

EVIL DM PRODUCTIONS PRESENTS

Issue Two

Dicey Tales

A Pulp Era supplement for the
Barbarians of Lemuria and
other Role Playing Games

DO YOU HAVE
WHAT IT TAKES
FOR ADVENTURE?

FIND OUT
INSIDE!

GHOSTS of GREENLAND!

Waking an Ancient Evil

Approved for use by



Beyond Better Games

Dicey Tales

In This Issue!

Credits	2
Behind The Screen	3
Beasts and Monsters	4
<i>A bestiary for pulp era adventures</i>	
Using Contacts in <i>Dicey Tales</i>	25
<i>It's not always what you know; it's who you know</i>	
New Boons and Flaws for <i>Dicey Tales</i>	36
Lemurian Lore-	38
Ghosts in the Moon-Tower - Garnett Elliott	38
<i>An Adventure for the Barbarians of Lemuria Setting</i>	
Ghosts of Greenland – Joseph C. Wolf	44
<i>A Pulp Era adventure for <i>Dicey Tales</i></i>	
The Burning Eye of Tyrannis Nova – Michael W. Bay	59
<i>A Legends of Steel/Barbarians of Lemuria Adventure</i>	

Credits

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Behind the Screen

A long time coming

Welcome to issue #2 of Dicey Tales

It has been over a year since the first issue of Dicey Tales. Hopefully, we won't have to wait another year for issue number three. In this issue we will be presenting a collection of features to bring more life to your Dicey Tales adventures.

As promised, this issue we present a **Dicey Tales Bestiary** that features not only the animals that a globe-trotting adventurer may face, but also a collection of creatures from myth and legend that will test the mettle of even the toughest two-fisted hero.

Next, we present an ongoing series on non-player characters that live and work in a 1930's era city (in this case-San Francisco). Not only will these everyday people provide a wonderful backdrop to city based adventures, they are also invaluable resources for player characters that have the **Contacts** Boon.

We have also added a few new **Boons and Flaws** to consider for inclusion to your games.

In our Lemurian Lore section Garnett Elliott treats us to an adventure set in Lemuria called **Ghosts in the Moon-Tower**.

Joseph Wolf takes us far north for a Dicey Tales adventure involving Vikings, Nazis and Legendary monsters in **Ghosts of Greenland**.

Finally, Michael W. Bay presents an adventure that takes the heroes to the far off Green Death Jungle of Erisa in **The Burning Eye of Tyrannis Nova**.

Thank you again for joining us for another issue of Dicey Tales.

Roll to hit!
Jeff Mejia
2012

Beasts and Monsters

A bestiary for pulp era adventures

In creating a pulp era expansion for Barbarians of Lemuria we realized we would have to include a bestiary of creatures common to 20th century earth. Such a bestiary was offered in the Legends of Steel Campaign setting, but we wanted to present a similar bestiary here in Dicey Tales for the players who don't have the Legends of Steel (LoS) book. Those who do own LoS will find themselves treading familiar ground, though a few changes and notable additions have been made.

In the following pages you will find creatures to populate your world of adventure - From the ordinary, but deadly Alligator to the extra-ordinary Yeti. Naturally, we can't possibly list every creature, but this selection should give you a good selection of creatures for your campaign.

A selection of monsters has been included for GM's whose campaigns incorporate the fantastic. The statistics given for these creatures are at best rough approximations from a layman's perspective of each particular animal's abilities and should be treated as such, if a particular creature is proving too difficult for an adventurer to deal with, feel free to modify the creature to be more in line with your particular campaign.

ALLIGATOR (CROCODILE, CAYMAN)

Attributes

Strength 4

Agility 1

Mind -2

Combat Abilities

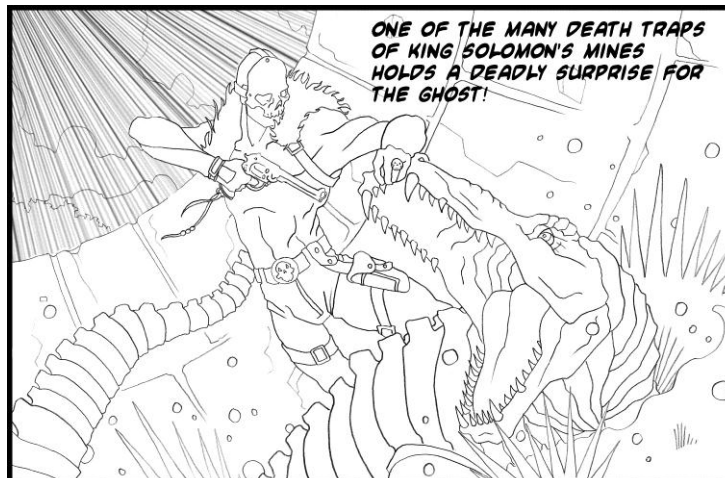
Attack with 1 bite +1; damage 1d6+2

Defense: 1

Protection: 2 (tough/scaly hide)

Lifeblood: 20

These huge lizards will inhabit swamps and marshlands as well as the aquatic death traps of most major villains.



ANACONDA (PYTHON)

Attributes

Strength 4

Agility 1

Mind -2

Combat Abilities

Attack with constriction +2; damage 1d6

Defense: 0

Protection: 1 (tough hide)

Lifeblood: 20

Ready to drop on you from the overhanging branches in just about any mangrove swamp, Anacondas squeeze the life out of their victims and then slowly devour them at their leisure.

BATS

Attributes

Strength -1

Agility 4

Mind -3

Combat Abilities

Attack with a bite; damage 1pt (+poison or disease)

Defense: 1

Protection: 0

Lifeblood: 1

A pulp staple, most bats carry diseases such as rabies, some bats, at least in the Pulp, could be poisonous. For the most part they are an inconvenient distraction. Bats often appear suddenly and usually at an inopportune time, such as when your hero is clinging perilously to an outcropping.

BARRACUDA

Attributes

Strength 1

Agility 4

Mind -2

Combat Abilities

Attack with bite +2; damage 1d6

Defense: 2

Protection: 0

Lifeblood: 15

The lightning-fast Barracuda is best used to guard sunken treasure from busy female divers.

BEAR

Attributes

Strength 4

Agility 0

Mind -1

Combat Abilities

Attack with 1 bite + 1; damage 1d6

Attack with 2 claws +0 per attack; damage d6 (+ special)

Defense: 1

Protection: 1 (thick pelt)

Lifblood: 20

If the bear hits with both claws, it can grapple its opponent causing further d6 damage. Bears can be found just about any climate, but mostly in temperate ones.

BISON (BOVINE)

Attributes

Strength 5

Agility -1

Mind -3

Combat Abilities

Attack with horns +2; damage 1d6

Attack with 2 hooves +0 per attack; d6 damage

Defense: 0

Protection: 1 (tough hide)

Lifblood: 20

This listing can be used for most domesticated and wild cattle. Their temperaments will differ significantly, but in all cases Bulls will tend to be the most aggressive.

BOAR

Attributes

Strength 2

Agility 0

Mind -1

Combat Abilities

Attack with 1 bite +1; damage 1d6-1

Defense: 0

Protection: 1 (tough hide)

Lifblood: 10

Boars inhabit forests, savannahs and jungles. Boars are mean. If you disturb a boar it will charge blindly in an attempt to disembowel you with its razor sharp tusks. Run.

CAMEL

Attributes

Strength 3

Agility 0

Mind -2

Combat Abilities

Attack with 1 bite +1; damage 1d6-1

Attack with 2 hooves +0; d6-1

Defense: 0

Protection: 1 (thick pelt)

Lifeblood: 20

Camels are known for their ability to carry heavy burdens, going long periods of time without sustenance, and being damn ornery.

ELEPHANT

Attributes

Strength 10

Agility -2

Mind -1

Combat Abilities

Attack with tusks +1; damage 2d6-1

Attack with hooves (trample) +0, 2d6-1

Defense: 0

Protection: 3 (thick hide)

Lifeblood: 40

Elephants have been domesticated for centuries and are used for construction and transport in many parts of the world. They are also found in the wild in herds of 5 to 8.

FIRE ANTS (Large)

Attributes

Strength -3

Agility 0

Mind -3

Combat Abilities

Attack with 1 bite; damage 1point

Attack with Acidic squirt; 1d3

Defense: 0

Protection: 1 (exoskeleton)

Lifeblood: 1

Fire Ants grow to almost 15"; they have sharp mandibles and are able to squirt a painful and corrosive venom. Fire Ants are found in the jungles of Asia, Africa, and South America.

GORILLA (Carnivorous)

Attributes

Strength 3

Agility 0

Mind -1

Combat Abilities

Attack with 1 bite +1;
damage 1d6-1

Attack with 2 claws +2 each
attack, damage d6-1

Attack with all 3 at +0

Defense: 2

Protection: 1 (tough hide)

Lifeblood: 13

This of course is a Pulp version of a highly aggressive and cunning species of Gorilla.



HAWK (RAPTORS)

Attributes

Strength -2

Agility 2

Mind -1

Combat Abilities

Attack with 1 peck +3; damage 1d3

Attack with 2 claws +2; damage d3

Defense: 2

Protection: 0

Lifeblood: 3

Raptors make great pulp companions, not only for the inherent “coolness” factor but also for their reconnaissance ability and the fact that they can strike suddenly from above at just the right time.

HORSE (MULE)

Attributes

Strength 5

Agility 0

Mind -1

Combat Abilities

Attack with 1 bite +1; damage 1d6

Attack with 2 hooves +0 each attack, damage d6

Defense: 0

Protection: 0

Lifeblood: 20

HYENA

Attributes

Strength 1

Agility 0

Mind -1

Combat Abilities

Attack with 1 bite +1; damage 1d6

Defense: 0

Protection: 1 (thick pelt)

Lifeblood: 10

Hyenas are often found in packs of D6+2.

LEOPARD (Snow Leopard, Jaguar, Cougar)

Attributes

Strength 1

Agility 3

Mind -1

Combat Abilities

Attack with bite +4; d6-1 damage

Attack with 2 claws +2 per attack; d6-1 damage each
(Attack with all 3 attacks at +1 each)

Defense: 2

Protection: 0

Lifeblood: 10

LION/TIGER

Attributes

Strength 2

Agility 2

Mind -1

Combat Abilities

Attack with bite +4; d6 damage

Attack with 2 claws +2 per attack; d6 damage each
(Attack with all 3 attacks at +1 each)

Defense: 2

Protection: 1 (tough hide)

Lifeblood: 15

MONGOOSE (FERRET)

Attributes

Strength -2

Agility 2

Mind -1

Combat Abilities

Attack with 1 bite +3; damage 1d2

Defense: 3

Protection: 0

Lifblood: 2

An ideal companion in a pulp adventure; Ferrets chew thru rope, go for help, bite a gunman's wrist, dames think they're adorable, and they keep any cobras hiding in the bedroom busy while your hero is trying to get a good night's sleep.

MONKEY

Attributes

Strength -1

Agility 4

Mind -1

Combat Abilities

Attack with bite +3; d3 damage

Attack with 2 claws +2 per attack; 1 damage each
(Attack with all 3 attacks at +1 each)

Defense: 3

Protection: 0

Lifblood: 3

Monkeys are another common companion among adventurers. A bit more mischievous than other animal companions, monkeys can prove their value in a variety of unique ways.

PIRANHA FISH

Attributes

Strength -1

Agility 0

Mind -3

Combat Abilities

Attack with bite +2; 1d6 damage

Defense: 2

Protection: 0

Lifblood: 1

Another pulp staple, piranhas are found in the freshwater rivers and swamps of the South American jungles and in the lair of the most sadistic villains.

RHINOCEROS

Attributes

Strength 8

Agility -3

Mind -2



Combat Abilities

Attack with horn +2; 2d6 damage
Attack with 2 hooves +0; 2d6-1 damage
(Attack with all 3 attacks at -1 each)
Defense: 0
Protection: 3 (Tough hide)
Lifeblood: 40

SHARK (GREAT)

Attributes

Strength 8
Agility 0
Mind -1

Combat Abilities

Attack with bite +3; 2d6-1 damage
Defense: 1
Protection: 2 (Tough skin)
Lifeblood: 40

There are dozens of species of sharks in many different sizes. In this case we are concerned with the larger and more aggressive species of man-killers.

VENEMOUS SERPENTS

Attributes

Strength 1
Agility 2
Mind -2

Combat Abilities

Attack with 1 bite +1; damage 1d3 + poison
Defense: 2
Protection: 1 (tough hide)
Lifeblood: 10

Poison: One bite can paralyze and kill their prey within minutes. The victim dies from suffocation, as the lungs and heart stop. To avoid being paralyzed, make a Hard task check using Strength. If paralyzed, your character will get another Hard check after a couple of minutes – failure results in death.

VULTURE

Attributes

Strength -1
Agility 1
Mind -2



Combat Abilities

Attack with 1 peck +3; damage 1d6-2

Attack with 2 claws +2; damage d3

Defense: 2

Protection: 0

Lifeblood: 3

WOLF/LARGE DOG

Attributes

Strength 0

Agility 1

Mind -1

Combat Abilities

Attack with bite +3; d6-1 damage

Defense: 1

Protection: 0

Lifeblood: 7

Monsters and other Creatures

Black Scarab Beetles

Attributes

Strength -4

Agility 4

Mind -4

Combat Abilities

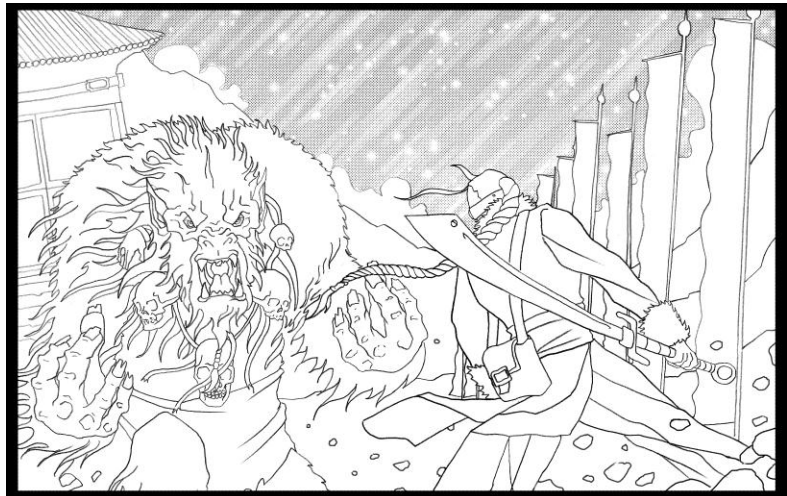
Attack with 1 bite +3; damage 1

Defense: 5

Protection: 0

Lifeblood: 1

These voracious creatures measure about 2" in diameter. They have an unknown lifespan; living specimens have been discovered infesting ancient tombs that have been sealed for millennia. They apparently are able to enter a dormant state and survive indefinitely in great numbers. When they do awake they use their strength of numbers to overcome and consume every living thing in



their path. Ancient texts tell of Black Scarab Beetles being used by Egyptian Sorcerers as tools in assassinations.

DEMON

Attributes

Strength: variable

Agility: variable

Mind: variable

Combat Abilities

Attacks: variable

Defense: variable

Protection: variable

Lifeblood: variable

Demons can assume any form the GM wishes; from a 40-foot tall, serpent-fanged, troll to a six year-old boy named Damien. Or just toss two random creatures together and add the heavy smell of brimstone. You now have a demon.

A demons usual goal is to corrupt and collect souls. Demons can be summoned and trapped with the proper rituals. In fact, they are most often encountered when someone disturbs an area or object that they are guarding.

Other times a demon may act as a messenger for a stronger demonic power. In the rarest and most deadly of instances a rogue demon may be encountered. These demons have either been given leave to travel the earth creating mischief or they have escaped from hell and are on the run.

Some demons use magic and will therefore have any number of magician ranks. Many of the stronger demons are immune to mundane weapons, and can only be harmed by magical or blessed weapons. Some of the most powerful demons are also able to discern ones thoughts enough to figure out their opponents' truest love, deepest desire or worst fears, which the demon will then use to its advantage.

As a general rule of thumb demons cannot be killed. They can however be banished by those possessing true faith in the higher power of good. And even in such cases, those hoping

to banish a demon should have some type of weapon or object of holy nature to use as a focus against the demon.



DINOSAUR (large)

Attributes

Strength 12

Agility 0

Mind -2

Combat Abilities

Attack with 1 bite +3, damage 2d6
Attack with 2 claws +1, damage 2d6
(Attack with all 3 at +0 each attack)
Defense: 0
Protection: 4 (very tough hide)
Lifblood: 50

These are huge prehistoric reptilian creatures. For simplicity's sake consider these to be Allosaurus or T. Rex type dinosaurs. Dinosaurs are generally found in the hidden jungles or "Lost Valley's" of a pulp campaign world.

DINOSAUR (small)

Attributes

Strength 6
Agility 4
Mind -1

Combat Abilities

Attack with 1 bite +1, damage 1d6+1
Attack with 2 claws +0, damage 1d6
(Attack with all 3 at +0 each attack)
Defense: 0
Protection: 3 (tough hide)
Lifblood: 25

These carnivorous Dinosaurs are a bit larger than man-size. They are patterned after the Velociraptor of popular cinema rather than the actual specimen which was reportedly much smaller. These "Raptors" are a bit more intelligent than their larger brethren. They use advanced hunting techniques and work in packs to surround, herd, and kill their prey.

DJINN

Attributes

Strength variable
Agility variable
Mind variable

Combat Abilities

Attacks variable
Defense: variable
Protection: variable
Lifblood: variable

Like demons, Djinn can do and be just about anything; used wisely by the Referee they can be very entertaining. Born of a smokeless fire, they are known to be quite capricious, and love to torment hapless humans. They are usually found tucked away in a vessel like a dusty old oil lamp or an ancient book waiting to be freed.

GIANT GORILLA

Attributes

Strength 13

Agility 3

Mind -1

Combat Abilities

Attack with 1 bite +3; damage 3d6+2

Attack with 2 claws +2 each attack, damage 2d6+1

Attack with all 3 at +2

Defense: 3

Protection: 3 (tough hide)

Lifblood: 60

This 50' tall "King" of all beasts is supposedly worshipped as a god on his lost island home.

GIANT CRAB

Attributes

Strength 1

Agility 1

Mind -2

Combat Abilities

Attack with 2 claws +2; damage 1d6+2

Defense: 0

Protection: 4 (chitin exoskeleton)

Lifblood: 8

Giant crabs are found in coastal regions and along riverbanks. They are usually 3-5' in diameter.

GIANT CENTIPEDE

Attributes

Strength 1

Agility 3

Mind -3

Combat Abilities

Attack with 1 bite +1; damage 1d6+1 (+ poison)

Defense: 0

Protection: 3 (chitin exoskeleton)

Lifblood: 20

These huge creatures can grow up to 30' in length. They dwell in tall grasses and ruins.

GIANT ELECTRIC EEL

Attributes

Strength 1

Agility 3

Mind -2

Combat Abilities

Attack with 1 bite; damage 1d6-1

Attack with electrical shock; 2d6+2

Defense: 0

Protection: 0

Lifeblood: 15

These huge eels average about 18' long and can be found in the lakes, rivers and swamps of South American jungles.

GIANT SEA NETTLE

Attributes

Strength 0

Agility 3

Mind -3

Combat Abilities

Attack with 12 stingers+1; damage 1d6-1 (poison)

Defense: 0

Protection: 0 (thick pelt)

Lifeblood: 10

(Poison: One bite can paralyze and kill their prey within minutes. The victim dies from suffocation, as the lungs and heart stop. To avoid being paralyzed, make a Hard task check using Strength. If paralyzed, your character will get another Hard check after a couple of minutes – failure results in death).

GIANT SNAKE

Attributes

Strength 6

Agility 0

Mind -2

Combat Abilities

Attack with constriction +0; damage 2d6-1

(Attack with fangs +2; damage d6+2 (+ poison))

Defense: 0

Protection: 2 (tough hide)

Lifeblood: 35

A giant snake consists of 40 feet of body. Some are constrictors and some have poisonous bites. In rare cases, giant snakes are known to be both constrictors and have poison fangs. (Poison: One bite can paralyze and kill their prey within minutes. The victim dies from suffocation, as the lungs and heart stop. To avoid being paralyzed, make a Hard task check using Strength. If paralyzed, your character will get another Hard check after a couple of minutes – failure results in death).

GIANT SPIDER

Attributes

Strength 2

Agility 1

Mind -2

Combat Abilities

Attack with bite; damage d6-1 (+ poison)

Defense: 1

Protection: 0

Lifeforce: 10

(Poison: One bite can paralyze and kill their prey within minutes. The victim dies from suffocation, as the lungs and heart stop. To avoid being paralyzed, make a Hard task check using Strength. If paralyzed, your character will get another Hard check after a couple of minutes – failure results in death).

Giant Spiders often have lairs consisting of strong strands of sticky webbing. Characters who find themselves trapped in the webbing of a Giant spider will find that getting free a very difficult task even with assistance and all but impossible on their own.

GUARDIAN STATUES (Huge 7-10' tall)

Strength 10

Agility -2

Mind -2

Combat Abilities

Attack with appendage (weapon); damage 2D6+1

Defense: 1

Protection: 10

Life-force: 50

These statues usually resemble warriors or creatures of legend. They often wield weaponry of either the same material as the statue or a giant sized version of the weapon in question. Giant statues can only follow simple commands and are usually restricted to guarding a specific area.

GUARDIAN STATUES (Giant 15-25' tall)

Strength 15

Agility -3

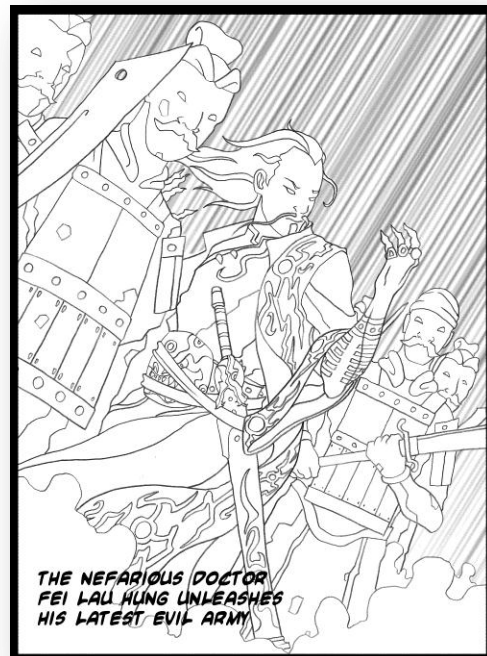
Mind -2

Combat Abilities

Attack with foot stomp or fist smash; damage 3D6

Defense: 1

Protection: 15



Life-force: 60

These statues usually resemble warriors or creatures of legend. They often wield weaponry of either the same material as the statue or a giant sized version of the weapon in question. Giant statues can only follow simple commands and are usually restricted to guarding a specific area.

KRAKEN

Attributes

Strength 18

Agility -4

Mind -2

Combat Abilities

Attack with 2 tentacles +0; 4d6 damage

If both tentacles hit, the Kraken will swallow whole whatever it has a hold of.

Defense: 0

Protection: 6 (very tough rubbery hide)

Lifeforce: 100

The Kraken is the largest sea-monster known. It is a colossal squid-like beast with eight tentacles long enough to drag down merchant ships. Although the creature has eight tentacles, in combat it generally only grabs with two of them, whilst the others just thrash about violently.

NAGA

Attributes

Strength 2

Agility 3

Mind 3

Combat Abilities

Attack with constriction +0; damage 1d6+1

(Attack with fangs +1; damage d6 (+ poison))

Defense: 0

Protection: 1

Life-force: 20

Arcane points: 20

Naga's are magical creatures of legend who act as guardians and sometimes teachers. They are 20 foot long serpents with the head of a reptilian humanoid (usually a female). They are very intelligent and may cast spells of the first magnitude. In combat they can constrict with their powerful bodies or bite with their poisonous fangs. (Poison: One bite can paralyze and kill their prey within minutes. The victim dies from suffocation, as the lungs and heart stop. To avoid being paralyzed, make a Hard task check using Strength. If paralyzed, your character will get another Hard check after a couple of minutes – failure results in death).

TROGLODYTES

Attributes

Strength 4

Agility 0

Mind -1

Combat Abilities

Attack with weapon +1; damage by weapon type

Defense: 0

Protection: 0

Lifblood: 12

Troglodytes are cave dwelling sub-humans found in the furthest recess of the wilderness or in subterranean areas. They are large, heavy creatures who are at the earliest stage of Stone Age technology.

WERE-CREATURES

Attributes

Strength 4

Agility 3

Mind -1

Combat Abilities

Attack with bite +2; damage d6+2

Attack with two claws +1; damage d6+2

Defense: 2

Protection: 1+3 (thick pelt + special)

Lifblood: 15

Were-wolves are usually encountered in a hybrid form. Since Lycanthropy is considered a curse, were-wolves are savage and blood-thirsty to the extreme. Were-wolves and the larger Were-Bears inhabit large forested areas of Europe and the Balkans.

The curse of Lycanthropy is contracted through bite from an infected person. Once transformed, the person will take on certain behaviors associated with the parent beast. They may become pack oriented, territorial, aggressive, or fiercely protective, as the case may be. When in human form they have *Heightened Senses* (see new Boons in DT #1). Their transformations from human form to were-form is generally ruled by the lunar cycle, however some of the more powerful specimens can transform at will and without much pain.

Special: If not using silver weapons, the were-creatures receive an effective protection rating of 4



and any damage is considered the same as BRAWLING damage.

With silver weapons, the protection rating is the thick pelt only (1) and the damage is full weapon damage.

YETI

Attributes

Strength 5

Agility 1

Mind -1

Combat Abilities

Attack with bite +0; damage d6+2

Attack with 2 claws +1; damage d6-1

Defense: 1

Protection: 2 (very thick pelt)

Lifeblood: 30

Yetis are similar to the ogres of western myth in build but more savage in disposition. They inhabit the highest peaks of the Himalayas. They often serve as guardians of holy sites or ancient tombs, their thick furred bodies providing excellent camouflage in the snowy wastes of the Himalayas.

THE UNDEAD

Undead are corpses that have been reanimated through supernatural forces and/or rituals. Ancient undead are dry and dusty, brittle-boned and often retain some of the powerful arcane sorcery that they had in life. Other, more recently created, undead are either skeletal cadavers, often wearing the clothes or armor that they were buried in, or rotting corpses given the semblance of life by dark necromancies. The Undead do not have *Lifeblood* and therefore do not suffer from wounds like living things, they have *Life-force*, which is a measure of the supernatural powers that give them their apparent life. When their *Life-force* reaches zero, they are returned to the death from which they came.

Undead, Ghouls

Attributes

Strength 3

Agility 2

Mind -1

Combat Abilities

Attack with two claws +1; damage d6-1

Defense: 0

Protection: 0

Life force: 13

Ghouls are corpses that have been raised from the dead by a Necromancer. They can also be created by a vampire biting a human to death with the intent of creating a ghoul to act as its guardian. Ghouls are less decomposed in appearance and they're much faster and more

intelligent than Zombies. They can follow complicated commands. They have an unhealthy appetite for player character flesh. They are persistent, ravenous, and travel in packs. Ghouls are cunning and often use ambushing tactics when hunting prey.

UNDEAD, MUMMIES

Attributes

Strength 4

Agility -1

Mind -1

Combat Abilities

Attack with fists +1; damage d6

Defense: 0

Protection: 4

Life-force: 30

Mummies are slow moving; however, they're relentless and fear nothing. They are susceptible to fire or electricity, in which case their protection is negated.

UNDEAD, SKELETONS

Attributes

Strength 0

Agility 0

Mind -2

Combat Abilities

Attack with weapon +0; damage by weapon type

Defense: 0

Protection: 0 (or by armor)

Life-force: 5

Often used by necromancers as troop fodder, skeletons can follow simple commands and make excellent guardians.

UNDEAD, VAMPIRES

Attributes

Strength 3

Agility 4

Mind 2

Combat Abilities

Attack with bite +2; damage d3 + special

Attack with two claws +1; damage d6-1

Defense: 2

Protection: 0

Life-force: 30



A Vampire is a powerful form of undead that is only active at night. Vampires feed off of the lifeblood of the living. They may assume the form of a bat, wolf, or rat at will, their gaze acts as a powerful infatuation spell so powerful that those who fall under it obey the vampires every command to the best of their ability (roll opposed Mind check to resist their influence). A vampire's Strength and agility is far superior to that of the average human.

Vampires almost always appear physically beautiful and charismatic. This however is merely a powerful magical Glamour which they possess and use to enthrall the humans they feed upon. If they are suffering deprivation or pain their true form emerges, usually that of a hideous corpse that emits an overpowering stench of decay. If they are reduced to zero life-force, they assume a mist form and return to their resting place and must wait until the next night to assume their corporeal form again. They are only truly defeated by a wooden stake through the heart, exposure to sunlight, or total immersion in running water.

Some of the older vampires are masters of both the magic (sorcerer ranks) and fighting arts. (Special: If a vampire bites a mortal, it will drain the lifeblood from the mortal's body at the rate of one lifeblood per round. Each point drained will either restore the Vampire's lost life-force or, if the Vampire is at full life-force, will add temporary life-force. If the Vampire is also a sorcerer, lifeblood drained can be used to replenish Arcane Power instead).

If the vampire desires to make another vampire they will bite a human over the course of three days. The human is drained of all their life force then the human must take all the blood back plus some of the vampires. Then the human goes to sleep that night and is buried by the vampire to rise the following night to join the ranks of the undead.

Vampires may also create Ghouls in a similar fashion (see Ghouls). Vampires are definitely not easily killed, despite the many ways that they can be killed.



The Human Servant

A human servant's primary mission is to protect their Vampire during the daylight hours when he/she is most vulnerable. They also serve as a companion to the vampire as well as handling the mundane things a regular servant would. Only the most trusted and loved human is made a human servant to a vampire. The vampire and human exchange a small amount of blood, in doing this a mental conduit is opened between them. This makes it possible for them to communicate telepathically. The benefits of a human servant for the vampire are pretty obvious. The benefits for the human are much more subtle. Through this mental link the human gains longevity far beyond the normal physiology of mundane human as well as heightened strength, speed, and rapid healing. The human can also enthrall to a lesser degree.

Undead, Zombies

Attributes

Strength 2

Agility -1

Mind -3

Combat Abilities

Attack with two claws +0; damage d6-1 Attack with bite +2; damage d6-1

Defense: 0

Protection: 0

Life-force: 12

Zombies are similar to Ghouls in that they too are corpses that have been raised from the dead by a necromancer or in other cases, by practitioners of black magic using unholy rites.

Because they are slow moving, they are usually raised in numbers of ten or more in order to be effective in combat.

They follow simple commands such as “kill all who try to enter”. They don't require sleep or shelter, they're supernaturally strong and they are relentless in combat. Zombies are unable to speak but they can moan and grunt.

It's not always *what* you know; it's *who* you know-

Using Contacts in *Dicey Tales*

One of your players has chosen the contact Boon. Now all you have to do is figure out whom he can contact. The thing is that the organizations and professions found in the Pulp era are often very different from those found in the modern 21st century. For instance, unless you're very familiar with the early half of the 20th century it's hard to imagine the impact that radio played in the daily lives of the average American.

Over the course of several issues we will explore various contacts to use in your pulp era campaigns in order to give players a hand in going beyond the usual contact at the newspaper or police station.

Everybody has a story. Even the most innocuous functionary in an organization could have a motive, a secret agenda, or something to hide. Many times these will lead to future adventures all by themselves.

Here are a few organizations and the some of the people that make them run. Most of these organizations have a distinct “Big city in America” feel to them. We have added a small character capsule to each that gives an example of an NPC character from the *Dicey Tales* Sentinels campaign located in our own Pulp version of San Francisco, California in the 1930's. Please adjust where necessary to fit the style of your particular campaign, and look for more organizations and contacts in future issues.

Business Corporations

This would encompass major industries such as shipping, communications and manufacturing.

President of the company

In the Pulp era, the president of the company is usually the founder. He may very well have had humble beginnings and usually has some skill in a trade that his company deals in.

San Francisco native Benjamin Hutchings started Hutchings Electric 25 years ago after serving as a radioman in the Navy. Hutchings Electric is a major contractor for the US Navy. Ben Hutchings has twice been approached by European investors, but he is a staunch conservative and believes that American companies should avoid foreign investors.



Vice presidents and Senior Management

Usually these are college educated men of business brought in to administer the company's business ventures. In addition to their business connections, expect them to have fraternal connections to their respective Alma Maters.

Carl Vand is the Vice-President of Finance for Presidio Bank. Carl is also a card carrying member of the Ku Klux Klan and especially fond of Herr Hitler and the ideologies of the Nazi Party.

Managers

Managers are responsible for production and quality control in their department. They are in charge of scheduling and keep an eye on the production to make sure their department is meeting their quota. They are often overly stressed as they try to maintain production standards and still insure product quality. Their unhappiness with their position can be played upon with proper incentive to act as a contact on the inner workings of their company.

Bill Withers is a manager for the Alameda phone company. He oversees the main operator bank. Bill is addicted to horse racing but he's not very lucky at it.



Staff

They could be assembly line workers or office staff. They often perform tedious jobs for average pay. If they are unionized they may have a voice in the scope and limitations of their job and some security against employer abuse, though in many cases their unions are infested with organized crime figures who can manipulate the work environment to cause work slowdowns, shipping mishaps, and other undesirable events.

Tony Gomez is the shop steward at Golden Gate shipping on pier 14. He is a member of the local Socialist Workers Party, and he's been known to do a bit of smuggling for them.

Lola Castillo is a San Francisco city phone operator for Pacific Telephone at the downtown exchange. She's extremely gossipy and enjoys dating Army officers and young G-Men.

City Government

The records and resources maintained by the city government can be very useful to tap into. With the right connections at city hall, businesses can be shut down or services could be interrupted for just enough time for the player characters to complete their goal.

Mayor or City Manager

The Mayor, or in some cases the City Manager, runs the city. He is head of the city council and answerable to the State Governor. He is the man that can get city legislations fast tracked or stalled indefinitely. Mayors often spend much of their time and energy making deals to insure their future re-election.

Mayor Oldham sees himself as the future of San Francisco. He will go to great lengths to attract investments to his city. He secretly envies Los Angeles for its proximity to Hollywood. The Mayor is easily star-struck and loves to be seen in the company of celebrities.

City Commissioners

There are various City Commissioners who are in charge of certain aspects of government and city services such as parks, water, and electrical power. Most go unnoticed until such times as their specific influence is needed. When their influence is required they become a vital cog in the city operations machine.

Commissioner Goetz is the head of the San Francisco city Water District. Anyone wishing to build or expand in his domain will be required to make a substantial contribution to his campaign in order to attain the proper permits for their project.

Department head

There are dozens, if not hundreds of departments that help a city function. And each department has its head who rules the department as his personal fief. He is the heart of his domain, seeing that the Commissioner's wishes are attended to. He also has unfiltered access to information regarding his department not privy to the general public or even to his own subordinates.



Dr. Beatrice Martin is the head Coroner at the Department of Health. She is a driven woman with an analytical mind and a no-nonsense approach to her job. Her husband, a detective with the Oakland police Department was killed in the line of duty several years ago.

City employee

If the department head is the heart of his domain, then the city employee is the arms and legs. The city employee handles the daily drudgery with either quiet efficiency or well-disguised incompetence. The city employee makes an average wage, performing a mind numbing function year after year with the dream of a modest pension at the end. It's not hard to imagine that a little extra excitement or a few extra dollars for a rainy day wouldn't be welcome.

Dori Finnaker is a clerk at city hall where she handles the scheduling of all the routine maintenance for city buildings. She performs adequately at her job but doesn't seem too enthused until around quitting time on Fridays. She can be found at the Coral Club every Friday and Saturday night with her girlfriends trying to hook an unsuspecting young lawyer or intern.

High Society

Despite the economic misfortune that plagued most of the world during the Pulp Era, there were still a number of relatively wealthy families that escaped economic ruin through luck, skill, ruthlessness, or more likely a combination of all three. These were the men and women of High Society. And surprisingly enough their lives and exploits were reported on as closely as any Washington politician or Hollywood movie star.

Eccentric millionaire

The eccentric millionaire stands a bit to the side of true high society. Basically, because he's so rich he could care less about decorum or what people think. He often has unusual hobbies such as Big Game hunting, or Aviation.



Gus Lambert is the founder of Lambert Petroleum. Gus is also a fixture of the west coast social scene, where he often hosts decadent parties on his huge yacht. He is never seen in public without a glass of scotch in one hand and a beautiful young starlet in the other.

“Old money” society

These are the families that made their initial fortunes generations ago. They are the self-appointed guardians of society, and they allow only a select few to join their ranks. Many of the older families have little more than their names to broker as their fortunes have diminished over the years. Yet they are still in demand in the social scene for the “Class” that they bring to an event.

Colonel Martin Dumont (Ret.) is the head of the Dumont Railway that was founded back East in the 1800s. Martin Dumont was an officer during the Spanish American war, and later retired from the Army a full Colonel. He is a Man's man who rewards bravery and loyalty and despises a coward.

Young socialite

Whether they are "Old Money" or "Nouveau riche", young socialites in pulp adventures live lives of endless parties, pranks and racy affairs. Life is meant to be lived and the young socialite has the time and money to live it the best.

Penelope Winslow is the beautiful and spoiled daughter of Harriet and Thaddeus Winslow, bastions of Nob Hill royalty. Penny's idea of a good time is scandalizing her parents with her jaunts to Paris and Rome where she flirts with Bohemian artists and Jazz musicians.

Service Staff

These are the butlers, drivers, governesses and others who make a living from service. In many instances these servants become an extended part of the well to do families they are employed with. In some extreme cases they may wield a great deal of influence amongst their employers.

Harry Bonetta is the personal driver for San Francisco financier Carlton Arias. Harry is solid and reliable; just ask Mrs. Arias, she and Harry have been carrying on an affair for two years now.

Hospitals

If your character intends to adventure for any length of time he will eventually need the services of a Physician. There may be times when a physician will need a more equipment than he has in his little black bag.

Hospital administrator

The administrator is the head of the hospital in charge of all operations. He often works closely with city government and is well versed in bureaucratic workings.

Nelson Roberts is the administrator at Embarcadero General Hospital. He is a weak-willed man, easily intimidated. For that very reason the board of directors elected him to the post. Unknown to his colleagues Nelsons passivity is a façade. His alter-ego is that of the freelance assassin, The Reaper.

Doctors

If one looks at a hospital as one would a kingdom, with a strict hierarchy and specialized duties, then the doctors are the Princes of the Realm.

Dr. Sharon Lim is the chief of surgery at Embarcadero General. She is one of the World's leading reconstructive surgeons and is highly regarded internationally. Dr. Lim is the "shining star" at Embarcadero and she knows it.

Justice Department

Often in the course of a pulp adventure the heroes find they may have bitten off more than they could chew. What seemed like a local matter could quickly turn into Federal case. This is when the legal enforcement arm of the United States Government becomes involved.

Federal Judge

These are the Judges that oversee cases referred to them by state courts or where the jurisdiction is at the federal level. Federal Judges are experienced former attorneys and may have served as justices in lower state courts.

Judge William Haley is a dedicated supporter of strong law. He is known for his stiff sentences and hatred of corruption. Any attempt to stamp out organized crime in San Francisco will gain his support.

Attorney General's office

This is the prosecutorial arm of the federal government.

United States District Attorney Charles Berry is headquartered in the Federal building in downtown San Francisco. He is large man with equally large appetites; He only dines at the finest restaurants, accompanied by some of the most beautiful women in the city. Such large appetites require a large bank account. Fortunately D.A. Berry has plenty of friends to fund his excesses; unfortunately those friends are all in the organized crime syndicates that plague the city.

FBI bureau chief

The Federal Bureau of Investigation has a large fully staffed field office in San Francisco. Sub-bureaus in that office investigate the various crimes against the Government and work in association with the US Marshall's office and the local authorities.

Nathan Cole is the Special Agent in charge of the Special investigations branch of the San Francisco field office. His team is in charge of investigating any "paranormal" cases that fall within the FBI's jurisdiction (Which pretty much means ALL of them).

Special Agent

Special Agents are the foot soldiers of the FBI. They are trained in advanced techniques of processing a crime scene and investigative research. Many Special Agents are former Police officers recruited into the Federal Ranks.

Special Agent Richard Valenzuela is a former San Francisco Police officer who joined the bureau after finishing college. His time on the street as a beat cop in Chinatown is being put to good use by the Organized Crime Unit. Valenzuela is of Filipino/ Chinese extraction and is fluent in Cantonese, since everyone mistakes him for a Mexican the people in Chinatown tend to speak freely around him.

Military

The Military is a closed society with uniformed standards and long traditions. Outsiders are usually spotted right away. Though the military serves the civilian government, it is by no means subservient to them. Military posts are like small nations unto themselves and work under a completely different set of rules. Anyone caught breaking the law on a military post is looking at very hard time in a Federal Prison. From a military standpoint, San Francisco is of strategic importance to national defense; as such the area is home to bases from every branch of the military.

General or Admiral

The Generals and Admirals are considered military royalty. On a military base or on a battlefield their will is supreme and their orders are carried out without question. They often have access to sensitive and highly classified military information. Resource-wise, consider their entire command at their disposal.

Lieutenant General Raymond Winninger is the commanding officer at the Presidio of San Francisco. A hero of the Great War, General Winninger is a proud West Point graduate and will never pass up an opportunity to, as he says, "stick it to the Navy". For security reasons, General Winninger is privy to all of the military and government research that is being conducted in the Western United States.

Staff Officers

These Commissioned officers work directly under the Generals and Admirals. They are responsible for the logistics of the particular command group and often liaison with other government and civilian entities.

Major Arthur Zimmerman is with Army Intelligence. He's been riding a desk his whole career. He has never held a command and this late in his career he probably never will. When off duty at the Presidio, he is a regular visitor to the Brothels and Opium dens of Chinatown.

Company commanders

These Commissioned officers are directly in command of troops. The troop types vary from heavy line infantry companies to the support troops such as Medical and Military Police companies.

Captain Thomas Garcia is a flight commander with the 25th pursuit squadron out of Crissy Field. Captain Garcia is the typical dashing Army Air Corps pilot and would like nothing more than to actually have a chance to experience actual combat.

Senior Non-Commissioned Officers (Senior NCO's)

Sergeant Majors, 1st Sergeants, Gunnery Sergeants, Chief Petty Officers, and other senior enlisted ranks control the day to day operations of every facet of the military. Though subordinate to commissioned officers, it is rare that the advice and counsel of a senior NCO is ignored.

Master Chief Petty Officer Rolando "Rolly" Vinetti is the head NCO of the Naval Security Detachment at the naval research facility at Hunters Point. Master Chief Vinetti is an old timer who is three years shy of retirement. He has sailed around the world several times and has visited every major port there is. Chief Vinetti is a proud Italian-American and has a deep dislike for Germans. The recent coziness that Hitler and Mussolini are showing makes him nauseous.

Non-Commissioned Officers (NCO's)

The Sergeant and Petty Officer is the backbone of the military. These are the professional soldiers who are in charge of the direct training and care of the enlisted troops.

Staff Sergeant Malcolm Winters is a squad leader in the 15th Infantry Battalion at the Presidio. He's newly arrived from a tour in the Philippines and is eager to see what San Francisco nightlife has to offer.

Enlisted men

The enlisted man is the bottom of the ranking system in the military, the G.I.'s, Jarheads, and Swabbies. These are the men swabbing the decks on a ship or standing guard at a command post.

Marine Lance Corporal Thomas Fielding is a radio operator trainee at the Communications Command at Treasure Island Naval Air Station. Fielding is in training to serve in the navy's new airship service arm.

Newspapers

Newspapers were one of the main sources of information for the average American in the early 20th century. Many of the larger Newspapers had both morning and evening editions. All papers were expected to report the news impartially but few did. Most took the political and social stance of their owner/publisher and acted as a voice for their agendas.

Editor of the paper

The editor is "The Chief" he decides which stories make it into the paper, which stories get front page treatment and which stories get buried. The iconic Pulp Newspaper editor is a

scrappy, opinionated, idealist who rarely bows to pressure from either the government or the underworld. He is the champion of free speech and of course the Freedom of the press. That isn't to say that his biases don't show from time to time, a scathing editorial can work wonders for a cause or wreck careers.



The Editor in chief or “Chief” of the San Francisco Herald is Karl Hohenberg. Hohenberg is from an old Austrian family and it is believed that he still has contacts there. Hohenberg worked his way up through the ranks of the Herald and is considered one of the west coast’s most distinguished Journalists. Hohenberg is also a boisterous critic of the new regime in Germany and many of his editorials give dire warnings of the dangers of appeasing an increasingly militant Germany.

Reporters

Newspaper reporters scoured the city for stories. The reporters in pulp stories are masters of bluff, disguise, and interrogation. They are street-wise and savvy, often inserting themselves in place and meetings that are off limits to the general public, in search of the next headline.

Peter “Griff” Griffin has handled the Society pages of the Herald for almost ten years. He is known for going after the dirt with a vengeance and has risen to the top of his field as a reporter on the San Francisco social and entertainment scene. He knows everybody who is anybody and more importantly, he knows who they are sleeping with, and all the other indiscretions polite society would just as soon keep “hush-hush”.

Newsboys

Young boys (and sometimes girls) who take a load of the daily editions and head out into the streets of the city hawking the latest headlines are an iconic staple in the world of the pulps. *“Extra! Extra! Read all about it...”*

No doubt that these enterprising young mugs hear and see quite a bit of the happenings in the city every day. Newsboys are a quick footed, dependable and inexpensive contact source.

Nico and Manny are orphans who sell papers and run numbers in the North Beach section of the city. There is very little that happens in the North Beach that they don't know about. Nico is 11 and follows the comic strips and movie serials religiously. Manny, 12, is a Baseball fan, specifically the New York Giants. Manny dreams of a day when San Francisco can get a major league team like the Giants.

Organized Crime

Establishing and maintaining contacts in organized crime is in itself a dangerous exercise. The axiom “There is no honor among thieves” rings true in the world of the Cosa Nostra and the Tong.

The Boss

The Boss or “Capo” is the head of the organization or “Family”. Together with his Underboss and his Consigliere (Advisor), the Boss decides in what direction the Family applies its resources. The boss is usually insulated and protected from outsiders having the majority of his contacts being handled by his Captains. It is rare to meet with a Boss and such a meeting should be a memorable and potentially dangerous event.

Joey “Papa Joe” Pazzino is the head of the Mafia in San Francisco; Papa Joe is a transplant from Kansas City and has worked hard to get his people positioned just right in several of the trade unions and public works in the city.



Captains

Each captain runs a crew of men known as soldiers. Each crew has a different job or combination of jobs loan- sharking, extortion, prostitution, smuggling, etc.

Tommy Kwong is an “Elder Brother” of the Chang-Sen Tong in the city’s famous Chinatown District. Tommy works out of the Golden Star Tea co. which is actually a front for a collection of opium dens and brothels.

He is increasingly frustrated with the limitations he sees being put on his operations because the elder leaders fear growth outside of Chinatown.

Fixers

These are the guys whose specialty is getting everyone connected. You need drugs, girls, or guns? Well if you don’t know who to go to then you need a “Fixer”.

Hector Ramos owns the El Rancho bar and Grill in the tenderloin district. Hector is charming and congenial host. He is also the go to guy to connect you to the underworld network in the city. Hector is a respectable businessman (in fact, he’ll be the first to tell you so) and never gets his hands dirty. Hector deals in information only and his information never involves more than a discretely passed phone number or address.



Soldiers

The soldiers are composed of thugs who swear loyalty to the family and execute all of the families “jobs”.

Donny O’Dell is a soldier in the Kilrain gang. He was born and raised in the “Castro District” where the Irish mob holds sway. He’s a certified sociopath and the gang’s top killer. O’Dell is a baseball fan and often uses a baseball bat on jobs where he needs to get close in to make a point.

New Boons and Flaws for Dickey Tales

Jeff Mejia & Joseph Wolf

New Boons

Acclimation

Your character is able physiologically able to resist environmental hardships such as extremes of cold or heat. Add a bonus die for any checks. This should be tied to a specific environment such as arctic, alpine, desert, or jungle climates.

Guns a-Blazin'

Your character can swing on a line, glide across a table or crash through a window, etc. all with "Guns a-Blazin'". These are just a few of the precarious situations your character can engage in while shooting at a reduced penalty (-1 or -2 at the most).

Perfect balance

Your character can run across high-rise ledges, walk on suspended cables, or jump from place to place without fear of falling or tripping up. Usually these types of movements require some sort of concentration and agility roll. A character with this boon can do these things as second nature and at normal speed.



Virtuoso

Your character is exceptionally talented. When singing, dancing, playing an instrument, or otherwise entertaining others, add a bonus die to their Task Resolution Check.

New Flaws

Cursed

Your character has become the target of a supernatural affliction, perhaps he transforms into a savage flesh-eating beast on a full moon, food and water spoil in his presence, fire burns blue, or perhaps anyone falling in love with him is doomed to perish tragically. Discuss your ideas with your Game master and be prepared to live with the consequence.

Dependents

Your character is obligated to provide for several others. If married you have one or more spouses and possibly children. Aged or ailing relatives can also be dependents. Dependents are treated as Rabble with 3 LB with no career ranks, Attributes or Combat Abilities. The needs of your character's dependents will always be a factor of his actions. Financially over half of all income will be required for their upkeep. Their safety will be a concern as well. At the referees discretion a dependent may appear either needing assistance or in some sort of peril.

Overly Cautious

Your character tends to hesitate, evaluating all angles before making a decision. Whenever there is an opportunity to delay, the character will take it. In battle he will always hesitate, roll 2d for Initiative taking the lower of the two rolls.

Unlucky

Your character suffers a calamitous failure whenever he or she rolls "2" or "3".

Zealot

Your character is strongly religious, bordering on fanaticism when it comes to faithfully adhering to the dogmas and precepts of his particular faith.



Lemurian Lore

Simon Washbourne

Since I released Barbarians of Lemuria (BoL) onto the world, there have been numerous requests for more – more rules, more adventures, more information on the history and geography of Lemuria – more of everything really. This has left me in two minds – on the one hand it's great that people like BoL and want extra stuff. On the other hand BoL is how it is for a reason – it gives just enough information for GMs to run their games 'on the fly' but plenty of scope to make things up without having to worry that if they add something in here that it might wreck something elsewhere.

I decided fairly early on that I wasn't going to add much more in the way of rules. It was therefore fairly easy to ignore the repeated calls on forums and in emails for more "crunch" – most people who wanted more solved their own needs for themselves. That's what's great about the game.

However, I have found it more difficult to ignore people who want more of the world to the extent that I thought I'd start work on a setting supplement of some sort. That was a year ago and I've done next to nothing. So, when Jeff approached me to do something for Dicey Tales, I jumped at the chance. This is a great opportunity for fans not only to get more details about Lemuria but also to contribute to the setting themselves.

There will be some material from me in future issues but to get the ball rolling, Garnett Elliott has kindly submitted the following adventure:

Ghosts in the Moon-Tower

By Garnett Elliott

Adventure Overview

The Heroes are traveling through the mountains of Besharoon, where they chance upon a village of peaceful herders. A mysterious archway and rumors of fantastic wealth draw them even higher into the crags, to the site of an ancient ruin.

The characters discover crypts guarded by masked mummies, but the biggest surprise is a slender bell-tower that appears when moonlight bathes the central plaza. Inside the tower, ghosts enjoy an eternal celebration.

One ghost in particular wants the Heroes to trigger the means of his release. Depending on their actions, the characters could unwittingly free an army of shambling mummies!

The Village of Yqar

Exactly why the characters are traveling through the Besharoon mountains is up to the GM. Maybe they're journeying to the deserts of the south, or the Qo jungles to the north. Maybe their sky boat crashed nearby, or they're following rumors of a rogue Haklaton settlement far up among the peaks.

Whatever the reason, travel through the mountain passes is cold and damp, and the air thin. Fog clouds ahead lift to reveal a cluster of sod huts.

The village's small population survives by tending herds of cold-adapted Sand Runners. Though there is no tavern, the village hetman invites characters to his timber and sod house for rounds of fermented milk. The villagers are mostly pleasant and eager to talk to people from the outside world.

The Archway

At least one Hero will notice a magnificent stone arch at the edge of the village. Beyond, an overgrown trail winds at a steep angle further up into the mountains. Examination of the arch shows precisely cut, un-mortised stones covered with strange glyphs (pre-Ygddarian, unreadable to even the most advanced scribes). The workmanship is clearly beyond anything the locals could produce.

If asked about the archway or where it leads, the villagers are hesitant to speak. Eventually, characters can learn the arch is associated with an ancient ruin much higher up in the mountains, a cursed place animals refuse to approach. The builders are long dead, but rumors of burial treasure, and a fantastic tower that appears only in the moonlight, continue to live on. At the GM's option, Heroes with a high appeal or backgrounds in information gathering can find out more. For example, that Drakk sometimes nest in the upper mountains, or that a foolish traveler (Ollim Parvus) set out on the archway trail a short while ago.

Villagers will make no effort to stop the Heroes from journeying to the accursed ruins. They will only shake their heads sadly and marvel at the brashness of strangers.

The Trail

The ascent to the ancient ruin takes at least twelve hours of trudging along a narrow, winding path, plus the time to overcome any minor (but ultimately passable) obstacles the GM wants to throw the characters' way, including rock falls, decrepit rope bridges, and sudden gusts of wind. A Hero with the Rock Tracker boon has a good chance (Easy to Normal difficulty) of picking up the fresh trail of a single person with a heavily-loaded pack animal.

Roughly half the way up, any animals with the characters will start to spook. Trusted pets won't disturb their masters, but they'll make it clear they don't like the surroundings. Mounts and other beasts of burden will balk and refuse to go any farther.

Ollim Parvus

Characters hear passionate cursing (in Lemurian) and the grunts of some animal just around a bend in the trail. Investigation reveals a short man dressed in finery, trying to drag his pack-Kroark by the bridle. The animal is weighted down with tarps, excavation equipment, and supplies. Clearly, it's not going anywhere.

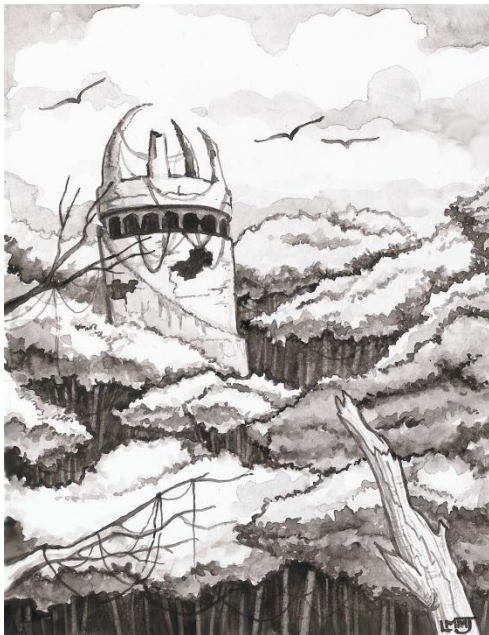
Ollim Parvus introduces himself as a scholar and historian, with a specialty in ancient civilizations. In truth, he is a rogue looking for easy loot. If asked about the cursed reputation of the ruins, he dismisses it as “superstition.”

The GM can play Ollim as an ally or crafty opportunist—or both. He is not exceptionally brave. However, he does have some knowledge of the Moon Tower, based on previous research in Lysor. He wants to remove the golden bell from inside and haul it back to civilization for a profit.

Ollim thinks he’s very persuasive, and will try to cajole anyone with a “strong back and a weak mind” into carrying as much of the Kroark’s burden as possible.

The Drakk

The Heroes (with or without Ollim) eventually come within a bowshot of the ruin. A long, sinuous shadow falls across the group, as a juvenile Drakk wings down for a quick meal. Though smaller than a full-grown Drakk, the creature is still large enough to carry off a character if it hits with both claw attacks. In such a case, the Drakk makes a straight ascent for its nest on a rock ledge some fifty feet above the trail. Heroes can try to bring it down with missile-fire (and possibly hit their companion). Failing this, a *Hard* climb roll allows a character to reach the nest, a ten-foot platform lined with bones and scrub branches.



The Ruins

The trail ends at a natural plateau, covered with crumbling masonry walls, columns, weathered statuary, and the faded mosaics of a once-majestic culture. Too small for a true city, the ruin instead appears to be an extensive temple complex or palace. A broad, rubble-strewn plaza dominates the center. This is where the Moon Tower will eventually appear.

Heroes searching through the ruins stumble on an underground crypt. Perhaps a character’s foot pokes through the floor, or (failing an Agility roll) he falls amidst a shower of dirt and debris and finds himself in a dark tunnel. Rays of sunlight illuminate niches carved into the walls. Reposing in each is a withered corpse wearing jewels and a mask of beaten gold.

Filching burial goods or otherwise interfering with the bodies will cause these horrors to come to “life,” fighting with ragged claws. There should be 3-4 mummies per

Hero inside the crypt, with more animating if reinforcements arrive.

Mummies cannot leave their crypts, unless the golden bell in the Moon Tower is rung.

After the first crypt is dealt with, let the characters discover that there are dozens more surrounding the ruins. Looting all the valuable jewels and golden masks within could make the Heroes fabulously wealthy, but will involve many pitched combats!

Eventually the sun sets, and Ollim (if still alive), becomes restless, talking about the legend of the Moon Tower and the golden bell that waits inside.

The Moon Tower

As the stars wheel in the cold mountain air, a full moon rises over the peaks and bathes the central plaza in silver light. At that moment, a tower of white stone appears. Ethereal music and laughter can be heard from within. A doorway at the tower's base gapes wide.

Inside a crowd of richly-dressed, masked men and women drink, talk, and make merry. They all appear slightly translucent and speak in an alien tongue. Characters trying to touch any of the ghosts (or their food and drink) will feel a slight chill as their hand passes through. The revelers take no notice of the Heroes.

Any character who glances out a tower window will see the "ruin" as it once stood: a magnificent collection of buildings painted with bright enamels.

Soon, a particularly tall ghost wearing a green robe and a golden mask bordered with serpent motif appears. This is Xotaph, former High Priest of the temple complex, and he is aware of the Heroes. Although he cannot speak comprehensibly, Xotaph will try to lure characters with gestures to the tower's uppermost level.

The golden bell waits at the top. Half the height of a man, it has mystic sigils carved over its surface and a human skull serving as a clapper.

Xotaph wants the Heroes to strike the bell, releasing a powerful magic that allows the dead to rise in "defense" of the temple complex, including Xotaph's own mummified form. However, as a ghost he is unable to touch the bell himself (his hand passes through). If the characters ignore his frantic gestures to ring the bell, Xotaph will attempt to possess one of them as per a second magnitude spell (see **The Encounters** section). If successful, he commands the character to strike the bell.

At the GM's option, the greedy Ollim Parvus might try to remove the bell from its fastenings, and in so doing, cause it to strike the floor. This will also make the magic chime sound.

However, if characters are able to resist striking the bell, Xotaph will curse and disappear. The tower starts to grow translucent. Anyone left on the upper levels after a few turns will plummet as the tower's stone turns insubstantial!

The Restless Dead

If the golden bell is rung, all the ghosts (including Xotaph) suddenly disappear. The chime seems to reverberate for miles. Moments later, the ground shakes as the crypts surrounding the temple complex disgorge a horde of masked mummies. Xotaph's own mausoleum crashes up through the plaza's flagstones and its brazen doors swing wide. The High Priest's mummy comes striding out, giant mace in hand, ready to command his newly-assembled army.

At this point, the Heroes have several options:

*They can try to hole up in the Moon Tower (a bad idea, since they'll effectively be surrounded and the Tower disappears at dawn).

*They can confront Xotaph directly. Though he has roughly a hundred mummies at his command, the desiccated creatures move slowly, and only a handful (say 3x the number of Heroes) will be able to protect their master for the first few turns of combat. The GM can always have more shamble up if the battle goes too easy. Destroying Xotaph causes his followers to file back to their crypts and de-animate.

*They can escape. This may seem deceptively simple at first, as the mummies move too slowly to block a determined party. However, the Heroes will have to navigate down the mountain

trail in the black of night. Also, the mummies will eventually reach Yqar and slaughter all the villagers--unless someone can stop them.

The Encounters

Ollim Parvus

ATTRIBUTES		COMBAT		CAREERS	
STRENGTH	0	BRAWL	0	Rogue	1
AGILITY	0	MELEE	0	Scholar	1
MIND	1	RANGED	0		
APPEAL	1	DEFENSE	2		

Protection: Very light armor (d3-1)

Lifeblood: 8

Weapons: Large Knife (d6-1)

Born in Lysor, Ollim barely escaped capture after filching manuscripts from the Great Library. Since that time he has become a wanderer and opportunist. His ultimate disposition (and usefulness to the Heroes) is up to the GM.

Juvenile Drakk

Attributes

Strength 6

Agility 2

Mind -1

Combat Abilities

Attack with 1 bite +2; damage 2d6-2

Attack with 2 claws +0, damage 1d6+4

Defense: 2

Protection: d6-2 (tough hide)

Lifeblood: 25

This nasty female is on the young side, with a total wingspan of only 25'. She is still strong enough to carry away a normal-sized character if both her claws hit, however.

Masked Mummy

Attributes

Strength 1

Agility -1

Mind -1

Combat Abilities

Attack with 2 claws +0, damage d6-2

Defense: 0

Protection: 1d3-1 (leathery skin), 0 vs. fire

Lifeblood: 3 (rabble)

Preserved by the dry mountain air, these corpses of former nobility animate when their possessions are threatened or by the ringing of the golden bell.

They move slowly, and always attack last. Piercing-type weapons (arrows, spears, etc.) cause them only 1 LB damage.

Xotaph (Mummy Form)

ATTRIBUTES		COMBAT		CAREERS	
STRENGTH	4	BRAWL	1	Sorcerer	2
AGILITY	1	MELEE	2	Priest	3
MIND	3	RANGED	0		
APPEAL	1	DEFENSE	0		

Protection: D6+1 (Leathery flesh), 0 vs. fire

Lifeblood: 14

Weapons: Great mace (d6+6)

Arcane Power: 12

Villain Points: 3

Xotaph is a high-priest of Nemmereth, responsible for great cruelty during life. In either ghost or mummy form he can cast the 2nd magnitude spell Beguile (see Legendary rulebook, pg. 52) at a cost of 10 arcane power. He may have other spells as the GM desires. Xotaph's dried flesh takes only 1 LB damage from piercing attacks that get through his protection.



HIDEOUTS & HOODLUMS APTITUDE TEST:

YOU SEE A TANK COMING TOWARDS YOU. DO YOU:
A) JUMP ON IT AND THROW A GRENADE INSIDE?
B) CAST A CHARM SPELL AND MAKE ITS DRIVER YOUR MIND-SLAVE?
C) WRECK IT. WITH YOUR BARE HANDS.

IF YOU ANSWERED A, B, OR C, YOU ARE READY TO PLAY HIDEOUTS & HOODLUMS. PLEASE ADVANCE TO [HTTPS://SITES.GOOGLE.COM/SITE/HIDEOUTSANDHOODLUMS/](https://sites.google.com/site/hideoutsandhoodlums/)



Ghosts of Greenland

By Joseph C. Wolf

The Plot

Following the discovery of an intact Viking longship off the western coast of Greenland, all members of a Danish-led expedition disappear. In the weeks following rumors of Viking ghosts attacking Inuit settlements reach the mainland. The player characters are dispatched to investigate on behalf of the Danish benefactor.

A native guide (see Uunsi below) and the sole remaining member of the expedition – Doctor Nigel Pennings - meet the heroes at Godhaven (Qeqertarsuaq) on Disko Island. Naturally Doctor Pennings is a spy working for the Nazis who are behind the attacks.

The native guide has sled dogs and provisions. The player characters load up and trek across the frozen landscape bound for the expedition camp. The player characters have an opportunity to scavenge and search for clues when a polar bear sneaks into camp and attacks them. After repairing a motorboat, the trek continues by sea to the nearest untouched Inuit settlement, not coincidentally the one Uunsi calls home. That night a ghostly longship arrives disgorging a pack of marauding horn-helmed ghouls.

During the battle the player characters confirm the Viking ghosts are in fact living German soldiers masquerading as ghosts playing on the superstitions of the locals. Once the theatrics are no longer necessary, several fleet watercraft come to shore packed with heavily armed soldiers. Prisoners are taken back to the boats bound for the secret U-boat base; clearly the Germans are looking for something or someone.

Either as captives or infiltrators, the player characters travel to the secret Nazi submarine base where they meet the survivors of the expedition. The Nazis are gathering information relating to an ancient Norse legend involving some terrible source of power hidden on Disko Island. After learning what the Nazis seek, the player characters either effect an escape or they are escorted by the Commandant to the location of the ancient power.

The drama culminates with the heroes learning the power is in fact a giant, sleeping these many centuries under an ancient spell which can only be broken by the blood of the hero who defeated the monster centuries ago. Once awoken from his sleep the giant G'morg goes on a rampage.

Act I: You Call This Archeology!? (Investigation Encounter)

Disko Island, Greenland – Early Winter

The local Inuit superstitiously avoid the area, from time to time the silhouettes of the entombed Vikings and their ship were visible through the ice and local superstitions grew out of these sightings. The Inuit believe the “ghosts” are taking revenge on those who disturbed their slumber. The Inuit guides are clearly unnerved by the campsite and the rumors but they are well paid and seemingly loyal, to Pennings.

The player characters arrive at the expedition camp and find it in shambles. A few useful pieces of gear can be salvaged: a few sticks of TNT, coils of hemp rope, lanterns and kerosene, etc. Several frozen corpses lie face down in the snow but most of the expedition members are missing. Tracks in the muddy snow lead back to the rocky shoreline. Spent rifle and pistol casings litter the ground. A powerboat moored nearby is damaged and can be repaired with an Average (+0) Mind + Career roll.

Sharp-eyed player characters with an appropriate wilderness themed career may attempt a Tricky (-1) Mind + Career roll to uncover a clue - a military boot track. One of the German soldiers with a chronic foot infection wore his military issue boots to protect his aching foot and thought no one would notice.

While snooping around, gathering supplies, and repairing the boat the player characters are set upon by a hungry polar bear.

With few other options and no real answers, the player characters head up the coast bound for Uunsi’s village which has thus far escaped attack. En route they pass several Inuit camps finding only sad-faced locals who have lost kin and fear future attacks. Their stories share several important details: a fog rolls over the area, terrible noises, and spectral lights; then a ghost ship arrives loosing bloodthirsty ghosts.

One hunter managed to wound one of the Vikings before being hacked to pieces. The harpoon was recovered and still has blood on it. Another clue the Vikings are probably **not** ancient dead warriors returned from Valhalla.

Cut to... Uunsi’s village

Act II: Spectral Wolves of the North! (Combat Encounter)

The PCs travel up the coast to the next whaling camp, the Inuit are suspicious and wary. The camp is expecting an attack and every villager is on edge and armed. That night a thick bank of fog rolls in from the sea and the silence is interrupted by strange lights and a ghostly wailing preceding the silent appearance of an ancient dragon-prowed longship. Tattered brutes dressed in rotten mail and ragged hides wade to shore hacking and maiming. Inuit’s panic and scatter but this time the player characters are on hand to oppose the raiders. Inevitably the

Vikings suffer a few casualties and the PCs confirm the ghosts are in fact men disguised with makeup and costumes as ghostly Vikings.

In the ensuing chaos, a thunderous boom roars from off-shore and the fog disperses; the silhouette of a U-boat is visible a quarter mile offshore. In seconds a large band of German sailors jump from their powerboats and descend upon the village. Apparently the ruse has run its course and the Commandant's patience is at an end. Berlin demands results! The heroes are likely captured, or they manage to escape and follow the Germans to their secret sub base.

Nigel is either taken captive along with the player characters or he joins them in their escape from the soldiers. He bides his time till he has more to report to his superiors. He accompanies the player characters to the secret Sub Base and may even demonstrate knowledge of the secret entrances to facilitate penetrating the bases defenses.

Cut to... the secret Nazi sub-base on Hareøen Island.

Act III: Guests of the Third Reich (Escape Encounter)

Taken to the secret base as prisoners or they manage to sneak in, the player characters meet the bedraggled and overworked expedition survivors who are all too happy to share what they've learned about the German plan. They've pieced together the Saga of Finjordi Leifson and have pinpointed the location of the resting place of what they believe is some occult power. They reveal the story as they know it, of some terrible threat to the Viking way of life back in the 16th century, of a mighty hero who defeated the power and with powerful magic's trapped the power beneath the earth. It can only be freed by the blood of that same hero, and Uunsi just happens to be a descendant. Through songs and stories told by her grandmother, Uunsi knows of her relation to the Norse hero and his role in defeating some terrible threat centuries ago.

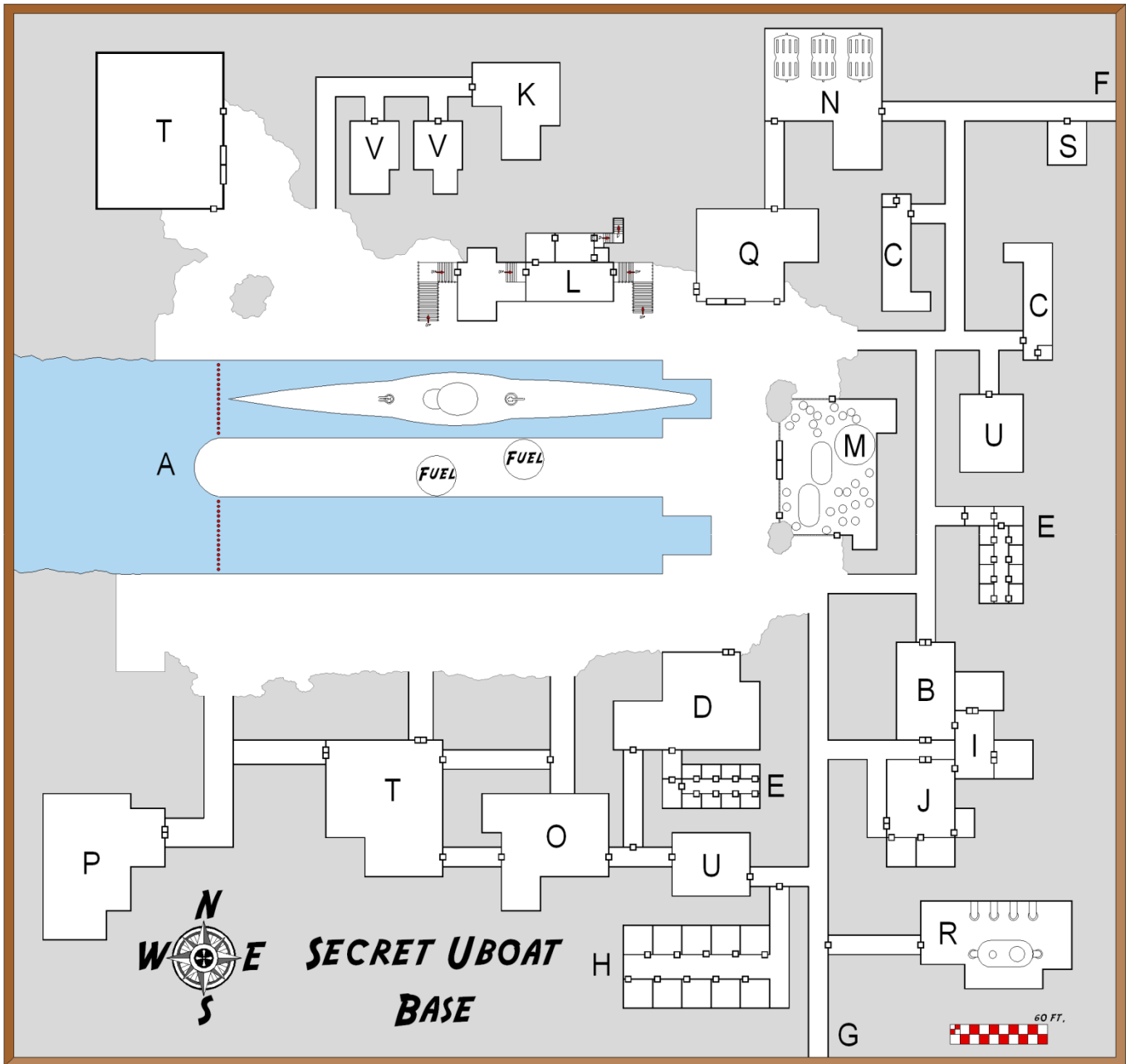
The surviving researchers hope the PCs have a cunning plan to free them. Once Uunsi reveals she's a descendant, Nigel if he hasn't revealed himself already, slinks off to report his findings to the Commandant.

Secret Sub Base

An overhang of rock on the southwestern facing of the island conceals a natural cleft which the Nazi engineers took great pains to expand. The overhang of rock prevents large craft from entering unless partially submersed. When materials are available the Commandant plans to install a pair of mechanical doors to conceal the entrance.

Tons of metal and concrete were brought in and the interior has a finished but austere look so interior walls are of painted concrete and the exterior walls are raw unfinished stone. Lights are placed along the walls and ceiling but the interior remains gloomy and cold. The Commandant is a stickler for order so all signs and arrows (in German, of course) indicating nearby locations are everywhere.

Echoes are a problem so there's a constant din as workers performing routine maintenance, marching, or training.



Locations of the Sub Base (View map)

A. Sub Pen & Docks – The facilities are large enough to accommodate the *Surtur* but another is near completion. Given time the bays can be sealed and water pumped out to dry-dock the subs for repairs. Overhead an enormous mechanical crane moves back and forth on a track, the controls are in the western wing of the Command Center. At any given time a dozen or so soldiers or support staff are on hand. Tidy piles of crates are neatly stacked everywhere providing ample areas for player characters to lurk and observe.

B. Enlisted Mess Hall – Several rows of wooden tables and benches where the enlisted men take their meals.

C. Enlisted Barracks – Rickety bunk beds and footlockers line the walls. Showers and latrines are attached. Between shifts enlisted men are be found here resting, writing letters, chatting, and sharing pictures of their loved ones.

D. Laboratory – Typical Frankenstein pulp laboratory complete with sparking machinery, knots of glassware containing strange colored fluids, and chalkboards covered in lines of Norse runes. The walls are covered in hand-written notes, diagrams, and journals containing fragments of Norse mythology, ancient history, and excerpts of Viking sagas. A refrigerated chamber is nearby containing the Viking corpses. A secure barrack is attached for the Danish researchers.

E. Brigs – Barren stone walls and steel bars for detaining prisoners. Several dozen Inuit are incarcerated here, all of whom have been vigorously interrogated to learn what they know of the power hidden on the island.

F. North Escape Route – A narrow sloping passageway winds up to a secret portal to the surface a few hundred yards behind the cliff. To deter trespassers an electric eye security alarm was installed on the floor. When tripped a dozen or so soldiers arrive within a minute to deal with the interlopers. A pair of sharp-eyed sentries guards the door during the day and one at night.

G. West Escape Route – Identical to the other escape route.

H. Officer's Barracks – Semi-private rooms for the officers. Simple but comfortable with a few amenities such as electric radiators, a small writing desk, a shower, wardrobe lockers, and several pieces of comfortable furniture.

I. Galley – A military styled kitchen with attached pantry and refrigerated locker.

J. Officer's Mess Hall – Tables with linen tablecloths, comfortable chairs, a radio and phonograph, and a bar stocked with good quality libations. Several valets are on hand to refill glasses, light cigarettes, etc. Private parlors are attached for use by the Commandant and high ranking visitors.

K. Commandant's Quarters – Far from sumptuous but certainly not austere. A modest library, a writing desk, several attached rooms including a private latrine and office for his personal secretary. The location near the generators was not accidental; the Commandant enjoys the drone of the engines through the walls and floors.

L. Command Center – Maps, charts, time tables, record storage, and other essential logistical tools for keeping the base running and information flowing to and from Berlin. The commandant's office is attached and has an escape route to a private launch a few hundred yards off.

M. Fuel Depot – Drums of kerosene and large canisters of diesel fuel for the electricity generators are kept here. The air reeks of fumes; it would be a shame if some careless adventurer came along and set a fire...

N. Electricity Generator – Several rows of large gasoline fueled generators provide electricity to the base.

O. Armory – Firearms, grenades, and ammunition are stored and repaired here. An armorer is on hand who can make most repairs.

P. Munitions Storage – Where torpedoes, mines, and other heavy ordinance will eventually be stored. The *Surtur* lacks torpedo tubes and mine-laying capabilities but as the base is utilized by other craft this is where they'll come to restock and refuel.

Q. Machine Shop – A workshop with heavy machinery, tools and materials for fabricating and making repairs to the submarines and other war machines for the Reich.

R. Water Pump – One level below grade, the floor is under a few inches of water. Several large pumps attached to a knot of pipes lead to a glacier fed artesian well.

S. Radio Room – A single radio and operator is on hand night and day and with the assistance of two others make and break coded messages to and from Berlin. Most of the time the operator is bored and takes frequent smoke breaks.

T. Storage – A secure area under heavy guard where everything that doesn't explode or rot is stored. The original Viking longship is stored here, wrapped in canvas ready to be shipped to Berlin as a souvenir.

U. Gymnasium – Weights, medicine balls, and other fitness equipment and facilities ensure the soldiers and sailors of the Third Reich stay in peak physical condition.

V. Visitor's Quarters – Similar to the Commandant's quarters with comfortable furnishings.

The PCs escape or, failing that, end up going ashore as guests of the Reich. They have a chance to sow some mischief by setting explosives or blowing up the munitions and/or the fuel depot prior to their escape.

Cut to... one giant surprise.

Climax

Either the PCs escape the sub base, hopefully sabotaging it at the same time, or as guests of the Reich, the PCs trek overland to Kuganguaq Valley, resting place of the hidden power. The valley is the location of dozens of mineral rich hot springs and boiling pools of mud and is strangely devoid of animal life; beasts can sense G'morg's presence and stay clear.

A single chunk of meteoric iron carved into a standing stone or stele marks the site of the battle. To free G'morg Finjordi's blood must be spilled on the stele, breaking the spell. How this is accomplished is up to the players and the Game master.

If the player characters are prisoners, the Commandant or Pennings/ Erlichmann either shoots Unsi or draws her blood with a knife and applies it to the standing stone.

If the player characters managed to escape and beat the Nazis to the resting place, now would be a good time to send in a dozen or so soldiers along with the Commandant to make things interesting. The Commandant appearing out of the fog and shooting Unsi spattering her blood on the stele would make for a dramatic turn.

Whether he's freed on purpose by the PCs or by accident G'morg awakens and rips himself free of the permafrost and ice. Chaos erupts as G'morg rampages stomping, smashing and devouring all in his path. With a little guts and a lot of luck the PCs face and defeat the giant.

ROLL CREDITS

Further Adventures

- The real Vikings on ice in the sub base awaken and escape the locker and begin harassing passing ships.
- A wicked hermit living in the foothills in the valley where G'morg rests gets involved. He's a Loki worshiper and a devious immortal (a stunted dwarf) who wishes to further Ragnarok along to end his boredom. He conspires with the Nazis if he fails to sweet talk the heroes into freeing G'morg.

Bestiary

POLAR BEAR

Attributes

Strength 5

Agility 2

Mind -1

Combat Abilities

Attack with two claws +2 (D6+1)

Attack with bite +1 (D6+2)

Attack with claws and bite +0

Defense: 2

Protection: 2 (d6-2)

Lifeblood: 20

A mighty brute hungry from wandering in from the ice flows in search of easy prey.

G'MORG

Attributes

Strength 7

Agility 1

Mind -1

Combat Abilities

Great Club +3 (2D6+1)

Hurled Boulder +1 (2d6-1)

Defense: 3

Protection: 3 (D6-1)

Lifeblood: 30

A vicious and brutish giant with long misshapen ropy-muscled limbs, a swollen belly, a bulbous head covered in warts and tufts of wiry unkempt hair sticking out from enormous ears, a wide large lipped mouth filled with yellowed and blackened teeth the size of gravestones, and a long bent nose like a rotten gourd. G'morg is the final straw that drove the Viking colonists from Disko Island back in the 1500s. He consumed fields of crops, smashed and burnt homes, and killed herds of livestock.

Special: G'Morg is immune to electricity and cold and takes ½ damage from fire. Weapons of meteoric iron ignore his Protection and cause +1 damage.

Dr. NIGEL PENNINGGS (actually Rolf Erlichmann)

Dr. Pennings is a scrawny bespectacled academic, who pretends to help the player characters; naturally he's a German spy. He's hired the Inuit guides (other than Uunsi) to act as his enforcers and co-conspirators. His plan is to use the PCs for as long as he can then dispose of them when they are no longer needed.

ATTRIBUTES		COMBAT		CAREERS	
STRENGTH	0	BRAWL	1	Spy	2
AGILITY	1	MELEE	1	Academic	3
MIND	2	RANGED	2	Soldier	1
APPEAL	2	DEFENSE	1		

BOONS & FLAWS

Bluff

Learned (Social Sciences)

Sneaky

Poor Eyesight (F) – Faking

Protection	1
Lifeblood	10
Weapons	Luger P08 (D6+1), Knife (D3)
Villain Points	1

INNUIT GUIDES & HUNTERS

Parka clad and amiable but they don't speak a word of English, just Kalaallisut, passable Dansk and a smattering of Icelandic, Norsk, and Russian. They are working with Pennings and have no loyalties to Uunsi.

ATTRIBUTES		COMBAT		CAREERS	
STRENGTH	0	BRAWL	0	Hunter	1
AGILITY	0	MELEE	1		
MIND	0	RANGED	1		
APPEAL	0	DEFENSE	0		
Protection	1				
Lifeblood	3				
Weapons	Harpoon (D6), Knife (D3), Hunting Rifles (D6+1)				

UUNSI MAGNUSSEN

Uunsi is a clever and curious Inuit hunter and guide. She's the only surviving daughter of a well-respected headman who raised her as he would a son. She is courageous, charming, and loyal to the player characters. The blood of heroes runs in her veins and she is the sole surviving descendant of Finjordi Leiffson.

ATTRIBUTES		COMBAT		CAREERS	
STRENGTH	0	BRAWL	-1	Hunter	2
AGILITY	1	MELEE	1	Mariner	1
MIND	2	RANGED	2		
APPEAL	1	DEFENSE	2		

BOONS & FLAWS

Attractive

Outdoorsman

Trademark Weapon (father's hunting rifle)

Curious (F)

Protection 1

Lifeblood 10

Weapons Harpoon (D6), Knife (D3), Hunting Rifle (D6+1)

Hero Points 1

KAPITÄNLEUTNANT RUTGER DANGSCHAT

Dangschat is a driven and ambitious Prussian. His self-important ambitions often cloud his scruples and he's more than willing to take whatever steps are necessary to validate his command and secure a place for himself in the Reich's war machine. He's sensitive to his perceived role as temporary Commandant until a real base commander arrives and takes charge. He's taken ownership of his mission hoping it catapults him into the notice of Berlin. Up until now the *Surtur* was a supply and transport vessel and it looked as though Dangschat was going to have a window seat to the war; this is his opportunity to shine. He considers himself a philosopher and prides himself on his cultured upbringing and frequently quotes philosophers, intellectuals, and writers.

ATTRIBUTES		COMBAT		CAREERS	
STRENGTH	0	BRAWL	-1	Aristocrat	0
AGILITY	1	MELEE	0	Sailor	3
MIND	1	RANGED	2	Soldier	1
APPEAL	1	DEFENSE	1		

BOONS & FLAWS

Crack Shot (handguns)

Learned (Humanities & Art)

Arrogant (F)

Protection 0
 Lifeblood 10
 Weapons Luger P08 (D6+1), Knife (D3)
 Villain Points 2

GERMAN SAILORS (Rabble)

All from the Fatherland and ready to lay down their lives in service to the Reich.

ATTRIBUTES		COMBAT		CAREERS	
STRENGTH	0	BRAWL	0	Sailor	1
AGILITY	1	MELEE	0		
MIND	0	RANGED	1		
APPEAL	0	DEFENSE	-1		

Protection 0
 Lifeblood 3
 Weapons MP38 SMG (D6+2), Knife (D3), Grenade (2d6+2 20' radius)
 German sailors are treated as rabble, but the prospects of acquiring a powerful artifact to aid the Fuhrer has given them a renewed sense of purpose.

“VIKING GHOSTS” (Rabble)

Loyal German soldiers disguised as ghoulish Viking ghosts. In spite of their fearsome appearance, the “ghosts” are treated as rabble.

ATTRIBUTES		COMBAT		CAREERS	
STRENGTH	2	BRAWL	1	Soldier	1
AGILITY	1	MELEE	2	Mariner	1
MIND	0	RANGED	1		
APPEAL	-1	DEFENSE	-1		
Protection	2 (D3)				
Lifeblood	3				
Weapons	Great sword or great axe (D6+2), Knife (D3)				

HRÓKR: MAD HERMIT

Stunted, fur-clad, wild eyed, and reeking of dung, the gibbering mad hermit has made pacts with otherworldly fiends and wields Norse sorcery. He is a fanatic follower of the dark Norse pantheon: Loki, Fenris, and Jörmungadr: the World Serpent. Through his divinations the hermit knows of the coming of the forces marching under the bent cross and to speed Ragnarok along, he will side with them against the player characters. If the player characters arrive alone, he will make every effort to convince them to free the giant. He will use his magic to turn enemy weapons into poisonous serpents, summon ghastly shadows to drain life, and cause blasts of ice and snow to blind and ensnare. He keeps the company of 1d6 crows and always has one on his shoulder.

ATTRIBUTES		COMBAT		CAREERS	
STRENGTH	0	BRAWL	1	Sorcerer	3
AGILITY	1	MELEE	1	Savage	2
MIND	3	RANGED	0		
APPEAL	-2	DEFENSE	1		

BOONS & FLAWS

Magery
Nuts! (F)

Protection 3 (Hides & leather jerkin, thick hide)
 Lifeblood 13
 Weapons Cudgel (1d6-2), Ceremonial Dagger (D6-1)
 Magic Points 16
 Villain Points 2

THE SURTUR (MODIFIED U-BOAT - IXD)

Crew: 60
 Displacement: 1,799 (minus cargo)
 Cargo: 252 tons
 Top Speed: 21 knots (surfaced), 7 knots (submerged)
 Range: 9,900 nautical miles at 10 knots (surfaced), 57 nautical miles at 4 knots (submerged)
 Armaments: Two tripod mounted heavy machine guns (2d6) +2, deck gun (2d6+1 burst 5' radius, fires every third round).
 Other: Includes modified torpedo tubes for discharging canisters of fog, and a large 60' long bay in front of the deck gun for cargo and repurposed for the loading & unloading of a Viking longship.

The Saga of Finjordi Leifson (GM's Eyes Only!!)

During the early 16th Century, Viking colonists departed Greenland en masse. For five or six centuries, the Vikings lived along the southern coasts of Greenland but seemingly overnight, they abandoned their colonies. Scholars attribute their rapid departure to a prolonged famine. Crops failed and livestock perished leaving the Vikings to starve and freeze. But the true story is far stranger.

It seems Disko Island, once the modest seat of an unnamed Jarldom, fell victim to the predations of G'morg – a Jötunn or giant of Norse mythology. G'morg devoured herds of livestock, trampled fields of crops, and trampled villages. Untold numbers of colonists were killed as the marauding giant indulged his every destructive whim. From time to time bands of stouthearted warriors marched against the giant but most of the men were killed and devoured. After years of attacks, the Vikings led by a blacksmith named Finjordi Leifson tracked the giant to his lair in the Kuganguaq Valley and with the aid of a score of the remaining warriors, ambushed the giant. Leifson's weapon, composed of meteoric iron harvested from a crater, was anathema to the giant G'morg. In a previous attack, G'morg recoiled in pain when arrows crafted by the smith found their marks. The metal was rare on Disko Island, but plentiful on the mainland which explains the giant's migration. As the giant sought to crush the

blacksmith under his foot, the weapon pierced G'morg's heel staggering him. With the aid of the other warriors, G'morg was bound by boat chain and rope. Village mystics oversaw the carving of standing stone or stele of star-metal (as it was called at the time) which was laid upon struggling giant's forehead. Inscribed with potent binding runes and Norse sorcery, the stele drained what remained of the giant's strength. It is written that only the blood of Finjordi himself would free the giant until then he remains in a state of near-death.

As the years wore on, earth, stone and ice covered the helpless giant. Now only a hill remains topped with a long-forgotten rune inscribed stele.

Finjordi departed Greenland with his people and his bones have been dust for centuries but his story continues. Finjordi ignored convention and took an Inuit wife but she refused to leave her home and her people for foreign lands. With no other solution, the two lovers bid farewell when the last Viking ship sailed but Finjordi's bloodline lives on...





HEROES OF HELLAS

DARK EPICS IN A HEROIC AGE

THE HEROIC AGE IS A TIME OF HEROES AND KINGS, OF ANCIENT SCIENCE AND DARK MAGIC. ONCE AGAIN MORTALS HAVE GAINED A FOOTHOLD IN THE WILDERNESS. CITY STRONGHOLDS ARE REFUGES OF CIVILIZATION, AND THE SEAT OF POWER FOR GRASPING KINGS. THEY RULE THROUGH BRUTALITY AND BLOODSHED. EVIL SORCERERS CONJURE FORBIDDEN POWERS TO BEND THE WILL OF MAN AND BEAST. ALCHEMISTS MANIPULATE THE ELEMENTS TO CREATE AMAZING MACHINES, DEADLY WEAPONS AND TWISTED MONSTERS. IMPLACABLE HORRORS STALK THE WILDERNESS AND THE DEPTHS OF THE SEAS. BARBARIANS PLOT TO BANSACK THE CITIES.

A FEW MORTALS HAVE RISEN ABOVE THE RABBLE. SOME RECEIVE FAVOR FROM THE GODS THROUGH RECKLESS DEVOTION. OTHERS ARE PUNISHED FOR THEIR HUBRIS; EVEN FEWER ARE IMMORTALIZED BY THEIR DEEDS AND CHALLENGE EVEN THE GODS.

THE ORACLES HAVE DIVINED THAT THERE WILL BE ANOTHER CATASTROPHIC WAR. WILL MORTALS ONCE AGAIN BE PLUNGED INTO SAVAGE BARBARISM...?

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The Burning Eye of Tyrannis Nova

A Legends of Steel/Barbarians of Lemuria Adventure

By Michael W. Bay

The Burning Eye of Tyrannis Nova is an adventure for Legends of Steel “Barbarians of Lemuria” edition. Players who may participate in this scenario should stop reading now!

The player characters who take part in this adventure should have earned a name for themselves, at least among adventurers in Tyros.

Adventure Synopsis

Hired by a Baron of Tyros to locate and recover an ancient artifact, the players must move quickly to secure the map to the Burning Eye and travel to its hiding place in the Green Death Jungle. Getting to the artifact is almost as difficult as recovering it.

The Burning Eye

The Burning Eye is a roughly spherical, two-foot diameter black stone. Despite its size, it is surprisingly light, perhaps twenty pounds. The stone is smooth, but not reflective. When held, it becomes warm, but not too hot to hold, and begins to glow with a reddish, flickering light. The light becomes brighter, and the internal flames become orange and yellow. To hold the Burning Eye is to become mesmerized by the sense of power that flows out of the artifact. The entranced bearers do nothing as that power heats them up and sets them on fire in the course of only a few minutes. Only the lightest of fabrics can contain the Burning Eye’s power to prevent fire: Leather, wood and metal all succumb to the inner heat.

All of that is unknown to anyone. What is known (and may be true) is the story told by Abas Min at Baron Reddick’s Garden Party: It is believed, by Abis Min and others that the Burning Eye originally belonged to Inisa, the Fire Goddess, who plucked it from her own face to create her servant, the one-eyed Titan Tyrannis Nova. The Titan burned a swath of death and destruction through what is now the Green Death jungle thousands of years ago before being destroyed by a group of long-dead heroes.

NPCs in this Adventure

Donas Reddick, Baron of Serpent Tower (Tyros)

Donas is a man in his early sixties, who has played the political game in Tyros for almost five decades. In his youth, he was a powerful warrior, but old wounds and a bad diet have left him fat and barely able to walk. His influence in Tyros has fallen dramatically in recent years, and it is well known that he seeks vengeance against his rival barons. Two years ago, he had his chief advisor Wykkon put to death for reasons that are still unclear, and his wife, Baroness Onada, was stricken with what householders say was an ancient plague. She has been confined to her rooms, unseen by any save her doctor and a hand maiden. His household is now run by the Lady Amilas, a distant cousin.

Donas is a sharp, but desperate man, and no longer makes the wisest of decisions. He has, of late, begun to lose his temper more often, even in public. He expects, and usually commands, strict obedience, but is known to be generous to those loyal to him.

Lady Amilas, distant cousin of Baron Donas

Lady Amilas is fairly new to Tyros and serves as chief advisor to the Baron, who is reputedly a distant cousin. With pale skin, long brown hair and stunning green eyes, the Lady is young and quite attractive. Although not a native, she wears the finest in Tyrosi fashions in public, and fine leather armor in private.

The Lady is soft-spoken, but startlingly direct and to-the-point in conversation. She is clearly quite intelligent and well read. She runs the household but avoids giving any impression that Onada is not still the woman of the house.

Abas Min, Pyrani Sage

Abas Min is an old man, stooped and grey-haired, wearing stained scholars robes and using a staff to help him walk. At first glance, you don't realize the man is blind, but his eyes are milky white. His hearing is still acute, a fact that many forget. For the most part, Abas is quiet and still, but once asked about the subject of his studies, he comes alive. He is a uniquely talented storyteller, and his knowledge of history and lore unmatched. He recently finished dictating a history of the Silver Coast and the Southern Kingdoms. When we first meet him in this adventure, he has come to Tyros at the behest of the King's advisors to brief them on his findings.

Solis Takk, Scribe

A young man of 25-years, Solis Takk is a scribe and an apprentice to Abas Min. He has ventured to Tyros with his master. A native of Pyrani, his quick wits helped him win a position in Abas Min's employ, and he quickly became one of his master's most valuable employees. Solis has an olive complexion and curly black hair, and is quick with a smile or to laugh at a joke.

Lacunus Morr, Baron Reddick's Master of Spies

Lacunus is a pleasant looking man of forty years, and few would guess at the power he has wielded in the Baron's name. At the Lady Amilas request, he seeks out a group of adventurers to undertake the search for the Burning Eye.

Lacunus is a soft spoken man of medium height. He has slightly thinning hair, is slightly plump, and wears simple, but well-kept leather armor and a brown cloak. He seems to be at home wherever he goes, and knows seemingly everyone. He makes little impression on those who don't know him, which serves him well. He knows Tyros intimately and is almost impossible to follow. He lives in a small apartment in the Baron's compound, and has a little hideaway safe house on the far side of the city. His fortunes rely on the Baron restoring his power, so he's very loyal won't say anything of use that he doesn't want to reveal.

Captain Keef, Master of the Dragon of Pallos

Keef, a Tyrosi by birth and seaman by lifelong trade, is a gangly man with stringy hair, black teeth and a unique stench that makes it easy to know he's around. He wears a badly stained leather coat and a red sash with a silvery amulet around his neck that he claims is medal given to him by the Emperor for service. He's a hard man who's been at sea for more than forty years, most of those years for Baron Reddick. He's a loyal and tough captain, but won't risk his life foolishly.

The Adventure

Part I: A Party in Tyros

The PCs are, as a group, or as individuals, invited to attend a garden party at the home of one of Tyros' elite rulers. There, they hear the story of the Burning Eye of Tyrannis Nova, as told by the famous sage Abas Min. The Baron asks the PCs to aid him in recovering the artifact, and offers wealth and power in return.

Scene 1: Invitations to the Party

The player characters will be approached, either singly, or as a group if they already know each other, by Lacunus Morr. Lacunus will seek them out wherever he can find them: A tavern, inn, whorehouse, temple or market.

When he approaches the player characters, he'll already know their names and just a bit about them, enough to start a pleasant conversation. He'll ask if they expect to be in town for a few days, and then offer them an invitation to a garden party at Baron Reddick's home. He says the party will give the player characters a taste of the Baron's lavish lifestyle and that it might be well worth their while to attend.

Things to Learn

The players can simply go to the party, but if they want to spend some time asking questions, they could find out the following information.

- Many people know Lacunus, and most assume he's a merchant of some sort. No one has anything bad to say about him, but they don't have much else to say about him, either.
- The Baron Donas Reddick is one of Tyros' leading men, the leader of one of the kingdom's noble houses.
- Reddick is known to be out of favor with the King, and is thought to be on the outs with the other Barons.
- Reddick is thought to be cruel to his rivals and generous to those loyal to him.
- Reddick made his fortune by building on his father's merchant trading empire, but his fleet of ships has dwindled over the years.
- There are those who say Reddick murdered his wife and her lover several years ago in a fit of jealous rage, and that their decaying bodies remain sealed in her bed chambers.
- The Lady Amilas is not, as many people assume, the Baron's wife, and is easily young enough to be his granddaughter.
- Garden parties are a traditional noble social affair in Tyros, although it is rare that commoners are invited.

Scene 2. The Party

When the player characters arrive on the appointed evening, they'll be ushered in through the iron gates of the compound. The walls are 18 feet high cut brown stone topped by iron spikes that curve out and down toward the surrounding streets. Inside the gates is a large villa surrounded by a neatly cultivated garden. Huge flowers fill the air with their heavy, sweet scent. Monkeys and birds squawk at each other in the trees overhead. Brightly colored silk sunscreens stretch out from the villa over the main patios. A small group of musicians plays Tyrosi dance music with horns, tambourines and hand drums.

The party will unfold in several stages. First, guests gather and are fed by dozens of beautiful, local girls and entertained by the musicians. Most of the guests appear to be of common birth; many of them are scholars, others are clearly adventurers. Second, the Baron, Lady Amalis and their guest Abas Min will make their appearance. There will be many toasts and songs, and then the Lady Amalis will call for quiet, and Abas Min will begin telling his story. Finally, Lacunus will gather the adventurers in the Baron's study. The Baron will offer them a position in an expedition to recover the Burning Eye.

Abis Min recounts a long-winded story about the Burning Eye and about Tyrannis Nova. Abis tends to wander in his account and obsesses about minor details, which will drive some of

his listeners to sleep and others to find entertainment elsewhere. But, there are a number of important clues (no promises that they're true!) that can be gathered for those who listen well:

- The Burning Eye is located within an ancient temple on the side of a volcano in the depths of the Green Death Jungle.
- There is only one map showing the route, which Abis keeps at his compound in Pyrani, along with the scribbled notes of a scribe who drew the map described to him by a soldier-of-fortune named Ekkos.
- The map and notes were discovered among the wreckage of the Library of Otallyah, which was destroyed by an earthquake a hundred years ago.
- Ekkos learned of the artifact from a priest of Inisa who had seen it once in the temple and traded the knowledge for his life, which Ekkos spared.
- Inisa the Fire Goddess plucked the Burning Eye from her own face and sacrificed a thousand slaves in the ritual that recreated her mortal lover Tyrannis in the form of a Titan said to be ten times the height of a man.
- Tyrannis Nova destroyed the ancient civilization that ruled what is now the Green Death Jungle.
- After being destroyed by powerful warriors and sorcery, a temple was erected over the corpse of the Titan.
- It is said that anyone who commands the power of the Burning Eye can see for a thousand miles, will live for a thousand years, and can command the hearts of a thousand men even unto death.

After this, the adventurers at the party are escorted individually by Lacunus to the Baron's study. The Baron is distant and cool, while the Lady Amalis is excited. Lacunus offers the guests a place in the expedition to recover the Burning Eye. Each will be armed and armored to their tastes (within reason) at the Baron's expense and will sail for Pyrani aboard one of the Baron's fastest ship to meet Abis Min at his compound and secure the map. They will then retrieve the Burning Eye and return it to Tyros. In exchange, they will each be offered a sum of gold large enough to make an impression (you'll have to determine exactly what that means for your players) and an equal share of any and all other loot or treasure obtained.

Lacunus puts the contract and a pen on the Baron's desk. He says anyone who wants to join the expedition needs merely sign and report to the docks by noon tomorrow. At that point, the Baron leaves, but Lady Amalis remains behind, speaking to individuals. She'll eventually depart in the company of two adventurers, which should be a little odd, if not suspicious. Lacunus answers all questions, but provides no more detailed information.

This adventure assumes the player characters agree to sign the contract. The other adventurers are unsure. Some say there are easier and safer ways to make (less) money. Others just shake their head and return to the party. In the end, only the player characters

sign. Observant characters will notice that some of the departing mercenaries share a look with Lady Amilas as they leave.

Scene 3: Departure

The docks of Tyros are busy when the characters arrive. Dock workers load and unload dozens of ships, from coastal galleys to deep ocean cogs. People, wagons and carts, and horses and oxen vie for space along the narrow wooden piers, while seabirds glide and hover in the breeze overhead.

The Dragon of Pallos is a fat, deep draft ship with two masts. It's crimson and white sails are furled, but the Baron's banner flies from the tallest mast. At the foot of the gang plank, Lacunus waits, looking tired and grim. He gives the leader of the player characters a small bag of gold and silver coins; travelling money he calls it.

"You're the only ones coming, I'm afraid," he tells the player characters. "I had hoped for more, but you'll have to do. More money for you, I suppose. But, you'll need to be quick. We're not the only ones who have learned of the treasure."

If pressed, he explains that his network of informants have told him that at least two deep sea vessels have departed already this morning, both claiming to be sailing for the Southern Kingdoms, and both with groups of swordsmen, rogues and scholars freshly aboard. He notes *The Dragon of Pallos* is a fast ship, and that no one will be able to find the Eye without the map itself.

There are delays loading supplies, and *The Dragon of Pallos* doesn't get underway until late afternoon. Captain Keef growls and bullies the crew to work harder, while Lacunus anxiously fidgets and watches other ships put out to sea.

If the player characters make an effort, they can learn some useful information from the dock workers and other people who make their living around the docks.

- Abis Min and his escorts have already sailed for Pyrani aboard a sleek, fast coastal sloop.
- A sharp-looking cutter with black sails, called *The Lady's Pain*, sailed at midday after taking on more crew and a group of swordsmen. The ship's officers were cagey about their destination.
- Black flagged war galleys have been spotted in the Great Sea. Some say hundreds, others say dozens. A few sailors claim to have outrun the warships.
- There rumors of pirate attacks along the coasts of both sides of the Great Sea. The stories seem to involve barbaric cruelty, sometimes under the command of a female captain known as Crimson Pavarti.

Part II: The Flames of Pyrani

The group journeys to Pyrani in the wake of Abas Min, in order to get a copy of the map the old sage says leads to the temple where the corpse of Tyrannis Nova lies. But on arriving in Pyrani, they discover that someone has attacked Abas Min's compound, setting it on fire, and have stolen the map and kidnapped the old man. But, the sage's scribe, Solis Takk, offers to accompany the party to the Silver Coast, following the map and clues he memorized when transcribing the old man's words.

Scene 1: Reavers Ahoy!

If your players are itching at this point to have an opportunity to kill something, drop this encounter into the scenario.

Two days out to sea, and three fast cutters appear out of the west. These boats are rigged for speed and maneuverability, but are too small to carry much in the way of cargo. Instead, pirates helm this type of ship, which can quickly catch and capture a lonely merchant ship. The pirates are widely known to be utterly blood thirsty. The stories are gruesome and grotesque: They take only the most valuable cargo, savagely butcher all onboard who isn't young and pretty, and then burn the captured vessel. Captives soon wish they'd been butchered as well.

Now, *The Dragon of Pallos* might be able to escape, but only if one of the player characters has any experience with handling a sailing ship at sea. Captain Keef has spent years aboard ships at sea, but these pirates are better sailors than he'll ever be.

If a player character can't out navigate the pirates, they'll eventually catch and surround *The Dragon of Pallos*. They've become used to watching seamen dive into the sea to avoid being captured, so they don't even bother drawing their weapons as they start to come onboard: They don't expect a fight.

This should be a tough battle, but there are only four reavers on each of the little cutters, and the others aboard them are slaves that don't put up any resistance. Only when eight of the twelve pirates are out of the fight will the surviving four will attempt to flee.

Pirates

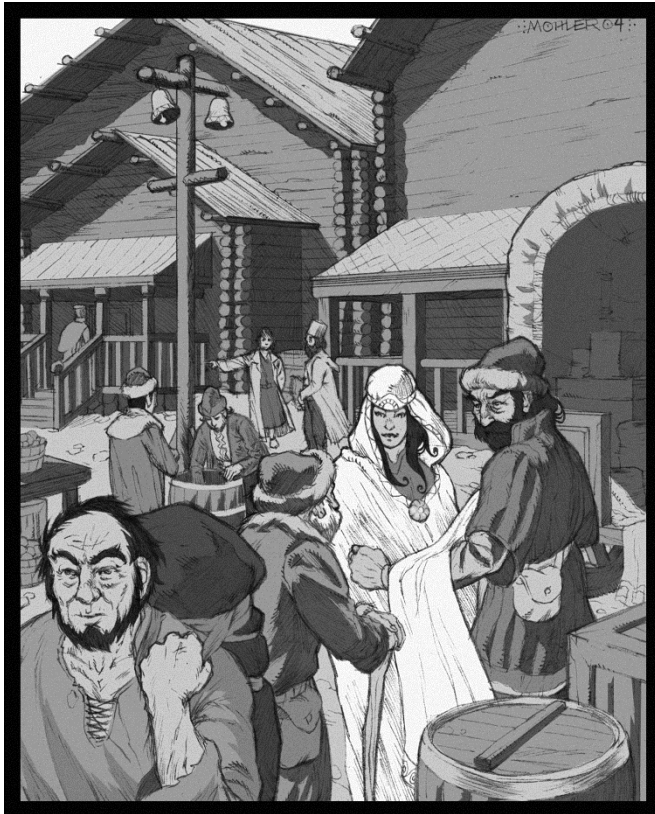
ATTRIBUTES		COMBAT ABILITIES	
STRENGTH	0	BRAWL	0
AGILITY	0	MELEE	1
MIND	0	RANGED	0
APPEAL	0	DEFENSE	0

Protection: 0

Lifeblood: 10

Weapons: Axe (D6) or Sword (D6)

Scene 2: The Missing Man and the Map



Finally arriving in the busy, vibrant trade city of Pyrani, the player characters can follow the directions given to them by Abis Min to find his compound. What looks easy on paper becomes a dizzying, nightmarish journey through narrow, winding streets that give way to crowded circular markets. The player characters will be beset by children and beggars, and merchants trying to sell them everything from perfume to pantaloons. Losing an item or two to pickpockets wouldn't be surprising, and any resulting fight will be immediately surrounded by a surging crowd of screaming, yelling, excited people. If a fight goes on long enough, the city watch will arrive, and the huge crowd will melt away. Escaping in the cover of the crowd would be easy, but result in getting lost, resulting in either a delay of several hours to find their bearings, or spending some coin to hire a guide.

Finally arriving deep in the heart of the city, the player's will be confronted by wisps of whitish smoke rising from inside a modest, walled compound. The building inside has been partially gutted by fire, and the collapse of the floors in the central section. A couple of city watchmen keep passing people moving along, but don't stop anyone from entering or exiting the compound itself.

Inside, the player characters will find a dozen students and servants milling about, some digging about through heavily damaged compound. They all seem to be a little dazed and several have minor injuries. There is also a row of bodies, some crushed or incinerated.

A few questions to the city watchmen, neighbors, or the survivors reveals that the fire erupted before dawn, and quickly spread throughout the building which is home to students and a few of Abis Min's senior assistants. The old man himself has not been found, alive or dead, and no one recalls seeing him after he retired to his chambers last night. The fire burned fiercely for several hours before it was extinguished. Fourteen people were killed.

After revealing this information, any of the survivors will point to one of their own, sitting against the compound wall, head in his arms, rocking back and forth. Dressed as a

scholar, this young man is Solis Takk. The player characters may recognize him as one of the people in Abis Min's entourage in Tyros. At the moment, Solis is in shock. If asked questions, he gazes at his interrogator for some time and then mumbles something about finding his master. At the point where the players are getting frustrated and their characters annoyed, he'll point to one of the player characters who was at the party. "Tyrosi. At the house of the Baron. Will you help me find my master?"

Solis begins to recover from his shock, and will respond to the player-character he's connected with now. He and Abis arrived in Pyrani yesterday afternoon. There was a woman waiting to see him at the compound. She was quite beautiful, and not from Pyrani, with pale skin, big green eyes and long, black hair. She wore a long, dark cloak, and had a spherical red amulet hanging just above her breasts. [If asked, Solis will say he's sure it wasn't Lady Amalis, but there was something similar in their appearance. This is not Lady Amalis. It is one of her sisters.]

The Master spoke with her quietly for a moment, and then led her upstairs to his study. He bade Solis to bring the map the younger man had been working on for the older man, a map of the River of Skulls leading to a temple a volcano called Mount Goratha. Solis brought the map to the study, and Abis Min and his nameless visitor took it and set it out on a table. Solis watched for a minute, until the woman turned and looked at him and then whispered something to the Master. Solis was dismissed for the evening, and returned to his room for the night.

When he awoke to shouts in the middle of the night, he was almost overcome by the heavy smoke. Coughing and choking, he made it out of the building before he realized the extent of the calamity. The entire three-story structure seemed to be ablaze, and Solis could hear the screams of those trapped inside. His heart pounded in his chest, and he wanted to run back inside the master, but he was too afraid as were the others who had escaped.

When the fire was finally under control, Solis saw that the central part of the building had collapsed in on itself. The Master's study and room were on the third floor there. There was no sign of Abis Min, and although there were many bodies, none of them were the old man's. A frantic search of the surrounding alleys and streets revealed the truth: Abis Min was gone along with most of his life's work, which had been burnt to a crisp on the shelves.

If the player's ask about a copy of the map, Solis will tell them there was only the one, which he was drawing from the Master's notes. He had almost completed it when he stopped to travel to Tyros with the Master. When he realizes the player characters need the map, he'll reveal to them that he can actually help them. He remembers most of the details of the map, and can recreate it for them in a matter of days.

The player's can wait for Solis to draw the map, which will take seven days, or they can take him with them, an idea that Solis, as a scholar-in-training, will like a great deal. Solis' recreation of the map is more than enough to guide the players to the Burning Eye. It shows

the location of the mouth of the River of Skulls, which is east of Fort Melas, and winds deep toward the center of the Green Death. There the temple is said to exist on the slopes of a fuming volcano which stands alone in the midst of the jungle. Solis will explain that the Master told him clearly that the river was the only route that could be traversed with any kind of certainty.

If the player's do decide to wait in Pyrani, they will eventually be arrested by the city watch; see below.

Scene 3: The Usual Suspects

If the player characters return immediately to *The Dragon of Pallos*, they will discover the pier abuzz with excitement. Anyone asked will point out the company of Pyrani soldiers spread out on the docks in front of and atop the deck of *The Dragon of Pallos*. Keef, the Captain is on the main deck, yelling at a man who is clearly an officer in the Pyrani Army. The rest of the crew is under guard on the bow of the ship.

If the player characters approach, they'll be noticed and the soldiers will step forward and ask them to board the ship. If they behave, they'll be unharmed and allowed to join the Captain. If they resist, the soldiers will try to subdue them or knock them unconscious, under strict orders not to kill if they can avoid it. If the player characters flee, a chase will need to be run, and the soldiers should have a distinct advantage unless one or more of the player characters is from or has been in Pyrani before. If captured, the players are returned to the ship.

Pyrani soldiers

ATTRIBUTES		COMBAT ABILITIES	
STRENGTH	0	BRAWL	0
AGILITY	0	MELEE	1
MIND	0	RANGED	0
APPEAL	0	DEFENSE	0

Protection: 2 (Leather Armor)

Lifeblood: 11

Weapons: Spear (D6), Sword (D6)

The Pyrani authorities have been convinced that the player characters were responsible for the fire that apparently killed Abis Min and destroyed his compound. Abis is considered to be a treasure of Pyrani by the city's elite: He will be widely mourned. And his killers will face the Emperor's justice. No amount of logic or proof will keep the officer from delivering the suspects to the city's jails.

In custody, they will be confined for three full days before they are taken to a magistrate. This man, Corso Yedden, is more reasonable than the city watch, and after hearing a true account of their arrival in Pyrani, Yedden will summon the Port Master who will confirm the ship arrived after the fire. The player characters will be free to go.

The Dragon of Pallos however, is not free to leave port. Captain Keef and the ship are being held for customs violations. The *Dragon's* crewmen are finding berths on other ships, and the ship is now under heavy guard by the City Watch.

Now, if the player characters don't approach the ship, eventually talk themselves out of custody or successfully flee, they'll be faced with the question of how to continue their journey. It'll have to be aboard a different ship. With some carefully questioning and a quiet exchange of coins, they'll learn of three ships they could hire for the journey. In the end, any of the three will get the player characters to the Silver Coast in about the same time; this is just an opportunity for some fun role-playing.

- *The Streaming Bronwyn*: Named for a long-tailed sea bird, this two-master is almost as wide as it is long. The Captain, Morres the Merry, is a dour, tall man with broken teeth and a distinct lack of physical hygiene. He's got a cargo of bound for Al-Khalid that he must unload first. It'll be three days there, a day to unload, and if the winds are merciful, four days to the mouth of the River of Skulls. He'll insist on twice the amount of gold the party has on hand, but will happily haggle for a little less than they have. It'll be a fairly easy trip, but the Captain will insist the player characters help his crew unload in Al-Khalid instead of exploring the city.
- *Cyndara's Pride*: A long, sleek looking ship, *Cyndara's Pride* has only one mast, but does include a bank of oars for cases when the wind isn't good. Captain Julia, or "the Bitch of the Sea" as her crew refers to her, is stout and sturdy, her hair cut short and covered by a bandana. She wears several amulets around her neck and just as many daggers around her waist. She's even-spoken and polite. She's been trying to find a load of cargo bound for Taurus, but hasn't yet, and is willing to take the player characters to their destination for just about all the gold they have left, and is absolutely firm about it. She sails a northern arc, arriving at the River of Skulls in about eight days. This would be a miserable expedition for the party, as the *Cyndara's Pride* encounters rough seas and a couple of storms that toss and turn the player characters and probably make them horrible seasick.
- *The Sea Donkey*: The Captain of this creaky looking two-master is Jael the Slack, which might explain the condition of his ship. Jael is thin and has a terrible puckered scar down the left side of his face, the result of a pirate's dagger. His crew is also lean and

menacing. Jael can be haggled down to half the gold the party has left, but no less: He's in desperate need of money for repairs and to pay the crew. He says he'll say straight through to the River of Skulls and make it in six days. He won't, of course. The *Sea Donkey's* main mast will break in a sudden gale, and the ship will drift for two days while the crew tries to repair it. A day after that, the ship will arrive off the River of Skulls, having taken, you guessed it, eight days.

The actual time frame doesn't matter; you and I know the villains will always be just one step ahead of the party from this point onward. But your players don't know that, and you should do everything in your power to make them feel the sense that every second counts. If they come up with innovative ways to get to the River of Skulls faster, just roll with them.

Part III: The Silver Coast

The delta of the River of Skulls is about sixty miles to the west of Fort Melas, and is little more than three small islands that divide the River into four channels which combine completely about two miles from shore. The beaches of the islands and the surrounding shoreline are a mixture of brownish sand and reddish-brown river mud. The islands, no more than two hundred yards across and perhaps a mile long, are sparsely covered by sickly looking palms. The ruins of an ancient fortress, long deserted, can be seen in the trees and through the vines to the north of the river.

As the party approaches the delta, it becomes clear there is a ship beached on one of the small islands. It appears to be sound, but no one appears to be aboard. The ship's black sails are neatly tied away and there isn't any obvious damage. The ship's name is *The Lady's Pain*. It is the same vessel that sailed from Tyros the same morning as *The Dragon of Pallos*. Hopefully, the players picked up that bit of information before sailing from Tyros, but it isn't vital.

Exploring *The Lady's Pain* will reveal that the ship's anchor was cut. There is no one aboard, but there are some provisions and the personal belongings of sailors neatly and sometimes not so neatly stored beside hammocks below decks. The captain's quarters are locked, and contain all of the ship's papers and the captain's navigation books. A map of the Silver Coast, with the River of Skulls marked on it, is on the desk.

It's as if those aboard left the ship expecting to return. The only curious find is the carcass of a large, brown, lizard like creature. [It's a dinosaur, of course, but if the characters don't know what dinosaurs are, don't tell them.] It's perhaps six feet long from the tip of its narrow nose to the end of its tail, which is almost half the length of the creature. It has large eyes and its back legs are heftier and longer than the sharply clawed front legs. Its teeth are thick, but sharply serrated. It has a rather nasty sword slash across its chest and belly which disemboweled the creature. The entrails are nowhere to be seen, and the carcass looked as if it was being cleaned and preserved.

If the party marches into the jungle right away, skip ahead to Part IV.

If they delay, perhaps to rest, or spend too much time discussing their plans, give them a taste of things to come.

After the sun sets, the sound of the jungle changes from the calls of dozens of different species of exotic birds to the monotone rhythm of insects, interrupted occasionally by long wails and high-pitched barks. Those calls can be heard from all directions along the shoreline and from the nearby islands. And then it stops. Even the insects seem to grow silent. On the shoreline, a hundred yards from the nearest player character, a brown dinosaur, identical to the one found aboard *The Lady's Pain*, steps out of the jungle. It cocks its head to the right and barks. Immediately, a chorus of barks erupts from the jungle in that direction. Its head swings around to the other side and the dinosaur repeats the performance. Clearly, there are other dinosaurs in the jungle. The leader makes eye contact with the closest human and makes a loud click. And he looks past the human to the player character's vessel and issues a string of barks that almost sound like laughter.

At this point, all hell breaks loose. A swarm of dinosaurs from out of the tree line rush the ship, and now they swarm up the sides and leap on the deck quicker than a man on a ladder. There are literally dozens of them everywhere your eye looks. The little dinosaurs are quick and have a nasty bite, but they're easy to kill and not very brave, attacking only in packs, and fleeing if one of their pack mates is wounded or killed.

If you can manage it, have a pack overwhelm a relatively helpless sailor and tear large chunks out of him before they're driven off or flee on their own.

A pack of five to eight of the dinosaurs will attack a human target, all trying to nip at ankles and legs, or jump at their target and hold on while they try to bite.

After several minutes of mayhem, a loud barking call from the leader causes all the surviving dinosaurs to flee the ship. They disappear into the jungle. Trying to pursue them is going to be fruitless: This jungle, filled with vines and treacherous ground, is impossible to traverse at night.

Small Brown Dinosaur

Attributes

Strength 0

Agility 4

Mind -1

Combat Abilities

Attack with 1 bite +1, damage 1d6

Attack with 2 claws +0, damage 1d6-1

(Attack with all 3 at +0 each attack)

Defense: 0

Protection: 2 (tough hide)

Lifeblood: 7

The attack will be repeated, albeit without all the drama at the beginning, every two to four hours at night, and every time, the dinosaurs will withdraw again. Each of these attacks should take out an NPC or two... or more.

When the player character's head into the jungle, it's clear the only way to proceed is to row upstream in the ship's boats.

Part IV: The Green Death

With the unknown jungle ahead of them and a pack of vicious dinosaurs behind them, the party must navigate up the River of Skulls toward their destination, a glowing volcanic peak rising above the heart of the jungle. The reason for the name of the river becomes clear just a few yards upriver: Every hundred yards or so, a spear or pole has been driven into the reddish-brown earth and capped with a severed head. Most of these are skulls or blackened, rotting remains. Some are fresher, the faces of men and women from every corner of Erisa. Black crows feast on the heads that still have flesh, and two-foot wide river crabs and five-foot long river Caymans fight for scraps that fall to the ground.

The river itself a sluggish, reddish brown with mats of vegetation and tree trunks and limbs everywhere. Pretty silver fish leap out of the water, trying to escape larger fish with long rows of needle sharp teeth. The river in some places is hundreds of yards wide, but most of the time it's between 30 and 100 yards wide. The jungle canopy leans out and over the river, blocking sunlight and leaving long vines trailing through the water. All manner of birds and small monkeys can be seen in the trees.



Rowing upriver is going to take six days at least. Nights are going to be a difficult thing for the party. If they go ashore, they should be regularly harassed by the river crabs, the vicious cayman; hit and run attacks by the native head-hunters, or another attack by the brown dinosaurs. In addition, the jungle is home to dozens of species of insects that are attracted to the smell of dirty humans. Itchy bites and painful stings will make sleep difficult.

GIANT RIVER CRABS

Attributes

Strength 1

Agility 1

Mind -1

Combat Abilities

Attack with 2 claws +2; damage 1d6+2

Defense: 0

Protection: 4 (chitin exoskeleton)

Lifblood: 8

CAYMAN

Attributes

Strength 4

Agility 1

Mind -2

Combat Abilities

Attack with 1 bite +1; damage 1d6+2

Defense: 1

Protection: 2 (tough/scaly hide)

Lifblood: 20

Head Hunters

ATTRIBUTES		COMBAT ABILITIES	
STRENGTH	0	BRAWL	0
AGILITY	1	MELEE	1
MIND	0	RANGED	1
APPEAL	0	DEFENSE	0

Protection: 0

Lifblood: 10

Weapons: Spear (D6), Machete (D6), Knife (D3)

The best option is to tie up the boats with the vines from overhead and sleep in the boats. There, the party will be safe from all but the insects, although there will be a lot of disturbing movement in the underbrush ashore.

Occasionally, the river will turn in just the right direction and the black slopes of Mount Goratha can be seen below a heavy cloud of smoke and/or steam. At night, there is a red glow in the sky in direction of the volcano. And when the wind shifts, a faint scent of sulfur can be detected.

After seven miserable days, the party's boats will emerge from the jungle into a huge fog covered lake, which is not marked on Solis' map. Mount Goratha looms above them, an island in the midst of the lake. The shore of the island is virtually all five yard high cliffs of sharp, jagged obsidian and crumbly black volcanic rock. Climbing up is a bad idea.

Fortunately, there's a better way. The player characters will clearly be able to see several small boats like theirs hauled up on an expanse of black sandy beach. The beach is flanked by two huge boulders, twice as high as man. Closer inspection reveals the boulders have been worked to resemble gigantic skulls. There is a cleared trail that leads into the jungle that rings the lower elevations of the volcano. Beyond the trees, high up on the slope, five columns of black smoke can be seen rising into the white cloud emanating from the cone of volcano itself, which isn't visible itself.

Onshore, on the beach, there are nearly twenty lifeless bodies, all victims of recent violence. Most of them are native tribesmen, the legendary head-hunters of the Green Death. Two of them are clearly sailors of Tyrosi origin. One of them is a dark-skinned woman wearing well-made black leather. She's grasping a dagger in one hand, and a small, red, spherical amulet is around her neck.

The path leading into the jungle is neatly tended, with no vegetation growing from the seven yard wide swath of black sand and smooth rock. Footprints are in evidence everywhere; this is a well-travelled track. The path cuts back and forth as it climbs the slope, which grows steeper as the party progresses. The jungle flanking the path is as daunting as any the party has seen, and if they insist on trying to hack (or climb) their way through, they'll be quickly attacked by head-hunters who will fade away quickly after striking with bows and blowguns.

It takes a good two hours to climb the path in full. With every step, the slope gets steeper, the air grows warmer, and the smell of sulfur grows stronger.

Part V: The Temple

Reaching the top of the path, the party also reaches the edge of the jungle and a small plateau on which the Temple of the Burning Eye has been built. The plateau is a narrow ledge that curves around the side of Goratha.

The temple itself is shaped like a squashed pentagon; five walls, the longest being cut from a nearly sheer slope in the side of the volcano. The other four walls are made from stacked blocks of black basalt, three yards high, crumbling in a few places. The path leads out of the jungle twenty yards to an arched gateway, which stands open.

Shouts and the clash of steel beyond the gate alert the party to a fight going on inside.

If the party remains outside the gate, head-hunters will make life difficult for them from the edge of the jungle. They are actually trying to get inside, and if given the chance, will dash inside and join the fighting there.

Head Hunters

ATTRIBUTES		COMBAT ABILITIES	
STRENGTH	0	BRAWL	0
AGILITY	1	MELEE	1
MIND	0	RANGED	1
APPEAL	0	DEFENSE	0

Protection: 0

Lifeblood: 10

Weapons: Spear (D6), Machete (D6), Knife (D3)

If the player characters remain outside the gate, the fighting will last another five minutes and then will suddenly stop.

Inside the walls of the Temple are the odd remains of a large structure. Made of some sort of slick, yellowish stone, the portions that remain are like flattened columns nearest the gate rise five yards, curving sharply inward. Other, stranger shapes can be seen to the right and the left, the most distinctive being an imperfectly shaped dome nearby to the left.

This structure isn't a building; it's actually the skeletal remains of Tyrannis Nova. Curled up in a ball, lying on its side, the Titan's bones are partially buried by now cool lava, ash and rocks. The large dome is the skull, where the Eye of Tyrannis has been since the Titan fell. Because of the enormous size of skeleton, its true nature isn't immediately apparent.

The fight inside the temple walls is between the mercenaries and sailors from *The Lady's Pain* and the native warriors, the fierce head-hunters who've lived in the shadow of Goratha for centuries. They claim the skeleton is the bones of their greatest god, and they'll die defending it from the invading foreigners.

If player characters enter the temple, they'll be set upon by head-hunters and ignored by the mercenaries, who in the heat of battle will take them as allies as long as they don't reveal themselves as attackers.

The battle should be bloody and brief. The head-hunters are at a terrible disadvantage in close combat, especially without the cover of the jungle. Within several minutes, the head-hunters will be dead or dying, their survivors fleeing into the jungle.

If the player character's party has any NPCs, this fight would be a fine time for them to die horribly. The mercenaries will now be the only survivors from *The Lady's Pain*.

When the fight ends, they'll quickly realize the player characters aren't part of their group. This will be reinforced for them immediately when a woman steps forward. She holds a dagger in each hand, her black leather armor splattered with blood. A familiar red sphere amulet hangs around her neck.

"Damned by all the gods," she says as sheathes a dagger and removes her helmet. A long mane of brown hair spills out and down her shoulders. Sweat and blood are smeared across her cheeks and forehead, but the green eyes belong to Lady Amalis. "I was certain you'd be dead by now." She glances at one of her mercenaries and says, "I owe you a gold crown Salinar."

Lady Amalis will listen to the player characters if they try to parley. She'll offer to let them live if they leave now, without the Burning Eye. She'll even offer to join forces with them to make the trip back to the ships. But the Burning Eye is hers.

If the Player Agree to Her Terms:

If the player characters agree, the mercenaries actually abide by the truce, two of them carrying a chest that contains the Burning Eye down to the edge of the lake, and they'll be halfway across the lake before anyone realizes the Lady Amalis is not with them. The Lady Amalis is an adept sorceress, and easily escapes. When the chest is opened, it is filled with useless small stones and chunks of solid lava. None of the mercenaries had any knowledge the Lady would disappear or that the Burning Eye wasn't in the chest. But they are aware she has dangerous magic at her disposal.

Move along to Part VI.

If the Players Refuse Her Terms:

If the player characters refuse her terms, Lady Amalis will frown and say, "It's a shame you came all this way for nothing. I've worked too hard to give up my Lord now." She raises her voice and points her dagger at the player characters, shouting: "Kill them! Kill them all!"

Mercenaries

ATTRIBUTES		COMBAT ABILITIES	
STRENGTH	1	BRAWL	0
AGILITY	0	MELEE	1
MIND	0	RANGED	1
APPEAL	0	DEFENSE	0

Protection: 0

Lifeblood: 11

Weapons: Crossbow (D6+1), Sword (D6), Knife (D3)

Lady Amalis (Villain)

ATTRIBUTES		COMBAT ABILITIES	
STRENGTH	0	BRAWL	0
AGILITY	1	MELEE	2
MIND	2	RANGED	0
APPEAL	3	DEFENSE	2

CAREERS		BOONS & FLAWS	
Sorceress	3	Magery	
Noble	2	Attractive	
Merchant	1	Sneaky	
Assassin	2	Morgazzon's Curse	

Protection: 2 (Leather Armor)

Lifeblood: 10

Weapons: Poisoned Dagger

Magic Points: 13

Villain Points: 3

Notes: The true Lady Amalis is a cruel, power-hungry, megalomaniac who has slept, connived, and killed her way to her present position. She serves the Demon Lords, and they in turn have guided her in the Dark Arts.

This fight might be more dangerous, but many of the surviving mercenaries were wounded fighting the head-hunters. There should be two mercenaries for every player character, but half of them should already be hurt. Another two mercenaries stand beside Lady Amalis, and will step forward to defend her if necessary.

The bones of the Titan should provide a unique setting for combat, as adversaries will seek to take advantage of cover, and climb the skull or pelvis to gain an advantage in height. The ground is also littered with the bodies of those killed in the previous battle.

The most dangerous opponent will be Lady Amalis herself, as she does have sorcerous powers at her command. If she feels threatened or her mercenaries are clearly losing, she'll try to make her escape, even without the Burning Eye.

Assuming the player characters survive, (and you won't kill them all, will you?) and Lady Amalis doesn't make off with it, the Burning Eye will be found inside the skull. It's much smaller than the hole where the Titan's eye once sat, but it seems to fill the space with heat and menace. As noted at the beginning of this adventure, the Burning Eye is a black rock, roughly a sphere two feet across, that weighs perhaps twenty pounds. It's not difficult to carry, but remember touching it with bare skin is a deadly mistake.

Part VI: Aftermath

Let's assume your players manage to survive the fighting at the temple. In that case, they'll have only a few hours to get away before a horde of head-hunters begins to appear at the edges of the jungle surrounding the Temple. This would be a very bad thing for player-characters.

Flee through the Jungle

This would be a singularly bad idea. Progress through the jungle will be very slow, and that only if someone has experience in wilderness survival situations. There are no roads or trails (although ruins of roads, temple complexes, and other collections of buildings will be fairly common), and what game trails can be found lead around in vast circles and figure eights. All the life in the jungle is hostile and ultimately interested in an easy meal. Any type of jungle creature can be encountered by the party, as well as brown dinosaurs, green mega-lizards and wily head-hunters.

Assuming someone has skill at overland navigation and wilderness survival, it might easily take three weeks to reach the shoreline, and then up to another week to reach Fort Melas.

Without the requisite skills, the player character's only real hope is to find a stream and follow it back to the River of Skulls, and follow it back downstream to the ships.

Back to the River Delta

If the player characters return downstream in the row boats to the river's delta, their predicament will be the result of choices made earlier. If they left their Captain and his crew aboard their ship, it will be safe and sound and waiting for them, out at sea a safe distance away from the shore. If only a few crew members were left behind, the ship will be beached like *The Lady's Pain* with no sign of the crew. You can randomly determine whether the ship has suffered any damage and how long it will take to repair it. Either ship can be sailed away with as few as four people, as long as one of them has experience at sea and can guide the others. It'll take two days, sailing against the wind to reach Fort Melas.

Any delays will result in attacks from the brown dinosaurs.

Return to Tyros

If the player characters have the Burning Eye, they can deliver it to the Baron, who will pay them everything promised, plus a bonus if they reveal the treachery of Lady Amalis. If the player characters don't have the Burning Eye, but explain about Lady Amalis, the Baron will thank them and pay them something for their time and effort, and dismiss them curtly.

Selling the Burning Eye

The player characters can choose to sell the artifact, although only those with an interest in sorcery will truly be willing to pay a reasonable sum for it. Having sold it, the player

characters will be interested to learn that the purchaser is found murdered, with a bloody red splotch marked on his forehead.

Using the Burning Eye

The player characters may have an interest in trying to harness the power of the Burning Eye. Assuming they have the knowledge and skill of sorcery and magic, they will be able to draw power from the Burning Eye. Spells or rituals involving fire will be greatly enhanced. The price of that power is that the Burning Eye will slowly drain the life from anyone who uses it this way, all the while it makes the user paranoid and possessive of the artifact. You know the saying, “with great power comes some nasty curve ball gotcha.”

Final Consequences

If the Lady Amalis remains alive and she doesn't have the Burning Eye:

- Baron Reddick and all the members of his household will be found dead, a bloody red eye traced on their foreheads. The Burning Eye will not be found.
- She will seek revenge against the player characters. In future adventures, assassins and cultists of the Burning Eye will harass them in major cities. The Lady will remain unseen, pulling the strings, unless the player characters seek to confront her. You'll have to determine what that will entail.

If the Lady Amalis remains alive and does have the Burning Eye:

- Baron Reddick and his household will die as above.
- The player characters will be harassed on a much more infrequent basis: The Lady would like to see them suffer, but has other things to play with now.
- Within a couple of months, rumors start to circulate of a terrible monster attacking caravans and villages between Al-Khalid and other cities in the south. The monster is said to be a bestial humanoid with a single, red, glowing eye that stands as tall as temple that can crush a dozen men in its hands at one time. Within six months, the location of those attacks has moved east to Zandara. And then the attacks stop. Lady Amalis is guiding her beast north, under the sea, toward Pyrani. That will take several months, and it will be another six months before it reaches its intended destination: Tyros. The Lady full intends to destroy the city with Tyrannis Nova. And that, friends, is the subject of another adventure.