

BARBARIANS of LEMURIA



The sword & sorcery role playing game
of Lin Carter's Thongor

Designed by Simon Washbourne

Credits

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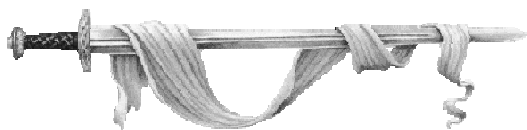
The Thongor Titles

Thongor and 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

Lin Carter also wrote several short stories starring Thongor. You can find more information on Lin Carter and Thongor at the following website

www.angelfire.com/az/vrooman/index.html

Marvel comics also ran an adaption of the first two Thongor novels in Creatures on the Loose #22 - 29 (March 1973 - May 1974).



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Special thanks to Michael Hill for some helpful rule suggestions, especially for providing the magic rules.

Artwork

Cover & pages 4, 13, 16, 33 and Lemuria map on page 40 © Simon Washbourne.

Pages 10, 27, 31 & 33 © Marvel comics

Pages 5, 8 © Michael Hill

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If you like this game, check out Babewatch, Tales from The Wood, Dreamscape and many other free role playing games on my website here: www.geocities.com/simonwashbourne/Beyond_Belief/

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INTRODUCTION TO LEMURIA

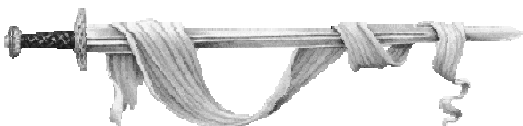
In the dim past of earth, giant reptiles ruled the earth. From among these reptilian beings, the greatest among them arose to become kings and necromancers, conducting weird and cruel rituals from behind the monolithic black walls of their stone cities.

Despising the Dragon King's evil, the Nineteen Gods of Lemuria created the first man, Phondath the Firstborn, and his mate, Evalla. Man grew ever stronger, building the great city of Nemedis and making war on the Dragon Kings. Thus began the Thousand Year War.

Events began to turn against the race of men, as the Dragon Kings drove them back behind the walls of their puny cities, Nemedis and Althaar, Yb and Yaddar. They cried out to the gods to deliver

them from their reptilian overlords. Then one night during a ferocious storm, Father Gorm appeared to Lord Thungarth above the towers of Nemedis and bestowed upon him the Starsword, a mystic blade in which were bound up the power, of the Nineteen Gods for all eternity.

The final battle was fought at Grimstrand Firth and the Dragon Kings were defeated, shattered by the power of the Starsword, but the life of Lord Thungarth and the breaking of the Starsword was the price. Some of the Dragon Kings escaped destruction on the point of that sword of the gods and lurked in darkness, awaiting the chance to summon their demonic masters back to earth once more.



“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

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, tradesmen, farmers and hunters all plying their trades in the squares, plazas, bazaars and wharfe-sides under the shadow of the city

walls and great palaces, temples and towers that have been built to house the nobles, 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. However, Lemuria is a mighty continent and there are plenty more adventures to be had and legends to be created!

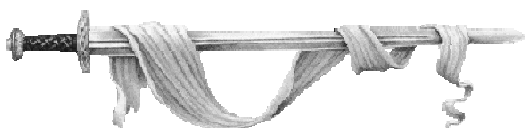
The sword & sorcery genre is a very specific one - characters are much more stereotypical than in other

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 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 not evil, they tend to stand up for those weaker than themselves and put down those who push others around. They are never inherently evil - that is the role of the villains or npc's.

Heroes are always eager for adventure, which comes their way often, especially if there is a fortune to be made. Fortunes often fall into their hands, but the wealth is quickly lost again through gambling, drinking, wenching, theft, stupidity or any number of other means. 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. They will often be found turning to a life of thievery or piracy to make a few coins 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...



ROLE PLAYING

Role playing means different things to different people - some see it as little more than a tactical wargame, with the backdrop being perhaps a fantasy dungeon to be looted, whereas others see it as more of a freeform or improvisational storytelling exercise. Barbarians of Lemuria is somewhere between the two, tending towards the latter.

“...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

In Barbarians of Lemuria the players will create characters (used interchangeably with Heroes throughout these rules), who like Thongor, will travel around Lemuria, breaking into ancient crypts, fighting monsters, finding great hoards of treasure (and losing it again) and generally living the life of an adventurer.

The character is the players' alter-ego in the game. He can be a brawny barbarian or a deft thief. She can be a dispossessed noble or a swashbuckling pirate. The players decide these things when they create their characters.

The players will create characters, who for whatever reason will team up together to make their fortunes. Each player will decide the actions of his own character during the adventure and will roll dice to determine the outcome of events, where there is some doubt about whether the character could succeed or not.

One player does not create a character - he creates everything else though. He is the Gamesmaster (GM). Luckily, Lemuria is already pretty well crafted by Lin Carter and there is a lot of information about the land here in these rules. Whilst there are some adventures set out at the end of these rules, the GM still has work to do in presenting the world to the other players and describing events for them. He also has to play the roles of all the other characters that the Heroes interact with in the course of these adventures.

As I said earlier, these rules tend more towards telling a good story than towards a wargame, with all

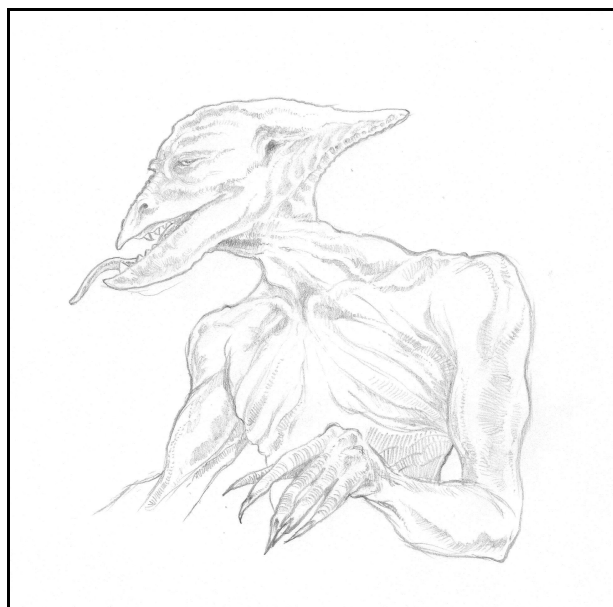
the minutiae of detail that wargames often entail. So there will not be rules for everything. If a player wants his character to do something for which there is no rule, make a judgement. Use the Task Resolution table if needed. Very often you will not want to stop the action to look up a rule - there is no problem with this. The game is about heroic action, not stodgy detail. If you want to play completely

diceless, there are some guidelines to allow you to do this.

Barbarians of Lemuria should be fast and heroic - full of action, sorcery and swordplay. To emulate this a simple set of rules is needed, so that the game does not get bogged down in unnecessary detail.

Essentially the system is based around the idea of careers. A Hero may have many careers throughout his life - Thongor certainly did. 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 out of Tarakus.

BoL uses this concept and all players get to choose four careers for their characters, at which they have



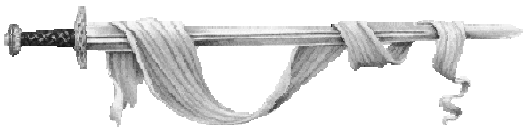
little ability (rank 0), much ability (rank 4) or somewhere in between (ranks 1 to 3). These careers are the key to what the Hero knows and can do.

There are no individual skills in Barbarians of Lemuria, there are simply these careers. A career gives an immediate overview of a characters capabilities - if she is a thief, you know the character should be able to sneak around, break into buildings and pick locks on chests. If the character is a pirate, you know he should be able to handle a ship or small boat, climb up the rigging and know something about navigation by the stars and so on.

With these careers there are four attributes, which are natural or born characteristics of a character. As the game is mainly about Heroes, there are also four combat abilities, which will be used to determine how well a character can use his fists, a sword or bow, or get out the way of attacks aimed at him.

These attributes and combat abilities, combined with the characters careers, will paint a very broad picture of your character which suits the sword & sorcery genre completely, as people are generally what they appear to be in this setting.

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.



CREATE A HERO

Each character in Barbarians of Lemuria is initially defined by four attributes. These are mainly physical things and on the whole can be used as a general gauge of the characters physical make up. For example, a character with a few points in strength will have a tough looking body and will tend towards the tall and muscular look.

To determine your characters attribute levels, divide four points between the four attributes as desired. You may put all four into one attribute or spread them around as you wish. A zero in any attribute represents an average rating. Attributes can go to higher levels than 4, but these would be truly heroic individuals.

The attributes are as follows

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. Soldiers, Barbarians and Gladiators often have high a Strength.

Agility

This attribute covers general speed, dexterity and so on. It is a useful attribute for subtle Heroes. 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.

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

The combat abilities are as follows

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

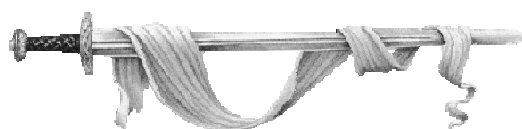
This is the skill with hand-held weapons. Swords, knives, clubs, axes and spears are all covered under this heading. Adventurers usually need to be able to defend themselves; Heroes always need to. The skill is normally used to attack opponents, but can also be used to parry blows aimed at you. When 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 attacks. 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 cautious and may live a little longer, even if the sagas don't mention them so often.



Hit Points

Hit points represent how much punishment and wounding a Heroes body may absorb before the Hero keels over. It is based on a value of 10 plus the strength attribute of the character. When a Hero is struck in combat, his body suffers wounds. The extent of the wounds depend upon how powerful the blow was and is expressed as a number of points. This comes off the heroes hit point total.

If, as a result of wounds received the value falls to 0 the Hero falls unconscious.

If wounds go below zero the Hero will die without medical aid or the luck of the gods.

Npc 'extras' have only 5 hit points.

Important npcs are generated by the GM as Heroes are and will have 10 or more hit points, depending upon their strength attribute.

Recovering lost hit points

Provided a character gets a chance to rest and take a gulp of water and so on, for about 10 or 15 minutes immediately after a battle, he will recover up to half his lost hit points straight away. This represents recovery from fatigue, bashes and minor cuts/bruises.

After that, he recovers one hit point per day provided the day is taken up with only light activity.

Careers that enable a character to heal (Physician, perhaps Alchemist if he has a potion or access to certain plants/herbs) are able to immediately heal 1 hit point per level in the career.

After that they can make a moderate 'action resolution' (see the Game Rules section) roll each day to double a characters healing rate.

Example

Krongar, who has 14 hit points is wounded in a battle suffering 6 points of damage, meaning his hit points are now 8.

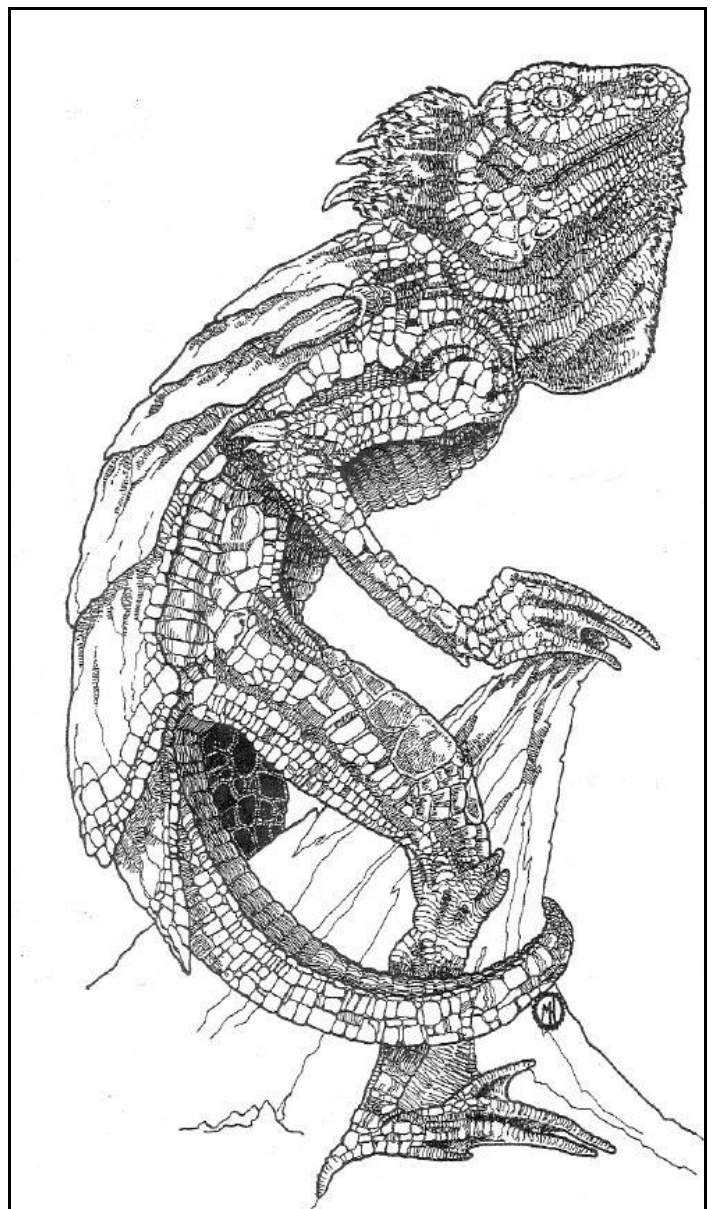
After the battle he has a quick rest and downs a few swigs from his wine flask. He regains 3 hit points.

His current companion, Sharangar of Shembis is a Physician of level 1, which means when she has a chance to work on his wounds, she can restore 1 hit

point immediately.

Krongar is feeling much better now, having recovered 4 of his lost hit points.

The pair press on for a day and do not encounter any more trouble. Krongar regains a further hit point and Sharangar gets to do roll to double this. The player rolls 7, which adding her Physician level of 1 and Mind of 1, gives her 9, which is what she needed. Krongar is now fully fit and ready for more action.....



HEROIC 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 from the following

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. This is not a terribly common career for adventuring Heroes, as it requires too much patience and too much staying at home. Mind is normally the most important attribute for an Alchemist.

Assassin

These covert killers are adept at sneak attacks, killing, information gathering, city lore, persuasion, poisons, lock-picking and tend to have fast reflexes. Most of the attributes are important for assassin characters.

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. Barbarians are generally noted for their Strength, but a good Agility is also useful.

Blacksmith

Often found helping Alchemists build their inventions, these characters are skilled at weapon and armour making and repair, metallurgy, weapon lore, and have skill in bartering and haggling the price of weapons and armour. Blacksmiths are generally noted for their Strength.

“...into this violent age of sorcery and conquest, of the assassin’s dagger and the venomous chalice, where the greed of Sark was set against the bloodlust 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

Dancer

Exotic female entertainers, these ladies are always young, nubile, graceful and energetic. They rely mostly on their Appeal and Agility.

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. Farmers do not rely on any one attribute over any other.

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. They are especially good at fighting in a style ‘to please the crowd’ and so they might get a combat bonus on certain flashy moves, if not overused and at the GM’s discretion. Gladiators should be strong and agile but the most popular ones also have plenty of appeal.

Hunter

Rugged outdoor types skilled in wilderness lore, living rough, trapping, tracking, stealth and other similar pursuits. Agility is important to a Hunter, as are Strength and Mind to a slightly lesser degree..

Magician (or Wizard, Sorcerer, Necromancer)

Often a little strange, these characters are knowledgeable of esoteric matters to do with astrology, astronomy and ancient lore. They also have skill in sorcery, which is detailed in a later chapter. Magicians need powerful minds both for their studies and for the will to create and cast mighty spells.

Merchant

These are not shopkeepers, these are wide travelled

adventurers, who seek new exotic goods to sell and as such pick up a range of useful skills like trading, persuasion, city lore, knowledge of distant places, guild membership. Merchants need quick minds and a degree of appeal.

Mercenary

Soldiers who work for anyone who will pay for their services. They tend to have skill in living rough, riding, intimidation, carousing, and even simple weapon and armour repair. Mercenaries should be strong and agile.

Minstrel

Wandering entertainers, these characters are proficient in pleasing crowds of people and earning a few coins from their singing, instruments, performing. Because they travel and are great gossips, they learn ancient legends, fast talk and have good city lore. Minstrels require appeal as well as agility and quick minds.

Noble

Often holding homes in the city and estates or villas outside the city, these characters are titled and have some authority over commoner people. They are able to obtain credit, have high-ranking contacts and are skilled in such things as bribery, dress sense and etiquette. Nobles need plenty of appeal as well as clever minds.

Physician

A dispenser of potions and medicines, someone knowledgeable of plant lore, first aid and diseases. They need to be literate. Mind is the most important attribute for a physician character.

Pilot

Pilots are trained to fly the *Floaters* of Thongors Patangan Air Cavalry. They are usually ex-soldiers. They have skills in handling flying craft, navigation, observation and leadership. Mind, agility and to a lesser extent appeal and strength are all handy.

Pirate

A rogue of the seas, skilled in climbing,

sea lore, navigation by stars, and boat handling with a goods knowledge of far ports. Pirates need to be agile and some strength is always handy.

Priest/Druid

Reside in their temples in the major cities of Lemuria, knowledgeable in ancient lore, sorcery, astrology, astronomy and literacy. Their position gives them a certain degree of authority. They need to have clever minds and maybe a degree of appeal.

Serving Wench

No tavern is complete without its serving wenches. Their closeness with their customers gives them good skills in seduction, gossip, city lore and carousing. Some are even good at taking things from customers without them noticing. It is stating the obvious, but only female characters can choose this as a career. Appeal is the most important attribute for a serving wench.

Scribe

Characters who are interested in ancient lore, ancient languages and map making. Obviously this leads to a certain degree of knowledge in these areas too. Scribes need clear minds to do their often laborious work.

Slave

Not exactly a career of choice, slavery would often be the result of being a captured soldier or similar. Nevertheless, it does provide the opportunity to pick up a few skills and techniques that other careers do not give and can be useful in rounding out a character concept. The career gives skill in things like humility, going unnoticed, listening and sneaking. Slaves that are used for labour need good strength, female slaves normally find things better (or worse!) if they are appealing. Slaves used to run errands often need high agility. Clever slaves are normally considered trouble makers.

Soldier

The paid guards in a city. They will have some city lore, perhaps skills in intimidation and riding as well as a small degree of authority. Strength is



normally most important for soldiers although archers and cavalrymen could do with a bit of agility.

Thief

Those who live by less than honest means in the streets of the towns and cities. They will have skill in such things as city lore, burglary, sneaking, picking pockets and are likely to have guild membership. Thieves require agility for their trade, but a quick mind also helps.

Torturer

A not terribly pleasant career, that provides skill in getting information, intimidation, medicines and killing blows with 2-handed axes. Torturers are not often blessed with a great deal of appeal, but strength is handy for beheadings and both mind and agility for torturing.

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 level in a career could be indicative of a long period of time spent in that position and a level of 0 could mean only a short spell or even just a natural affinity for the career.

The careers 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 career.

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.

HEROIC SAGAS

“Sometimes it chances in the ways of war, and whether it be but a grim jest of the Gods or a trick of mocking Fate no man can say, that the cunning of one foe plays into the very hands of his enemy”.

The Scarlet Edda

Lin Carter, Thongor Fights the Pirates of Tarakus

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. Heroic actions are an integral part of the game. This is where *Hero Points* come in.

Characters 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. You can spend a point per point needed to succeed where otherwise the Hero would have failed in an action. 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 also be used to cause extra damage from a successful hit in combat. Each Hero point spent adds 1 point to the damage caused.

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).

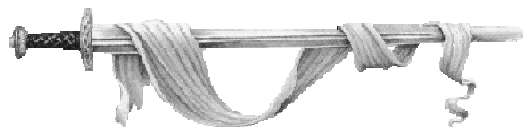
At the end of a Saga, the GM will award further Hero points, depending on how the adventure went, how Heroic the characters were, how they defeated their opponents and the riches they found and so on. Normally, there will be 5 Hero Points awarded, simply to replace those used.

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.

Character advancement

As well as Hero Points, the GM will award an advancement point or two at the end of an adventure. These advancement points can be used to buy increases in attributes, combat abilities or careers. The points are spent immediately they are awarded. Advancement points can be used to take attributes, combat abilities and careers above 4. Alternatively a character can take a new career, if he has been doing stuff in the adventure that would make this new career appropriate.



GAME RULES

To perform an action, the player simply rolls two dice (2d6) and adds any appropriate attribute levels together with an appropriate combat ability if in combat, or career level 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.

A natural roll of 12 (i.e. where both dice come up on a '6') is always a success. A natural roll of 2 is always a failure.

If a Hero spends a Hero point when he rolls a natural 12, he can turn the success into a Heroic success - what this means in game terms is that he not only did what he wanted to do, but the Gods smiled on him too.

How this actually works in game terms, depends on exactly what the character was trying to do. It will usually be reserved for combat, though not always. In combat against a powerful foe, it means that the Hero hit a vital spot and killed it outright! If fighting several minor npc extras, then the Hero can go through them all like wheat to the scythe.

If you like to play narrative games, then the player can take over the description of what happens, for the duration of the scene. The only thing he can't decide is what the other player characters do.

Action resolution table

Action difficulty	Range	Modifier to dice result
Easy	Point blank	+1
Moderate	Close	0
Hard	Medium	-1
Formidable	Long	-2
Mighty	Distant	-3
Thongorean	Extreme	-4

Example of resolving an action

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 hoard 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.

The player rolls 6 on 2d6, adds 4 for Krongar's strength, making 10. He then subtracts 1 for the hard difficulty, meaning that the overall total is 9, which is a success. The door bursts open.

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 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 manoeuvres which could give them a slight edge over an opponent and so on.

Weapon ranges are given in the weapon table, in the section on Heroic Gear. The range in the table is the base range at point blank. Each additional increment

is one difficulty level harder on the Action resolution table.

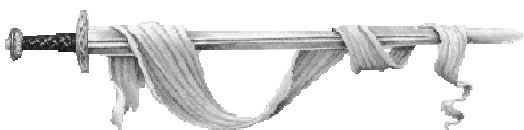
Krongar is standing on the far side of the pit, when through the door he has just destroyed comes a guard with a crossbow. The guard fires at the intruder. His ranged combat ability is 0 as is his agility, and the referee decides the shot is at close range for a difficulty of 0. Krongar has a defence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

Characters 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.

When a hit has been done on an opponent, the result will probably be that the opponent is wounded. 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. Shields exist in Lemuria, but they are uncommon and particularly so amongst Heroes, more often being reserved for ordinary soldiers.

The Weapon Table in the chapter on Heroic Gear sets out how much damage is caused by a weapon. This is in terms of a dice roll and is scored directly against the Hit Points of an opponent. In addition to the damage shown you 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.



HEROIC GEAR

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 Serving Wench – let her have a knife, some fancy clothes, jewellery 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!

Characters start with whatever gear is appropriate to their career (s) and whatever other stuff is agreed between the GM and player. After that, if a character needs other items, he or she can make rolls against appropriate careers, to find, steal, improvise, make, beg or borrow stuff.

Difficulty modifiers would be appropriate if the character is in the middle of nowhere, if the item is scarce or expensive and so on. Merchants and Thieves are particularly adept at getting hold of stuff and Nobles and Merchants usually have some money or jewellery to trade.

Weapon Table

Weapon	Damage	Notes
Fist	d3	
Dagger	d4	
Sword	d6+1	
Axe	d6	
Club	d6-1	
Mace	d6	
Spear	d6	
Flail	d8	2 handed
Valkarthan sword	d8	2 handed
Great axe	d8	2 handed
Staff	d6	2 handed
Sling	d4	range 50'
Short Bow	d6	range 60'
Bow	d6+1	range 100'
Crossbow	d8	range 80'
Warbow	d10	range 120'

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. A favourite weapon amongst Heroes.

Axe

One-handed axes, usually with iron or steel 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.

Great sword and Great axe

A large bladed version of the sword or axe, for use in two hands. Halberds and other two-handed weapons will also have pretty much the same game effects. Valkarthians are well known for their use of great swords.

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

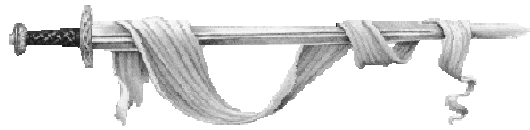
Represents a wide variety of weapons, which are used to fire arrows by drawing back the bowstring which is strung between the two ends of a curving length of wood.

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 (strength 4+) to draw the string.



Natural weapons

The beasts of Lemuria have fangs, claws and other nasty weapons, designed to rip, rend and tear apart their prey, or defend themselves from predators. Quite often these beasts have several methods of attack, such as two (or more) sets of talons, great ripping fangs and perhaps horns or barbs on their tails.

Some creatures are larger than others, so their fangs are likely to be more lethal. The following table breaks down natural attacks into sizes. The creature descriptions will set out the size of weapon that the creature in question has, from a damage point of view.

Natural Weapon Table

Size	Damage	Example
Tiny	1	
Very small	d2	
Small	d3	
Medium	d4	
Large	d6-1	
Huge	d6	
Massive	D6+1	
Enormous	d8	
Monstrous	d10	
Gigantic	2d6	

Armour Table

Armour type	Protection	Notes
Gauntlets	1	
Bracers	1	
Boots	1	
Greaves	1	
Battle Harness	1	
Chainmail Bikini	1	
Leather Coat	2	
Mail Shirt	3	
Plate Cuirass	4	
Helm or coif	1	
Full Helm	2	
Small shield	1	
Large shield	2	

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 can be 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.

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 boughar 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. Often kept

strictly for battle or in gladiatorial arenas.

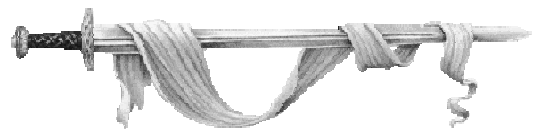
Shield

Shields are not terribly common in Lemuria. Gladiators will use them, sometimes they are issued to soldiers. Heroes tend only to use them for going into battle. Usually made of wood, with perhaps a hide covering and metal boss, it straps to the forearm and has a handle for manoeuvrability. About 18" in diameter for small shields and maybe 2' or more in diameter for larger ones.

Example of armour in combat

Krongar, in our example above is hit by the cross-bow 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 Krongar's 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.



MAGICIANS & SORCERORS

Characters with points in the Magician Career begin play with a number of Spell Points equal to 10 plus their Magician career level.

All spells fall into one of four classes; *Cantrips* and spells of *First, Second or Third Magnitude*.

Magicians (who are also called Sorcerors, Wizards or Witches) always have rune-inscribed rings, amulets, talismans and trinkets and so forth about their bodies through which they can cast very minor and simple tricks and cantrips.

Cantrips

These are very basic spells allowing the caster to conjure a brief pool of light, the distant sound of laughter, a spark to light a fire etc. Other examples might include making a coin vanish, causing a rope to slither up a castle wall or distracting a guard with an imagined sound. Such spells rarely cost more than one (1) Power Point and only require a skill roll when directly affecting a sentient target.

More powerful spells are trickier though and are really the stuff of Heroic Magicians and Evil Sorcerors.

Spells of the First Magnitude

These tend to be utility spells, they allow the sorcerer to perform activities that anyone with the right training and equipment could manage. A spell might allow the caster to glide up the side of a cliff – since a normal per-

“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*.

son with rope and pitons could achieve the same result (eventually). Damaging spells of this type would typically cause d6 hit points of damage to the target. These spells cost 4 Spell Points and have a price too. The caster must choose one of the casting requirements from those listed below (or create one of your own with the GMs approval). Select a second requirement to reduce the cost to 2 Power Points.

Spells of the First Magnitude are usually either Moderate or Hard Action

Resolution rolls.

First Magnitude Casting Requirements

- **Special Item:** An ancient tome, heavy tablet or delicate scroll is required but is relatively easy to come by (some bartering, a short journey or a minor expenditure)
- **Line of Sight:** The caster must be able to clearly see his or her intended target
- **Casting Time:** The spell will take at least 1D6 x 30 minutes of meditation, chanting, dancing etc. to correctly execute
- **Intimate Materials:** A personal item of the intended target (or a tile from the target building, for example) is required
- **Special Knowledge:** The caster must conduct lengthy research before he or she has the necessary information to cast the spell



- **Obvious Technique:** The caster must gesture, chant, dance or make strange sounds during the brief casting process
- **Hour Power:** The spell may only be cast at a specific hour of the day
- **Ritual Cleansing:** The caster must bathe in clean water and essential oils and shave all bodily hair from his or her body

Example: Methyn Sarr (Witch Queen of the Fire Coast) unleashes a javelin-like bolt of flame at Krongar. The GM considers this a First Magnitude spell for the Witch Queen and her player chooses the casting requirements of Line of Sight (appropriate for a bolt of fire) and Obvious Technique (she's always putting on a show). The cost is 2 Power Points and the GM thinks the flame is worth 1D6 damage for Krongar.

Spells of the Second Magnitude

These are powerful indeed! Minds can be controlled, buildings levelled and mighty warriors transformed into bleating sheep. These spells are defined as activities that would be impossible for a single person. Destroying a door would be a spell of the First Magnitude, destroying the wall is definitely Second Magnitude. These spells cost 8 Power Points and an appropriate casting requirement must be chosen. Take a second requirement to halve the cost.

Spells of the Second Magnitude are either Formidable or Mighty Action Resolution rolls.

Second Magnitude Casting Requirements

- **Special Item:** An ancient tome, heavy tablet or delicate scroll is required and the item will prove difficult to obtain. It is rare or held in a distant land or at the top of a dark wizard's tower guarded by vicious winged apes!
- **Rare Ingredients:** An expedition is required to locate the necessary items to perform the magic. It will take 1D6 weeks and at least a

purse of gold to obtain the necessary items (of course any magician worth his salt would have a stable of willing barbarians to track down those special herbs for him)!

“For seven nights Mardanax, the masked magician, had readied himself for his revenge on Thongor. The crypts and catacombs beneath the palace have witnessed many grim and terrible scenes of torment and punishment, but none so awful as the black rites wherewith the Black Druid prepares himself for the hour of his triumph. Each dawn the rushing waters of the Twin Rivers bear out to sea the obscenely mutilated corpses of certain slaves from whose skin the telltale ownership mark has been removed— pitiful cadavers whose life-force, brutally torn from agonized flesh, has been offered up in sacrifice to the Triple Lord of Chaos”.

Lin Carter, Thongor at the End of Time.

- **Permanent Focus:** The caster must undertake ritual tattooing to permanently inscribe the details of the spell on his or her person

- **Casting Time:** The spell will take at least 2D6 hours of meditation, chanting, dancing etc. to correctly execute

- **Ritual Sacrifice:** An animal (of at least the size of a lamb) must be sacrificed prior to casting

- **Lunar:** The spell may only be cast during a specific phase of the moon

- **Personal Ordeal:** The caster must fast for 2D6 days



Spells of the Third Magnitude

These are incredibly rare in any game. These spells bring about natural disasters and terrible curses spanning generations. Such spells cost 14 Power Points, or 10 if a second casting requirement is selected.

Spells of the Third Magnitude are always Thongorean Action Resolution rolls.

Third Magnitude Casting Requirements

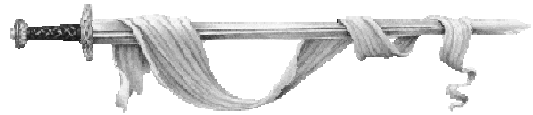
- **Personal Ordeal:** The caster must undertake ritual scaring and/or mutilation to achieve the right frame of mind for casting
- **Ritual Sacrifice:** A sentient being must be slaughtered to empower the spell (a beautiful wench would be most suitable but they tend to have hairy barbarians trailing behind them that frequently take issue with the whole sacrificing deal)
- **The Stars ARE Right:** The spell may only be cast on a specific day of the year when the necessary stars and planets are correctly aligned
- **Place of Power:** There is only one place known to man where this spell may be cast and guess what? It's not close!
- **Demonic Transformation:** Casting the spell will permanently (maybe) transform the caster into some horrible demonic form with an even more clichéd maniacal laugh

Example: Vulkfind the Black is planning to raise a volcano in the middle of the heroes' home town. The GM rightly assesses this spell as being of the Third Magnitude and (as Vulkfind is an NPC) selects 'The Stars ARE Right' as the casting requirement, which means the PCs only have 30 days to stop the evil sorcerer before the coming eclipse spells their doom!

Recovering Power Points

The caster recovers 4 points of power spent to create First Magnitude spells at noon or midnight (the sorcerer makes the choice but must live with the choice for the duration of his or her casting life) every day.

Power spent in the creation of Second and Third Magnitude spells is recovered at the rate of 4 points per lunar month (usually the first night of the full moon but the sorcerer may choose his or her phase). Additionally, whenever the sorcerer casts Third Magnitude magic, a point of Power is **permanently** lost. This loss of a power point can be exchanged for the loss of an attribute point instead – it could represent aging and so reduce the Magicians Appeal by 1, for example (down to negative numbers if necessary).



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. (see the section on The Nineteen Gods for information about the various gods and their domains). The GM is the final arbiter on the spells that a god might be able to grant to his priest. In some cases the domain is unknown. This gives a little leeway for players to come up with their own domains.

Priests can call upon their god to grant a spell a number of times equal to the Priest's rank in the career. The player describes roughly what he wants the spell effects to be and the difficulty (see Action 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 who is 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.

Dark-Lords are usually for only for npc Druids as they often require a sacrifice at the time the Druid

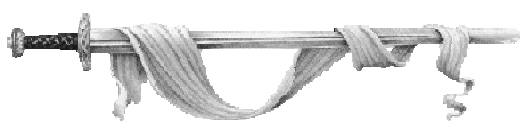


re -

turns to his Temple, to replenish his spell points.
Example of priestly spells

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, 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

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 anthanors, 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 to Alchemical preparations as they do for Magicians and their spells.

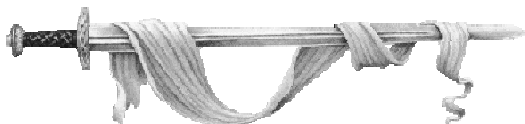
However, alchemy is not an immediate thing - it takes days for powders, potions and so on or even weeks to create some items like floaters and stronger weapons and armour.

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!

*****REVISED ALCHEMY RULES TO FOLLOW SHORTLY*****

"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 boupnar-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.



SAMPLE CHARACTERS

KRONGAR THE MIGHTY

A powerfully built Barbarian from the Northern Lands of Valkarth. Follows in the footsteps of his kinsman, Thongor.

STRENGTH 4 AGILITY 0
MIND 0 APPEAL 0

BRAWL 1 MELEE 2
RANGED 0 DEFENCE 1

BARBARIAN 2 SOLDIER 1
THIEF 1 GLADIATOR 0

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

PELLEM PHARN

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

STRENGTH 1 AGILITY 2
MIND 0 APPEAL 1

BRAWL 1 MELEE 2
RANGED 1 DEFENCE 0

NOBLE 1 SOLDIER 1
SLAVE 0 GLADIATOR 2

HIT POINTS 11 HERO POINTS 5
ARMOUR 4 (Mail Shirt 3 Helm 1)
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 AGILITY 1
MIND 1 APPEAL 2

BRAWL 0 MELEE 0
RANGED 1 DEFENCE 3

MINSTREL 1 SCRIBE 1
PHYSICIAN 1 MAGICIAN 1

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

ARGOL ARRAN

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

STRENGTH 1 AGILITY 1
MIND 1 APPEAL 1

BRAWL 1 MELEE 1
RANGED 1 DEFENCE 1

THIEF 1 MERCENARY 1
ALCHEMIST 1 BLACKSMITH 1
HIT POINTS 11 HERO POINTS 5

ARMOUR 4 (Leather Coat 2, bracers 1, boots 1)
WEAPONS Sword d6+2, Knife d4+1, Sling
d4+1

MOLINA GOTH

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

STRENGTH 1 AGILITY 3
MIND 0 APPEAL 0

BRAWL 1 MELEE 2
RANGED 1 DEFENCE 0

FARMER 1 THIEF 1
PIRATE 1 MERCHANT 1

HIT POINTS 11 HERO POINTS 5
ARMOUR 5 (Leather coat 2, boots 1, bracers 1,
helm 1)
WEAPONS Sword d6+2, Knife d4+1

FLORA & FAUNA

Arlid

A very hard black wood, similar to teak. The Arlid 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 un-killable, except by mighty heroes.

Dream Lotus

A flowering plant which produces a dream-inducing drug, often sought by Magicians and Alchemists.

Dwark

The dread 'Jungle-Dragon', a massive monster of the Chush jungle-lands. Possibly similar to what we now call a 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 wigs 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 OF LEMURIA

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 Great 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 Zadak. In addition each tribe boasts its own spiritual leader and doctor, called a shaman.

Blue Nomads as characters

Blue Nomads are a viable choice for a player-character. They get an automatic bonus of +2 on Strength, but any one of their other attributes (players choice which) has a -1. Barbarian must be first choice of career and requires at least 1 point spent in it. Blue Nomads do not make good Magicians, Alchemists, Physicians, Nobles, Minstrels, Serving Wenches or Scribes and so if they want to choose these careers, the points cost is doubled. They call their Priests, Shamans.

Dragon-Kings

Called Narghasarkaya in the ancient

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--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...

So men built Nemedis, the first city--and fought the Dragon Kings for dominance of Lemuria! Thus began the 1000 year war! And so at first the Dragon Kings were successful--and men hid behind the walls of their cities--in Nemedis and Althaar, in Yb and Yaodar! And then--one night in a mighty storm wherein the sky rained down torrents of lightning--Father Gorm appeared to Lord Thungarth o'er the walls of Nemedis...

"Alone, you can never defeat the Dragon Kings, my child! Behold--the Star Sword! In its steel--the power of the Nineteen Gods have been sealed for all eternity! Use it to defeat the Dragon Kings!"

And so at Grimstrand Firth, Thungarth and the Star Sword shattered the Dragon Kings! Yet in that battle, mighty Thungarth died, the broken Star Sword in his hand!

Lin Carter; The Wizard of Lemuria

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 strength and 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 apelike 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 First-

born! 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 de-ranked 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.

These creatures apparently dwelled in the Eastern Lemurian desert, 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.

Perhaps they might be the female counterparts of the Man-Serpents?

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

“Thus did the Unknown One create the Nineteen Gods, even Gorm the Father of the Stars and Great Tryphondus, Aedir the Sungod and Tiandra the Lady of Fortune, Diomala of the Harvest and Illana the Moon-Lady, Karchonda of the Battles, Dyrm the Stormgod, grim Avangra and Erygon and Iondol the Lord of Song, Aslak the Godsmith, Pnoth Lord of Aeons and Althazon the Divine Messenger, Nergondil and Aarzoth the Windlord, Shastadion of the Sea, Zath-Lomar and Bright Balkyr. Into their hands He put the force of nature and the rule of things... and Lo! The world was.”

The Lemurian Chronicles

Lin Carter, Thongor at the End of Time

***Balkyr:** the Bright; All Hallowed Lord of Light

***Diomala:** God (Goddess?) of the Harvest

***Dyrm:** The Storm God; Lord of Lightning

***Erygon:** (Unknown)

“From hidden reef and fickle wind
And changeful tides, preserve us;
And from dragons of the deep,
O, Father Gorm preserve us”

Lemurian Seamen’s Prayer

Lin Carter, Thongor fights the pirates of Tarakus

***Gorm:** The Father of Gods. He created the Star Stone and gave the first Star Sword to Lord Thungarh 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

* **T r y p h o n d u s :** (Unknown)

* **Z a t h L o m a r :** (Unknown)

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

Those asterisked are the Nineteen Gods. Others are other deities mentioned, either the Dark Lords (like Slidith), demons or older deities (such as Baroumpfar).

Where the Domains of the various gods are mentioned in the books, these are noted. Priests and Druids can perform magic according to the Domain of the god they have chosen to worship. (See the earlier section on Priests & Druids for more information).

“The naked virgins on thine altars plead
As scarlet flame on pallid flesh doth feed!
Lord of the Fire, drink down young lives like wine,
Hearts, limbs and breasts - their very souls are thine!

The Rituals of Yamath

Lin Carter, The Wizard of Lemuria

LEMURIAN TERMS

Black Druids: Dwell in Zaar (The City of Magicians). They try to emulate the evil 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 and therefore very valuable

Crown of Tsargol: The magnificent flagship of the Tsargol Fleet.

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 alchemist 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 labelled with the directions that they govern. The higher the levers are pushed, the stronger the rotors drive the craft. The crafts are able to reach speeds of around 50 mph

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

Nemedis: Thongor's floater, in which he escaped from the Tsargol arena with Kora and Karm Karvus

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. Scribes would love to get their hands on this, but usually have to make do with copies of individual pages, which themselves are rare

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

Sithurl: A gem that Iothodus found could store 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 alchemical process known only to a few Alchemists. First discovered by the Alchemist Oolim Phon

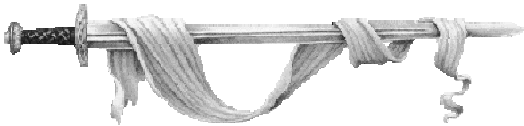
Vorn: A unit of distance of about a mile

Warbow: A massive and powerful bow, made from beast horn and used by the Blue Nomads. Requires a minimum of 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.



LEMURIAN 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. Ald Thurmis was a native of the Dragon City of

Thurdis and fellow thief and mercenary of Thongor. Weeks before the evil priest Kaman Thuu hired Thongor, Ald had been hired to sneak into the wizard Athmar Phong's mansion and steal the Mirror of Zaffar only to get captured by the Demon of Zangabal and tossed into the dungeons. Forgotten and left for dead, Kaman Thuu hired Thongor to do the job, but he also wound up in the dungeons. Thongor escaped and Ald went with him, the barbarian later saving his life by killing Athmar Phong. Eight months later Ald repaid the favour by springing Thongor from the dungeons of Thurdis after being arrested for murder of a captain in the army.

Arzang Pome: (Exiled) Sark of Shembis

Athmar Phong: A corpulent wizard capable of teleportation (or assuming gaseous form, it's hard to say), reading thoughts, summoning and commanding the Demon of Zangabal, and slowly transforming people to stone for his amusement. He attracted the ire and the jealousy of the priest Kaman Thuu due to his possession of the Mirror of Zaffar. Thongor managed to break the mirror with a magic amulet and the enraged demon within the mirror escaped to have its revenge on Athmar Phong, crushing him into nothingness

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

“ 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



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 Tal-

lan, a minor noble of Patanga and servant to Mar-donax

Drugunda Thai: Sark of Tsargol, until slain 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

Jorn Jovas: A young Otar of Tsargol, who was first aboard the Crown of Tsargol after it returned to port with its crew dead or mad as a result of evil magic.

Jomdath Jegga: (Exiled) Blue Nomad, Chief of the Jegga Tribe

Kaman Thuu: A priest of the Seven Gods of Zangabal and rival of the evil wizard Athmar Phong. He hired both Ald Thurmis and Thongor to steal the

Mirror of Zaffar from Phong for reasons unknown. However, judging from his general level of creepiness and the fact that the mirror contained the essence of a Prince of Hell, his motives can't have been entirely honourable. He presented Thongor with the Shield of Cathloda, a protective mystical charm, which he ultimately (and contrary to Thuu's wishes) used to destroy the mirror.

Karm Karvus: Karm Karvus was a prince of Tsargol and would have been rightful Sark of that city if not for the evil Drugunda Thal and his chief druid Yelim Pelorvis. A captain of the royal guard, he was thrown into the dungeons after Thongor escaped capture and threatened Drugunda, but the real reason was the evil Sark of Thargol had long hated Karm Karvus's family and seized the opportunity to be rid of his young rival. Fighting side-by-side with Thongor in the arena, the two of them rescued the girl Kora and escaped in the floater, Nemedis. From then on he assisted Thongor and Sharajsha in defeating the Dragon Kings, often piloting the Nemedis. Sarkaja Sumia seemed attracted to him even though he was sort of bat-like and ghoulish looking.

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

Kora : A peasant girl used by the people of Tsargol as bait to lure out the dreaded rare Zemadar in the arena of death. It was the duty of condemned men to fight in the arena and attempt to save the sacrificial victim if they could. After escaping from the arena in the Nemedis, the heroes kindly dropped Kora off at her village

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 End of Time. One of the Nine

Mugchuk: 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

Norgovan Thul: Lord High Admiral of Tsargol, found driven mad as a result of vile sorcery, on his ship along with the crew when it returned to port.

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 fop-pish but an excellent swordsman

Prince Kazan: A 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 Red-beard'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. Sharajsha of Zaar was a powerful Lemurian sorcerer capable of firing bolts of mystic energy, creating shrouds of impenetrable darkness, casting realistic illusions, levitating objects, and scrying the future in his mystic mirror. He also used a harmless looking power to knock out a Tyrannosaurus Rex (Dwark) However, like a lot of Magiciand, Sharajsha suffered from being rendered effectively powerless when his hands were bound, unable to cast his spells. He had a hideout in the foothills of the Mountains of Mommur near Chush. Thongor's guide and mentor, it was he who repaired the flying ship, and bathed the Star Stone in the Eternal Fire to recreate the Starsword

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

Sumia: Rescued by Thongor from the Yellow Dru-

ids of Patanga, she adventured with him and became his lover and later his queen. Sarkaja Sumia of Patanga inherited her father's kingdom upon his death at the hands of the Arch-druid Vaspas Ptol, but was unable to rally her people against the evil Yellow Druids. Vaspas Ptol attempted to force Sumia to marry him three separate times in order to consolidate his rule even to the point of physically coercing her, but Sumia remained steadfast. She met Thongor and Sharajsha in her own dungeons where they were prisoners awaiting sacrifice. Escaping with them in the Nemedis and nothing left for her in Patanga, Sumia decides to accompany them to fight the Dragon Kings

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 Tharn and Charn Thovis from drowning

Tharn: 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 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 vile 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 IN LEMURIA

Althaar: Centre of the Jegga Tribal lands

Black Mountain: A tall mountain to the east of Vodashpa

Cadorna: City on the west coast, in Kovia, 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: City known for its leaf-bladed fighting knives

Great Plains: Vast prairie, home to the Blue Nomads

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

Kathool: City, north of Patanga and just south of the Mountains of Mommur

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

“...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

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

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 Slogrs and owned by the Red

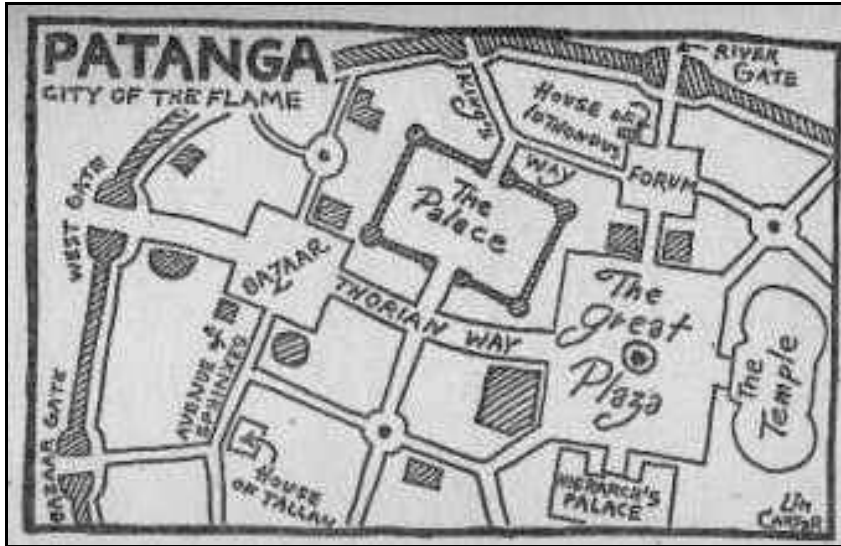


Map of a part of Lemuria by Lin Carter

Druids

Pasht: Dangerous swamplands to the north of Cadorna

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



Map of a part of Patanga by Lin Carter

Pelorm: City on the Gulf of Patanga

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

Vodashpa: City 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: City on the Gulf of Patanga

Zharanga-Tethrabaal: The Great Ocean

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.



THE ART OF GAMESMASTERING

The GM has a big job on his hands. He has to know the rules pretty well, has to design the scenarios and has to be ready to react to the actions of the players and apply common sense when the rules don't provide an answer. It isn't just his job to make a fun game, that responsibility is shared by both the GM and the players.

If you've run games before, then you probably know many of the tricks that you can use to keep a game going and to keep the players interested. However, if you are new to running a game session, then the following paragraphs will help you. Even if you have been a game master in other games, you might find something helpful for your Barbarians of Lemuria campaign.

Applying the rules

Barbarians of Lemuria is not primarily about rules. It is primarily about drama, action and telling a good story. The rules are there to provide a structure to your game sessions and to provide some of the answers to what will happen when characters do things. The rules cannot possibly contain all of the answers though.

The idea is to get into the habit of choosing the times when to apply the rules strictly and when to ignore the rules, for the benefit of the story. The dice, for example, are good to build an element of surprise into the actions of the players, but sometimes, when your scenario demands that the characters succeed, asking the players to roll dice can be a disaster if they fail.

A good rule of thumb, is often not to let the roll of a dice determine whether a character succeeds or fails in a task, but to determine the level of success or failure. So, say a character is seeking information vital to the next part of the scenario but fails the roll, you could decide that he picks up a few hints or finds out that some other person can help him, but he doesn't discover everything he wanted to know. Thus the game doesn't stumble to a complete halt, the players still have some leads and openings to continue the adventure.

GM characters

There is sometimes the temptation to create a npc to go along with the player characters. This is sometimes necessary, especially if the players are short of

a player for some reason, especially if they are lacking a character of a particular Career between them. However, you must always remember that the player characters are the heroes. The scenarios should focus upon them and their exploits, not on the characters that you create. Keep your characters in the background, unless the players bring them to the fore or ask about them. Don't spend long parts of the game session describing what your characters are doing.

Don't railroad

Players are clever and often come up with ideas that you hadn't considered. Their characters sometimes go off in directions that you couldn't possibly have detailed in your scenario. The thing not to do here is to try to force them back on track by making it impossible for them to go any further unless they do what you want them to do. In fact the whole point of role-playing is that it is a game about choices. The players are free to go beyond the boundaries that would otherwise be imposed by other types of game.

You can use various tricks to get the players back on track, if you need to. They could meet some person along the way or they could find a clue that puts them back on course. Better still, let the players go where they will and do what they want. You can tweak your scenario to suit. If the players didn't know what was in your scenario in the first place, it can't hurt to change it. You can cut out the less important parts of your scenario if you need to, or bring them back in later on.

Adventures

Barbarians of Lemuria is a game all about adventures and quests. Adventures can be one-off scenarios that begin and end after an evening's play. They can be designed like short stories, each of which starring the same cast of characters (maybe with a slightly changed cast, if players can't make it, or new players come along). Best of all though, is when adventures are linked in some way and so that what went in the last adventure has a bearing on the next one. These are called campaigns.

Designing adventures can be a bit daunting. The thing is, you shouldn't bust a gut over it. The more it is planned out, the less easy it will be to play. There are some sample adventures near the end of this book, to give you a feel for the type of thing that makes a good Barbarians of Lemuria adventure.

The beginning adventures can be simple tasks given by a mentor like a npc Magician or Noble. However, after a while this approach will get a bit stale, so you may need to vary it. There are many ways to do this.

If a one of the players is a Priest, you could say he receives some sort of vision from Gorm or some other god. This vision could be in the form of a riddle or a just a faraway place or event. A Hunter could come across something out in the wilderness or jungle, - strange tracks, an unknown creature or a dead body. A Minstrel from some distant part of Lemuria could come to Patanga, or wherever the characters are based tale of ancient ruins and buried treasure and that could lead to a new adventures. Be creative. Once you begin differing the way to introduce scenarios to the players, you will start to develop a campaign structure to your games.

Campaigns

Campaigns are a series of adventures that usually have a common thread or greater goal, that strings the adventures together. Campaigns tend to have common elements throughout the adventures. These elements may be that there is an ultimate aim for the players - maybe they are trying to track down one very powerful foe and each adventure brings them clues that bring them closer to their enemy.

Maybe the characters have their own personal agendas - a Noble might want to become the Sark of a city or the Emperor of Lemuria, a Pirate might want his own galley and an Alchemist might want to find some great secret formula. These are the characters long-term goals and so they should be working towards these goals anyway. They make a fantastic way for GMs to come up with adventures that the players would be really keen to play.

Players might have other ideas for their characters and often these are a great source of material for GMs struggling to come up with adventures of their own. Don't be afraid to plunder the players ideas for campaigns and adventures. It means they have a lot more personal stake in your game. Campaigns work best when the player characters have lives of their own too and where you play out sessions that have a real meaning for their characters.

SAMPLE SAGAS

(Thongor*) the Gladiator

*insert one of the character's names here

Prisoners!

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 ver

heavy requiring a Thongorean 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 Thongorean 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 packed crowd of people, savage roars and growls 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).

" 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

Alternatively, characters can find their way out along a few passages and up some steps, only to find they are at the gate to the arena itself! In this case, they will see a young girl tethered to a post, with a savage jungle-beast just being let out of a gate at the opposite side of the arena. Heroes would, in these circumstances, leap into action to save the girl.

Into the Arena!

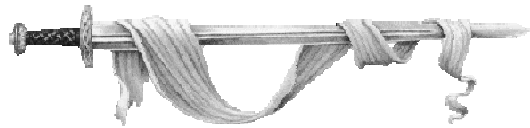
The Heroes will eventually be brought down the long tunnel to the entrance of the Arena. They will see the high walls around the sandy floor (there are some slaves carrying bodies away and dark stains on the sand). The crowd around the Arena is hushed, awaiting the next battle for their entertainment. 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. Make it as tough as you think the Heroes can handle - plus some. Example stats for a Zemadar are included at the end. 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 Agility 0 Mind 0 Appeal 0
 Brawl 1 Melee 1 Missile 0 Defence 1
 Soldier 1
 Hit points 5
 Armour 3 (Leather coat 2, Helm)
 Weapons Spear d6, small shield

ZEMADAR

Strength 10 Agility 2 Mind 0 Appeal n/a
 Claws 3 d6+8 (x2) Fangs 0 d6+8 (+ poison)
 Tail 0 d8+8
 Defence 0
 Attack with all 4 attacks -4 per attack
 Attack with 3 attacks - 2 per attack
 Attack with 2 attacks 0
 Attack with 1 attack +2 (agility)
 Hit Points 20
 Armour (hide 3)

(Thongor*) and the Island of Doom

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 Doom, 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 of Doom

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 dense 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 that 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.

'Below the Gulf of Patanga, aye, where it mingles with the immeasurable waters of Yashengzeb Chun the Southern Sea, there stands a great promontary of rock whereon is builded Tarakus the Pirate City, a lawless and bloody realm that knoweth no rule save the lust of gold. Therefrom, in the long years ahead, a peril shall rise up to enshadow the Cities of the West, so beware O Thongor....take warning and beware.'

The Great Book of Sharajsha the Wizard

Lin Carter, Thongor fights the Pirates of Tarakus

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.

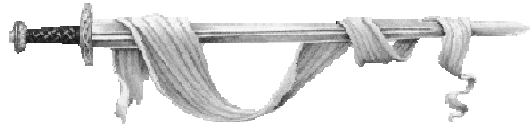
There is a dark overgrown altar in the centre of the temple. Beneath the altar (moved as a 'Mighty' task using strength) is a set of dark ancient steps leading down. At the foot of the stairs is a trap (a loose step), which releases a block from the ceiling above.

The trap can be spotted by a Mind roll (plus any appropriate career, say Thief) as a Thongorean 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 centre of the chamber contains a huge statue to Thaumungazoth, 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 Agility 2 Mind 0 Appeal 1
Brawl 2 Melee 1 Missile 0 Defence 1
Pirate 2
Armour 2 (battle harness 1, boots 1)
Weapons Cutlass d6+2, Knife d4+1
Hit Points 11

THE PIRATES

Strength 0 Agility 1 Mind 0 Appeal -1
Brawl 1 Melee 1 Missile 1 Defence 1
Pirate 1
Armour 0 (None)
Weapons Cutlass d6+1, Knife d4
Hit Points 5

THE CANNIBALS

Strength 1 Agility 0 Mind -1 Appeal 0
Brawl 0 Melee 0 Missile 1 Defence 1
Hunter 1
Armour 0 (none)
Weapons Spear d6 + 2 Blowpipe 1 point (+ poison)
Hit Points 6

LARTH

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

XUTH

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

