



THE SUNDERED VALE

Though stumbling across a desert oasis seems like a stroke of luck, the canyon and palace complex nearby holds deadly secrets. Heroes must pierce the illusions surrounding a powerful lamia if they want to leave this accursed vale alive!

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



Art

Jacob E. Blackmon, Luigi Castellani, Carlos Castilho, Daniel Comerci, Peter Frain, Earl Geier, Teresa Guido, Dean Spencer

Cartography

Glynn Seal

Writing & Layout

Garnett Elliott

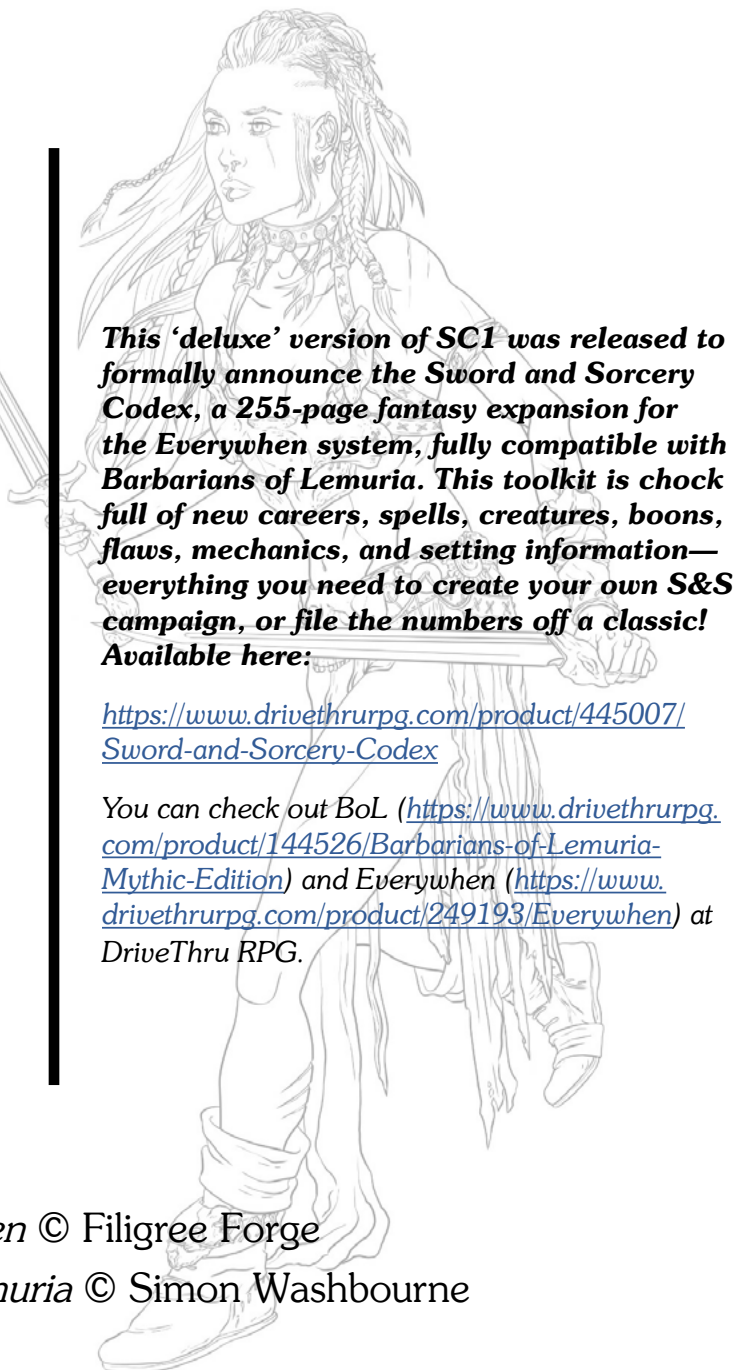
Special thanks to

Andrew 'Venemous Pao' Trent

Daniel Comerci - danielcomerci.com

Some artwork ©2016 Earl Geier, used with permission. All rights reserved.

Some artwork ©2015 Dean Spencer, used with permission. All rights reserved.



This 'deluxe' version of SC1 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.

Everywhen © Filigree Forge
Barbarians of Lemuria © Simon Washbourne



OVERVIEW

The PCs, lost amidst vast, Levantine desert, stumble upon an oasis tended by the dark-eyed beauty, **Djedi**, and her troupe of trained baboons. Though welcoming, she warns of a dangerous canyon nearby. At the bottom of this ravine stands a palace complex untouched by the ages. Curious heroes must first contend with ‘dragons’ (monitor lizards) before they can enter. Once inside, they meet the princess **Sosthi**, who claims to be held captive by guardian monsters. The monster turns out to be Sosthi herself, a ravenous lamia in disguise. PCs who survive her machinations—and appetite—may learn of her sinister relationship with Djedi.

*(Deception is a central element in *The Sundered Veil*. However, PCs are likely to be suspicious from the start, and may use magic to penetrate Sosthi’s ruse. Doing so early on won’t ‘ruin’ the adventure, as heroes still have to contend with a powerful lamia if they want to leave the oasis alive).*



FEAR AND RESOLVE

This adventure makes use of the resolve mechanic from *Everywhen*, 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. 9 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

The heroes are several weeks out of Adab, a Babylonian city. They may have originally been hired as caravan guards or forced to flee Adab's mudbrick hovels after some intrigue gone wrong. Whatever the reason, raiders struck soon after their journey began, and now PCs are wandering lost in the desert, their food and water exhausted. Vultures circle overhead.

Then, a miracle appears on the blazing horizon: palm trees dot a series of lush green hills. An oasis!

Thankfully, the trees don't vanish as PCs approach. They're no mirage, and their limbs bow with plump dates. A turquoise lake ripples in the breeze. Baboons screech among the palm fronds, some bearing crude sacks over their shoulders. The monkeys are busy picking dates, which they bring to a clearing on the lakeshore. A large camel hair tent has been erected there, spacious as a Mongol's yurt. A sun-bronzed woman with black tresses steps out to greet PCs.

This rustic young woman identifies herself as Djedi, caretaker of the oasis. She also appears to be the baboons' master, with an ivory-handled switch hanging from her girdle.

Djedi offers hospitality, bringing out jars of palm wine and cool spring water, along with platters of dates, dried apricots, and goat cheese (she has pens nearby). Simple fare, but it's ambrosia to the starving heroes.

If asked, Djedi explains she trades with caravans who stop here to refresh. The PCs are welcome to stay as long as they like. However, she warns of a dangerous landmark close by.

"Just beyond that hill lies a cleft in the earth, cursed since ancient times. Dragons swarm the ruins at the bottom, but the real danger is the Palace of Jahangir. Why its spires remain standing while other buildings have since crumbled, I cannot say. Scores of desperate men have come here seeking the palace's treasure vaults, though not a single soul has returned after descending the canyon."

Djedi's 'warning' is an attempt to goad PCs into exploring the canyon, though she's careful not to overdo it. If the heroes seem content to heed her advice, or spend too much time lounging around the oasis, use the **Night Visitor** encounter (pg. 8) to spur events forward.



BABOON (RABBLE)

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

Up to 3x PCs number of these baboons come swarming to defend Djedi if necessary. They attack using the horde option (see *BoL Mythic* rulebook, pg. 157, or *Everywhen*, pg.63).

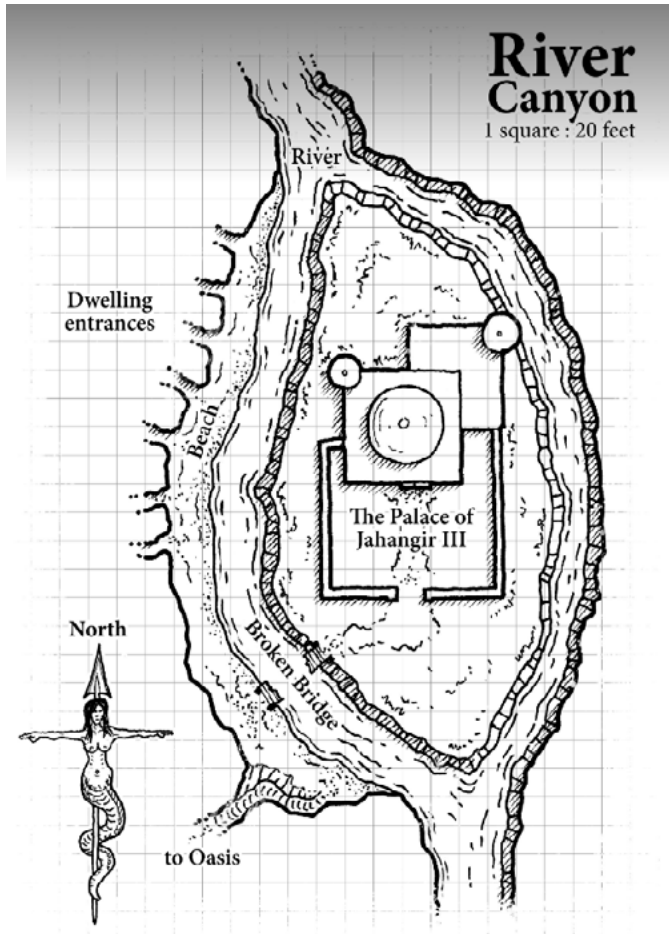
DJEDI (TOUGH)

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

Djedi stands 5'4," with wavy, blue-black hair and gauzy clothing. Though she appears to be in her early 30s, her actual age is *much* older (see pg. 8).

Djedi is rank 1 noble and beastmaster, with the *Beast-Friend* boon. Though she carries a heavy switch (d3 fatigue damage), when things get tough she pulls a large bronze dagger (d6L).





THE CANYON

The abutting hill affords an excellent view of the canyon. Sheer rock rises a hundred feet to either side, while a broad, shallow river wends down the center. Buildings have been carved into the canyon walls with beautiful, wind-worn facades akin to Petra. Whether these had served as houses, temples, or tombs is difficult to say.

The river widens midway along the canyon, flowing around a narrow 'island' and a palace complex atop. Minarets of polished lapis dazzle in the sunlight. Chimerical monsters cast from bronze perch above the marble walls like gargoyles. As Djedi noted, the building stands inexplicably intact, as if the last stone was mortised into place hours ago.

The palace's pristine condition is the result of a hypnotic illusion cast by Sosthi, a lamia dwelling within. In reality, the walls are crumbling, and entire sections of roof long gone. PCs with the *Nose for Magic* or *Second Sight* boons can sense something

is wrong (the palace shimmers when seen out the corner of the eye), but are unable to pierce the veil of illusion directly. Doing so requires a First Magnitude spell, with an additional -3 modifier to the Arcana Roll (Sosthi's rank in sorcerer).

Sunning themselves near the island and swimming with graceful serpentine motions are dozens of monitor lizards. Though it's difficult to judge scale, the largest appear roughly 7-8 feet long—big enough to be a threat.

Not far from the PCs vantage, steps have been hewn into the rock at a steep angle, allowing access to the canyon floor.

EXPLORING THE RUINS

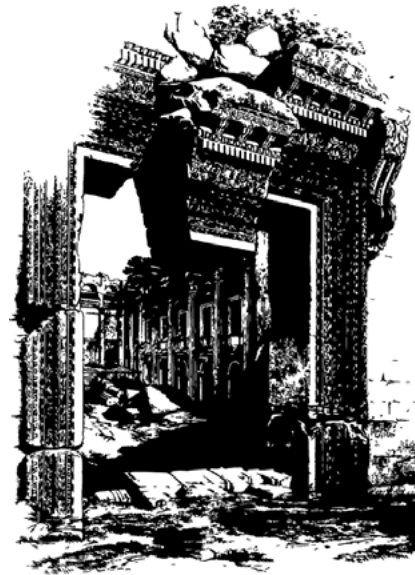
Assuming they don't beeline for the palace, PCs may opt to investigate the buildings carved into the porous rock walls. Most were houses of wealthy families dwelling in the city-canyon, with a few temples as well. Almost all are empty from looting. The interiors can be elaborate as the GM desires, but since these structures had to be hewn from stone, floorplans tend towards the small side.

The GM may wish to choose a couple of the encounters or roll randomly (d6) to determine the contents of a building.

- 1) In the dining area of this ruined house sits a desiccated, turbaned corpse surrounded by a circle of salt. This was formerly an Egyptian caravan trader, part of a group that explored the canyon and ran afoul of Sosthi. The trader knew some sorcery: his circle protected him from the lamia, but not starvation or thirst. Pinned to his robes is a curious looking scarab carved from yellowed bone. This is the **Scarab of Baq**, a talisman against poison (see sidebar, pg. 4).
- 2) A former temple. PCs who search diligently and make a Hard (-1) Mind check discover a hidden compartment at the back of an altar, with several idols of semi-precious stone inside. The statuettes look valuable, but also bestow a curse; the bearer must pay *double* Hero Points to invoke a desired effect, until the idols are returned to their secret niche. The curse won't be obvious until the bearer attempts to use a Hero Point.



- 3) This dwelling stands empty except for a chamber with graffiti on one wall. A crude carving depicts the Palace of Jahangir wreathed in ghostly flames. Beneath it, hastily scrawled cuneiform proclaims the death of Jahangir III at the hands of his treacherous daughter, Sosthi. Without the aid of magic, however, only a PC with ranks in scholar has a chance of deciphering it (a demanding Mind check, at -4).
- 4) This house serves as lair to a 'dragon', a giant monitor lizard over 10' long and weighing 400 pounds. This old beast preys on its own kind, so other monitors avoid the area. On a 1-3 (d6) it's hungry enough to attack any humans that come close. Otherwise, it avoids contact unless threatened or cornered.



GIANT MONITOR (TOUGH)

Attributes	Combat Abilities
Strength 3	Attack +2 melee
Agility 1	Damage d6H
Mind -2	Defense 0
Appeal —	Protection 1 pt.
Lifeblood 13	Fear 1

This beast has grown huge after years of feeding on its own kind. Its teeth carry a low-grade venom that causes infection. PCs bitten have to pass a Tough (-2) Strength check or their wounds will fester, preventing any lasting damage from healing without treatment from a rank 1 or higher healer.

- 5) The chambers of this guano-encrusted dwelling are infested with a bat colony. Close to nightfall they'll become active, swarming out to feed. PCs who keep their heads down can avoid danger. Those who insist on flailing at the creatures are subject to multiple bites per round (1 pt. environmental damage, stopped by Medium or higher armor) until they leave the dwelling. PCs damaged from these bites must make a Hard (-1) Strength check an hour later, to shake off a nasty infection. Failure means they suffer fever and convulsions the next day (-1 to Strength and Agility).

- 6) This dwelling is haunted. PCs with ranks in barbarian, sorcerer, or witch, or who have the *Nose for Magic* or *Second Sight* boon feel uneasy here. The feeling gets stronger towards the back of the dwelling. At night, heavy sighs can be heard echoing from someplace close by, but never pinpointed. Depending on how long PCs linger, the angry ghost of a suicide may manifest. He appears as an exsanguinated corpse with slash wounds on both wrists. Seeing the apparition necessitates a Resolve Check at -2 (see pg. 9). Beyond potential resolve damage, the ghost can't cause any real harm.



THE SCARAB OF BAQ

This small scarab has been carved from yellowed bone. It grants the bearer a bonus die when resisting the effects of poison. If the roll is failed, the scarab takes more direct action; it bites its host and draws out the poison (no damage). After doing so, the scarab appears more discolored. Each use in this manner runs the risk of the talisman becoming fouled with poison. Roll 2d6; on a 4 or less the scarab turns black and crumbles to powder.



RIVERINE ISLAND

A footbridge once stretched from the riverbank to the palace. Though long since collapsed, the fallen stones protrude from the water, which is only 6' at its deepest point. Carefully hopping from rock to rock requires an Easy (+1) Agility check. Failure means the PC falls in the river and must either clamber up a rock or wade for shore.

The monitor lizards, meanwhile, swim towards anyone trying to cross. Several of the largest (1.5 x PCs number, round up) will attack. The creatures are less active at night, so waiting until darkness to cross won't attract attention unless PCs dawdle. Creative strategies (like throwing meat in the water) should prove successful as well.

None of the lizards set foot on the island. Sosthi's supernatural presence repels all wildlife except vermin, so heroes are safe from further attack once they reach the palace.

MONITOR LIZARD (TOUGH)

Attributes	Combat Abilities
Strength 1	Attack +2 melee
Agility 0	Damage d6
Mind -2	Defense 0
Appeal —	Protection 0
Lifeblood 6	Fear —

These "dragons" of the canyon-city are the more aggressive specimens. Each is about 5'-6' long, with mottled hides and flicking tongues. Like their giant cousin, the lizards' bites cause a festering wound unless a Hard (-1) Strength check is passed. They are excellent swimmers.

THE PALACE OF JAHANGIR III

The complex gates stand wide open, flanked by the monstrous bronze figures glimpsed earlier. Lush ferns and dwarf palms decorate the eerily silent courtyard beyond. Shouts echo without response.

Inside the palace proper are a series of chambers walled with blue veined marble, all empty, their size and shape hinting at function—grand halls, reception areas, shrines, servant's quarters, etc.

As noted earlier, all this finery is an illusion. The palace has fallen into rubble, leaving it exposed to the elements. PCs exploring during the day might notice becoming sunburned and thirsty, despite being 'inside.' At night, a chill breeze seems to blow from nowhere.

DUNGEON OF THE MIND (DOTM)

Most dungeon crawls require a keyed map, with every monster, trap, and empty space laid out. In contrast, S&S authors don't usually describe a methodical exploration of such labyrinths, presenting it instead as a metaphor, a 'dark carnival' descent into the underworld. Heroes grope through night-dark passages where sighs, shrill laughter, and otherworldly screams echo. The horrors responsible are occasionally glimpsed, but best avoided.

Presenting a dungeon as a series of encounters set among an abstract location keeps the adventure moving. There is no sudden transition from 'story mode' to a tactical grid, except perhaps in combat (if the GM is using a battle mat). Players who insist on mapping are doing so *in vivo*—their characters are using both hands to sketch out surroundings, hopefully with adequate light and supplies (parchment, ink, etc.). They'll have to drop everything when the action starts, likely incurring a penalty die on priority checks. In such cases the GM doesn't have to supply an actual floorplan; just assume the characters won't get lost and can find previous areas quickly if they need to, including making a speedy exit!

CRYPT LABYRINTH

Eventually, PCs discover alabaster steps leading down into the palace's vaults. These appear as polished stone chambers with pillars of turquoise and serpentine jade. Torches flicker in silver cressets, providing plenty of light. In reality, cobwebs and dust cover this maze of vermin-infested crypts. The torches, however, are real, kept alight by Sosthi's magic.



Interconnected rooms soon lead to a domed chamber with an ornately carved bier at the center. Atop the bier lies a beautiful but deathly-pale woman, nude save for a snakeskin girdle. Aside from her wig, she is completely hairless; even her eyebrows have been shorn.

This is Sosthi, the adventure's major antagonist. She stirs if anyone approaches the bier. Jet eyes flash in the torchlight as she speaks:

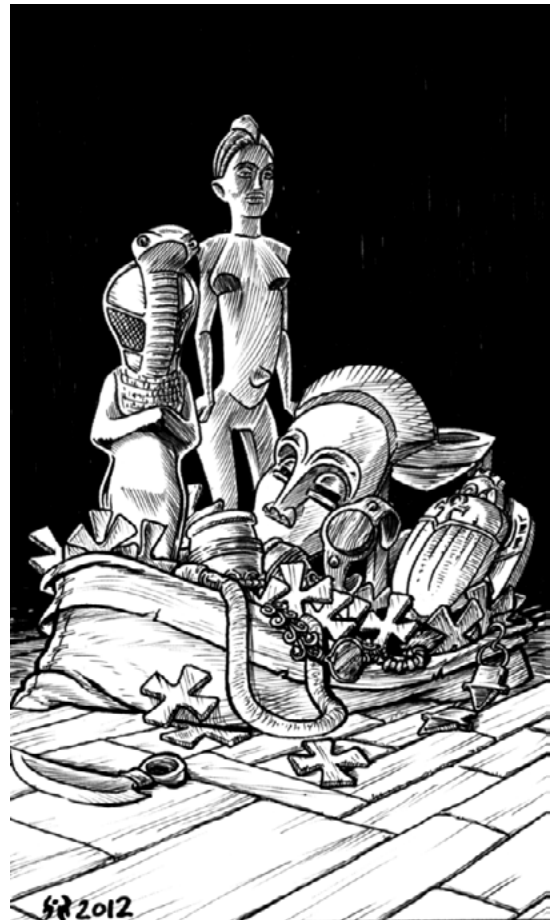
"Are you the ones come at last to free me from this accursed place?"

Sosthi explains she is the daughter of Jahangir III, a powerful sorcerer-king. When raiders sacked the canyon-city he cast a spell to protect both her and the palace. Unfortunately, this spell also keeps her trapped inside. *"No doubt you saw those monstrous bronze beasts atop the walls? If I approach, they come to life and force me back."*

Sosthi feigns ignorance at the passage of time since the city fell. Her only concern seems to be escape. She hints that previous, lesser heroes have tried to slay the guardian beasts and failed. As incentive, she offers to reward PCs with treasure from her father's secret vault. In fact, she'll hand over the loot right now. *"Once I have been delivered from this place, I will never set foot inside again!"*

In truth, Sosthi poisoned her father, who planned on offering her to a demon. The canyon-city fell soon afterwards, and Sosthi was transformed into a lamia for her crime. She maintains the illusion covering the palace to lure a steady supply of victims. Though most lamia hunger after child-flesh, Sosthi lusts for the blood of heroes!

If the PCs go along with her offer of treasure, she leads them deeper into the labyrinth of crypt chambers. At some point she stops, inserts a brass key into what appears to be a crevice, and reveals a gold-paneled chamber heaped with loot. The treasure is real, not illusory, and consists of objects d'art from antediluvian times, as well as several uncut, fist-sized gemstones. While PCs are gaping (and potentially under the spell of **Loot Hypnosis**; see sidebar) Sosthi laughs wickedly. With a clap of her hands she douses every torch in the palace, plunging the crypts into blackness.



OPTION: LOOT HYPNOSIS

While treasure hordes might entice players, their *characters* can be overwhelmed when confronted with such vast wealth. Gleaming gold and silver not only promises luxury, but also buys safety in a dangerous world. The GM can simulate this with a Moderate (0) Mind check, negatively modified by ranks in merchant or rogue. The *Greed* flaw incurs a penalty die on the check. If failed, the PC either stands stupefied or succumbs to a gold-grabbing frenzy for d3 rounds (cf. *Combat Paralysis*).



FANGS IN THE DARK

Using the darkness to her advantage, Sosthi plays cat-and-mouse with PCs, avoiding a prolonged engagement as she tries to pick off heroes one by one. She drops the illusion concealing her true form (a -2 Resolve Check for anyone getting a good look at her) and uses *Beguiling Gaze* on any stragglers, followed by her vampiric bite. She reserves her constriction attack as a last resort if cornered.

PCs chasing Sosthi will be lured to a section of labyrinth where several traps have been prepared:

- *Covered Spike-Pit Trap.* Dusty canvas conceals a 9' pit. The fall causes d3 damage, plus a Hard (-1) Agility check to avoid another d6 from spikes lining the bottom. Armor protection counts against the latter.
- *Falling Statue Trap.* A tripwire has been strung between two statues holding bronze halberds, carefully balanced so that they fall towards each other. A Tough (-2) Agility check is required to avoid the toppling statues completely. Otherwise, the person springing the trap is subject to 2 melee attacks at +1 for d6H damage. Anyone hit must then pass a Moderate (0) Strength check or be pinned for d3 rounds afterwards.
- *Spider Trap.* The cobwebs are particularly thick down one section of the hall. Sosthi's illusions make them appear as a haze (if lighting is present), perhaps caused by incense smoke. Blundering through the webs triggers an attack by hordes of tiny scarlet spiders nesting inside. Their bites cause d6 poison damage 2 rounds later if a Hard (-1) Strength check is failed.

Illumination is required to spot any traps beforehand. This entails a Mind check of Moderate (0) to Tough (-2) difficulty, modified by any ranks in assassin, barbarian, hunter, or rogue.

Unless PCs have taken precautions like leaving a trail, taking only left turns, etc., getting out of the crypt requires a Hard (-1) Mind roll. Otherwise, it takes 3d6 turns of hitting dead ends and having to retrace steps for heroes to find their way back to the domed vault, during which time they may stumble into more traps.

SOSTHI, ACCURSED LAMIA (RIVAL)

Attributes	Combat Abilities	
Strength 4	Initiative 1	Lifeblood 24
Agility 1	Melee 2	Resolve 12
Mind 2	Ranged 0	Rival Points 5
Appeal 2/—	Defense 1	Protection d6-2

Boons/Flaws

Alert
Night Sight
Addicted/Cravings

Careers

Noble 2
Temptriss 1
Assassin 0
Sorcerer 3

In her true form, Sosthi appears as a beautiful woman with a 7' serpentine body of jet-black scales below her waist. Vampiric, she can extend fangs and bite for d6 damage, which heals her a like amount of lifeblood. Against multiple opponents (up to 2 adjacent) she slaps with her monstrous tail for d6H damage. Finally, she can constrict a single target for continuous damage (d3+4, ignores flexible armor) while still able to use her bite attack and spells.

Sosthi's scaled protection covers most of her serpentine body, but can be bypassed if an attacker takes a Tough (-2) modifier to their roll.

As a magical creature, Sosthi has several spell-like powers she can use without expending AP or having to make an Aracana Roll:

- *Beguiling Gaze.* Sosthi can lock eyes with a single target and force paralysis if a Mind check modified by her Mind (-2) is failed. This effect lasts 2 rounds.
- *Pass Unnoticed.* As per the *Barbarians of Lemuria*, Mythic rulebook, pg. 148.
- *Hypnotic Illusions.* Sosthi uses these to hide her true form and the fallen palace of Jahangir III. She can also use illusions in combat, appearing to transform PCs weapons into venomous snakes, 'summoning' phantom demons, etc. Targets must make a Mind check modified by Sosthi's Mind (-2) or react as if the illusion is real.



Even if PCs escape the canyon, Sosthi, if still alive, will pursue them to the oasis at night (see the **Night Visitor** sidebar). If Sosthi is slain, the illusions covering Jahangir's palace vanish, revealing the ruin in all its squalor. A mosaic previously hidden by the spell can be discovered in one of the upper halls. It depicts Sosthi in her youth, standing next to a younger girl with similar features, probably a sister. Brushing dust away clearly shows the girl to be Djedi.

ENDGAME

If PCs return to the oasis and Djedi finds out they've killed her sister (perhaps by displaying treasure taken from the palace) she flies into a rage. No Sosthi means no more magic blood, and time will soon be catching up (see the **Night Visitor** sidebar). Djedi attacks savagely with a bronze dagger, joined by some of the larger members of her baboon troupe (1-2 per PC, depending on what kind of shape the heroes are in).

BABOON, LARGE (TOUGH)

Attributes	Combat Abilities
Strength 1	Attack +2 melee
Agility 1	Damage d6L
Mind -1	Defense 1
Appeal —	Protection 0
Lifeblood 6	Fear —

Djedi's bigger specimens, weighing about 45 lbs. with 4" canines.

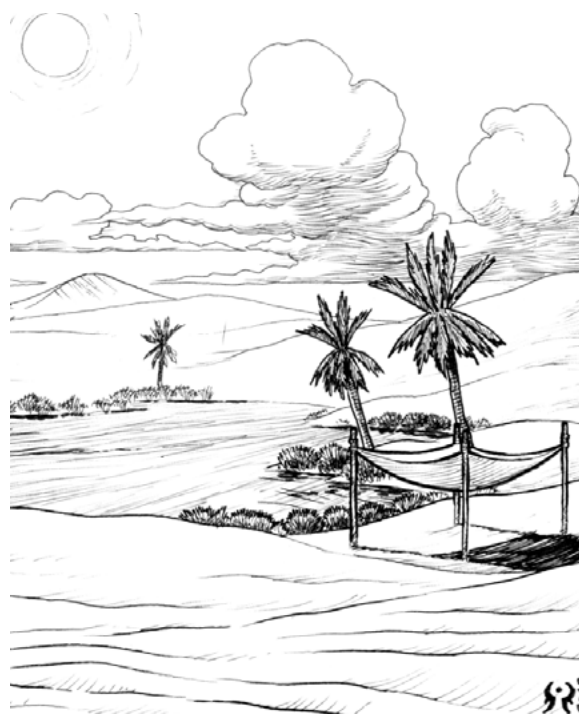
Even if PCs don't kill her, Djedi ages rapidly and dies over the course of d6 agonizing days, leaving behind a withered corpse. Mournful baboons nuzzle her remains and screech their grief, before bearing her away to the palms . . .



NIGHT VISITOR

PCs may heed Djedi's initial warning about the canyon, and spend significant amounts of time lounging around the oasis. If this happens, Sosthi comes calling in the dead of night. She uses her *Pass Unnoticed* ability to approach the oasis unawares. If PCs have set up a watch, she attempts to pick off sentries first, before launching hit-and-run attacks as described in **Fangs in the Dark**. If wounded, she attempts to slink back to the palace crypts and recover.

Wary heroes might also decide to spy on Djedi at night, and thereby discover her terrible secret. Sosthi comes to her sister's tent in lamia form, and after a whispered conversation cuts a small wound above her breast. Djedi uses a bowl to collect the trickle of blood, which she then drinks greedily down. An awful symbiosis is implied: Djedi lures victims to the palace, and Sosthi keeps her eternally young with enchanted blood. In this manner the two have remained alive over the centuries.



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 heroes were generated using the standard character creation 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:

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 use a weapon strongly associated with your origin culture, e.g. a Balearic sling. When using this weapon or a reasonable facsimile, you gain a bonus die on your Attack Roll.

Familiar

This boon is only available to sorcerers and witches. You share a mystic bond with an animal companion ranging in size from Tiny to Small (the animal is always considered a Tough). The Familiar has the power of human speech and can be sent on errands like conveying a message, spying, or even filching an object. For the cost of 1 AP per hour, you can perceive whatever your familiar perceives.

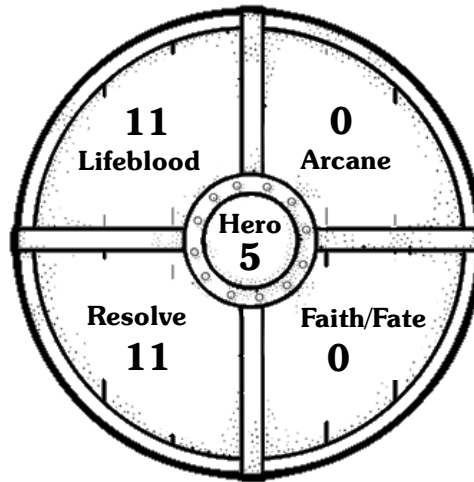
Magical Affinity

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 (minimum cost 1). You can only take this boon once per rank in sorcerer or witch.



REYNA SCARLET

STRENGTH	1
AGILITY	2
MIND	1
APPEAL	0



Career	Rank
Nomad	1
Slave	0
Gladiator	2
Soldier	1



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

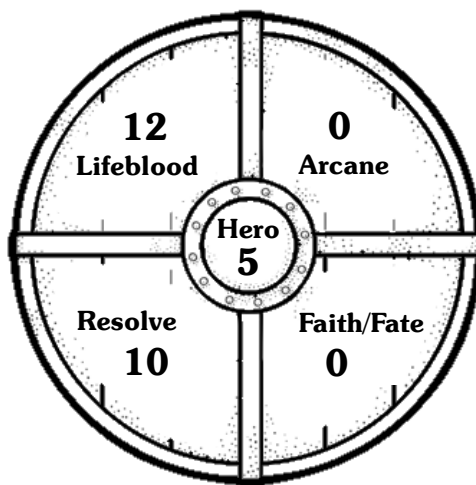
Boons	Flaws	Weapons & Armor	Prot./Dmg.
<i>Alert</i>	<i>Notorious/Infamous</i>	Medium Armor	d6-2
<i>Brawler</i>	<i>Taciturn</i>	Tulwar (Sword)	d6+1
<i>Born in Armor</i>		Buckler	+1 Defense
		Circassian Dagger	d6L+1
		Composite Bow, 30'	d6

A child of the rolling steppe, Reyna was captured by a rival nomadic tribe and sold for a pittance. After donning a white concubine's mask, she strangled her new 'husband' with a silken girdle and escaped. Reyna wears this same mask into battle to mark her transformation on that fateful night.

Though she amassed considerable fame and martial skill as a pit-fighter, Reyna has since left that career to wander. She contemplates the words of a bleary-eyed shaman, who prophesized she will one day seize the mantle of the Red Queen (as her name implies) and rule over a vast host.

KHAMOSE OF NUBIA

STRENGTH	2
AGILITY	2
MIND	0
APPEAL	0



Career	Rank
Nomad	2
Hunter	1
Rogue	0
Soldier (Mercenary)	1



Combat Abilities	Value
Initiative	0
Melee	1
Ranged	3
Defense	0

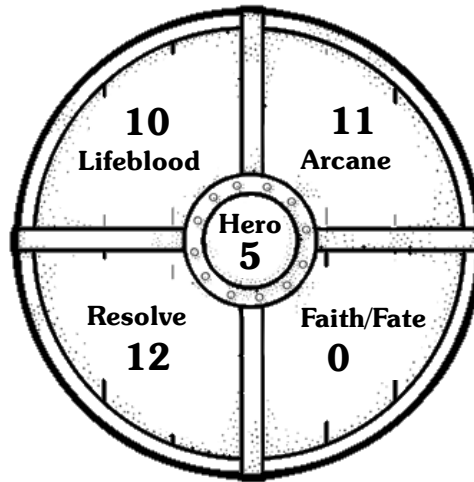
Boons	Flaws	Weapons & Armor	Prot./Dmg.
<i>Cultural Weapon</i>	<i>Hatred of . . .</i>	Pitati Bow (Bow), 75'	d6+2
<i>Desert Born</i>	<i>Landlubber</i>	Mace	d6+2
<i>Mighty Shot</i>		Kandi Knife (Dagger)	d6L+2

Khamose has ranged far from his homeland, fleeing a mysterious crocodile cult that seized power in Meroe. He ran afoul of the cultists after saving his sister from the sacrificial altar—and killing a high priest in the process. Though a stranger to the lands of the North, he has since found ready employment as a mercenary archer.

Standing 6' 7," hawklike Khamose towers over others. He keeps his scalp shaved and carries a gold hilted mace gifted him by Pharaoh. Someday he plans on returning to Meroe, though has vowed to do so at the head of his own army.

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)

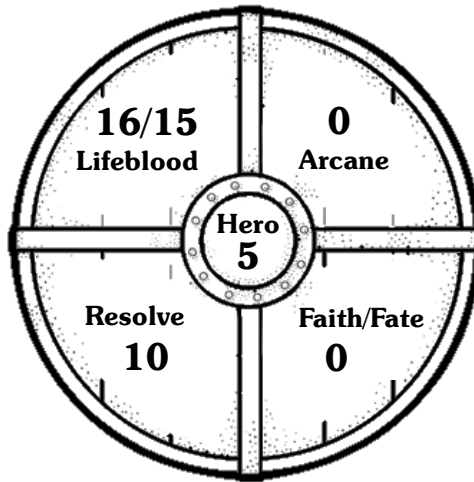
Boons	Flaws	Weapons & Armor	Prot./Dmg.
<i>Glib/Silver Tongue</i>	<i>Bounty/Hunted</i>	Xiphos (Sword)	d6
<i>Magical Affinity</i>	<i>Greed</i>	Dagger, 10'	d6L
<i>Familiar</i>			

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.

SHULGI THE AXE

STRENGTH	3
AGILITY	1
MIND	0
APPEAL	0



Career	Rank
Beastmaster (Feral)	1
Barbarian	2
Rogue	1
Soldier (Mercenary)	0



Combat Abilities	Value
Initiative	0
Melee	3
Ranged	0
Defense	1

Boons	Flaws	Weapons & Armor	Prot./Dmg.
<i>Hard as Nails/</i>	<i>Savage</i>	Light Armor	d6-3+1
<i>Hard to Kill</i>	<i>Temper</i>	War Axe (2H)	d6H+3
<i>Keen Smell</i>		Spear, 20'	d6+3/+1
<i>Thick Skin</i>			

Shulgi hails from the hardy tribes of the Zagros Mountains. He's built like a mountain himself, with bull-like muscles, bronzed skin, and a matted beard he never combs. Wild even by the standards of his hard-bitten people, Shulgi claims descent from a pack of striped hyenas—which would explain his lack of hygiene. Though he disdains 'soft' civilization, Shulgi does appreciate one product of cities: beer. This, he frequently declares, is the only reason he came down from the hills in the first place.

Shulgi's namesake is a huge, double-bitted axe he always keeps within grabbing distance.