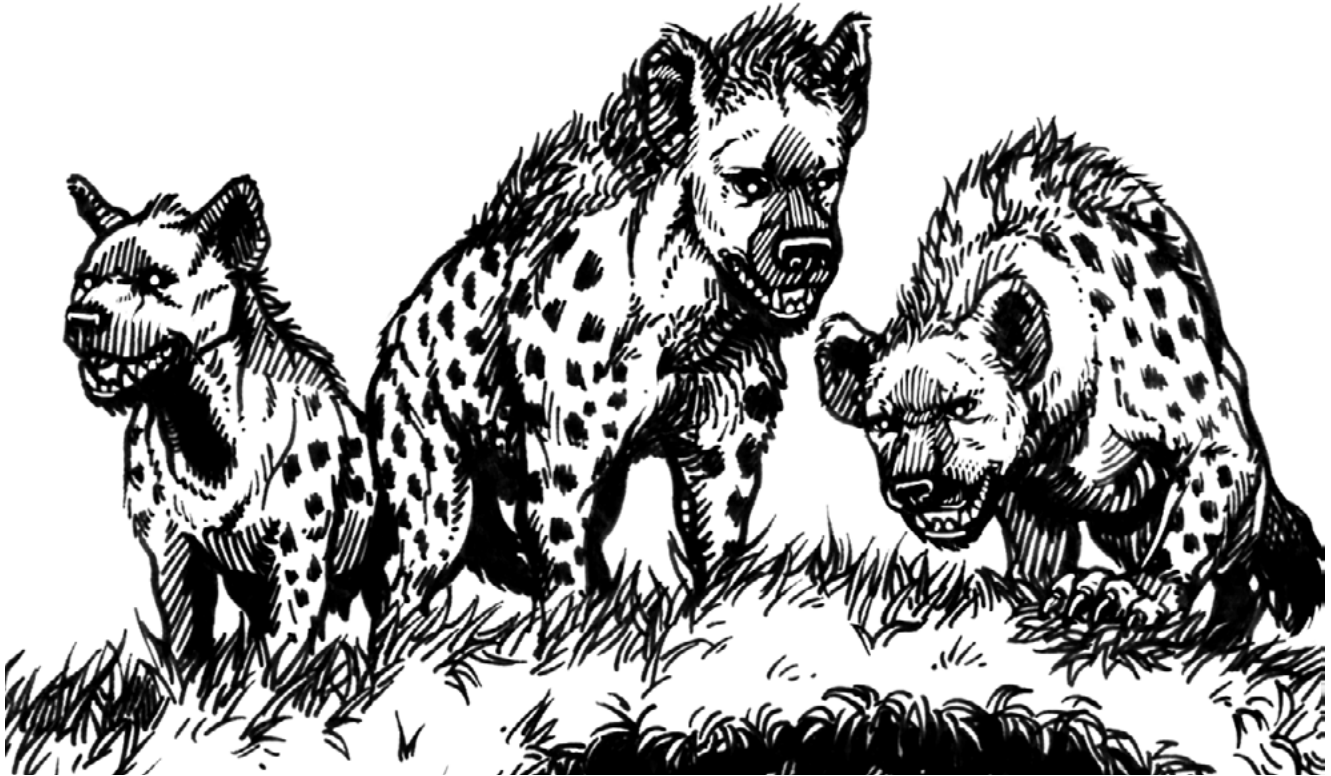
This 'deluxe' version of SC3 was released to formally announce the Sword and Sorcery Codex, a 255-page fantasy expansion for the Everywhen system, fully compatible with Barbarians of Lemuria. This toolkit is chock full of new careers, spells, creatures, boons, flaws, mechanics, and setting information—everything 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 a long trek across the savannahs of eastern Africa, PCs stumble upon the crocodile-haunted city of Shadwe. A priestly caste rules there, worshipping the **Mamba Nyepe**, a monstrous crocodile. PCs may be drawn into conflict with the priesthood by either a kindly wise woman, **Nomsa**, or the intrigues of a local chieftain, **Gyasi**, who both want the monster slain for their own reasons. Heroes eventually run afoul of **Uhautu**, high priest of the crocodile cult and tender of Mamba Nyepe's sacred lake. PCs may also join in a final, citywide battle between Shadwe's ruling caste and a disaffected populace.

(Dread takes place in fantasy Africa, a very fertile setting for swords and sorcery as demonstrated by Charles Saunders and his barbarian hero, Imaro. This urban adventure illustrates how a little diplomacy can go a long way if PCs opt to ally with sympathetic NPCs. Additionally, getting past a grove of venomous snakes for the climactic battle will demand problem-solving skills on the player's part.)



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

PCs begin in the sprawling savannahs just outside Shadwe. The city's earthwork walls and narrow, mud brick pyramids are visible in the distance. The heroes, tired and thirsty from their exposure to the merciless sun, have been traveling on foot for several days. PCs with ranks in hunter or barbarian, or who have perception-related boons (e.g. *Keen Sight*, *Environment-Born*, etc.) can make a Moderate (0) Mind check to realize they have been tracked for the past several hours by beasts of prey. A starving lion and his pride are about to make a desperate attack.

Any PCs aware of the situation can alert the rest of their companions. Otherwise, heroes take a penalty die on their priority checks as the pride springs from the concealment of tall grass. There is one lioness per PC, plus the old male himself. Though near-mad with hunger, the great cats won't fight to the death; if their leader is killed or enough wounded (brought to half lifeblood), they turn tail and seek their meal elsewhere.



LION PRIDE (TOUGH)

Attributes	Combat Abilities
Strength 3	Attack +1 melee
Agility 2	Damage d6+2
Mind -1	Defense 1
Appeal —	Protection 0
Lifeblood 10	Fear 1

The stats above are for the lionesses; the alpha male himself has a Strength of 4 and 15 lifeblood. All these big cats have prominent ribs and a lean, vicious countenance, testament to a stint of bad hunting.

UNDER A BLAZING SAVANNAH SUN

The heat in this region of Africa makes wearing armor extremely uncomfortable. Warriors usually carry ox-hide shields for protection. Anything heavier than light armor does d6 fatigue damage per hour of exposure.

THE WISE WOMAN

Just as the fight with the lion pride finishes, a heavy mist descends to envelope PCs. When it recedes, a modest grass hut appears in a clearing dead ahead. A silver-haired woman sits before a fire, roasting a goat carcass. She waves for PCs to approach before pouring them a gourd of gritty maize beer. If the heroes act threateningly, the old woman glares and the mists come rolling back, seeming to consume both her and the hut. PCs will have to get their information (and the powerful **Tombu Fetish**) elsewhere.

Otherwise, civil PCs are encouraged to eat and drink their fill. The wise woman, Nomsa, is a rank 2 healer and can treat anyone wounded. After the communal gourd has made a couple rounds, she speaks:

“Yonder lies the fleshpot of Shadwe, proud in its wickedness! A ruling caste of priests dwell there, in their temples and finery, while common folk are left to skulk in the mud. In lieu of the old Gods, the priests venerate a monstrosity called the Mamba Nyepe—a crocodile grown fat on the bones of children. Great evil flows from her maw and her many offspring, who roam freely in the streets as sacred avatars. I have long been waiting for heroes who can remove this canker from the skin of the Earth.”

Nomsa makes it clear she wants the crocodile monster slain, thereby breaking the priest’s symbolic hold over Shadwe. She tries appealing to the PCs sense of virtue, though this might be an uphill battle. If necessary, Nomsa mentions that many precious votives have been tossed into the Mamba Nyepe’s sacred lake. The first hero (if any) who pledges to help will receive the Tombu Fetish to assist them in their quest. Nomsa warns not to get too attached to it, as she will need the talisman back when the job is done.

After bidding farewell, any PC who glances behind them will see the thick mists returning. When they clear, both Nomsa and her hut have vanished.

NOMSA (HERO)

Attributes	Combat Abilities	
Strength -1	Initiative 1	Lifeblood 9
Agility 0	Melee 0	Resolve 13
Mind 3	Missile 0	Hero Points 5
Appeal 2	Defense 3	Protection 0

Boons/Flaws

Beast-Friend
Leech/Healing Touch
Out of Shape/Elderly

Careers

Healer 2
 Witch 2
 Beastmaster 0
 Priest 0

Though frail-looking, Nomsa has a wiry toughness that belies her many years. All her magic stems from the control of powerful nature spirits. Typical spells involve the summoning and placating of wild animals, controlling the weather, and protection from dark magic. She has 12 AP.

Nomsa embodies the role of a ‘good witch.’ Her chief motivation is the destruction of Mamba Nyepe.





THE MAGIC SWITCH

The Tombu Fetish resembles a cow-tail switch with a beaded black handle. Animals won't willingly approach anyone holding it. Monstrous or supernatural animals (like the Mamba Nyepe) can still attack, but suffer a penalty die. Additionally, the Fetish comes charged with 2 Faith/Fate Points, which can be used to invoke an animal-relevant bonus or penalty die (see *Everywhen*, pg. 89 or *Barbarians of Lemuria*, pg. 143).

THE CITY OF SHADWE

Several gates lead into the city, left open during the day. Laden camel trains are streaming in and out as PCs approach. Two stone towers flank the main entrance, with a fortified house right behind it—the 'palace' of Gyasi the Goat, a local chieftain. He maintains a garrison of spearmen to protect the outer walls.

Inside, Shadwe presents a bustling spectacle; traders dressed in bright dashiki, turbaned Egyptians, and graceful young women bearing water jars atop their heads, all wandering a maze of earthen streets and

plastered thatch houses. Walls of precisely cut stone can be glimpsed ringing an interior district. Standing aloof are tall, masked warriors armed with *rungu* (throwing clubs). Their masks feature a crocodile motif.

While PCs are orienting themselves, a shout goes up as a 15' crocodile waddles through the crowd. The creature is in pursuit of a hobbling old man, on the verge of being overtaken. No one makes a move to help; in fact, people look pointedly elsewhere, ignoring the man's pleas. And for good reason—crocodiles are sacred in Shadwe, thanks to the cult of Mamba Nyepe. Killing them or otherwise interfering with their 'hunt' is punishable by death.

If PCs don't intervene, the crocodile makes short work of the old man. Heroes can grab him and run (the crocodile won't be able to keep up), or try to stop the creature, which will indignantly attack. Either approach draws cries of outrage from the crocodile-masked warriors. One races to warn the temple district, while several (one per PC) approach with clubs brandished, ready to fight.

If PCs kill the crocodile and/or the 'police,' or otherwise save the old man, they are approached by a furtive spearman in white ostrich plumes. He commends the heroes for their bravery and bids them follow quickly to a safe place. The warrior explains a large force has been dispatched from the temple district and will be looking for them. *"At best, you will be trussed and thrown naked into the sacred lake, to await the attention of Mamba Nyepe."*



PCs can accompany the spearman down several back alleys and through a secret entrance to Gyasi's 'palace.' Otherwise, they will have to engineer their own escape as two dozen masked warriors surround this section of the city, intent on capturing them. Shadwe's citizens will try to help (they hate the crocodile cult and its enforcers), but no one wants to be caught harboring fugitives.

SACRED CROCODILE (TOUGH)

Attributes	Combat Abilities
Strength 4	Attack +2 melee
Agility 1/-1	Damage d6+2
Mind -2	Defense 0
Appeal —	Protection d6-2
Lifeblood 10	Fear 1

These plump reptilian horrors roam the streets of Shadwe freely, well-accustomed to the presence of humans. They tend to pick slower-moving or sickly prey. Their Agility is -1 when out of the water.

MASKED WARRIORS (TOUGHS)

Attributes	Combat Abilities
Strength 1	Attack +1 melee/missile
Agility 1	Damage d6L+1
Mind 0	Defense 0 (1)
Appeal 0	Protection 1 pt.
Lifeblood 6	Resolve 5

These are the 'heavies' of the crocodile cult, charged to police the citizens of Shadwe and ensure all priestly decrees are enforced. They carry two *rungu*, one for throwing (10') and the other for backup. While bulky (-1 Initiative), their large masks provide 1 pt. of protection. They carry small shields as well. Treat as rank 1 hunters and soldiers.

If encountered *en masse*, the warriors can be demoted to Rabble with 3 lifeblood apiece.



GUESTS OF GYASI

Gyasi is a lean scarred man, greying at the temples. People call him 'The Goat' because he's sired at least two dozen sons, a feat he's prone to mention repeatedly.

Even if the PCs haven't fallen afoul of the masked warriors, Gyasi tries to arrange an audience with them as soon as his spies report strangers in the city. He treats heroes like visiting dignitaries, plying them with rare Mediterranean wines in his private dining hall. Like Nomsa, Gyasi wants to break the power of the crocodile cult by slaying Mamba Nyepe. Once his peoples' superstitions are allayed, he reasons, they will no longer fear the priest caste, and be willing to revolt. Gyasi and his men will lead them, of course.



Unlike Nomsa, Gyasi tries appealing directly to the PCs greed by mentioning the treasure hurled into the Nyepe's sacred lake with each sacrifice. He downplays the difficulty of getting into the temple district, past the snake-infested inner grounds, and the threat posed by Uhautu, the High Priest. Instead, he focuses on his belief that the Nyepe is merely a monstrous creature, not a supernatural being (true).

If PCs express the desire to kill the Nyepe, Gyasi pledges his aid. He explains his position is such that he cannot defy the priests directly. However, he can provide shelter for PCs in either his fortified palace or by securing them comfortable rooms at the caravanserai. If the heroes are currently 'wanted,' Gyasi can furnish disguises as incense merchants, who normally wear hooded kaftans. This disguise will prove very useful when trying to infiltrate the inner portion of the city (see **Temple District**).

PCs don't have to agree, of course. If such is the case, Gyasi good-naturedly asks them to stay and enjoy a feast. He'll have spies watch the heroes the whole time they are in Shadwe, on the off chance they change their minds.

GYASI THE GOAT, (RIVAL)

Attributes	Combat Abilities	
Strength 1	Initiative 0	Lifeblood 11
Agility 0	Melee 2	Resolve 11
Mind 1	Missile 1	Rival Points 5
Appeal 2	Defense 2	Protection d6-3

Boons/Flaws

Glib/Silver Tongue
Detect Deception
Hatred of . . .

Careers

Noble 1
 Soldier 2
 Spy (Assassin) 1
 Merchant 0

Smooth-talking and crafty, Gyasi has held on to his status as chief only through constant political maneuvering. He is a competent leader, however, and has real battlefield experience. Gyasi sees the PCs as a potential tool against the crocodile cult. Years of humiliation at their hands has stoked his thirst for revenge.

GYASI'S SPEARMEN (TOUGHS)

Use the stats for the masked warriors. They are armed with short-spears (d6+1 damage) instead of *rungu*, and carry ox-hide shields.

MARKETPLACE MISADVENTURE

The market is the focal point of Shadwe's outer district. The city lies at a confluence of trade routes between north and south. Ivory, hides, ostrich feathers, gold dust, and copper ore from the southern tribes are regularly traded for Egyptian spices, grain, and linen, as well as Ethiopian steel weapons. A well-run caravanserai at the market's center makes such extensive trade possible. In addition to stables for beasts of burden, the structure maintains clean and secure accommodations for travelers, arranged around a central courtyard.

Unfortunately for the PCs, a Berber thief named **Gwafa** and his Bantu accomplice, **Ajani**, a were-leopard, have taken up residence in the caravanserai, along with their band of followers. Normally, these rogues prey upon southern caravans, but Gwafa has set his sights on a much more ambitious plan: stealing loot directly from the Mamba Nyepe's sacred lake.



Some important object carried by the PCs (a *Heirloom Weapon*, the *Tombu Fetish*, or whatever the GM decides) attracts Gwafa's attention, and he will try to obtain it by either guile or force (see **Market Ambush** below).

In addition to standard trade goods, the bustling market sells weapons of iron, bronze, and steel, but no armor save ox-hide shields. One particular old vendor claims to be selling 'rare spices,' but PCs with rank 0 or higher in assassin or alchemist, 1 in thief or sorcerer, or 2 in merchant or scholar will quickly discern she is a seller of poisons. Hidden in her belongings is a single, slightly withered Scarlet Ackee fruit, which she is willing to sell at a steep price.

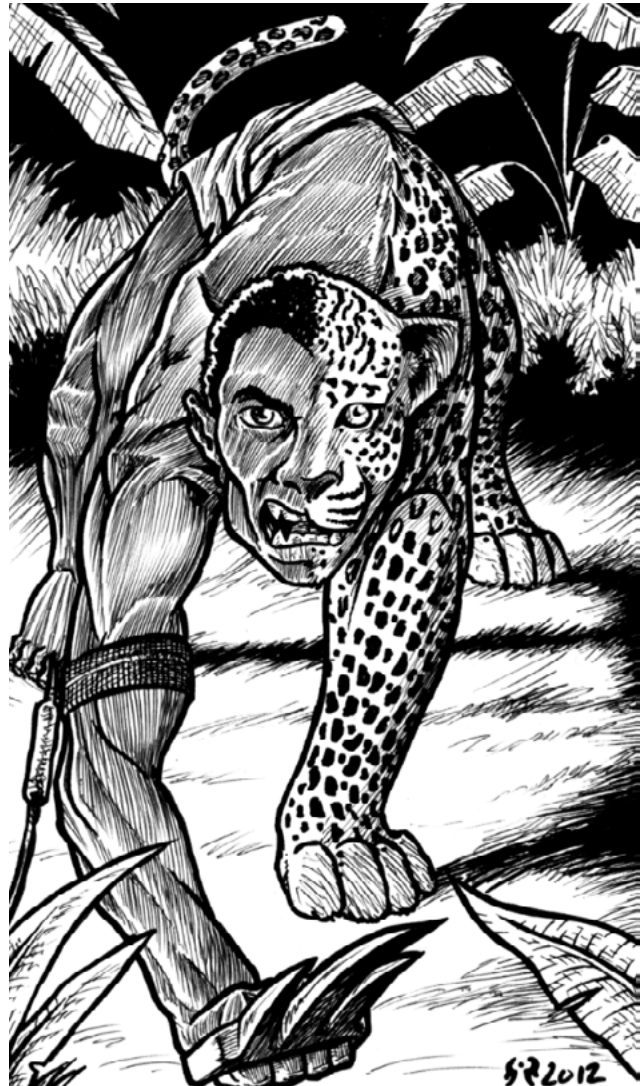
The fruit is still horrifically potent and can be used to good effect against a creature even as large as Mamba Nyepe. Consuming its seeds requires a Strength check against a Heroic modifier (-10). Failure causes 2d6 damage the first round and 1d6 thereafter. Whether the check is successful or not, the target incurs a penalty die on all actions over the next hour due to wracking pain.

MARKET AMBUSH

At some point, one of Gwafa's rabble will approach the heroes, offering to sell some trinket. While haggling ensues, Gwafa approaches from the rear or flank and tries to steal a coveted item. This is best handled as player-facing; have the targeted PC make a Mind check + any ranks in assassin or rogue, with a -2 modifier (Gwafa's ranks in thief). Nearby heroes who are on the lookout for pickpockets should get to roll as well. With a success, the PC spots him just before he's able to grab the item. On a failure, Gwafa filches it without anyone noticing and slips away. If this happens, the PC should have a chance to get their item back, either by following a series of clues to Gwafa's room at the caravanserai or running into him again (see **The Temple of the Sacred Lake**, pg. 9).

More likely, at least one PC succeeds and spots Gwafa in the act. He'll dart for a nearby alley (burning a Rival/Villain Point to gain priority, if necessary). Heroes giving chase run right into an ambush, with 2 x PCs number Rabble, plus Gwafa and Ajani. Unless the heroes somehow spot the ambush, they take a penalty die when checking for priority.

The rabble attack using the horde option (see *Everywhen*, pg. 63, or *Barbarians of Lemuria Mythic*,



pg. 157). Gwafa spends a Rival/Villain Point to make a Timely Escape if the battle goes badly; Ajani will shapeshift into leopard form and race away (witnessing this requires a Resolve Check at -2). The pair will show up later in the adventure to complicate things.

Gwafa's gang has rented several rooms in the caravanserai. Hidden behind a loose mud-brick in his private chamber are two suits of cured rhinoceros hide armor and a map of the sacred lake grounds. The suits incur penalties as per heavy armor (-2 Agility) with only medium protection (d6-2), but the coverage makes the wearer impervious to snake and other small animal bites, which is how Gwafa plans to circumvent the boomslang groves surrounding the Nyepe's sacred lake.



GWAFAS THUGS (RABBLE)

Attributes	Combat Abilities
Strength 0	Attack +0 melee
Agility 0	Damage d3
Mind 0	Defense 0
Appeal 0	Protection 0
Lifblood 3	Resolve 3

Gwafa's unruly mob. They swarm opponents with their filthy knives, striking from concealment if possible.

GWAFAS (RIVAL/VILLAIN)

Attributes	Combat Abilities	
Strength 0	Initiative 2	Lifblood 10
Agility 2	Melee 0	Resolve 11
Mind 1	Missile 0	Rival Points 5
Appeal 1	Defense 2	Protection 0

Boons/Flaws

Keen Eyesight
Stealthy/Sneaky
Greed

Careers

Nomad 1
Rogue 2
Scout 0
Merchant 1

Gwafa left the Maghreb Mountains to pursue a lucrative career raiding caravans and waylaying traders. He saved Ajani from a Mbuti witch while blindly drunk, and the two have been fast friends since.

Gwafa uses a scimitar in combat (d6), though prefers to have others do his fighting.

AJANI (TOUGH)

Attributes	Combat Abilities
Strength 2	Attack +2 melee
Agility 1	Damage d6+2
Mind 0	Defense 0
Appeal -1	Protection 0
Lifblood 7	Resolve 5

Ajani appears as a slender, dark-skinned Bantu tribesman with lambent yellow eyes. His were-form is a hybrid between leopard and man, and grants +2 to his Agility while reducing his Mind to -1. This intermediary form also bestows supernatural protection (d6+1 except vs. silver, fire, or magic). When in human form, he fights with a khopesh style sword (d6+2).

Ajani's condition is the result of a curse from the witch who was holding him captive. When in were-form he acts purely from instinct, and therefore refrains from transforming unless necessary. Ajani has the *Keen Scent* and *Night Sight* boons, as well as the *Savage* flaw. Treat as a rank 1 barbarian, rank 1 rogue.



TEMPLE DISTRICT

This is the wealthier part of the city, with mortised buildings and stone flagged streets. It is also difficult to get into if not a crocodile cultist. A 20' parapet wall surrounds the district, reinforced by guard towers and masked warriors armed with bows. Three heavily fortified gatehouses provide entry. Trying to fight through them is nigh suicidal; at least a dozen warriors guard each gate, and more can be summoned.

PCs who took up Gyasi's offer to disguise themselves as incense merchants can get past the guards with a small bribe—incense does a brisk trade in the temple district. Another option is to wait until nightfall and somehow scale the wall, provided the would-be invaders can avoid the guards atop the parapet.

The district's interior consists of fine houses, some faced with marble and panels of carved ivory, and over thirty temples, all dedicated to various incarnations of Mamba Nyepe. No other religion is tolerated within the area. Crocodiles adorned with gold chains roam freely in the streets. Well-fed, they seldom attack, but when they do decide to take a chunk out of someone the cultists stoically accept it as the will of Mamba Nyepe. Even priests are not immune.

The temple district is more closely watched than the rest of the city. PCs who dawdle or otherwise draw attention to themselves can be spurred along by either a group of suspicious masked warriors, a hungry sacred crocodile, or both.

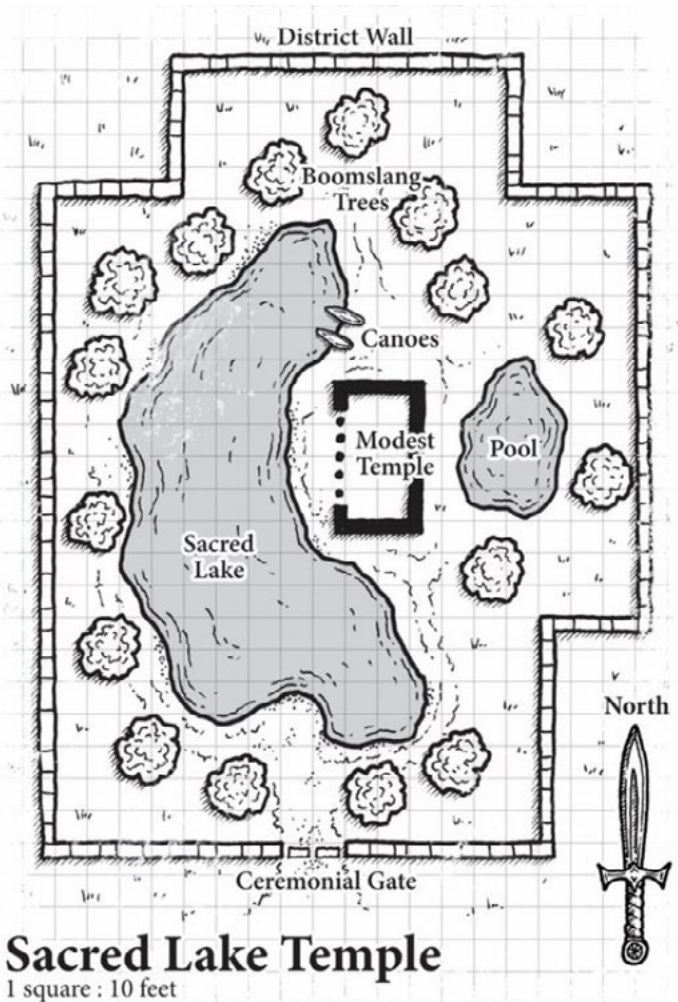
TEMPLE OF THE SACRED LAKE

At the district's center lies the holiest of holies, a low-walled garden surrounding an artificial lake, wherein dwells the great monster herself. The area is not well guarded because few people beside the high priest dare set foot inside. The trees growing around the lake are infested with venomous boomslang snakes. Anyone passing through this area unprotected will be subjected to dozens of bites by the emerald serpents. If PCs pledged their help to either Nomsa or Guyasi, they will be forewarned about this threat.

Gwafa and Ajani's rhinoceros armor (see pg. 7) protects against the snakebites. The possessor of the Tombu Fetish is also immune (this doesn't include PCs who are merely touching the fetish). Clever heroes can come up with other measures, such as using fire to burn the trees or ward away snakes.

If Gwafa and/or Ajani managed to escape the marketplace ambush, PCs come upon them as they approach the lake. The pair are wearing their clumsy hide armor, and plan to distract the Mamba Nyepe with a haunch of goat meat tossed in the water. *Sans* suits, they will then dive to the lake bottom and start grabbing treasure. Depending how the GM wants to play it, the treacherous duo might offer to team up with PCs, intending to betray them later. Or, the two might have detected the heroes approach and are waiting in ambush.

Note that Gwafa's plan won't actually work if the high priest spots them, as he can mentally alert the Mamba Nyepe (see pg. 12).



BOOMSLANGS (RABBLE)

Attributes	Combat Abilities
Strength -2	Attack +2 melee
Agility 2	Damage d3 (see below)
Mind -2	Defense 3
Appeal —	Protection 0
Lifblood 1	Fear Rating —

Beautiful emerald and black striped serpents with egg-shaped heads. If damage rolled is high enough to penetrate a target's protection, the bite inflicts 1 pt. and necessitates a Tough (-2) Strength check 2 rounds later to avoid an additional d6 damage. Check for *each* bite—they can really add up!

THE FINAL CONFRONTATION

A modest temple rests along the shores of the lake, open on one end to face the water. Behind the temple is a smaller pool wherein several of Mamba Nyepe's mates wallow; bull crocodiles, who normally only approach their mistress when she is feeling amorous (to do otherwise is to risk being eaten). Some 50' from the temple, dragged up on the lakeshore, are a pair of canoes; a large, ceremonial one seating 4, and a conventional dugout that holds 2.

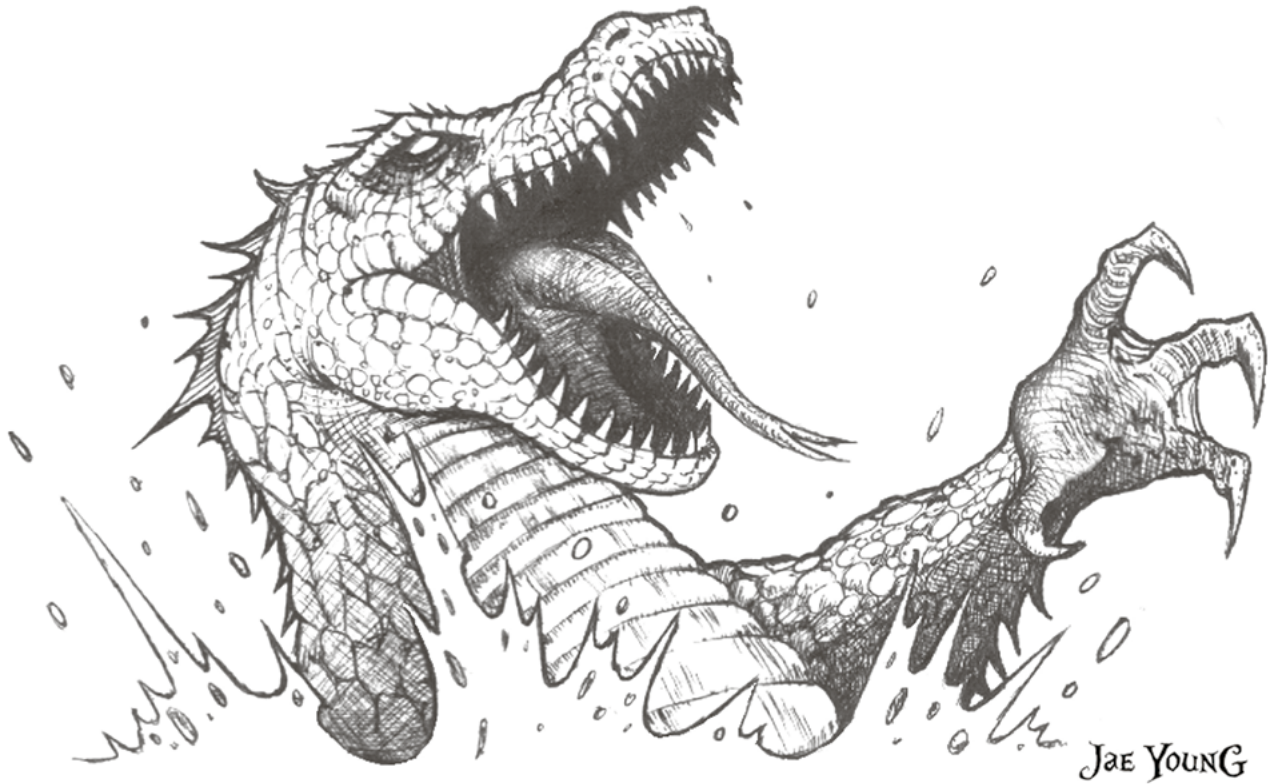
If PCs approach the lake at night, a flickering fire in the temple will reveal an emaciated shape sitting cross-legged just outside. During the day the figure is harder to spot, as bright sunlight glimmers off the lake (-2 Mind check).

This is Uhautu, the High Priest, who spends his hours in the expanded consciousness of lotus powder, either communing with the minds of his crocodilian subjects or sending his spirit out over the endless savannahs of eastern Africa.

The Mamba Nyepe herself stays mostly submerged below the surface of the lake, at its deepest point near the center. Normally, a crocodile under such conditions is hard to spot, but the Nyepe's huge, white-colored form makes this less difficult during the day (Moderate Mind check for anyone along the shore). At night, this check drops to Tough (-2).

Her usual tactic is to surface under a boat (-1 Agility rolls to avoid falling into the drink) and bite the tastiest-looking specimen. PCs attempting to fight her in the water have a penalty die on their Attack Rolls. Additionally, the Nyepe's Agility is higher while swimming than on land. Forcing or goading her out of the water is possible, though if Uhautu is aware of PCs he will use his telepathic contact to guide her much more intelligently than her reptilian brain would allow.





MAMBA NYEPE (HUGE CREATURE)

Attributes	Combat Abilities
Strength 8	Attack +3 melee
Agility 1/-1	Damage see below
Mind -1	Defense 0
Appeal —	Protection D6-2
Lifeblood 40	Fear 2

During the fight, Uhautu casts *Summon Beast* to compel crocodiles from the nearby pond to join the conflict (use the stats for the Sacred Crocodile on pg. 5). If attacked directly, he uses spells or Rival/Villain points to facilitate escape—he's more interested in saving his own hide than trying to protect his 'sacred' crocodile. If successful, he flees into deepest Egypt, where he will convene with other members of the crocodile cult and plan his revenge. As it happens, Shadwe isn't the only city venerating these creatures!

True to the rumors, the bottom of Mamba Nyepe's sacred lake is covered with costly votives (primarily jewelry, but also statuettes, weapons, and religious regalia), many of which are made from beaten gold. It takes a lot of diving and slime-scraping to retrieve these objects, but PCs can eventually fill a canoe with treasure. Transporting it all out of the Temple District is another issue, of course!

Known as the 'Pale Lurker in Dark Waters,' this beast is simply an aberration of nature and not a demigod like her priests make her out to be. Hunger is the monster's chief motivation.

A successful bite attack does 2d6 damage and traps the unfortunate victim in her jaws, for an automatic d6H damage each round thereafter, unless an escape is made. This requires a successful Agility or Strength check, modified by -8 (the Mamba Nyepe's Strength) and any appropriate careers. A PC can also spend a Hero Point to automatically escape.



UHAUTU (RIVAL/VILLAIN)

Attributes	Combat Abilities	
Strength -1	Initiative 1	Lifeblood 9
Agility 0	Melee 1	Resolve 12
Mind 2	Missile 0	Rival Points 5
Appeal 2	Defense 2	Protection 0

Boons/Flaws

*Beast-Friend**

Power of the Void

Out of Shape/Elderly

Frail

*Reptiles only; grants 2 bonus die

Careers

Noble 0

Scholar 0

Priest 2

Sorcerer 2

Uhautu is at least a century old and looks it, a corrupted priest in thrall to dark Elder Gods. He is the local representative of the crocodile cult currently flourishing in Egypt and the true ruler of Shadwe. Uhautu has 2 Faith/Fate Points and 14 AP.

At a cost of 1 AP he can establish a telepathic link with Mamba Nyepe, allowing him to guide her if necessary. Other spells he commonly uses are Summon Beast, Evil Eye, and Scale-Skin (see *Barbarians of Lemuria, Mythic* pg. 148 for details), as well as using Faith/Fate Points to “buff” the giant crocodile in its fight with PCs.

BATTLE FOR THE CITY

If word gets out the Mamba Nyepe has been slain, the city of Shadwe plunges into chaos. This is the opportunity Gyasi and his men have been waiting for! The chieftain launches an uprising with his spearmen while the rest of the populace rallies behind him. The priests and their masked warriors retreat behind the walls of the temple district to mount a defense.

Depending on how tired everyone is feeling at this point, the GM can simply say that Gyasi’s forces overtake the temple district after a long and bloody fight. Otherwise, PCs can participate directly using the mass battle rules from *Barbarians of Lemuria, Mythic* (see pg. 68), or *Everywhen* (pg. 63). Assuming they’re interested, of course—the heroes may just want to skip town with all their loot!

If using the *BoL* ruleset, the cult forces fight as defenders from their fortifications (+2 excellent position), and are better supplied/equipped (+1) than Gyasi’s spearmen, who in turn are a much larger (+2) force, led by Gyasi himself (a rank 2 Soldier, for a bonus of +2). The priests suffer from a lack of coherent leadership if Uhautu has been killed, and cannot field any generals. The most likely heroic actions for PCs during the battle are Take Position, Hold Position, and Inspire.

If using *Everywhen*, the battle is run as a conflict between several groups of hordes. Gyasi’s forces are generally stronger (d6L) than the cultists (d3) in the open, but the latter’s damage rolls are stepped up to d6 when fighting from the walls. Those groups led by a PC or Gyasi are bolstered to d6H by their mere presence, however (see **Leading Hordes**, pg. 63). In any conflict, Gyasi’s forces will outnumber the cult’s by a factor of 1.5 (round up).

Heroes who go the extra mile and take command during the battle should receive bonus XP/AP. This also opens up the possibility of intrigue and/or an outright power grab for the rule of Shadwe, once the cult has been deposed!

CONCLUSION

As noted, PCs may simply wish to leave Shadwe after killing the Mamba Nyepe and/or Uhautu. In that case they meet up with Nomsa again a short distance from the city—assuming they parted on friendly terms. She showers successful heroes with praise before asking for the Tombu Fetish to be returned. It’s power, she explains, along with her guidance, are sorely needed elsewhere on the mother continent!



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 chiefly 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 heroes were generated as per the standard character creation rules. The resolve characteristic can be ignored if using the *Barbarians of Lemuria* system. Similar boons and flaws from both systems under different names are indicated with a '/'.

Additionally, a some new boons have been added:

Born in Armor

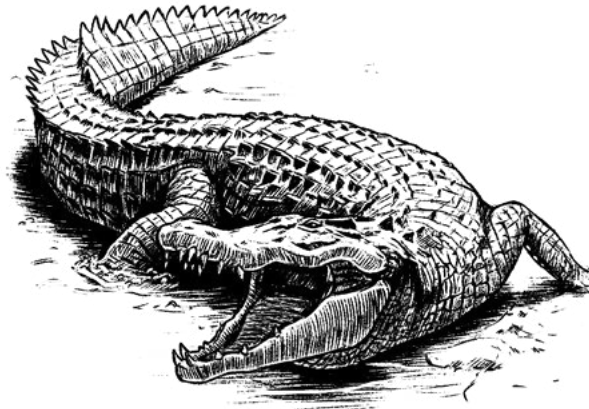
You feel naked without armor, and can use it to best effect. Your Strength score offsets armor Agility penalties on a 1:1 basis (e.g. no Agility penalty for a Strength 1 character wearing medium armor).

Cultural Weapon

You are adept with a weapon strongly associated with your origin culture, e.g., a Balearic sling, a Nordic axe, etc. When using this weapon or a reasonable facsimile, you gain a bonus die on your Attack Roll.

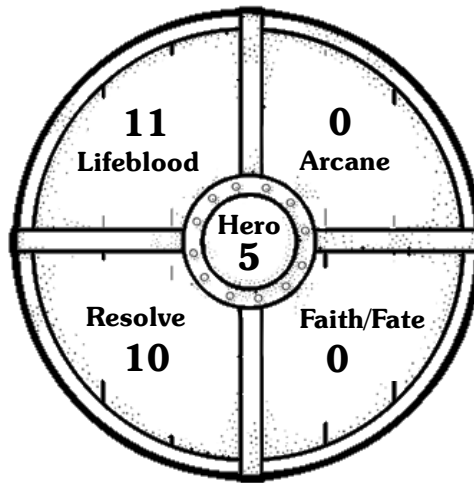
Heirloom Weapon

You have inherited or otherwise acquired a weapon of extremely fine workmanship. This weapon does +1 step damage and has the Penetration 1 quality. In *Barbarians of Lemuria*, this means a weapon normally rated at d6L damage does d6, d6 does d6H, and d6H does 2d6L (roll 3 dice and drop the highest), in addition to ignoring 1 point of armor protection. The weapon is difficult to break—if the Splintered Shield, Shattered Sword option is invoked, it goes flying from your hand instead of shivering to pieces.



AJA OF THE ISLES

STRENGTH	1
AGILITY	2
MIND	0
APPEAL	1



Career	Rank
Rogue	1
Pirate	2
Merchant	1
Soldier (Mercenary)	0



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

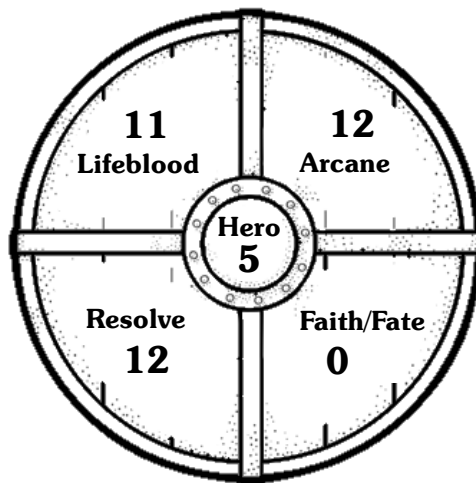
Boons	Flaws	Weapons & Armor	Prot./Dmg.
Attractive	Temper/	Light Armor	d6-3
Nose for the Unnatural/	Hot-Headed	Scimitar	d6+1
Nose for Magic		Khanjar Dagger	d6L+1

As a youth, Aja quit the port city of Rabat for a life at sea, and soon fell in with a crew of Barbary corsairs. Her career reached its zenith when she captured her own sloop, *The Golden Conger*, only to lose it weeks later to a storm. Unfortunately, an elder god inhabited the lost isle she found herself stranded on. The oozing, polymorphous mass made short work of her crew; she narrowly escaped by clinging to the *Conger's* wreckage.

Now Aja wanders inland, her hopes of buying a new ship dwindling with each year spent on dry land. She bears a badly healed wound on her left arm, a memento from the elder thing that tingles in the presence of sorcery (her *Nose for the Unnatural* boon).

GBEMI WEDO

STRENGTH	1
AGILITY	1
MIND	2
APPEAL	0



Career	Rank
Nomad	1
Healer	1
Scholar	0
Witch	2



Combat Abilities	Value
Initiative	0
Melee	1
Ranged	1
Defense	2

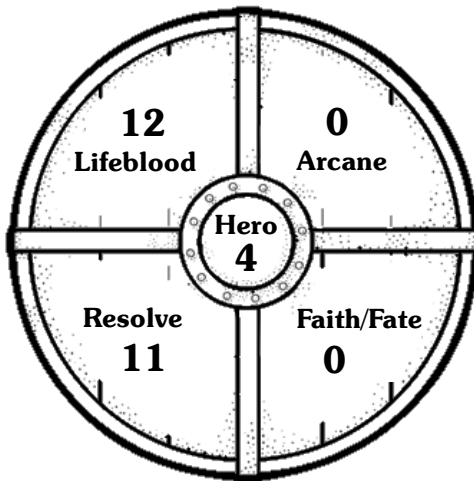
Boons	Flaws	Weapons & Armor	Prot./Dmg.
Cultural Weapon/ Trademark Weapon	Feels the Cold	Akrafena (Sword)	d6+1
Keen Eyesight		Sling, 30'	d6L
		Ceremonial Knife	d3+1

Originally from a Saharan tribe, Gbemi abandoned his career as a healer after an unsuccessful exorcism. The evil spirit he failed to drive off roundly mocked him, prompting Gbemi to seek out arcane knowledge. He has been assembling a potent gris-gris bag on his journeys since, containing the remains of supernatural creatures he finds and defeats. One day, Gbemi reckons, he'll run into that foul spirit again, and the outcome will be much different!

Gbemi's trademark weapon is an Ashanti sword, granted him by grateful villagers after banishing a snake-demon from a local well.

DAKARAI OSEI

STRENGTH	2
AGILITY	1
MIND	1
APPEAL	0



Career	Rank
Noble	1
Barbarian	2
Hunter	1
Soldier (Mercenary)	0



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

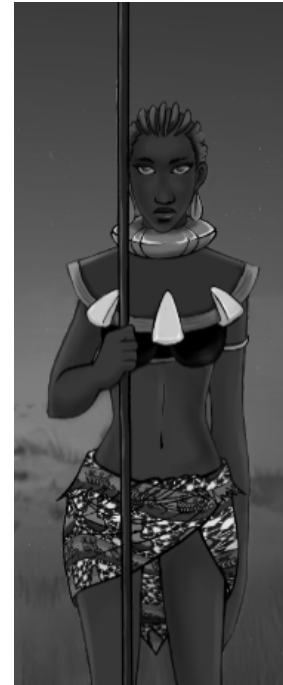
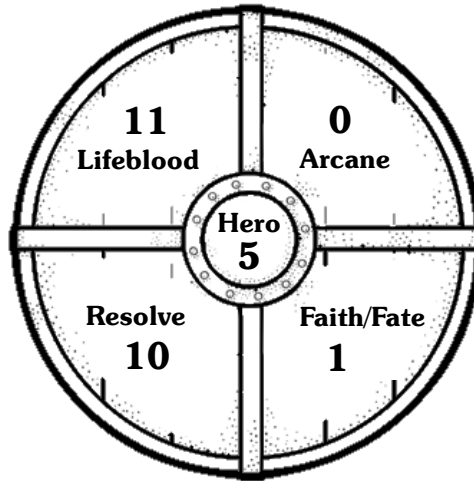
Boons	Flaws	Weapons & Armor	Prot./Dmg.
Born in Armor	Obsession	Medium Armor	d6-2
Heirloom Weapon	(-1 Hero Point)	Shield	+1 Defense
Inspire		Spear, 20'	d6H+2/+1, Pen 1
		Sword	d6+2
		Pinga (Throwing Knife), 10'	d6L+1

Dakarai had once been chieftain of a small but prosperous village. His reign ended when a brain-eating, supernatural creature called a Ngoloku—part bear, part hyena—stumbled onto the settlement. After returning to his village and witnessing the carnage, Dakarai swore revenge. The monster had left a clear trail, and its hideous footprints told Dakarai the slayer of his clan was no ordinary beast.

Maddened with grief, the chieftain retrieved his grandfather's spearhead from its hiding place and fitted it to a new shaft, cut from a sacred baobab tree. He's been hunting the Ngoloku ever since. When the trail grows cold he occasionally sells his skills as a warrior, but only to earn enough so he can continue his search.

SWIFT TAKIYAH

STRENGTH	1
AGILITY	3
MIND	0
APPEAL	0



Career	Rank
Priest	1
Beastmaster	1
Soldier (Warrior)	1
Entertainer (Tumbler)	1



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

Boons	Flaws	Weapons & Armor	Prot./Dmg.
<i>Athletic/Born Athlete</i>	<i>Taciturn</i>	Fighting Staff (2H)	d6+1, +1 Defense
<i>Battle Cry/War Cry</i>		Dagger	d6L+1

Takiyah was born into an ancient, monastic order serving the Divinity known only as the Veldt Mother. Her education progressed from caring for sacred leopards to training as a warrior monk in ritual combat. At nineteen summers she received her fighting staff and left the monastery, charged to locate the Veldt Mother's lost shrine built by a rogue sect centuries before.

Slender, with the speed and grace of a gazelle (hence her epithet), Takiyah makes a deceptively dangerous opponent. Her 6' ironwood staff is reinforced with metal; as a 2H weapon it does only d6 damage, but adds 1 to Defense against melee attacks.