

BARBARIANS OF LEMURIA



THE SWORD & SORCERY RPG
BY SIMON WASHBOURNE

INTRODUCTION

Half a million years ago, on the lost continent of Lemuria in the Pacific, the first civilizations arose from the red murk of barbarism. For thousands of years the first men had struggled heroically to overcome the Dragon Kings - a cruel reptilian race which had ruled the Earth during the Age of Reptiles, but at last The Thousand Year War was done and the Dragon Kings were destroyed or driven from the land.

And so began Nemedis, the first kingdom. Over the centuries her children spread slowly throughout the vast, untamed jungle-lands and across the huge mountain ranges of prehistoric Lemuria and kingdoms were founded..... and fought..... and fell. But with enormous slowness civilization began to grow and before long the first great Empire would unite these tiny warring Kingdoms into one mighty power.

It was an age of warriors, when brave men and beautiful women, savages and savants, wizards and champions struggled to carve a red path that led to the Throne of the World. It was an age of legends and heroic sagas too.

And this is one of them.....

Lin Carter, Thongor and the Wizard of Lemuria

“...Greatness came upon Patanga the City of the Flame in the days after Zaar of the Magicians was whelmed and trodden down in ruin beneath the Unknown Sea; and in the fullness of time six proud cities came to stand under the black-and-gold banners of Thongor the Mighty and lo! the Gods were pleased. But that grim and unappeasable Fate that triumphs even over the gods and is not swayed by the splendour and power of kings, smote the Warrior of the West with the strangest of dooms, and the jaws of death gaped wide to engulf his unconquerable spirit...”

Lin Carter, Thongor at the End of Time

THE SETTING

Barbarians of Lemuria is a heroic role playing game set firmly in the swords & sorcery genre. Lemuria is a pre-historic world that predates ours by millions of years. It is a land of humid steaming jungles, vast untamed wildernesses, danger-filled swamplands and hot dry deserts. All manner of massive man-eating beasts roam the unexplored regions of Lemuria and beyond, from the islet-sized sea-serpents capable of sinking war-galleys to the huge jungle-dwelling dinosaurs that can swallow a man whole as an appetizer for bigger game.

In this harsh world are sprawling cities, teeming with merchants and tradesmen, farmers and hunters all plying their trades in the squares and plazas, bazaars and wharfesides under the shadow of the city walls and great palaces or temples and towers that have been built to house the nobles and soldiers, priests and wizards of the lands and to safeguard those within from the dangers without.

Dotted around the untamed regions are the ancient ruins of temples, cities, tombs and palaces toppled and cracked, choked with weeds and undergrowth, lying untouched and awaiting discovery for the vast treasures that remain within their shadowed halls and empty corridors.

It is a place of sagas and legends, epic and myth. Thongor, the heroic Valkarthian Barbarian created many of these sagas by his deeds and adventures. Lemuria is a mighty continent and there are plenty more adventures to be had and legends to be created!

The genre is a very specific one - characters are much more stereotypical than in other fantasy settings - Heroes are all muscle-bound barbarians from the 'Frozen Wastes', females are all voluptuous, scantily-clad beauties and the bad guys are typically evil Necromancers and Druids from the 'Dragon Isles' or the Old Cities of the East.

The main characters are never of the 'goody two shoes' variety out to save the world from the minions of evil, they simply look out for themselves although this usually means in their own simple way they 'do the right thing' in the end in any event. They are never inherently evil - that is the role of the villains or npc's.

The Heroes are always eager for adventure, which comes their way often, especially if there is a fortune to be made. Fortunes often fall into the hands of the Heroes, but the wealth is quickly lost again through gambling, drinking, wenching, theft, stupidity or whatever. Heroes never dwell on their misfortunes for long though. As long as they have a good sword in their fists, food in their bellies and a few coins in their pouches they are generally satisfied.

Heroes are first and foremost warriors and when times are hard will seek employment as soldiers, mercenaries, sailors or caravan guards to get by, often rising rapidly to higher positions as a result of their prowess. When nothing else is available they will often turn their hands to other, less honest, work -picking pockets, burglary, banditry or piracy being favoured by Heroes who have hit 'hard times' although they do tend to prefer honest work when they can get it. However Heroes can only stand their jobs for so long and sooner or later the yearning for adventure will come over them. Luckily it is never far away...

MECHANICS

Barbarians of Lemuria uses a very simple set of rules intended to fit in with the very simple philosophy of the genre as a whole.

It is very easy to play Barbarians of Lemuria completely dice-less as the rules have been developed with the idea of keeping the game flowing to match the fast heroic style of action of the books upon which the game is based.

Essentially the system is based around the idea of careers. A Hero may have many careers throughout his life - he may have started as a Barbarian from the Northlands, then he may have done some thieving in the City States followed by a short spell as a mercenary captain and then on to command a pirate ship on the Seventeen Seas.

BoL uses this concept and all player Heroes get to choose 4 Careers at which they have little ability (rank 0), much ability (rank 4) or somewhere in between (ranks 1 to 3). These careers are the key to what the Hero knows and can do. They determine his skills and abilities and combined with the four attributes determine whether the Hero can successfully complete a task or not.

Although the player can attempt to persuade the GM that a certain career will aid a task attempt the GM is the final arbiter. For example a Hero with Rank 1 as an Assassin is likely to know something about poisons so the GM would allow the player to add his Rank as an Assassin to the die roll (based on his Mind rating) to recognize a poison in a drink. However being an Assassin would not help the Hero to track a Zulphar through the Jungles of Chush although being Ranked as a Hunter would.

CREATING A HEROIC CHARACTER

ATTRIBUTES

First distribute 4 points between the following four attributes:-

STRENGTH – this represents raw physical power, toughness, muscle and so on. It is useful for Heroes who like to bash down doors rather than use the handle or smash open chests rather than pick the lock.

AGILITY – this attribute covers general speed, dexterity and so on. Many thieves, tumblers and archers will have higher than average agility.

MIND – intellect, willpower, knowledge and psyche are aspects of the Mind. Useful for Magicians, Priests and Scribes.

APPEAL – overall looks, charm, persuasiveness and likeability. Merchants, Minstrels and Serving Wenches will often be strong in Appeal.

The minimum in each attribute is 0 and the maximum is 4. Obviously a Hero with a 4 in one of his attributes will have 0 in the rest of them.

0 is average for ordinary non-heroes (npc's).

Once attributes have been determined then the Heroes combat abilities need to be found. Again the player has 4 points to allocate amongst four areas with a maximum of 4 to one of those areas.

COMBAT ABILITIES

The combat abilities are:-

BRAWL – hitting people with fists, feet, head as well as throttling, holding and throwing people around. Includes the use of improvised weapons, chairs, bottles, tables and so on. Tavern brawls are common in Lemuria and Heroic characters often have some brawling ability. Having said that, a brawl in a Lemurian tavern will often lead to the flash of blades and this is where the next combat ability becomes useful.

MELEE – this is the skill with hand-held weapons. Swords, knives, clubs, axes and spears are all covered under this heading. Adventurers usually need to be able to defend themselves; Heroes always need to. The skill is normally used to attack opponents, but can also be used to parry blows aimed at you. When your enemy is far away however, the following combat ability might be worth having.

RANGED – hitting targets with bows, crossbows, slings as well as throwing weapons like spears and knives. Many heroes neglect this skill because it could be considered un-heroic to kill one's enemy from a distance. However, considering the beasts that roam the Lemurian jungles and deserts, most adventurers would consider it wise to have a means of keeping them at bay. When all else fails, there is of course the next combat ability to consider.

DEFENCE – Call it dodging, ducking or sidestepping, defence is the skill at being able to avoid all of the above. Most heroes believe it is better to kill your enemy before they have a chance to hit back, but other adventurers are a little more safety conscious and may live a little longer, even if the sagas don't mention them so often.

CAREERS

Next the player chooses four Careers for his Hero. A minimum of 0 may be placed and again the maximum is rank 4. The Career choices are:-

ALCHEMIST – The scientists and inventors of Lemuria, these characters are often mistaken for wizards by those who do not understand science. Skills covered are things like making potions & perfumes, plant lore, poisons, medicines, metallurgy, distilling urlium (lighter-than-air-metal) for floaters (flying boats) etc.

ASSASSIN – These covert killers are adept at sneak attacks, killing, information gathering, city lore, persuasion, lockpicking and tend to have fast reflexes.

BARBARIAN – These characters are not from the cities of Lemuria, but from the Red Forests, Valkarthan Northlands or other wildernesses of the continent. They have natural skills in wilderness lore, living rough, berserk rage, riding, intimidation, natural instincts and so on.

BLACKSMITH – Often found helping Alchemists build their inventions, these characters are skilled at weapon & armour making & repair, metallurgy, weapon lore, and can trade for weapons & armour.

FARMER – A farmer character lives outside the city, but often within a days travel, so that they are able to get their produce to the city to feed the populace. They are skilled in basic plant & animal lore, animal handling, cooking, trading for basic goods and such like.

GLADIATOR – Often forced into life of professional arena fighters, the Gladiator is skilled in one-on-one tactics, exotic weapons, weapon lore, initiative and weapon training.

HUNTER – Rugged outdoor types skilled in wilderness lore, living rough, trapping, tracking, stealth and other similar pursuits.

MAGICIAN – astrology, astronomy, ancient lore, sorcery

MERCHANT – trading, persuasion, city lore, knowledge of distant places, guild membership

MINSTREL – singing, instruments, performing, ancient legends, fast talk, city lore

NOBLE – credit, high-ranking contacts, bribery, dress sense, etiquette, authority

PHYSICIAN – medicines, plant lore, first aid, literacy,

PIRATE – sea lore, navigation, boat handling, knowledge of far ports

PRIEST/DRUID – ancient lore, sorcery, astrology, astronomy, authority

SERVING WENCH – seduction, city lore, carousing, picking pockets

SCRIBE – ancient lore, ancient languages, map making

SLAVE – humility, going unnoticed, listening, sneaking

SOLDIER – city lore, intimidation, riding, authority

THIEF – city lore, burglary, sneaking, picking pockets, guild membership

TORTURER – getting information, intimidation, medicines, 2-handed axes

WHY CAREERS?

In Lin Carter's Lemuria Saga, Thongor was initially a Barbarian from the Northlands. He came south and became a Thief, a Gladiator, a Pirate, a Soldier and at the end, a Noble. Many of the characters he meets along the way have several aspects to their character. Sharajsha is a Wizard, Alchemist, Scribe and Physician (and probably other things too).

Choosing the four Careers gives a player an immediate handle on his character. A high Rank in a Career could be indicative of a long period of time spent in that position and a Rank of 0 could mean only a short spell or even just a natural affinity for the Career. The Careers skills give a general knowledge of anything to do with the Career, such as who hold high positions within the profession, where to find the Guilds and who heads them, skills and abilities that members of the profession should have as well as helping the Hero obtain employment in the profession.

The list of skills or abilities alongside each career isn't exhaustive. There are no individual skills as such in this game. It is intended only to be a guide as to the type of things that Career should help you with. If you can convince the GM that your Career could be helpful in other areas explain why or how and the GM may agree and give you a bonus.

HIT POINTS

This represents how much punishment and wounding a Hero's body may absorb before the Hero keels over. It is based on a value of 10 plus the Strength attribute of the character.

If, as a result of wounds received the value falls to 0 the Hero falls unconscious. If wounds go below this figure the Hero will die.

Npc 'extras' have only 5 hit points.

Important npc's are generated by the GM as Heroes are and will have 10 or more hit points, depending upon their Strength attribute.

HERO POINTS

Barbarians of Lemuria is a game of heroic sagas. Player characters are the Heroes of these sagas. In the books, Thongor always looked like he was down and out but he always came back, whatever the odds. Hero points are an integral part of the game and should be used freely as a major element in the game. Use them. There will always be more for later sagas.

Heroes have 5 Hero points to start the game with. These are used during the course of adventures 'to dig deep' and do Heroic (or lucky) things. Spend a point per point needed to succeed where otherwise the Hero would have failed in an action or task. To use it though, the player must describe the Heroic way his character suddenly finds the way or will to succeed. He could simply dig even deeper, scream an oath to his God, get a lucky break etc.

Hero points can **always** be used to keep a Hero alive where he would otherwise be killed (as long as you have sufficient Hero points). They cannot be used to bring the Hero above 0 Hit points, but they can be used to bring a Hero up to 0 – alive but unconscious.

At the end of a Saga, the GM will award further Hero points, depending on how the adventure went, how Heroic the characters were, how they defeated their opponents and the riches they found and so on. Normally, there will be 5 Hero Points awarded, simply to replace those used. If you didn't use any, you don't get any extra. In other words the points are simply 'replenished'. Any extra points are lost over and above 5. However, if the Saga went badly, then the GM might award a point or two less. In this case a character who has 1 Hero Point left at the end of an adventure which went badly is awarded only 3 Hero Points. He will have only 4 Hero Points for his next adventure.

ADVANCEMENT POINTS

As a reward for good role-play, there will be an extra point awarded for exceptional role-play (as a group or to individual characters). However this extra point is an advancement point. It is used specifically to advance either; an Attribute, Combat Ability or Career. The point is spent immediately it has been awarded. Advancement points can be used to take Attributes, Combat Abilities and Careers above 4.

TASK RESOLUTION

ROLLING DICE

To perform a task, the player simply rolls two dice (2d6) and adds any appropriate Attribute levels together with an appropriate Combat Ability if in combat, or Career Rank if not. If there are any modifiers (determined by the GM) these are factored in and if the resulting total is 9 or greater the task was successful.

DIFFICULTY	MISSILE RANGE	MODIFIER
Easy	Point blank	+1
Moderate	Close	0
Hard	Medium	-1
Formidable	Long	-2
Mighty	Distant	-3
Herculean	Extreme	-4



EXAMPLE

Krongar the Mighty, a Northern Barbarian with a Strength Attribute of 4 is attempting to break down a door, which he is sure blocks his way to a vast horde of treasure. The GM decides that Krongar has no Careers that would be helpful to the task in hand and has already predetermined that the solid door will be a difficulty of Hard, or -1. So player of Krongar needs to roll a 6 or greater on 2d6 to bash open the door.

Assuming our Hero gets through the door, rather than finding hidden wealth he finds a great pit and, having smashed through the door, he finds he is hurtling towards it.

Attempting to leap the pit is an Agility task, and Krongar has a 0 in this attribute. Luckily the GM is in a good mood and decides that his natural Barbarian instincts will come into play and allows the player to add Krongar's Barbarian Rank of 2 to the dice roll. The dice come up 8 and with the +2 gives a total of 10, meaning that Krongar is across the pit and heading for even greater adventure.

COMBAT

Combat is dealt with in rounds of a few seconds or so in length. In that time a character can fire a bow, strike or parry with a weapon, throw an axe and so on. The character involved in the combat with the highest Agility Attribute goes first. In the case of a tie, the highest Combat Ability for the option being used gets to go first. In the event of a tie, the one with the highest and most appropriate career goes first.

Combat resolution is similar to Task resolution. Rather than adding a Career to the appropriate Attribute level though, the most appropriate Combat Ability level is added.

The required roll is still 9 or more, but this time in addition to any GM determined modifiers (which could be due to range for thrown or fired weapons, or for hitting an enemy from behind and so on) the opponents' defence rating also becomes a modifier to the roll needed to hit.

The GM could allow, in some rare circumstances, a Career to provide an additional bonus. For example, Assassins may be allowed an additional bonus when striking unaware enemies, or Gladiators may be allowed to make special maneuvers which could give them a slight edge over an opponent and so on.

EXAMPLE

Krongar is standing on the far side of the pit, when through the door he has just destroyed comes a guard with a crossbow. The guard fires at the intruder. His Ranged Combat Ability is 0 as is his Agility, and the referee decides the shot is at close range for a difficulty of 0. Krongar has a defence of 1 and so the guard requires a 10 or more to hit.

Heroes may elect to dodge or parry. If they do this they get no attack for the round but, in the case of a dodge, get double the normal defence (a minimum of 1 for those with 0 defence) for all attacks directed at them.

In the case of a parry, they get to roll using their Melee Ability and Agility and if they get a 9 or more the blow is blocked.

So in our example above if Krongar elects to dodge his effective Defence will be 2, meaning the guard needs 11 to hit him. However, Krongar could do nothing else in the combat round.

DOING DAMAGE



When a hit has been done on an opponent a degree of damage or wounding is likely to be the result. The bigger the weapon the nastier the wound is likely to be. Luckily there is also armour available to absorb some or all of the effect of such blows. However, shields are uncommon in Lemuria.

The weapon table below shows the damage dice done to the Hit Points of the victim when a blow lands. In addition to the damage shown add the Strength of the attacker as strength helps the blow do more severe harm.

The armour table shows how much of the blow is deflected and or absorbed. This is the protection of the armour and takes into account the material as well as body coverage.

GEAR & EQUIPMENT

Thongor never went shopping. Neither should characters in Barbarians of Lemuria. If a player wants his character to have something that would be appropriate to his career, let him have it. If he wants something less appropriate you can still let him have it. You can always take it away from him!

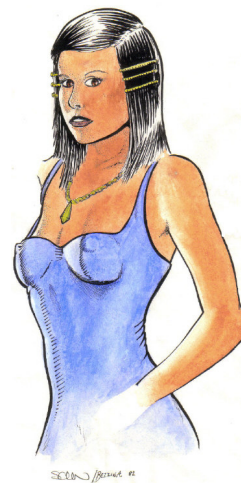
He is a Soldier – let him have armour and a couple of weapons. He is a Barbarian - let him have a necklace of bear's teeth, some javelins, a wineskin and a sword. She is a Wench – let her have a knife, some fancy clothes and make-up. He is a Magician - let him have some rings and amulets, a fancy robe and a skull-topped staff. He is a Noble - let him have a palace in Patanga and a galley in the port.

I have not included any costs for the simple reason that characters can have what they want and what would be reasonable for their career. Think of it this way. What use is a palace in Patanga, when you are lost in the Jungles of Chush armed with only a sword in your tired fist?

Heroes only go around with what they can reasonably carry. They live for the day. You never know what you will need on adventure and you can't take everything, so why bother? Use your Hero Points instead. That's what they are for.

If you want backpacks full of and adventuring gear, a weapon for every occasion, three spare suits of armour and a pack animal to carry it all around on then play another game. If all you want is a breech-clout and a sturdy blade, play on!

WEAPON	DAMAGE	WEIGHT
Fist	d3	-
Dagger	d4	1
Sword	d6	3
Axe	d6	4
Club	d4	2
Mace	d6	4
Spear	d6	3
Flail	d8	5
2 hand wpn	d8	6
Staff	d6	3
Sling	d4	1
Bow	d6	3
Crossbow	d8	4
Warbow*	2d6	6



*Requires 4 Strength to use.

WEAPONS EXPLAINED

Fist: This is used to punch people. It represents the use of elbows, feet, head and so on.

Dagger: This covers all forms of short stabbing, thrusting or slashing weapon, either

with one or two edges, that can be thrown or used in close quarters. Highly concealable it is a favourite of rogues and assassins.

Sword: This is the catch-all description for all manner of long-bladed, one-handed weapons used all over Lemuria, such as cutlasses, tulwars, scimitars, rapiers, broadswords and longswords.

Axe: One-handed axes, usually with iron heads on a wooden haft. Can be one or two bladed.

Club: The simplest of all weapons, this is a length of wood, used in one hand to club and batter your opponent.

Mace: Similar to a club, but with a metal head, often with spikes or flanges.

Spear: A 5 to 6 foot length of wood with a pointed tip, designed for throwing or for using against mounted opponents in particular.

Flail: A shaft of wood, mounted by a length of chain with a spike-ball head. Not too common on Lemuria, but can be found in gladiatorial arenas.

2 handed weapon: This covers any weapon requiring two hands to use, from the great swords of Valkarth, great axes, great maces, long spears, halberds and so on.

Staff: A simple stout pole of around 6' in length, used as an aid to walking and an effective weapon.

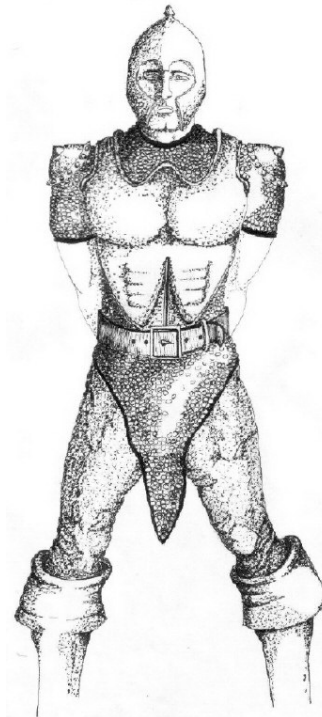
Sling: A simple leather thong whirled around the head to cast small stones with some force.

Bow: represents a wide variety of weapons, which are used to fire arrows by drawing back the bowstring which is strung between the two ends of a curving length of wood.

Crossbow: A simple device for firing a short quarrel with some force and little training.

Warbow: The mighty bow of the Blue Nomads. Requires great strength to draw the string.

ARMOUR	PROT	WEIGHT
Gauntlets	1	2
Bracers	1	2
Boots	1	3
Greaves	1	2
Battle Harness	1	3
Chain Bikini	1	3
Leather Coat	2	5
Mail Shirt	3	8
Plate Cuirass	4	12
Helm or coif	1	2
Full Helm	2	3
Small shield	*	3
Large shield	*	10



Heroes tend to wear little in the way of armour often not for practical reasons but out of vanity (armour covers too much of their bronzed bodies). As it happens Lemuria is very hot, and so that is another good reason not to wear too much armour. If more than one type of armour is worn, simply add the protection values of all the armour together.

Shields are different. They are quite rare in Lemuria, although some city guards do have them. They give the user a defence rating, where that person would otherwise have no defence. Small shields provide a defence rating of 1 and large shields provide a defence rating of 2. If your character already has a defence of 1, then only a large shield can improve this and then only to 2.

Shields are useless to heroes with defence ratings of 2 or higher. They just get in the way. They are really designed to protect ordinary soldiers a little.

ARMOUR EXPLAINED

Gauntlets: Heavy leather gloves, perhaps with metal studs or strips. May not be worn with bracers.

Bracers: Hardened leather or metallic forearm protection. May not be worn with gauntlets.

Boots: Heavy leather boots providing protection up to the knees. Not a common item on Lemuria, though the sailors and pirates wear them more often. May not be worn with greaves.

Greaves: Hardened leather or metallic shinguards. May not be worn with boots.

Battle Harness: A broad leather crossbelt buckled across the chest and used to attach weapon scabbards, arrow quivers and so on. As a result of the amount of leather, metal buckles and so on, the battle harness makes for decent protection and many heroes will simply wear one of these due to the hot climate and in order to show off their manly physiques. May be worn over other types of armour, though this would be excessively cumbersome and hot, not to mention unheroic.

Chainmail Bikini: To the female Hero what the battle harness is to the male. It is exactly as it sounds - a collection of mail links covering only the barest minimum of the body, allowing a feast for the eyes of any Hero in the vicinity. Not normally worn with other body armour although greaves and bracers are often worn with one.

Leather Coat: A coat of thick leather or thinner leather with metal studs or similar. May be worn under a plate cuirass, though Heroes would rarely do so and besides a person in all this garb would sweat like a boupnar in the heat of the Lemurian sun.

Mail Shirt: Heroes sometimes wear these in battle. They are simply metal links pieced together to form a shirt or tunic. Offers light flexible protection. Not usually worn with other body armour.

Plate Cuirass: A breastplate and backplate of shaped metal. Quite restrictive and can get very hot. Heroes tend to avoid these when adventuring although they might wear one in a battle.

Helm: A simple helmet of hard leather with or without metal studs.

Coif: A hood of metal links. Can be worn under other helmets but gets very hot.

Full Helm: A heavy metal helmet with nose, ear and cheek guards. Cumbersome and restrictive.

Shield: Usually made of wood, with perhaps a hide covering and metal boss, it straps to the forearm and has a handle for maneuverability. About 18" in diameter for small shields and maybe 2' or more in diameter for larger ones.

EXAMPLE

Krongar, in our example above is hit by the crossbow bolt fired by the guard. Krongar is wearing his battle harness (1 point of protection), boots (1 point) and bracers (1 point) for a total of 3. A crossbow bolt does d8 points of damage and the GM rolls 5

for the guards' shot. There is no Strength bonus as the guard is average. Of the 5 points 3 are absorbed by Krongar's armour and so Krongar receives 2 wounds against his Hit Point total of 14, reducing him now to 12.

Krongar, in anger throws his own spear at the guard, requiring a total of 7 to hit (Krongar has a Missile combat rating of 2 and no Agility bonus and there are no range modifiers) and does so. Damage is d6 for the spear, but +4 for Krongars' Strength and the dice comes up 5 for a total of 9. The guards' armour (leather) stops 2 points but the 7 wounds received still does enough to reduce his wound level to -2 and kill him.

LEMURIAN MAGIC

MAGICIANS

The Wizard was old – how old Thongor did not venture to guess, but the stamp of centuries was in his lined face. He wore a long wide-sleeved robe of neutral grey and about his middle was a girdle of serpent-leather, from which a short-sword of peculiar design and a pouch of scarlet photh skin hung. Upon his slim artistic fingers he wore many sigils and talismanic rings. One was of iron, graven with wedge-shaped runes. Another was of blood-red jade, embossed with a name of power. The rest were fashioned of stones, metals and queer woods. With these rings, Thongor suspected, the Wizard could summon and command spirits and elementals”.

Thongors meeting with Sharajsha in The Wizard of Lemuria.

Characters with points in the Magician Career begin play with 10 plus their Magician Career level in Spell Points.

Magicians always have rings and trinkets about their bodies through which they can cast very minor and simple tricks and cantrips. Maybe making a ring glow to provide light, or a talisman that can make a tiny object invisible for a minute or a bracelet that can make a small plant or creature wither and die. What constitutes a simple cantrip is up to the GM, but you need not have them prepared in advance, you simply need to tell the GM what you wish to do and provided he is in agreement then the spell is cast (no roll normally needed). These tricks do cost a spell point to power though.

More powerful spells are trickier though and are really the stuff of Heroic Magicians and Evil Sorcerors. Each spell has a difficulty (see Task Resolution) based on the GM's assessment of the player's desired effect ranging from Hard to Herculean.

Casting a spell costs 4 spell points. It will cost 1 less spell point for each of the 'prices' that the Magician has paid, with a minimum of 1 spell point. **Failure always costs 4 spell points no matter what.**

In other words, if the Magician has paid three of the 'prices', the Magician can cast his spell for the cost of only 1 spell point, but with only two the cost is 2 spell points and with only one the cost is 3 spell points and with none, the cost is 4 spell points.

- Ancient tome, heavy tablet or delicate scroll
- A personal item of the target that must be acquired
- Intimate knowledge that must be acquired
- Line of sight
- Rare ingredients: 1d6 weeks and 2d10 gold to acquire
- Time to cast: 1d6 x 30 minutes
- Time to cast: 2d6 hours
- A favourable alignment of stars or planets
- Exactly the right time of day
- The right day of the year

Either the player or the GM or both specifies the three necessary elements and rolls the dice as described below. A failed spell roll generally results in curses, demonic

possessions, explosions and other similar unpleasantness as well as the loss of 4 Spell Points.

Magician PCs already know one spell per point invested in the career. Acquiring additional spells is usually the goal of an entire adventure. Those with 0 points invested in the career are apprentices and have the knowledge of wizardry but not the skill to use it yet although they still have the ability to use cantrips as described above.

Spell points fully regenerate at midnight on the first night of the full moon.

EXAMPLE

Marzax The Magnificent has a Mind Attribute of 2 and 2 ranks in Magician. He has 12 spell points. He wants to cast a spell to possess an Otar of the Patanga City Guard. To cast the spell, the GM determines it is a Formidable Task (-2). Marzax has a personal item of the Otar, because he paid a wench to sleep with him and bring a lock of his hair. He is also taking his time to cast the spell and has a favourable alignment of the stars. Therefore, if he casts the spell successfully, it will only cost 2 spell points.

He stands below the Otar's bedroom window and speaks the incantation. The power surges through Marzax and the player rolls 2d6, requiring 7 or more (normally 9, Formidable Task -2, Mind 2 for +2, 2 ranks in Magician for another +2). The dice come up 6! The spell fizzles and Marzax is spent. It cost him 4 spell points and now the Otar has come to the open window to see what all the noise was about!

PRIESTS/DRUIDS

The terms 'Priest' and 'Druid' are used interchangeably by Thongor throughout his adventures and so for game purposes they mean much the same thing. You could take Druids to mean worshippers of the Dark Gods and Priests to be worshippers of the other gods like Gorm and so on if you prefer.

Priests need to choose a god to worship. Their power is given through their god. They can only cast spells that would be from the domain of the god. The GM is the final arbiter on the spells that a god might be able to grant to his priest.

Priests can call upon their god to grant a spell a number of times equal to the Priests rank in the career. The player describes roughly what he wants the spell effects to be and the difficulty (see Task Resolution) is assessed by the GM. A roll to cast is required based upon the Mind attribute of the Priest as well as Priest Rank. Where a failed roll is made, this may not necessarily mean the Spell has failed completely. If it is within a point or two of the required roll, the Spell works, but the effect is not exactly as was required. If a Priest is trying to heal a badly wounded Hero down to 1 Hit Point from 12 Hit Points and misses the roll by say 2 points, the GM might determine that the spell was partially effective and allow say 4 points to be restored. (Or the Priest could use Hero Points to 'top up' the missed roll).

Once a Priest has reached his limit for calling upon his God he must return to a Temple of his God to perform rituals, devotions, meditations and prayer for at least two hours to regain his capacity for calling upon his God. He cannot 'top-up' this power by visiting a temple in between - it is all or nothing.

You will see that of the 'Nineteen Gods' of Lemurian myth, there are still a number that are not detailed. This gives players some free reign to come up with their own god and domains for the god if they require.

The Dark-Lords are usually for only for npc Priests and Druids as they often require a sacrifice before they will grant any spells to their priests.

EXAMPLE

Argandros Grall, is a Druid of Yamath, Lord of Fire. He wants to create a fiery wall hot enough to stop Krongar The Mighty passing through, who has burst into his temple to steal the treasures it contains. The GM determines that a fiery wall is exactly the sort of spell that a Druid of Yamath should be able to do and decides it is of Mighty Difficulty (-3), but then decides that there should be an advantage of 2 because the Druid is in his own Temple so reduces the Difficulty to Hard (-1).

Argandros mutters a quick prayer to his God. The player rolls 2 dice. They come up 3 and 5 for a total of 8. Argandros has a Mind of 1 and is ranked 1 in Druid, so he adds 2 to the roll for a total of 10. With -1 for the difficulty, this means that he got a total of 9 sufficient to create a fiery wall that will completely stop Krongar passing through. If he tries, he will suffer enough damage to kill him.

ALCHEMISTS

“One great room was lined with books of magical science. Books small and huge – some of them as tall as a full-grown man. Some were bound in boughar-leather; others were between plates of worked metal or unfamiliar carved wood. They were written in a dozen tongues and Thongor, idly opening one bound in the thick fur of a green wolf, was repelled by the hieroglyphics painted upon the vellum sheets in inks of scarlet, black and gold”.

Sharajsha’s chambers in The Wizard of Lemuria.

Alchemists do not cast spells, they change things and create things. They would be called scientists and inventors today. Barbarians often mistake them for Wizards, not understanding (nor caring about) the distinction.

Alchemists can create ‘magic’ potions, salves, gasses, liquids and powders. They use all manner of scientific apparatus, flasks, alembics, pots, tubes and crucibles in their experiments. They can put extra strength and lightness into weapons and armour. They can create the lighter-than-air-material called Urlium, to build floaters (flying boats), skybelts and lightning guns. They often work on their projects with Blacksmiths.

In a similar way to Magicians, Alchemists must pay a ‘price’ for their science. However, Alchemists have ‘Alchemy’ points, based upon their Rank as Alchemists plus 10 points. Otherwise the same rules apply as for Magicians.

You can have a character who is both an Alchemist and a Magician or even one who is an Alchemist-Druid-Magician! They are all much the same to a Barbarian!

EXAMPLE CHARACTERS

KRONGAR THE MIGHTY

A powerfully built Barbarian from the Northern Lands of Valkarth.

STRENGTH	4	BRAWL	1	BARBARIAN	2
AGILITY	0	MELEE	2	SOLDIER	1
MIND	0	RANGED	0	THIEF	1
APPEAL	0	DEFENCE	1	GLADIATOR	0

HIT POINTS	14	HERO POINTS	5		
ARMOUR	Battle Harness (1) Boots (1)			TOTAL PROTECTION	2
WEAPONS	Sword d6+4, Spear d6+4.				

PELLEM PHARN

A once-rich lord of Pelorm, now fallen on hard times because of massive debts.

STRENGTH	1	BRAWL	1	NOBLE	1
AGILITY	2	MELEE	2	SOLDIER	1
MIND	0	RANGED	1	SLAVE	0
APPEAL	1	DEFENCE	0	GLADIATOR	1

HIT POINTS	11	HERO POINTS	5		
ARMOUR	Mail Shirt (3) Helm (1)			TOTAL PROTECTION	4
WEAPONS	Mace d6+1, Dagger d4+1.				

SHARANGAR OF SHEMBIS

An attractive woman, who is well versed in lore and seeks even greater knowledge.

STRENGTH	0	BRAWL	0	SCRIBE	1
AGILITY	1	MELEE	0	MINSTREL	1
MIND	1	RANGED	1	ALCHEMIST	1
APPEAL	2	DEFENCE	3	MAGICIAN	1

HIT POINTS	10	HERO POINTS	5		
ARMOUR	Chainmail Bikini (1), Bracers (1)			TOTAL PROTECTION	2
WEAPONS	Knife d4, Bow d6.				

ARGOL ARRAN

A friend of Sharangar, Argol can turn his hand to almost anything.

STRENGTH	1	BRAWL	1	THIEF	1
AGILITY	1	MELEE	1	SOLDIER	1
MIND	1	RANGED	1	ALCHEMIST	1
APPEAL	1	DEFENCE	1	BLACKSMITH	1
HIT POINTS	11	HERO POINTS	5		
ARMOUR	Leather Coat (2), bracers (1), boots (1)			TOTAL PROTECTION	4
WEAPONS	Sword d6+1 Knife d4+1, Sling d4+1.				

MOLINA GOTH

He started honest bur poor, then became dishonest and is now rich.

STRENGTH	1	BRAWL	1	FARMER	1
AGILITY	3	MELEE	2	THIEF	1
MIND	0	RANGED	1	PIRATE	1
APPEAL	0	DEFENCE	0	MERCHANT	1
HIT POINTS	11	HERO POINTS	5		
ARMOUR	Leather coat (2), boots (1), bracers (1), helm (1)			TOTAL PROT	(5)
WEAPONS	Sword d6+1 Knife d4+1.				

DEVTRIM OF THURDIS

A Gaoler and Executioner of renown in Thurdis.

STRENGTH	3	BRAWL	0	BLACKSMITH	0
AGILITY	1	MELEE	2	SOLDIER	1
MIND	0	RANGED	1	ASSASSIN	1
APPEAL	0	DEFENCE	1	TORTURER	2
HIT POINTS	13	HERO POINTS	5		
ARMOUR	Leather coat & hood (2), bracers (1), boots (1)			TOTAL PROT	(4)
WEAPONS	Greataxe d8+3, Knife d4+3				

THE LEMURIAN CHRONICLES

“ It was an Age of Magic, when the might of Wizards strove against the tides of darkness that hovered over the lands of men like threatening wings. And the world shall not again see such wizardry as reigned of old when proud Lemuria was young, and ere the Mother of Empires spread her banners over Aegyptus, young Atlan and the rose-red cities of the Maya-Kings.... ”

Lin Carter, The Wizard of Lemuria

“...into this violent age of sorcery and conquest, of the assassin’s dagger and the venomed chalice, where the greed of Sark was set against the blood-lust of the Druid, with the Throne of Lemuria for prize....came one man, a wandering adventurer from the savage wilderness of the Northlands: Thongor of Valkarth, armed with the iron thews of the warrior and the barbarian’s contempt of danger....”

Lin Carter, Thongor of Lemuria

“...Greatness came upon Patanga City of the Flame in the days after Zaar of the Magicians was whelmed and trodden down in ruin beneath the Unknown Sea; and in the fullness of time six proud cities came to stand under the black-and-golden banners of Thongor the Mighty, and lo! The gods were pleased. But the grim and unappeasable Fate that triumphs even over the gods and is not swayed by the splendor and power of kings, smote the Warrior of the West with the strangest of dooms, and the jaws of Death gaped wide to engulf his unconquerable spirit....”

Lin Carter, Thongor at the End of Time

*“ We stand against the onslaught
With Bow and spear and shield!
Till war’s red wave shall put us down
- Never shall we yield!”*

Marching Song of the Patangan Archers

*“Out there beyond the setting Sun,
Are kingdoms waiting to be won!
And crowns, and women, gold and wine,
Courage! And hold the battleline!”*

War song of the Valkarthan Swordsmen

LEMURIAN LORE

FLORA & FAUNA

Arlid: A very hard black wood, similar to teak. The Arld tree grows in the cold tundras of the Northlands.

Azul: enormous moths with gauzy colourful wings. Harmless and beautiful, they inhabit the jungle lands.

Blood Vines: Thorny tree creepers that entangle their victims and feed on their blood.

Bouphar: Bison-like animals that make good eating and have tough hides.

Cathgan: Small scarlet vipers found in the eastern deserts beyond Durundabar and Dalakh. They have very poisonous bites.

Deodath: The terrific dragon-cat of the Chushan and Kovian jungles. They are the most feared land-beasts of the entire continent. They have three hearts and two brains and are virtually unkillable.

Dream Lotus: A flowering plant which produces a dream-inducing drug.

Dwark: The dread 'Jungle-Dragon, a massive monster of the Chush jungle-lands. Possibly what we now call tyrannosaurus rex. After Thongor crashed his stolen floater in the jungle, he met up with a Dwark, described as follows "The Dwark's entire existence as one unending quest for food, to fill that huge belly. More than two tons of meat were needed every 24 hours to drive the gigantic muscles in its 200' long body. The Dwark opened its cavernous jaws. Two rows of needle-pointed fangs lined each jaw and the largest teeth were longer than the Northlander sword that hung at Thongor's thigh.

Fathla: The terrible tree-leeches of Kovia and Chush, sometimes growing up to the size of a small cat.

Grakk: Scaly lizard-like flying monsters, sometimes referred to as Lizard-Hawks or the 'Terror-of-the-Skies'. They may be a type of pteradactyl. Thongor met his first while flying over Chush in the floater he stole and it was described in this way "Its scaled and writhing body was fully the length of the floater and its gigantic leathery wings spread bat-like fully forty feet from tip to tip. Above the body reared a head on a snaky neck – a head hideous almost beyond belief, with a monstrous hooked beak and cruel scarlet eyes beneath a blue crest of brisling spines. A long snake-like tail floated behind and cruel taloned bird-claws reached from beneath the creature's yellow belly.

Jannibar: A tall tree making up much of the jungles of Lemuria.

Kroter: Reptilian creature which stands upright on two powerful hind leg. The beast is trained for riding, although they are difficult to train. The horse had not evolved to its current size by Thongor's time.

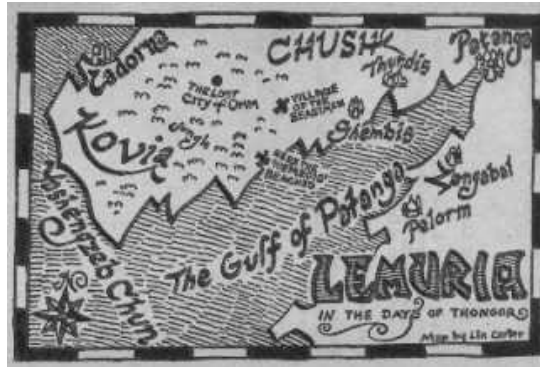
Larth: Massive sea serpents, twice the size of a Lemurian War-Galley, and with virtually impervious scaly hide. Possibly a form of plesiosaur.

Lotifer: Trees which grow easily up to 200' tall found in Chush in particular.

Mungoda: The fearsome cannibal trees of the Kovian jungle. These carnivorous plant-animal hybrids, fungoid in nature, were capable of limited movement and could capture small animals – even unwary men, using their long flexible frond-tentacles.

Oph: Great horned serpents with sharp spiny ridges along their backs.

Phondle: Gazelle-like animals which are hunted for their meat and hides. They live in



the forested regions of Ptartha.

Photh: Scarlet blood sucking bats the size of cats. They hunt in great packs.

Poa: River dragons of about 100' in length, with a tough sinuous hide.

Ralidus: the waterfruit tree, found in Lemurian forests. Its pale-skinned fruit is pulpy and refreshing.

Snow Apes: Yeti-like bipedal creatures of the Northern Ice Wastes.

Slith: Vampire flowers, found in the jungles of Chush. Its petals exuded a narcotic vapour that stunned its prey (men and animals). Then its fanged blossoms would drain its victim of blood.

Tiralon: The fabulous green roses of Lemuria's jungles.

Ulth: The white-furred mountain bear of the glacier-bound tundras of the Northlands. They grew to nine or ten feet. Thongor's people hunted them for meat and fur.

Unza: The Lemurian rat, a naked white creature with lambent green eyes and long venomous fangs.

Vandar: Black lions with shaggy black manes and growing to about 12' in length.

Xuth: The vast, hideous worm-like monsters who breed in the caverns beneath Lemuria. They are blind and slug-like and absorb food by direct osmosis, enveloping their prey within their pulpy, ameboid flesh. The biggest ones are almost un-killable, the Xuth continue to grow as long as they remain living. One titanic specimen was worshipped by the depraved cult in the Catacombs of Yb. It was 100' long. Xuth fear fire, but little else according to the Scarlet Edda. Thongor and Ald Turmis battled with one in the pits beneath Thurdis.

Yembla: The monstrous flying-spiders of the Lemurian jungles. It achieves considerable size but is virtually weightless due to an inflatable body-sac, which fills with an organic hydrogen gas, manufactured by the spiders glands.

Zamph: Triceratops-like beasts, domesticated as a beast of burden.

Zemadar: Man-eating creatures about 20' long with thick crimson-coloured hides. They have six legs ending in sharp claws, barbed tails and deadly fangs.

Zulphar: A large dangerous boar that makes good eating.

RACES

Blue Nomads: Also called Rmoahal they are huge giants of between 7 to 9' in height and with hairless blue/black skins. They are nomadic hunters and are found wandering with their great caravans across the Western Plains. They are fierce warriors and go to battle in huge chariots of metal. There are about 1000 tribes, ruled by chieftains, which are at constant war upon one another. Each tribe has its own name, which forms the second name of the tribal members. The most famous tribes are the Jegga, Karzoon, Shung, Thad and Zodak. In addition each tribe boasts its own spiritual leader and doctor, called a shaman.

Dragon-Kings: Called Narghasarkaya in the ancient tongue, these are the previous rulers of Lemuria, before man came. They were lizard-like, 8 or 9' tall, with black scaly skins. They had short powerful arms, well-muscled tails and red slitted eyes displaying their cold intelligence. The Dragon-Kings worshipped the Old Gods of Chaos and would indulge in all manner of sacrifice and bloodletting to appease their Gods.

The exact origins of the Dragon Kings are unknown. They apparently dwelled in the Eastern Lemurian desert, where there are a number of their ruined cities but were believed to have been extinct for ages.

However, a group of them guarded the Star Stone in the Scarlet Tower of Tsargol. They were quite strong and were able to pull Thongor back inside the Tower and restrain him. More often than not, however, they ended up with his sword through their heads.

The Dragon Kings may have possessed enhanced human strength and/or durability, but they were not especially skilled warriors. They had knowledge of the forces of magic and drew power from unspecified Lords of Chaos.

Under unknown circumstances they apparently possessed the ability to transform into giant form, much like a carnivorous dinosaur, although, unlike our friend T. Rex, they retained functional arms.

Gunth: Primitive, man-eating beastmen, living in small scruffy settlements of rude huts in the jungle-countries. Probably a last vestige of the neanderthals. *“The Beastmen were only a few steps above apehood. Squat, powerful figures with ropy bands of muscle distorting chest and shoulder into ugly personifications of brute strength, they had long powerful arms that dangled almost to the turf and small bowed legs. The red eyes that gleamed beneath immense boney ridges gave them a very ape-like look, which was augmented by the low, sloping brows, ugly fanged jaws, chinless and slobbering and small, furred, pricked ears set far back on skulls sunk almost necklessly in massive shoulders. The only signs of a culture any higher than brutes they so closely resembled were the balled clubs of hard wood and the wooden shafted spears tipped with pointed stones they carried. These and a scrap of filthy animal hide bound about their loins.”*

Man: In the ancient days of elder Hyperborea, when giant reptiles walked the Earth, great ones among them rose, became kings--and necromancers! Their way of life was wicked and cruel. They raised monolithic cities of black stone wherein they studied

strange arts and practiced grim sorceries. Seeing how evil were these Dragon Kings, the nineteen Gods created the first men, beginning with Phondath the Firstborn! And to him was given Evalla as his mate...

Morulak: A race of blood-drinking vampires, who can live for many centuries or possibly eternally. Start off human-like, but as they grow older become more deranged and something less than human.

Nuld: The mysterious winged men of the unknown Zand country, north of the Mountains of Mommur.

Slorg: Woman-headed serpent from the desert areas and Great Plains. In form they were a pale colourless snake the length of a man, upon whose neck grew the head of a woman. The face was dead-white with scarlet lips, pointed tusks. The Priests of the Slidith Cult used Slorgs to guard the Sacred Tower of the Star-Stone.

THE NINETEEN GODS

“By The Nineteen Gods” - an oft used oath in Lemuria.

Aarzoth: The Wind Lord; The Many Winged.

Althazon: The Divine Messenger, Herald of the Gods.

Aedir: The Sun God.

Aslak: The Godsmith

Avangra: The Death God.

Balkyr the Bright: All Hallowed Lord of Light

Diomala: God (Goddess?) of the Harvest.

Dyrm: The Storm God; Lord of Lightning

Erygon: (Unknown)

Gorm: The Father of Gods. He created the Star Stone and gave the first Star Sword to Lord Thungarth of Nemedis. He also destroyed the Castle of the Dragon Kings when Thongor attacked them with the second Star Sword.

Illana: The Moon Goddess; Lady of the Moon

Iondol: Lord of Song.

Karchonda of the Battles: God of Warriors

Nergondil: (Unknown)

Pnoth: God of Wisdom, Lord of Aeons.

Shastadion: Lord of the Seas.

Tiandra: The Goddess of Luck, Lady of Fortune.

Tryphondus: (Unknown)

Zath Lomar: (Unknown)

SOME OTHER DEITIES & DEMONS

Baroumpfar: Father of all Dragons, who according to legends, swallowed the moon.

Iorgazon: The Demon of Madness.

Slidith: Lord of Blood; worshipped by the Red Druids.

Thamungazoth: The Dark Lord; worshipped by the Black Druids and the Dragon-Kings

Yamath: The Lord of Fire; worshipped by the Yellow Druids

.

LEMURIAN TERMS

Black Druids: Dwell in Zaar (The City of Magicians). They try to follow the ways of the Dragon-Kings and worship the Dark Lord, Thamungazoth.

Daotar: The leader of 10 Otars (1,000 men).

Daotarkon: An army commander and leader of 10,000 men.

Dorl: Pink Lemurian rubies, very rare.

Chandral: Lemurian jewels of golden-orange hue. They are often very large.

Floater: Airboats made of Urlium. The first was built by Oolim Thon, a wizard-chemist from Thurdis and later Thongor had a whole squadron built. The boats are about 20' long, from pointed prow to pointed stern. They are driven by powerful spring-powered rotors. One set at the rear, propels the boats forward and a second set just beneath the prow, pushes the boat backward. Other rotors in the center of the deck and beneath the keel force the floater either up or down as desired. The engines are set in action by four levers, located in the craft's small cabin, which are labeled with the directions that they govern. The higher the levers are pushed, the stronger the rotors drive the craft.

Jazite: A precious metal, prized for its changing opal hues.

Kojan: A term for a minor noble – probably the equivalent of a Knight.

Nebium: The strongest and one of the rarest metals. It is dead-black, silk-smooth and very dense. The secret of its manufacture has been lost in Thongor's day, but Alchemists continue to search.

Otar: Commander of 100 men.

Red Druids: Magician-priests who dwell in their temple in Tsargol and worship the God, Slidith.

Sark: The King (of a City).

Sarkaja: The feminine form of Sark, i.e. 'Queen'.

Sarkon: The Emperor (Thongor was the first).

Sam-wine: Good, but expensive wine made from sarn-berries.

Scarlet-Edda: An ancient and legendary tome of lore.

Sharajshas' Grimoire: Another legendary tome of lore and 'Future Visions'

Sithurl: A gem that Iothodus found could sore and release the power of lightning. With it he created Lightning Guns, which replaced the War Bows on Thongor's fleet of Air Boats and also developed the Skybelts, enabling huge flying-leaps.

Skybelt: A device invented by Iothodus to give a single man weightlessness using Urlium. It could be switched off using a sithurl button and on and was used to make great leaps.

Star-Lore: Astronomy, Astrology and Navigation.

Star-Stone: The Star-Stone came from the heavens (presumably a meteorite) and from the metal the legendary Star-Sword was forged. Thongor retrieved the fragment of the Star-Stone that was kept in the Scarlet Tower of Tsargol for Sharajsha, who forged it into another Star Sword.

Star-Sword: Legendary blade made from the Star-Stone. The original was used by Thungarth, but was shattered in defeating the Dragon-Kings. Sharajsha created another Sword then empowered the Sword with the holy lightnings from atop Mount Sharimba. Thongor used the Sword to slaughter the remaining Dragon Kings, and the use of the Sword may have allowed Father Gorm to access the Earthly plane and destroy the Castle of the Dragon King.

Thousand-Year War: War between the first men of Nemedis and the Dragon-Kings.

Urlium: A lighter than air metal when put through an alchemetical process known only to a few Alchemists. First created by the Alchemist Oolim Phon.

Vorn: A unit of distance of about a mile.

Warbow: A massive and powerful bow, made from beast horn and used by the Blue Nomads. Require 4 Strength to use properly.

Yellow Druids: Dwellers in their temple hi Patanga, these magician-priests worship Yamath.

Sardathmazar: A Book of Power, held by the Wizards of Zaar.

Tsargol Records: The history of Tsargol.

PERSONALITIES

Adamancus: Magician of Zaar, Lord of its Council and Guardian of the Northern Marches.

Ald Turmis: A soldier and good friend of Thongor who rescued him from the dungeons of Thurdis.

Arzang Pome: (Exiled) Sark of Shembis.

Barim Redbeard: Pirate Captain of the ship the Scimitar and friend of Thongor.

Baron Selverus: A Noble of Thongor's Patangan Council.

Barond Thon: The original Daotar of Thurdis.

Belsathla: Grey magician of Nianga.

Blay: A fat pirate, crew member of the Scimitar.

Charn Thovis: Noble and good friend of Thongor, who rescued Thongor's son from Dalendus Vool..

Dalendus Vool: An obese albino, the Baron of Tallan, a minor noble of Patanga and servant to Mardonax.

Drugunda Thai: Sark of Tsargol, until slam by Thongor.

Durgan: One of the pirate crew of the Scimitar.

Eodrym: Archpriest of Father Gorm, Hierarch of the Temple of Nineteen Gods.

Hajash Tor: (Exiled) Daotarkon of Thurdis.

Gothar: One-handed pirate of the Scimitar, slain by Charn Thovis, after he beat Tharn.

Himog Thoon: A priest of Yamath, underling of Vaspas Ptol

Inneld: Daughter of Lord Mael and handmaiden to Sumia.

Iothondus: Alchemist-wizard who invented the Lightning Gun.

Jeled Malkh: Otar and minor noble of Thurdis who caused a drunken brawl with Thongor and ended up dead for his trouble.

Jomdath Jegga: (Exiled) Chief of the Jegga Tribe.

Karm Karvus: Noble of Patanga, friend of Thongor, who shared some of his adventures. Later became the Daotarkon of Thongor's army.

Kashtar: Pirate-King of the pirates of Tarakus.

Kogur: King of the Beastmen that captured Sumia & Karm Karvus. He was stronger and bigger than the rest of his tribe.

Lord Mael: Noble of Thongor's Sarkdom council.

Lulera: Daughter of Lord Mael.

Maldruth the Scarlet: Magician of Zaar, one of the Nine.

Mardonax: The Magician who killed Thongor in Thongor at the eEnd of Time. One of the Nine.

Mughchuk: Hunter of the Beastmen that captured Karm Karvus & Sumia when they were lost in the jungle.

Narjan Zash Dromor: A zombie-like inhabitant of Omm.

Numadak Quelm: Druid of Yamath.

Onguth: Hunter of the Beastman tribe that captured Sumia & Karm Karvus.

Oolim Thon: Alchemist-wizard who first isolated Urlium and built the floater.

Phal Thurid: Sark of Thurdis.

Prince Dru: Noble of Thongor's council. He is foppish but an excellent swordsman.

Prince Kazan: Lord of Cadorna.

Pytumathon: Magician of Zaar, one of the Nine.

Red Kashtar: The Pirate King of Tarakus.

Roegir: A blue Nomad Pirate. One of Berim Redbeard's crew of the Scimitar.

Sarganeth of the Nuld: A Magician of Zaar, one of the Nine.

Sharajsha (The Great): Mighty wizard of Lemuria, friend of Thongor. The wizard Sharajsha recruited the barbarian Thongor to steal the remnants of the Star Stone, from which he might form another Star Sword to oppose the Dragon Kings. Thongor successfully completed this mission, recruiting Karm Karvus and Sumia to his side in the course of his adventures.

Shangoth Jegga: Son of Jomdath, of the Jegga Blue Nomads. Friend of Thongor.

Sumia: Rescued by Thongor from the Yellow Druids of Patanga, she adventured with him and became his lover and later his queen.

Sssaaa: A Dragon-King and Priest of the 'Dark Lords' who was going to sacrifice Sumia, Karm Karus and Sharajsha to bring the Dark-Lords back to the earth.

Tengri: Shaman of the Jegga Clan.

Thalaba the Destroyer: Insane Torturer and Magician of Zaar and one of its Council of Nine.

Thangmar: A huge, blonde, blue-eyed pirate of Barim Redbeard's crew, who rescued Thar and Charn Thovis from drowning.

Thar: Son of Thongor and Sumia.

Thongor: Barbarian warrior, thief and pirate from Valkarth, in the icy Northlands.

After many adventures, including obtaining the Star-Stone so that he became Sarkon of the Three Cities.

Thom Pervis: Daotar of the Air Guard.

Thungarth: Hero of old who wielded the first Star-Sword to defeat the Dragon-Kings.

Tole Phomor: Otar of Thurdis, replaced Karm Karvus when he was imprisoned with Thongor.

Vaspas Ptol: Arch-Druid of Yamath, went into exile when Thongor married Sumia and was made Sark of the Three cities.

Vual the Brain: A Magician of Zaar, one of the Nine.

Xoth the Skull: Magician of Zaar, one of the Nine.

Xothun: The Morgulak ruler of the Lost City of Omm. He was centuries old and resembled a giant bloated leech-spider thing. His flesh was spongy, pallid and dewed with perspiration, hanging from his vlie body in repulsive rolls and bladders of unhealthy fatty tissue. His arms and legs were flippers of dangling blubber. Xothun was a powerful Alchemist and had some wondrous items and machines that surrounded him in his lair.

Yelim Pelorvis: Arch-Druid of Tsargol, the Red Druids.

Zandar Zan: Assassin-thief of Tsargol, who abducted Sumia for the exiled leaders of Patanga.

Zad Kurmis: A brave Otar and an excellent strategist.

PLACES

Black Mountain:

Cadorna: Home of Prince Kazan

Chush: Dense humid jungle and home to fearsome beasts and savages.

Dalakh: City known for its Assassins who use crooked dirks.

Dragon Isles: Last bastion of the Dragon-Kings. Islands in the inner sea of Neol-Shendis, with scattered ruins of ancient and alien black stone.

Durundabar: Known for its leaf-bladed fighting knives.

Great Plains: Vast prairie, home to the Blue Nomads.

Grimstrand Firth: Place where Lord Thungarth defeated the Dragon-Kings, but died in the process and shattered the first Star-Sword.

Kathool:

Kodanga: A wild land in the Red Forest kingdoms between Tsargol and Tarakus. The inhabitants are rugged, blonde and red-headed barbarians.

Kovia: A land to the west of Chush.

Mountains of Mommur: Massive mountain range in which the tallest is Sharimba, where Sharajsha empowered the Star-Sword. The range separates the southlands from the Barbarians of the Ice Wastes.

Neol-Shendis: Inner sea sheltered by the Mountains of Mommur

Nianga: Land of the Grey Wizards. Now barren and desolate there are remnants of ancient cities hidden in the wastes. Amongst these ruins are treasures and artifacts from ages past that Alchemists might be able to figure out and use.

Omm: The Lost City. Lost a thousand years ago, now inhabited by zombie-like people sapped of their will by Xothun, a cruel blood-drinking morgulak

Saan: A river that runs through Patanga.

Sardath Keep: Fortress of Lord Mael, to the north of Patanga.

Shembis: Originally home to Arzang Pome who was exiled by Thongor.

Takonda Charn: The Unknown Sea.

Tarakus: Pirate city built into the cliffs at the mouth of The Gulf.

Thurdis: Home of Phal Thurid. The city in which Thongor is imprisoned for the killing in a tavern of Jeled Malkh.

Tsargol: The remaining fragment of the Star Stone was placed in the Scarlet Tower of Tsargol, where it was guarded by the Sloggs and owned by the Red Druids.

Pasht: Dangerous swamplands to the north of

Patanga: Dominated, before Thongors' time, by the Yellow Druids, worshippers of Yamath.

Pelorm:

Valkarth: The Kingdom of the Northern Wastes where Thongor was brought up.

Vodashpa: Known for its feather-crested fighting spears.

Ysar: River of Patanga.

Zand: Land through the Mountains of Mommur on the way to Ashembar, located on river Mahba.

Zangabal:

Zharanga-Tethrabaal: The Great Ocean



RUINS

Althaar: Centre of the Jegga Tribal lands.

Nemedis: The First City, Ancient Empire of Men, home of Lord Thungarth. It is now in ruins.

Quar: Ruined ancient city.

Yaodar: Old ruined city.

Yb: Old ruined city. A secret, evil cult worshipped a monstrous Xuth in the catacombs beneath the ruins. Known for its giant war-axes.

Zaar: City of Black Magicians, the Council of Nine, who worship the Dark Lord and follow the evil ways of the Dragon-Kings.

ADVENTURES & SAGAS

FROM THE PITS OF THE UNDERCITY

The Cells

The characters are all together in a large dungeon like cell. It is dark, dank and smelly. They are the only ones in this room. The whole of one wall is taken by a heavy bronze grill, green with verdigris. Through this grill a small amount of light filters from a torch set on a wall across the room on the other side of the grill. Next to it is a solid wooden door. There is a table and a couple of chairs in the other room and bronze grills are set in two of the other walls, seemingly also barring the way to cells full of men.

The characters may make their introductions at this point and it would also be an opportune moment for the players to decide exactly what their characters are doing in here.

Some good examples would be:

1. One could have been involved in a drunken brawl with some city guards in a tavern.
2. One of them could be an escaped slave, if he has the appropriate career.
3. One could be a thief caught stealing in the market place.
4. Perhaps one broke into the Druids Temple thinking to rob it and was found by the temple guards.
5. One has perhaps been accused (rightly or wrongly) of being a spy.
6. Maybe one character has not paid some debts - a good one for a noble character.

The players may choose from the above or think of their own reasons for being here. They do not have to tell the truth but simple Heroic types usually do in this sort of situation.

Let the players explore around and even test their strength on the bronze grill to try to lift it. It is very heavy requiring a Herculean roll (-4) to lift. There is little in the room itself, just some bedding straw in the corner and some scratches on the wall (a previous prisoner marking down the days). The walls are solid stone blocks and are immovable.

However this part of the adventure goes, the characters must eventually end up in the Arena so as a GM your job is to see that this does happen.

If the Heroes do not get out of their cell then a little later they will see and hear some guards come through the wooden door opposite their cell and take the prisoners from one of the other cells away through the door. From beyond the door, whilst it is open, comes a roar of excitement from what sounds like a vast crowd.

Later on, the door will again open and the prisoners from the other cell will be led away. Finally the guards will come again for the Heroes. There are six guards with leather jerkins, helmets, shields and spears in the room and another six outside, two of

whom have crossbows ready. The Heroes are unarmed and so an attempted escape at this point would seem futile.

If the Heroes escaped by lifting the grille or some other method then they will be able to get into the guardroom. The wooden door leading out is solidly locked and is again a Herculean task (-4) to batter down. Noise will bring the attention of the guards in the corridor beyond.

A thief could attempt to pick the lock, which is a Hard task (-1) but Very Hard (-2) if trying to do it noiselessly. If the door is opened characters will see that it leads to a long corridor, leading left and right, lined with well armed guards and lit by torches set in wall mountings. There are many sounds to greet their ears - shouts and applause from a crowd of people, savage roars and growlings from angry beasts and cries of pain from their victims.

What is quite clear though, is that escape at this point would seem to be impossible and so the characters may be better to bide their time until an opportunity arises, (which it will).

The Arena

The Heroes will eventually be brought down the long tunnel to the entrance of the Arena. They will see the high walls around the sandy floor (there are some slaves carrying bodies away and dark stains on the sand). The crowd around the Arena is hushed, awaiting the next battle for their entertainment. This will, of course, be the player characters, who are ushered into the middle of the Arena, where they will see a few basic weapons (one for each Hero – a spear or two, maybe an axe and a flail – it depends on how many characters there are).

Once the Heroes have picked up their weapons, a great noise comes from behind a gate at the far end of the Arena. The gate opens and hurtling out of it comes a dreaded Zemadar. It is hungry and angry as it has been prodded and poked with spears to enrage it. It will launch itself straight at the characters. The crowd cheer.

The Heroes will have a fight on their hands. The Zemadar is a tough creature. I have made no stats for it yet - make it tough. Make it as tough as you think the Heroes can handle - plus some. They should be using Hero points like no-ones business. The Heroes need to know they have been in a fight.

Once it is dead leave the Heroes with an opportunity to escape. Perhaps the gate at the far end of the Arena was not shut properly? Maybe one of the Heroes has friends in the crowd who will create a diversion or throw down a rope for them to climb out? Or there is a Magician in the crowd, who needs the characters to do something for him so he stages a rescue (a floater with a rope hanging down)? If one of the players suggests something plausible you could always run with that - especially if they use a Hero point.

Whatever happens, this is a chance for escape and then on to even greater adventure!

The Arena Guards

Strength	0	Brawl	1	Soldier	1	Leather coat & Helm (3)
Agility	0	Melee	1			Spear d6
Mind	0	Missile	0			
Appeal	0	Defence	1 (shield)			Hit points 5

Zemadar

Strength	10	Claws	3	d6 + 8 (x2)	Armour (hide 3)
Agility	2	Fangs	0	d6 + 8 (+ poison)	Attack with all 4 attacks -4
Mind	0	Tail	0	d8 + 8	Attack with 3 attacks - 2
Appeal	n/a	Defence	0		Attack with 2 attacks 0
					Attack with 1 attack +2 (agility)

Hit Points 20

ISLE OF SKULLS

The Tavern of Arsag Jorn

The adventure starts with a brawl in the Tavern of Arsag Jorn, in the Pirate City of Tarakus. It is a port-side tavern and Arsag is well used to his patrons smashing the place and each other to pieces. It is an unspoken rule in his tavern that anyone who is killed or knocked unconscious gets looted to pay for the damage.

How the characters get into the brawl is largely up to the GM. It will involve Ballik Jorum in some way, however. He is second mate on the pirate ship Wave Forager, whose captain is Korim Karthon.

The Heroes could for example come to the aid of Ballik, who is being beset by pirates of another ship. Or, Ballik and a couple of his men might taunt them into a fight as a means of testing their mettle.

(An alternative, if one of the Heroes has a career in Pirate, is have that character replace Ballik Jorum).

Either which way Korim is looking for a few useful men to help them in their venture, which is a sea voyage to The Isle of Skulls, where they understand was an old temple full of enough riches to make them all kings!

The Wave Forager

The ship is a reasonably good one and of about average size for a pirate galley. It would probably have to run from a fully-armed War Galley but could take on most merchant vessels or smaller fighting ships.

The first two days are pretty uneventful but on the third evening a large shape is sighted heading straight for the galley. The Heroes can have a go at fighting it off (the pirates will help, but despite all their efforts, it is only the Heroes and maybe Korim Karthon who may have any actual effect upon the beast).

It is a dreaded Larth, a huge Sea-Serpent. It is likely to destroy the galley, killing or drowning most of the pirates on board. However, if the Heroes drive it off, or otherwise escape (maybe using any appropriate careers) the galley will nevertheless lose a large contingent of men and be sufficiently damaged to require repair as soon as possible.

The Island

Depending on the encounter with the Larth, the Heroes will either put to shore in a longboat or be washed up on the beach, clinging to some piece of flotsam from the destroyed Wave Forager. There may be a few pirates still with them. The island is full of strange noises from within the dense jungle that comes right up to the edge of the narrow strip of beach.

The only way through the foliage is to hack a path. It is slow going and very hot work. Anyone in armour will be slowed and may require strength rolls (start at easy on the

Task Resolution table and move it up one rung each hour) to keep going. Otherwise they fall down exhausted.

The characters will hack through the jungle for hours. There are growls and screams, roars and screeches from all around. Every now and again bushes will move up ahead or from behind. Characters with appropriate careers may make rolls to determine the group is being followed.

At a small clearing a couple of the remaining pirates will get caught up in a trap set across their path. This is a weighted net that falls down upon them. If there are no pirates left then it may fall on one or two of the Heroes (appropriate Careers and Action rolls can be used to avoid).

Then the Cannibals attack. There are two cannibals per Hero, plus one for each pirate left. They are armed with blowpipes with mildly toxic darts and clubs or spears.

This is a chance to kill off any remaining pirates. Then it is down to the Heroes to fight off the cannibals – which they should be able to.

The Ruined Temple

Continuing through the jungle after the above encounter, the Heroes will eventually find the ruined temple. The remains are dark fallen blocks, tumbled and half broken pillars, partially buried lizard-like statues and crashed masonry all covered in tangled vines and creepers.

The area seems ethereally silent as the Heroes walk amongst the ruins. There is a brooding evil and menace all around. The sounds from the jungle are distant. It is like they have stepped into another unearthly world. Anyone with an appropriate Career will be able to tell that this was a temple of the Dragon-Kings.

There is a dark overgrown altar in the center of the temple. Beneath the altar (moved as a ‘Mighty’ task using Strength) is a set of dark ancient steps leading down. At the foot of the stairs is a trap (a loose step), which releases a block from the ceiling above. The trap can be spotted by a Mind roll (plus any appropriate Career, say Thief) as a Herculean Task (it is well hidden and it is also dark down here). The block will be avoided by an Agility roll (plus Career, say Barbarian for natural danger sense).

Once the block is avoided, the corridor ahead stretches into the darkness. It seems to continue to slope downwards. It is dark and there is a stronger sense of brooding evil in the depths. There is an echo coming from the deeps. The Heroes will need a light source.

The passage continues deeper and deeper underground. It eventually ends in a large cavernous under-temple. There are huge cyclopean pillars of dark stone supporting the ceiling. There is a slithering sound in the darkness at the outer reaches of the light source. It is coming closer. Coming towards them, the Heroes will see a Xuth! It is only about 40’ long, but nonetheless should be a horrendous job for the Heroes to kill.

Assuming the Heroes (or some of them) survive, the center of the chamber contains a huge statue to Thamungazoth, before which are piled treasures of silver and gold and gems and jewels. There may even be an ancient tome, useful to a Wizard or Alchemist

character.

Ballik Jorum

Strength 1	Brawl 2	Pirate 2	Battle Harness, boots (2)
Agility 2	Melee 1		Cutlass d6+1
Mind 0	Missile 0		Knife d4+1
Appeal 1	Defence 1		Hit Points 11

The Pirates

Strength 0	Brawl 1	Pirate 1	No armour
Agility 1	Melee 1		Cutlass d6
Mind 0	Missile 1		Knife d4
Appeal 0	Defence 1		Hit Points 5

The Cannibals

Strength 1	Brawl 0	Hunter 1	No armour
Agility 0	Melee 0		Spear d6 + 2
Mind 0	Missile 1		Blowpipe 1 point (+ poison)
Appeal 0	Defence 1		Hit Points 6

Larth

Strength 50	Fangs 0	3d6	Armour (hide 6)
Agility 0	Tail 0	d10+50	Attack with 2 attacks -1
Mind 0	Defence 0		Attack with 1 attack +0 (agility)
Appeal n/a			Hit Points 60

Xuth

Strength 30	Fangs 0	3d6	Armour (hide 2)
Agility 0	Defence 0		
Mind 0			
Appeal n/a			Hit Points 40

Credits

Magic rules based on those suggested by Michael Hill

Playtesters; Mark George, Alyson George, Gary Collet, Leigh Wakefield, Phil Ratcliffe, Rob Watkins, Rob Irwin, Michel Hill, members of IWARPUK.

Thongor of Lemuria owned by the estate of Lin Carter.

The Thongor Titles

Thongor & the Wizard of Lemuria
Thongor of Lemuria
Thongor Against the Gods
Thongor at the End of Time
Thongor in the City of Magicians
Thongor Fights the Pirates of Tarakus

Barbarians of Lemuria was designed by Simon Washbourne. Permission is given to copy for personal use.

If you like this game, check out *BabeWatch*, the *BBURP* system, and *It's a dog's life* on my website. They are all free to download.

Also *Lashings of Ginger Beer* and *Tales from The Wood* – only \$5 for the pdf, available from RPGNow.com.

MAPS OF LEMURIA

