

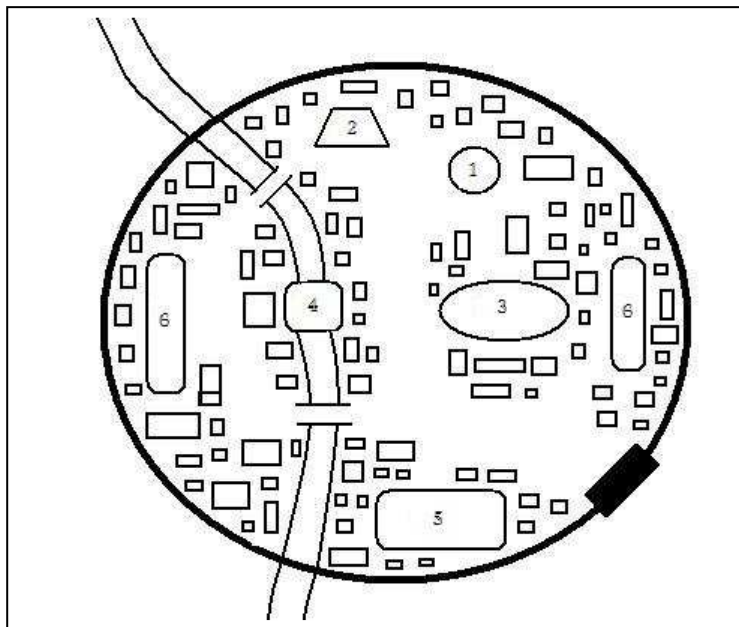
# Wakhara, city of the walking dead

An adventure module for Barbarians of Lemuria by Terje Nordin.

## Overview

Wakhara is a small but prosperous city state in a valley in the western Axos Mountains. The city is ruled by the sorcerer Lord Ketulkhan, who has bound the Greater Demon Ya-Zothak with whose larvae deceased bodies can be turned to zombies. These walking dead perform all menial work and serve as foot soldiers in the city's army. Due to the zombie workforce the subjects of the lord, numbering to 2000 men and women, are well fed and live in relative luxury compared to commoners elsewhere in Lemuria.

**Corpse tax:** Lord Ketulkhan claims as his property the bodies of everyone who dies while living in or visiting the city or the nearby area. Withholding or destroying a dead body is punishable by death.



## Map key

### 1. Lord Ketulkhan's tower.

The tower is guarded by six zombie warriors who patrol all the floors, day and night. Roof: The lords sky-boat is anchored here. Third floor: Study and ritual chamber, esoteric literature, scientific equipment and ritual paraphernalia. Second floor: Private apartment, harem quarters with the lords fifteen wives. First floor: Audience hall, kitchen. Basement:

Treasury with lots of gold and an iron chest containing the Stone of Ya-Zothak. The lock to the door can be picked if one succeeds with a Hard task check, but there is also a trap that need to be detected and disarmed by a Tough task check – otherwise a green powder will be released on the intruders when the door is opened and anyone who does not make a Demanding task check (using strength) will fall asleep for 1d6 hours.

2. **Temple of the Fecund Mother.** Within this truncated pyramid the demon Ya-Zothak is contained in a chamber with iron clad walls.
3. **Arena.** Bloody fights between men, monsters and animals are the most popular entertainment in the city. Lord Ketulkhan keeps various monsters in pens beneath the arena. Anyone who singlehandedly can defeat one of these horrors is personally congratulated by lord Ketulkhan and is considered for a place in the lord's guard.
4. **Wharf.** Here boats load and unload goods that are sent along the small tributary that runs through the city and the valley and further down to the river Sham and the cities of the west.
5. **Great hall of the kroark cavalry.** Living quarters and feast hall for the knights, also armory and kroark stables.

6. **Barracks for zombies.** There are roughly 2500 zombies in the city, serving as both workers and infantry.

### Adventure hooks

- As the PC's visit Wakhara someone valuable to them (perhaps a protégé or an important contact) falls ill and enters a deep coma. The cities corpse inspectors judge that the victim is dead and claims the body for Lord Ketulkhan.
- Sharzade, one of Lord Ketulkhan's wives, is very ambitious and has finally got hold of the recipe and ingredients for the Memory Philtre (see below). Now she only needs help to kill her lord, without harming his precious brain. She contacts the PC's through her handmaiden and offers them a great reward if they will help her.
- Even though the neighboring tribes are frightened of the city of walking dead many also envy the great riches of Wakhara. Rumor says that the wellspring of the city's wealth is an enchanted gem called the Stone of Ya-Zothak. Ergin, chieftain of the Iron Pillar tribe, offers the PC's gold, cattle and one of his daughters or sons if they steal the jewel from the wizard's tower and deliver it to him.

### Lord Ketulkhan

Ketulkhan was originally a son of Tyrus, but when the city outlawed sorcery he left his home and roamed the world searching for esoteric wisdom. After a time in Zalut he went to the mountains in the far north and subjugated a small tribe of farmers and herders and with whose labor he began building his city. One hundred years later lord Ketulkhan is a very popular leader among the people of Wakhara. Given his sorcerous powers and great age he is worshiped as a demigod, every hundred day there is a festival procession where he is carried around the city in a litter while the people throw flowers before him.

Ketulkhan is power hungry but patient. His goal is to acquire sufficient wealth and build a large enough zombie horde to subjugate the neighboring mountain tribes and then set out to conquer cities in the southeast, beginning with Shamballah.

The lord has a clean shaven head and a black goatee and dresses in luxurious kaftans and capes. He always carries with him the Wand of Scarlet Destruction, a foot long ebon colored metal rod with a ruby in one end. When a small button is pushed the wand emits a crimson heat ray that can reach a target within 30'. The sorcerer is usually followed by Nistra, his pet andrak, and his private guard of five fanatical soldiers.

Strength	0	Brawl	0
Agility	1	Melee	1
Mind	4	Ranged	2
Appeal	0	Defence	2
Noble	0	Lifeblood	10
Sky Pilot	1	Villain Points	3
Alchemist	2		
Sorcerer	5		

**Languages:** Lemurian, Sorceric.

#### Boons

Magic of the Sorcerer Kings  
Poison Immunity  
Great Wealth

#### Flaws

City dweller

## Equipment

Sky Boat

Wand of Scarlet Destruction (damage: d6+2)

Magical Ring that allows the bearer to sense anyone in the tower

Nistra, pet andrak, loyal to Ketulkhan but a wild beast to anyone else

## Ya-Zothak, Fecund mother of the second birth

This demon was once a great queen on her home world, surrounded by many mates and mother to legions of subjects. One day nearly one hundred years ago she was suddenly transported to her present location and overpowered by the sorcerer Ketulkhan who bound her and made her his slave. She has never stopped hating the sorcerer and her hunger for vengeance has only become greater with each year.

The Greater Demon Ya-Zothak is a huge creature, 12' high and weighing more than half a ton. Her body is like a slug with a chitin shell on her back, the head is covered with six faceted eyes and long feelers. Every day the demon is fed a live bouphon calf that she crushes and devours with her strong mandibles.

Strength	8	Attack with bite +0, damage d6
Agility	1	Attack with poison spray +3, damage d6+1
Mind	3	Defence 2
		Protection 3
		Lifblood 30

## Demonic Powers

Poison spray, reaches 10'

Telepathy

Offspring, 1d6 larvae every week

**Larvae:** Every week the demon gives birth to 1d6 larvae. These carapaced centipedes can attach themselves to the top of the head and along the spine of a deceased body and bring it back to a semblance of life. They are semi-intelligent and understand speech, although they are unable to talk. They can function autonomously and are able to follow quite complicated instructions. A larval zombie has 8 Lifblood, need little food and no sleep and last for circa five years. The zombie retains all attributes and careers from its previous life. The larvae in it self has only 4 Lifblood but its carapace gives it a protection of 2.

## Stone of Ya-Zothak

This fist sized black faceted stone is engraved with a row of runes that is repeated all over the stones surface. A sorcerer can determine that the writing is in sorceric and that it concerns the binding of a demon. It was created by lord Ketulkhan in order to bind the demon Ya-Zothak (in rules terms the stone was a casting requirement). If it was to be destroyed the demon would be released from the wizard's control.

## Memory Philtre

If the brain of a dead person is liquefied in this alchemical concoction it can then be consumed in order to acquire the memories of the deceased. There is a slight risk that the brew will bring permanent madness or even death (roll a die: 1-3 no side effect, 4-5 gain the flaw Morgazzon's curse, 6 lose 2d6 Lifblood). But despite this the recipe for the Memory

Philtre is sought by many eager sorcerers' apprentices who can not wait to partake of their master's knowledge. The Memory Philtre counts as a rare preparation.