

CITADEL BEYOND THE NORTH WIND



LEGEND COMPATIBLE

CITADEL BEYOND THE NORTH WIND

CREDITS

Author

Morten Braten

Development

Darren Pearce

Editor

Matthew Sprange

Layout

Will Chapman

Cover Illustration

Tom Garden

Interior Illustrations

Amy Perrett, Jason Rosenstock

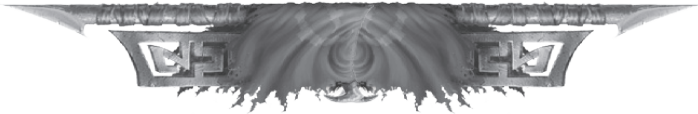
Maps

Amy Perrett

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INTRODUCTION



*Haunted by ill angels only,
Where an Eidolon, named Night,
On a black throne reigns upright,
I have reached these lands but newly
From an ultimate dim Thule -
From a wild weird clime, that lieth, sublime,
Out of Space - out of Time.'*

- Edgar Allan Poe: Dream-Land

In the World of Xoth, there is a land far to the north, past the black hills of Lamu and beyond the frozen moors of Tharag Thule. It is a dreary land of mist and thunder, and the white people of Yg have dwelt there since ancient times.

Across this land, on towering hilltops and beside fog-shrouded lakes, stand somber granite castles, and therein dwell the princelings and tyrants of Yg with their countless thralls and slaves and subjects. The free men of Yg tremble when fools dare to utter the name of Arkanth Mal, for he is the greatest and oldest of the tyrants of this primeval land. He is the witch-king of Galuga, grand master of necromancy and alchemy.

Yet there are times when drunken bards in the smoke-filled taverns of Tartuun dare to sing the forbidden song of the witch-king and his first consort, Eliyh. In his youth, the bards say, Arkanth Mal left the land of Yg and wandered east of the mountains to study sorcery. Among the Easterlings he met the witch Eliyh and was enraptured by her charms. The two dwelled in the east for several years, sharing many earthly pleasures and sorcerous secrets.

But when Arkanth Mal returned to Yg in the west, he was alone, for Eliyh was not by his side. Soon thereafter, Arkanth Mal took as his wife Verina, a princess of Lamu. Using the plentiful gold from her dowry, he purchased the loyalty of the grim hill-men of Natla.

The sorcerer and his army conquered vast tracts of the land of Yg in a series of bloody battles and protracted sieges. In the end, Arkanth Mal reigned supreme among the tyrants of Yg from his citadel of Galuga, and the princelings were forced to pay tribute to the witch-king.

However, at the moment of the sorcerer's triumph, while he was away on his last campaign, Verina fled from Galuga for unknown reasons, and returned to the realm of her father in the south.

And now, the bards of Tartuun whisper, the witch-king of Galuga seeks a new queen. For the minions of Arkanth Mal sweep across the borders of Tharag Thule and Lamu, slaying men and taking only young women as slaves back to Galuga, the Citadel beyond the North Wind!

SECRET HISTORY: TEARS OF THE TYRANT

Yet all is not what it seems, for the story of Arkanth Mal and Eliyh is a tangled tale of passion, betrayal, horror, madness, death, and undying love.

For as the bards whisper, Arkanth Mal was alone when he returned to Yg after his stay in the realm of Zamar, east of the mountains, where he had loved and lived with Eliyh for years. But the bards do not know whether the warlock abandoned his consort, or whether the witch chose to remain in her own realm.

Nor do the bards of Yg know that while Arkanth Mal established his kingdom in the west with the aid of the hill-men of Natla, Eliyh in the land of Zamar received a visitation from the lord of Naath, a far northern region. Known as Boras, the White King, this fair-skinned, golden-haired monarch seduced Eliyh, and in the years that followed she gave birth to several children; two sons and two daughters, and life on her estate in Zamar was filled with joy and laughter.

But Eliyh's happiness did not last. Boras was not what he seemed. (For more information, see the chapter on Naath at the end of the module.) Upon discovering his true nature, Eliyh lost her mind. The two clashed in a mighty confrontation that ended with the death of Eliyh. Boras fled the land of Zamar and returned to Naath.

However, the witch had made preparations in the event of a violent death. While her body was destroyed, her soul was preserved in a golden vessel, the Ark of Zamar, which she had crafted from precious metals gifted to her by Arkanth Mal.

The news soon reached the lord of Galuga through Eliyh's familiar, a great white snow owl. Arkanth Mal sent the hill-men of Natla to retrieve the Ark of Zamar from the east, while he perused his sorcerous tomes seeking a way to resurrect his beloved former consort.

On the green-tarnished copper scrolls of Zothras, the witch-king discovered a ritual of reincarnation. Eliyh's soul could be made to take possession of the body of a woman of similar appearance and physical perfection. And so Arkanth Mal is now sending his slavers south and east, across the borders of all neighbouring realms, to find a new body for Eliyh's soul.

Yet the witch-king faces other vexations. Even if he succeeds in restoring Eliyh bodily, she is still insane from her last encounter

with Boras, and needs her mental facilities restored as well. And then there is the matter of revenge against Boras. Who knows what evil plans the mysterious White King has for Eliyh's four children, whom he holds captive in the nighted land of Naath?

STARTING THE ADVENTURE

Here are some hooks to get the adventure started.

- The PCs come upon a village in northern Lamu or Tharag Thule, where recently, the young men have been slain and a group of women have been taken captive by slavers of Yg, who are now heading back to the citadel of Galuga. The old men and women of the village who survived the raid turn to the player characters for help, asking the PCs to free and bring back the captives.
- The PCs encounter Herjar, a hunter who has captured a great white snow owl. Unknown to the hunter, this is Kara, Eliyh's familiar, who now roams the land of Yg, awaiting the return of her mistress. The hunter is mistreating the bird, attempting to wing-clip it in order to prevent its escape. If the PCs intervene and treat the bird well, it may lead them towards Galuga, where they will be received as potential allies rather than enemies by Arkanth Mal. Herjar's companions, a rogue band of hunters and trappers, will attempt to waylay the party before they get to Galuga.
- The PCs have been defeated in battle by warriors from Tharag Thule (use this approach only if the players have actually been defeated during play, in a fair battle - there are few things players dislike more than simply being told that they have been captured). The PCs are brought to the slave-market of Tartuun where they are purchased by slave-procurers from Galuga. In this scenario, the PCs must escape from the sorcerer's citadel, rather than infiltrate it.

DEVELOPMENT

This module is a regional sandbox, wherein several site-based adventures can take place. Play can develop in many different

directions depending on the initial setup chosen to bring the player characters into the action, and by the decisions taken by the player characters during play.

As the player characters explore the land of Yg, the border-town of Tartuun, and the citadel of Galuga, they learn more about the region and its non-player characters, and make friends and enemies along the way.

Initially, the witch-king Arkanth Mal should be portrayed as a villain that deserves nothing more than cold steel through his gut. But as the PCs delve deeper into Galuga and possibly encounter the witch-king himself, they may discover that Arkanth Mal is perhaps the lesser of several evils.

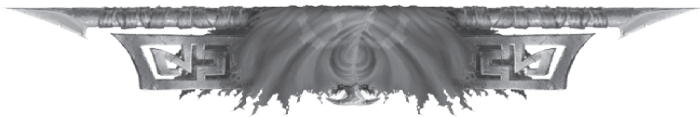
THE SETTING

The adventure takes place in the World of Xoth, an original sword and sorcery setting inspired in part by Howard's Hyboria, Smith's Zothique, Leiber's Nehwon, Carter's Lemuria, Saunders' Nyumbani and the Wilderlands from Judges Guild.

The World of Xoth, like other sword and sorcery settings, differs in many respects from the 'high fantasy' milieu assumed by the core rules. Here, the world is dominated by human races; other races (usually degenerate survivors of an earlier age) and supernatural monsters exist only in hidden or lost enclaves far from human civilisation. Combat is bloody and brutal, and magical healing is limited or does not exist. The use of real magic or sorcery is uncommon, and when used its effects tend to be subtle. Sorcerers are almost always villains, tainted by cosmic evil. Permanent magical items are extremely rare, and never for sale.

To establish the proper atmosphere for the adventure contained within this book, Games Masters are strongly encouraged to visit the website at <http://xoth.net/blog> for more information about the setting, additional rules and guidelines, and links to even more material.

THE LAND OF YG



Far to the north, beyond Lamu and Tharag Thule is the land of Yg. The land is flanked to the west by the nigh-impenetrable Frozen Forest and to the east by the Rogal Mountains which rise to form a natural border between Yg and Zamar. The tallest peaks, called the Peaks of Ig-Hjel, are in the north, while the Hills of Natla are nestled on the low eastern slopes of the mountains.

The land has many lakes, of which Lake Vanas is the largest. Many fishermen eke out a living along its mist-shrouded shores. On the north side of the lake are the dreaded Moors of Sul.

Weather and Climate: The land of Yg has a milder climate than regions to its east and west, and even south. The 'mist and thunder' spoken of by foreign travellers are actually confused accounts of steam and smoke issuing from hot springs, and rumblings from beneath the ground and from hills and mountains. While dangerous and unpredictable, the numerous hot springs heat the land and enable a more temperate flora and fauna to survive, giving the land a reputation for being 'beyond the North Wind' by the men of the south.

Seasons: Springs and autumns are generally dreary, grey and wet. Summers are short and hardly distinguishable from springs, with frequent rainfall and mist. Winters are dark, but temperatures are rarely below freezing and precipitation mostly falls as rain rather than snow.

Law: The tyrants of Yg rule with iron fists from their fortresses, but often delegate local rule in towns and villages to aldermen that are responsible for collecting taxes, levying troops and administering justice. Crimes are punished harshly; thieves get their noses or

LAND OF YG

Climate: Temperate to Cold

Terrain: Hills, Forests, Lakes, Moors

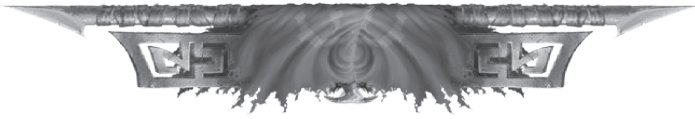
Random Encounters (d20)

1. Slavers of Galuga
2. Severe weather (heavy rain, hailstorm or rockslide)
3. Wolf or wolf pack
4. Bandits
5. Village or hunter/trapper camp
6. Hill-men of Natla
7. Messenger of Arkanth Mal or other Tyrant of Yg
8. Noble with entourage (all mounted)
9. Abandoned camp
10. Giant stag
11. Murder of crows
12. Corpse of man or beast
13. Sheep-herders
14. Barbarian raiders from Tharag Thule
15. Pack of wild dogs
16. Traders of Lamu
17. Half-buried box of goods
18. A caravan in trouble, usually with a broken wheel.
19. Rambling madman
20. Party of travellers, could well be adventurers returning from a successful or unsuccessful adventure

hands cut off, while murderers are hanged or sentenced to thralldom for life.

Religion: The gods of Tharag Thule are known and worshipped to some extent here, but the native faith of the men of Yg is that of the 'Gods of the Land' (see the appendix for more information), who are believed to inhabit old gnarled trees, weirdly shaped hills, and murky lakes. Most of the Tyrants of Yg, including the Witch-King of Galuga, tend to ignore these cults as long as they do not interfere with politics.

BORDER TOWN OF TARTUUN



The southern foothills of Yg form a natural barrier against Tharag Thule. A well-worn trail, travelled by merchants, hunters and slavers alike, winds north through the low hills, towards the gates of Tartuun. The town is surrounded by a wooden palisade and ringed by a shallow moat. A dozen public buildings are made from stone, but the majority of its people live in small wooden houses.

LOCATIONS IN TARTUUN

The most important locations and non-player characters in Tartuun are described below.

Moat and Palisade: The moat is three metres deep and the wooden palisade wall is five metres tall.

North Gate: This is where the men and women from the other towns and villages of Yg arrive to barter their produce in return for crafted items from southern lands.

South Gate: Tartuun thrives on trade with Lamurans and to a lesser extent with Tharag Thulans, who are as likely to raid as they are to trade, so the southern gate is usually wide open, except at night and during special holidays. In any event, the gate and the adjoining market square are always guarded by a dozen or more warriors and mercenaries.

Market Square: The large market square is located close to the south gate. Among those hawking their wares here are the following:

- Merchants dealing in diverse products such as amber, mammoth tusks, grain, cotton and timber. There is a 20% chance that any of these traders will be dishonest and attempt to trick their customer in some way.
- Horse-traders from Lamu; among them is Jarkel, a Spy of Arkanth Mal.
- Hunters selling pelts; these include Herjar (Male Woodsman) and his band of 4-12 hunters and trappers (male Nomadic Woodsmen and Thieves). Herjar has made a rare catch, a large snow owl with perfect white feathers, which he intends to sell for no less than 1,000 SP. This bird is actually Kara, the familiar of Eliyh the Witch. It was Kara that brought the news of Eliyh's destruction to Arkanth Mal, but thereafter the bird returned to

THE BORDER-TOWN OF TARTUUN

Size: Village

Population: 500 (70% Men of Yg, 30% Other)

Government: Council of Elders headed by Alderman

Armed Forces: 50 medium infantry, 25 horsemen, and 25 mercenaries

Notable NPCs: Thrunar, village elder; Grinnar, drunken bard; Jarkel, horse-trader and spy; Hanthraf Nish, chief slaver; Herjar, woodsman.

the wild. The witch-king seeks the bird-familiar, for he believes he will somehow be able to communicate with the insane witch through it.

Slave Market: A small market for slave trade is located in a small square adjoining the larger market square. The slave-traders include:

- Orthar (male Nomadic Warrior), a native of Zamar. Orthar is the trusted henchman of Hanthraf Nish, a powerful slave-lord who dwells in a fortified camp in the hills northwest of Tartuun.
- Khetil (male Decadent Thief), a slave-procurer sent from Galuga to purchase female slaves for Arkanth Mal. He carries a purse containing 4,000 SP, and is accompanied by a single hill-man of Natla acting as his bodyguard, and otherwise relies on the name and reputation of his master for protection.

The Red Elk Tavern: This large stone building is the main gathering-place in the village. The interior walls are decorated with stag antlers and wolf and bear pelts. Curiously, from a wooden beam in the bar hangs a cluster of yellowed human skulls with filed teeth on a rawhide thong. Sturdy wooden tables are placed in a half-circle around a big fireplace. The tavern is a place to gather information, to be entertained, and to encounter spies and troublemakers. Among the people seen here are:

- Nirgal (male Nomadic Woodsman) is the owner of the tavern; he also works in the bar. Nirgal is a grizzled, middle-aged man with a dark past; he needs no hired guards, for even the unruly barbarians of Tharag Thule regard him with a mixture of fear and respect due to the rumours about the old man: It is said that when Nirgal was young, his parents were snatched by a band of Ma-Gu, the 'Hungry Ones' who dwell west of the Frozen Forest. Swearing revenge, the orphan went alone into the land of the Ma-Gu. Nobody expected to see him alive again, but three years later, he emerged from the Frozen Forest, clutching the severed heads of several Ma-Gu warriors, but refusing to say a word of what had happened. With a small set of curiously shaped gold figurines he purchased the tavern from its previous



owner and settled down in Tartuun, living as a peaceful man ever since.

- Haga the Wench (female Civilised Thief), a lusty, dark-haired beauty who can hold her own in any drinking-contest with the customers.
- Drunken barbarians from Tharag Thule (male Savage Warrior), looking for trouble.
- Grinnar (male Decadent Bard), the drunken bard of Tartuun. He is the one that tells the tale of Arkanth Mal and Eliyh (as outlined in the first part of the introductory chapter of this module) to anyone that wants to listen, but only when he is deep in his cups.
- Any of the other NPCs from the town can also be encountered in the tavern, eating, drinking, gossiping, bartering, gambling, or fighting.

Town Hall: This sturdy stone building houses the alderman of Tartuun and other town elders. The tyrant that rules over southern Yg is Thorjar Khal (male Civilised warrior), and Tartuun is one of many villages within his domain. Thorjar Khal sends tribute to Arkanth Mal, but hates his new overlord for having slain his father when Thorjar was a young boy.

- Thrunar (male Civilised Courtier), the chief village elder of Tartuun. He is dressed in a simple tunic with elaborate embroidery, and is served by four thralls (male and female basic village types). Thrunar is terrified of doing anything that could anger his lord, and is therefore incapable of making any nontrivial decision without first sending a messenger to Thorjar Khal to ask for his instructions.
- Village elders (male Civilised Courtier); there are currently six other elders on Thrunar's council. Given that Thrunar always

depends on his lord's direct instructions, this council is largely ceremonial and all the councilors secretly resent the alderman.

Trading Station: The trading station has a small office building of stone, and a large warehouse built with timber. It houses all kinds of equipment and merchandise. Given time, the proprietor can supply almost anything found in the equipment section of the core rulebook, although the price of anything out of the ordinary will be heavily marked-up.

- Khlas (male Civilised Merchant), a rich trader that is well-connected with merchants from Lamu and Vulav.
- The proprietor employs three mercenaries (male Civilised Warrior) to watch over the warehouse.

Kolnur's Fury

This old and well-polished horn might not look like much, but locked inside the depths of this ivory and wood creation is a powerful spell which the Bard can call forth. The spell functions like a version of Wreck (see page 208 of the *Legend Core Rulebook*) and the horn emits a blasting note, which affects a target as though the Bard had a Sorcery (Grimoire) skill of 110%- the horn can be used three times a day. It also affects CON/4 (rounded up) targets.

Endless White Land



Jarkel, Horse-Trader of Lamu, Spy of Arkanth Mal (Male Decadent Spy)

	Value	1D20	Hit Location	AP/HP
STR	20	1-3	Right Leg	-/6
CON	16	4-6	Left Leg	-/6
SIZ	18	7-9	Abdomen	-/7
INT	9	10-12	Chest	5/8
POW	9	13-15	Right Arm	5/5
DEX	14	16-18	Left Arm	5/5
CHA	8	19-20	Head	-/6

Combat Actions 3

Damage Modifier +0

Magic Points 12

Movement 8m

Strike Rank +15 (+12 when armoured)

Armour: Chain Shirt. -3 Armour Penalty

Traits: None

Common Skills: Athletics 70%, Brawn 60%, Culture (Own) 93%, Dance 50%, Drive 60%, Evade 90%, Evaluate 90%, First Aid 43%, Influence 70%, Insight 79%, Lore (Regional) 83%, Perception 89%, Persistence 90%, Resilience 72%, Ride 99%, Sing 60%, Sleight 70%, Stealth 90%, Swim 50%, Unarmed 84%

Advanced Skills: Acrobatics 80%, Commerce 90%, Courtesy 92%, Disguise 90%, Gambling 80%, Language (Native) 90%, Lore (Equine care and feeding) 99%, Mechanisms 92%, Seduction 60%, Streetwise 90%, Track 99%

Combat Styles

Equine Trickster (Axe 1-H, Bow, Dagger) 98%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Hatchet	-	S	S	1D6 Bleed	3/6
Short Bow	80m	L	-	1D6 Impale	4/4
Dagger	10m	S	S	1D4+1/1D4 Bleed, Impale	6/8

Possessions: Silver necklace (worth 130 SP), small ivory statuette of Yaathra Yok carved with curious symbols (worth 1,000 SP) received from a fat trader in the crumbling stone city of Yerag, twelve heavy Lamuran horses.

Description: Jarkel is wiry, with short curly hair. He has an ugly but faded scar across his face, the result of being kicked by an unruly horse several years ago.

Tactics: Jarkel is a legitimate horse trader and has a dozen excellent Lamuran steeds for sale, but is also a secret spy for Arkanth Mal and will report anything interesting and/or extraordinary back to his master whenever the witch-king contacts his agent via a powerful Telepathy spell (see page 208 of the *Legend Core Rulebook*).

Herjar the Hunter, Master of the Wild Hunt (Male Nomad Woodsman)

	Value	1D20	Hit Location	AP/HP
STR	19	1-3	Right Leg	2/7
CON	16	4-6	Left Leg	2/7
SIZ	17	7-9	Abdomen	2/8
INT	13	10-12	Chest	2/9
POW	12	13-15	Right Arm	2/6
DEX	16	16-18	Left Arm	2/6
CHA	12	19-20	Head	2/7

Combat Actions 3

Damage Modifier +1D6

Magic Points 12

Movement 8m

Strike Rank +15 (+12 when armoured)

Armour: Hard Leather. -3 Armour Penalty

Traits: None

Common Skills: Athletics 80%, Brawn 77%, Culture (Own) 90%, Dance 28%, Drive 40%, Evade 85%, Evaluate 70%, First Aid 80%, Influence 90%, Insight 70%, Lore (Regional) 79%, Perception 85%, Persistence 60%, Resilience 70%, Ride 60%, Sing 24%, Sleight 60%, Stealth 97%, Swim 50%, Unarmed 71%

Advanced Skills: Acrobatics 88%, Craft (Woodcraft) 80%, Healing 91%, Language (Native) 95%, Lore (Nature) 90%, Survival 90%, Track 95%

Combat Styles

Rage of the Hunter (Axe 2-H, Bow, Spear) 90%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Longbow	175m	H	-	1D8+1D6 Impale	4/7
Great Axe	-	H	L	1D12+2+1D6 Bleed, Sunder	4/10
Longspear	-	L	VL	1D10+1+1D6 Impale	4/10

Possessions: Herjar's henchmen guard a cache of furs and skins of mountain bears, wolves, silver foxes and deer, worth a total of 8,000 SP. In addition to hunting animals and other goods, he has personal possessions which include his weapons and a pouch of 500 SP coins from a recent 'bounty'.

Description: Herjar is tall and broad-shouldered, with pale skin and a full red beard. He is clad in fine pelts, rides a heavy warhorse, and keeps half a dozen feral hunting dogs (statistics as wolves) with which to hound his prey.

Tactics: Herjar and his men are often hired by various employers to track down and capture individuals wanted for some reason. They fight dirty and use their skills to great advantage, especially stealth.

Hunters/Slavers of Yg, Male Nomad Woodsmen (4-12)

	Value	1D20	Hit Location	AP/HP
STR	14	1-3	Right Leg	2/5
CON	12	4-6	Left Leg	2/5
SIZ	13	7-9	Abdomen	2/6
INT	10	10-12	Chest	2/7
POW	11	13-15	Right Arm	2/4
DEX	16	16-18	Left Arm	2/4
CHA	10	19-20	Head	2/5

Combat Actions 3

Damage Modifier +1D2

Magic Points 11

Movement 8m

Strike Rank +13 (+10 when armoured)

Armour: Hard Leather. -3 Armour Penalty

Traits: None

Common Skills: Athletics 50%, Brawn 47%, Culture (Own) 60%, Dance 26%, Drive 27%, Evade 62%, Evaluate 30%, First Aid 27%, Influence 25%, Insight 22%, Lore (Regional) 65%, Perception 61%, Persistence 70%, Resilience 55%, Ride 49%, Sing 21%, Sleight 36%, Stealth 71%, Swim 40%, Unarmed 51%

Advanced Skills: Healing 61%, Language (Native) 85%, Lore (Nature) 77%, Lore (Animals of the Wild) 76%, Survival 50%, Track 65%

Combat Styles

Hunting High and Low (Axe 1-H, Bow, Spear & Shield, Axe & Shield) 65%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Hatchet	-	S	S	1D6+1D2 Bleed	3/6
Longspear	-	L	VL	1D10+1+1D2 Impale	4/10
Short Bow	80m	L	-	1D6+1D2 Impale	4/4
Buckler	-	M	S	1D3+1D2	6/8

Possessions: A few paltry coins in their pouches, between five and 10 SP and the weapons, armour and clothing they own.

Description: Pale skinned men with a variety of axes and bows; they wear hard leather armour and carry shields.

Tactics: They will use stealth to sneak up on their prey and then attack to try and bring them down quickly.

Note: The above represents Herjar's hunters and trappers. By replacing their weapons with nets and mancatchers, they can be used for the slavers in the camp of Hanthraf Nish (see below).

Grinnar the Drunken Skald (Male Decadent Bard)

	Value	1D20	Hit Location	AP/HP
STR	14	1-3	Right Leg	-/5
CON	10	4-6	Left Leg	-/5
SIZ	12	7-9	Abdomen	-/6
INT	10	10-12	Chest	5/7
POW	15	13-15	Right Arm	5/4
DEX	18	16-18	Left Arm	5/4
CHA	18	19-20	Head	-/5

Combat Actions 3

Damage Modifier +1D2

Magic Points 15

Movement 8m

Strike Rank +14 (+11 when armoured)

Armour: Chain Shirt. -3 Armour Penalty

Traits: None

Common Skills: Athletics 69%, Brawn 50%, Culture (Own) 99%, Dance 70%, Drive 33%, Evade 90%, Evaluate 70%, First Aid 57%, Influence 90%, Insight 90%, Lore (Regional) 99%, Perception 80%, Persistence 80%, Resilience 77%, Ride 66%, Sing 120%, Sleight 100%, Stealth 97%, Swim 62%, Unarmed 44%

Advanced Skills: Art 60%, Commerce 60%, Courtesy 90%, Culture (Others) 70%, Language (Native) 99%, Lore (Interesting History) 99%, Mechanisms 80%, Manipulation 90%, Meditation 90%, Oratory 95%, Play Instrument (horn) 75%, Seduction 80%, Sorcery (High Note) 99%, Streetwise 70%

Spells: Attract (Spirits), Dominate (Humans), Enhance CHA, Hinder, Holdfast, Phantom (All senses)

Combat Styles

Skalds and Shadows (Sword 1-H, Sword 2-H, Dirk, Thrown Dart) 89%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Longsword	-	M/L	L/L	1D8+1D2/1D10+1D2 Bleed, Impale Sunder (2H)	6/12
Dirk	-	S	S	1D3+2+1D2 Bleed, Impale	6/6
Dart	20m	S	-	1D4+1D2 Impale	2/1

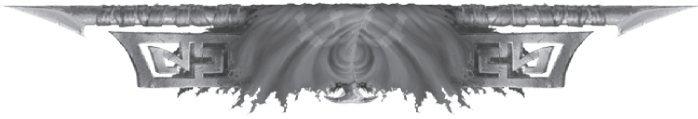
Possessions: Grinnar carries an old, well-polished horn which looks worthless but is actually a magical horn known as *Kolnur's Fury* (see below). He has 20 SP and a flask of premium quality liquor.

Description: Grinnar is middle-aged, slightly obese, and purple-nosed. He wears fine clothes tainted by food stains and the mud and dust of the road. Despite his drinking problem and his odious habits, he is still an excellent performer and a storehouse of knowledge. If befriended, he can be a useful ally, but also an unpredictable liability.

Tactics: The bard likes to cause mischief wherever he travels, whether he uses some of his spells, or simply uses his silver tongue to cause discord and chaos.

Option: If the Games Master desires, Grinnar can only recover his Magic Points by drinking heavily, this adds a bit more substance to his nickname, 'the Drunken Skald.'

BEYOND TARTUUN



These are some specific locations and encounters for the land between Tartuun and Galuga.

Slaver Camp: In the hills northwest of Tartuun is a fortified camp established by a band of independent slavers under the leadership of Hanthraf Nish (male Nomadic Cavalier). The chief slaver usually sends his lieutenant Orthar (male Nomadic Warrior) into Tartuun to do trade.

The camp is located on the top of a hill and ringed with a wooden palisade. The slavers dwell in wooden towers and use big hill-dogs to keep watch over and track down slaves. There are 20-40 slavers in the camp, along with 10-100 slaves. The slavers make raids into Tharag Thule, Lamu, and sometimes also into Yg itself, taking advantage of the enmity between the regional tyrants.

THE FROZEN TOMBS

The hills of Yg are riddled with rock-cut tombs, where wealthy people are buried with their belongings and usually accompanied by at least a few of their thralls. A typical tomb contains gold and jewellery worth 3,000 SP.

The tombs are protected by traps (such as pit traps and falling rock traps) and curse traps: triggering Laughter and Madness (see page 184 of the *Legend Core Rulebook*).

Sometime, the thralls who died unwillingly must serve their master even in death, and rise as coffer corpses to fight any intruders in the tomb. Worse yet, packs of ghoulish-wolves, canines that have developed a taste for dead flesh, are quickly attracted to the area when any tomb is opened.

Thralls: Use the zombie on page 93 of *Monsters of Legend*.

Ghoul Wolf: Use the wolf on page 114 of *Monsters of Legend*. These monstrous wolves have double STR stats and 1.5 times CON (Round down). They can also breathe a dark vapour POW/4 (rounded up) times per day which blinds all foes in a six metre radius.

The Sacred Yg-Tree: Sacrifices are offered up to the tree; half a dozen corpses normally hang from the branches of the tree, sometimes accompanied by the corpses of dogs and horses.

In the forest nearby, there is a small wooden temple inhabited by 21 priests (male Enlightened Priest, Seasoned), including their leader

Manathagu (male Enlightened Priest, Veteran), a scarred old man who has hung himself on the Yg-Tree several times to gain wisdom by communing with the ancient tree.

The Moors of Sul: The wetland north of Lake Vanas forms a large area of short marsh grass, strips of fen, and treacherous bogs.

Several years ago, a rich man, Angar Gul, brother of a lesser tyrant of Yg, was making his way through the Moors of Sul with his entourage when he fell into the swamp. His body, and that of his horse, were preserved by the bog, and both turned into natural bog mummies. Angar Gul now haunts the Moors at night, riding unhindered on his horse across the marshes. During the day he hides beneath the surface of the bog.

Create Yg-Tree Zombie: When a creature dies within five metres of the Yg-Tree, it uses a sharpened tendril to slice open the creature's abdomen, thereby spilling the corpse's innards on the ground. The organs and fluids are then absorbed by the tree's roots.

Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen freed from one of the tree's branches. The abdominal wound heals over the next 1D4 days, at which time the slain creature rises as an Yg-Tree zombie connected by a tether-vine to the Yg-Tree. Yg-Tree zombies possess none of their former abilities.

The Yg-Tree has several Yg-Tree zombies connected to it, but no more than seven at one time. Use the zombie from page 93 of *Monsters of Legend*

In addition the zombies can breathe a cube-shaped cloud of spores (six metre cube), which have a magical effect similar to the Hinder spell found on page 200 of the *Legend Core Rulebook*. They can perform this feat POW/4 (rounded up) times per day and the zombies are considered to have a Sorcery (Grimoire) skill of 70%.

If the tendril that connects the zombie to the tree is severed (AP 3/HP 7) then the zombie cannot use its Sense Vibration ability or its cloud-breath attacks.

Sense Vibration: The Yg-Tree and any attached zombies can automatically sense the location of anything within eight metres that is in contact with the same vegetation the tree is touching.

Chasm and Rope Bridge: Cutting through the terrain from east to west is a yawning chasm, 15 metres wide and 50 metres deep and three miles long. The bottom of the chasm is filled with bones of both animals and humans.

Stretching across the chasm is a rope bridge constructed of wooden planks suspended from ropes. The bridge is in bad repair and movement across it is reduced by half.

It takes two rounds to untie one end of the rope bridge, but a Routine Mechanisms test reduces the time to a Combat Action. Alternatively, the ropes can be cut with a slashing weapon; each rope has six hit points and one armour point.



Hanthraf Nish, the Fallen Knight (Male Nomadic Noble Warrior)

	Value	1D20	Hit Location	AP/HP
STR	23	1-3	Right Leg	6/7
CON	15	4-6	Left Leg	6/7
SIZ	19	7-9	Abdomen	6/8
INT	13	10-12	Chest	6/9
POW	15	13-15	Right Arm	6/6
DEX	15	16-18	Left Arm	6/6
CHA	16	19-20	Head	6/7

Combat Actions 3

Damage Modifier +1D8

Magic Points 15

Movement 8m

Strike Rank +14 (+5 when armoured)

Armour: Full plate armour. -9 Armour Penalty

Traits: None

Common Skills: Athletics 58%, Brawn 99%, Culture (Own) 89%, Dance 41%, Drive 30%, Evade 70%, Evaluate 30%, First Aid 28%, Influence 99%, Insight 79%, Lore (Regional) 99%, Perception 70%, Persistence 90%, Resilience 95%, Ride 96%, Sing 50%, Sleight 40%, Stealth 38%, Swim 38%, Unarmed 70%

Advanced Skills: Courtesy 90%, Language (Native) 90%, Lore (Order of the Tome) 90%, Lore (Knightly Practises) 97%, Lore (Knightly History) 89%, Lore (Tactics) 100%, Oratory 90%, Streetwise 90%

Combat Styles

Fallen Knight (Sword 2-H, Lance, Crossbow) 110%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Great Sword	-	H	L	2D8+1D8 Bleed, Impale, Sunder	6/12
Lance	-	H	VL	1D10+2+1D8 Impale, Sunder	4/10
Hvy Crossbow	150m	H	-	1D10+1D8 Impale, Sunder	4/8

Possessions: A war chest which contains 25,000 SP in various treasures, coins and riches, his blackened armour and good quality weapons. He also owns a fine quality war horse and barding.

Description: Hanthraf Nish has blue eyes and close-cropped dark hair. His elaborate plate armour is worn and blackened. He is a giant of a man.

Tactics: Hanthraf Nish likes to wade in after he has shot a foe with his crossbow.

Notes: He is the bastard son of a great lord of Vulav and a dancing-girl of Lamu. Once, he was a ranking member of a secret order, but now he is an outcast, a fallen knight. For Hanthraf was charged by his order with guarding the Putrid Scrolls of Thalra Yok, but in the hour of greatest peril, his courage failed and he chose to flee rather than to stand and fight. For his cowardice, Hanthraf was expelled from his order and he became a wanderer, eventually taking up slaving as a means to raise the gold he needs to engineer the fall of his former masters.

Orthar the Big-Mouthed (Male Nomadic Warrior)

	Value	1D20	Hit Location	AP/HP
STR	20	1-3	Right Leg	-/7
CON	14	4-6	Left Leg	-/7
SIZ	17	7-9	Abdomen	1/8
INT	13	10-12	Chest	1/9
POW	12	13-15	Right Arm	-/6
DEX	14	16-18	Left Arm	-/6
CHA	12	19-20	Head	-/7

Combat Actions 3

Damage Modifier +1D6

Magic Points 12

Movement 8m

Strike Rank +14 (+13 when armoured)

Armour: Wolf fur cloak (hide equivalent). -1 Armour Penalty

Traits: None

Common Skills: Athletics 49%, Brawn 110%, Culture (Own) 90%, Dance 26%, Drive 26%, Evade 80%, Evaluate 60%, First Aid 27%, Influence 24%, Insight 30%, Lore (Regional) 76%, Perception 92%, Persistence 80%, Resilience 88%, Ride 68%, Sing 24%, Sleight 26%, Stealth 57%, Swim 42%, Unarmed 54%

Advanced Skills: Language (Native) 90%, Lore (Tactics) 100%, Streetwise 90%

Combat Styles

Break the Moon (Axe 1-H, Axe 2-H, Ball & Chain, Net) 80%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Battleaxe-	M	M	1D6+1+1D6	Bleed	4/8
				1D8+1+1D6 Sunder (2H only)	
Ball & Chain	-	M	M	1D6+1+1D6 Entangle, Stun Location	6/8

Possessions: Along with his battleaxe, Orthar has a massive ball and chain as well as a small keepsake box which contains an ivory figure of a woman. He also has 120 SP in a leather pouch.

Description: Orthar wears silk trousers, and a heavy cloak of dire wolf fur that functions as hide armour. He has close-set eyes and thin, oily hair collected in a ponytail. His ball and chain is tucked into a broad leather girdle that also serves to hold in his potbelly.

Tactics: Orthar likes to open up using his ball and chain to put some distance between him and attackers, then if they get caught by the weapon he will close in with his battleaxe to finish the job laughing as he does so and taunting the enemy.

Slaver of Yg, Male Nomadic Ranger: See Hunters/Slavers of Yg, on page 10.

Guard Dog: Use the wolf from *Monsters of Legend*, page 114.

Angar Gul, Bog Mummy (Former Noble)

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Leg	3/8
CON	3D6+12	23	4-6	Left Leg	3/8
SIZ	2D6+6	13	7-9	Abdomen	3/9
INT	2D6+6	13	10-12	Chest	3/10
POW	3D6	11	13-15	Right Arm	3/7
DEX	2D6	7	16-18	Left Arm	3/7
CHA	1	1	19-20	Head	3/8

Combat Actions 2

Damage Modifier +1D6

Magic Points 11

Movement 8m

Strike Rank +10

Armour: Old armour, layers of hard rock-like bog-mud and wrappings. No Armour Penalty.

Traits: Disease Immunity, Poison Immunity, Life Sense.

Common Skills: Athletics 35%, Brawn 80%, Culture (Own) 80%, Dance 48%, Drive 18%, Evade 90%, Evaluate 90%, First Aid 27%, Influence 66%, Insight 29%, Lore (Regional) 66%, Perception 60%, Persistence 80%, Resilience 98%, Ride 78%, Sing 40%, Sleight 8%, Stealth 20%, Swim 46%, Unarmed 70%

Advanced Skills: Courtesy 80%, Language (Native) 70%, Lore (Tactics) 90%, Streetwise 60%

Combat Styles

Bog Rotter (Grasp, any weapon used in life) 70%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Grasp	-	M	T	1D6+1D6	As for Arm

Any weapon as used in life

Possessions: Most of Angar Gul's possessions have rotted away, save for his rings and the scarab-shaped ring he has in his pocket (560 SP worth) and his horse (which is also a Bog Mummy, double STR and CON of horse found in *Monsters of Legend* – it does not have the fearful presence or the other abilities of its master). He still wears his golden headband and has other treasure that totals up to 4,000 SP.

Description: It is hard to recognise the man as he once was; now he is a shambling horror that puts the fear of the gods into his enemies.

Tactics: Angar Gul terrorises his enemies with his fearful aura, and tries to rip them to bits in hand to hand combat.

Disease: Rotten Bog Disease (as per Creeping Chills on page 80 of the *Legend Core Rulebook*).

Fearful Aura: Bog mummies have a frightening effect on their enemies. All creatures in a 10 metre area that see a Bog mummy must make a Difficult Persistence test or suffer the effect of Paralysis (victim cannot move) for POW/4 (rounded up) rounds. The affected creature cannot be affected again the same day, even if they fail their test.

Marsh Movement: Bog mummies can move normally through mud, marshes and swamps, they can sink to the bottom of the murk and keep moving without penalty.

Yg-Tree

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+20	30	1-10	Core Tree	6/15
CON	3D6+10	23	11-20	Limbs	6/15
SIZ	2D6+13	26			
INT	2D6+6	10			
POW	3D6+3	13			
DEX	2D6+5	12			
CHA	6	6			

Combat Actions 2

Damage Modifier +1D12

Magic Points 13

Movement 4m

Strike Rank +11

Armour: Bark like iron, leaves like steel. No Armour Penalty.

Traits: Life Sense, Magic Sense, (see below)

Common Skills: Athletics 42%, Brawn 76%, Culture (Own) 99%, Evade 70%, Influence 76%, Insight 99%, Lore (Regional) 96%, Perception 90%, Persistence 90%, Resilience 110%, Stealth 70%, Unarmed 120%

Advanced Skills: Language (Tree Whisper) 99%, Lore (Ancient Wisdom) 90%

Combat Styles

Tree of Death (Tendrils) 120%

Weapons

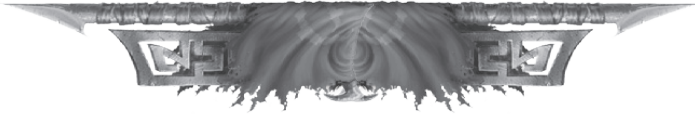
Type	Range	Size	Reach	Damage	AP/HP	
Tendrils	lash	-	VL	VL	1D12+1D12	3/7

Possessions: There might be some treasure strewn around the floor where the corpses have been hung: totalling 60 SP.

Description: Hidden deep in a forested valley is a site sacred to the old cults of Yg. Here, surrounded by an outer perimeter of moss-grown standing stones, is a massive, ancient, evergreen tree with far-spreading branches. This is the Yg-Tree, considered the most sacred of all shrines dedicated to the Gods of the Land.

Tactics: The tree is patient and it has an eternity to wait, watch and learn.

LAND OF THE EXILED



If only one of the two supporting ropes is attached, everyone on the bridge must succeed on a Difficult Athletics test to avoid falling off, and thereafter must make Routine Athletics tests to move along the remnants of the bridge. The rope bridge is four metres wide.

This is an excellent location to stage an encounter with one or more creatures from the random encounter table for the Land of Yg.

Sometimes, the tyrants of Yg punish certain criminals and others they hold a special grudge against, by exiling them into the cold

wastes at the edge of the Frozen Forest. There, they are most likely to be killed by a wild beast or, even worse, captured by the Ma-Gu, but those who merely die from lack of food and freeze to death often rise as twisted creatures animated by a hatred of all living things. These are the hoar-spirits that haunt the so-called Land of the Exiled. They do not return to Yg with its hot springs, preferring to dwell in the cold waste.

Smoking Lake: This is a small lake warmed by geothermal activity. It is located in a remote region of low, forested hills. The black mud found in the sulfurous-smelling waters can be used to make batches of *ointment of restoration* (this will restore all HP to a location in two hours, needs one full jar per wounded area). Unfortunately, a coven of hags menace the area, disguised as voluptuous young maidens working as healer-priestesses.

MA-GU INCURSION

A large band of 20-80 Ma-Gu (see page 54 of Appendix 2) is raiding into the eastern part of Yg, looking to bring back captives to sacrifice to their god in the sacred groves of the Frozen Forest. Woe to those who are captured, for a slow and painful death awaits them in the depths of the dark forest.



Wandering Hoar Spirit

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+10	17	1-3	Right Leg	5/7
CON	4D6+1	15	4-6	Left Leg	5/7
SIZ	2D6+8	16	7-9	Abdomen	5/8
INT	2D6+3	10	10-12	Chest	5/9
POW	4D6+1	15	13-15	Right Arm	5/6
DEX	4D6+1	15	16-18	Left Arm	5/6
			19-20	Head	5/7

Combat Actions 2

Damage Modifier +1D4

Magic Points 15

Movement 8m

Strike Rank +13

Armour: Magical permafrost skin 5 points. No Armour Penalty.

Traits: Heat Sense (functions like Life Sense)

Skills: Athletics 62%, Evade 69%, Perception 70%, Persistence 60%, Resilience 70%, Stealth 50%, Unarmed 60%

Combat Styles

Cold Shoulder (Claws, Teeth) 60%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Claws	-	S	M	1D4+1D4+special	As for Arm
Teeth	-	S	T	1D6+1D4	As for Head

Possessions: Bits and pieces from fallen foes, 12 SP, a broken shinbone from a human child and a few wolves' teeth covered in ice.

Description: These undead have hollow lifeless eyes, cold blue skin and a layer of frost over their taut features.

Tactics: They attack warm blooded travellers without mercy, often using the cold of the land to do their job for them.

Brrr that is COLD: Any creature struck by the claws of these monsters, that penetrate their armour and score a wound suffers 1D3 cold damage. They must make a Difficult Resilience test or be paralysed for CON/4 (round up) rounds.

That is even COLDER: Any creature that attacks this monster in hand to hand must make a Hard Resilience test or take 1D4 points of cold damage to the limb used to attack the Hoar Spirit.

Cold Breath: For CON/4 (rounded up) times a day the Hoar Spirit can spit out a cone-like blast of frosty air, which affects targets in a one metre at the start, to a five metre wide end area. All creatures caught in the area of effect take 1D6 points and are frozen solid for 1D4 rounds unless they make a Difficult Evade test.

Frozen creatures can be broken free by their allies with a Difficult Brawn test.

Hag Witch

	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6+1	19	1-3	Right Leg	-/6
CON	3D6+1	12	4-6	Left Leg	-/6
SIZ	4D6+1	15	7-9	Abdomen	-/7
INT	4D6+1	15	10-12	Chest	-/8
POW	3D6+2	13	13-15	Right Arm	-/5
DEX	3D6+1	12	16-18	Left Arm	-/5
CHA	4D6	14	19-20	Head	-/6

Combat Actions 3

Damage Modifier +1D4

Magic Points 15

Movement 8m

Strike Rank +13

Armour: None.

Traits: See below.

Skills: Athletics 60%, Evade 79%, Perception 65%, Persistence 80%, Resilience 72%, Stealth 60%, Unarmed 50%, Manipulation 90%, Sorcery (Hag Magic) 90%
Spells: Animate (Wood), Form/Set (Wood), Glow, Haste, Palsy, Phantom (Sound), Phantom (Sight), Tap (STR)

Combat Styles

Old Mother (Claws) 76%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Claws	-	S	M	1D4+1D4+special	As for Arm

Possessions: These hags tend to have scavenged items from dead adventurers, likely a few coins here and there and at least one minor magical item, probably a ring torn off someone's finger.

Description: With dark unkempt hair and glowing yellow eyes, these mean looking green-skinned warty old women send a shiver through anyone's blood.

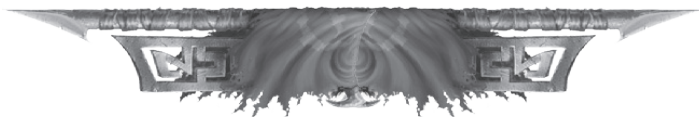
Tactics: They like to confuse and trick their prey, before they charge in with their claws and attempt to draw strength from their enemies like water from a well.

Sap Strength: Each time a wound is inflicted by the hag, the wounded must make a Difficult Resilience test or suffer the effects of a Diminish (STR) spell as per page 197 of the *Legend Core Rulebook*.

Brilliant Mimic: Hags are known to be able to imitate the sounds of almost any animal found near their lairs.

Disguise: Hags can appear as voluptuous young women; this is a very powerful illusion and requires considerable magical force to dispel. It is an innate power of the creature and requires no roll. The Games Master can use a Formidable Perception test to enable a hero to see through the illusion.

THE CITADEL OF GALUGA



Galuga is located on the mist-shrouded slopes of the Rogal Mountains, almost a fortnight's ride from Tartuun, at a height of more than 1220 metres above sea level. Well-worn but treacherous trails wind their way through the rocks and rubble of the foothills and up into the mountains. Across the natural terrain are terraced fields, dug into the slopes centuries ago. Thousands of thralls, who dwell in small huts scattered across the landscape, work on the terraces from dusk till dawn, or tend to flocks of gaunt goats on the precipitous slopes.

The citadel itself is located on an outcropping of rock that is separated from its surroundings by deep chasms, up to 120 metres deep. At one point, a bridge of natural rock, between three and five metres wide, leads across the chasm and towards the granite walls of the citadel. The bridge is well-guarded by hill-men of Natla.

Getting into Galuga: If the player characters are on a rescue mission or otherwise seek to enter the citadel, they might attempt one of the following alternatives:

- Discover (by speaking to certain villagers in Tartuun, or

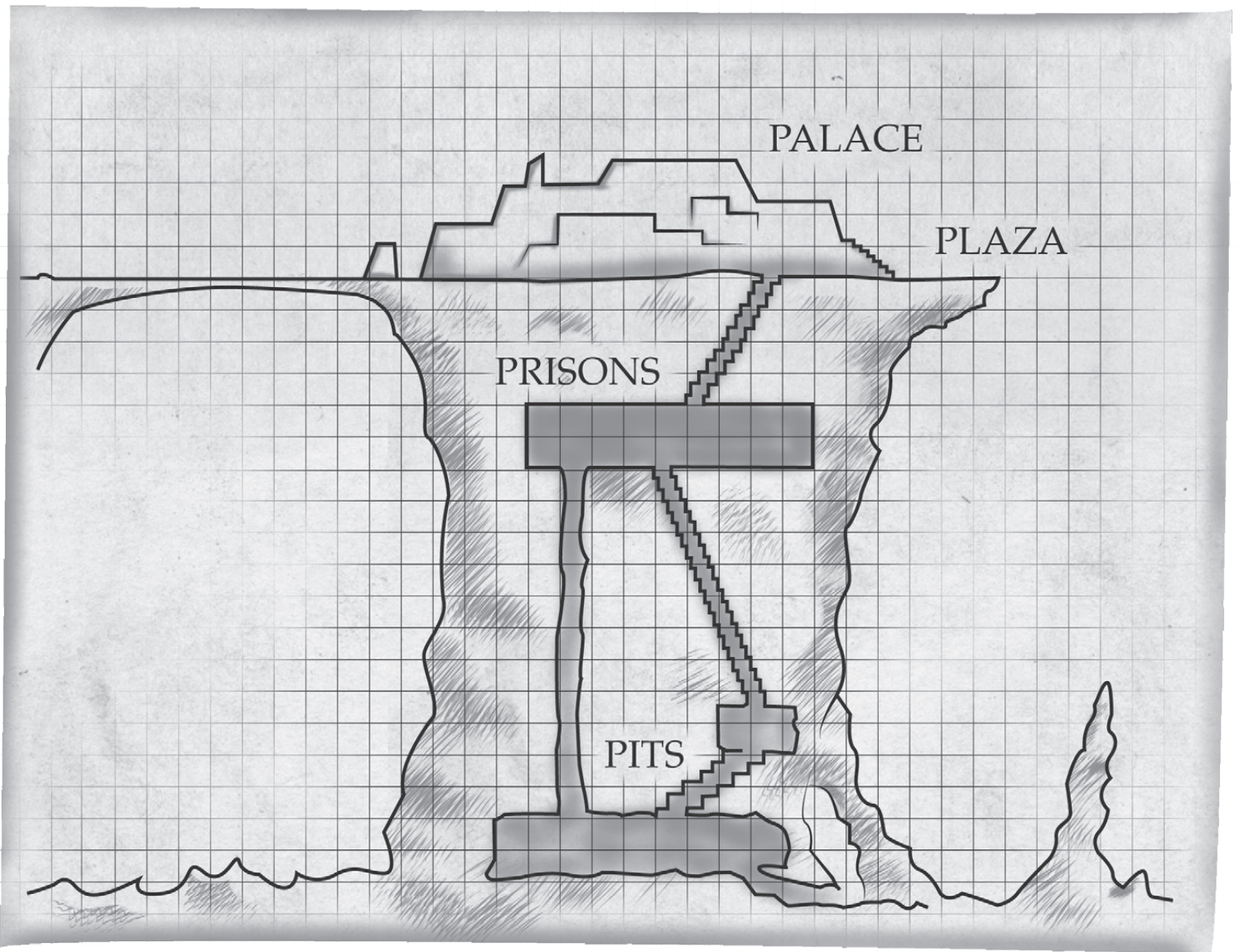
other NPCs) that there are 'half-forgotten' cave entrances at the bottom of the chasm that surrounds the citadel. The PCs must climb down into the chasm, and then brave the insectoid scavengers there to gain access to the dungeons.

- Letting themselves be captured, the PCs are taken into the citadel and imprisoned in the dungeons alongside those they seek to rescue. Hopefully, the PCs have a good escape plan!
- Sneak into the citadel by posing as the servants or thralls that work on the plateau, or as messengers of a rival Tyrant of Yg.
- A frontal assault; most likely a suicidal undertaking, unless the player characters are able to hire or raise a small army.
- Any other ideas the PCs might come up with. As always, creativity or bold action should be rewarded with a chance of success!

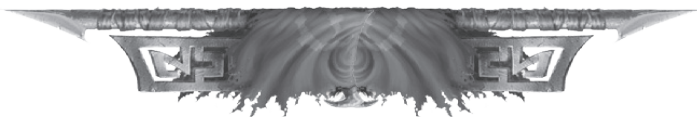
Getting out of Galuga: If the PCs have been captured and brought to the citadel as prisoners, consider the following alternatives:

- Hoping to escape along with the PCs, a male thrall or female house slave feeds the player characters herbs to resist the tyrant's mind-dulling brew, or hands them the keys pilfered from a sleeping jailor.
- There is a general slave/prisoner uprising, and the PCs are part of it. Or perhaps the citadel comes under siege from a rival Tyrant of Yg, allowing the player characters to exploit the ensuing chaos.
- One of Arkanth Mal's apprentices may have been bribed by Thorjar Khal, another tyrant of Yg, to plot against the witch-king. The apprentice may offer (or force) the PCs to attack Arkanth Mal, or destroy his arcane devices in the lower dungeons.

The citadel of Galuga consists of three levels; the Palace (upper level), the Prisons (dungeon level one), and the Pits (dungeon level two).



THE PALACE OF ARKANTH MAL



The citadel of Galuga is dominated by the palace of Arkanth Mal. Here, the sorcerer has his dwelling, guarded by the mercenary hill-men of Natla, and well served by a dozen sorcerer-apprentices and countless thralls and slaves.

I. Ceremonial Plaza

This large terrace, laid with flagstones, juts out from the citadel wall on one hillside. There are no railings around the plaza and the drop is sheer (120 metres) to the mists below. From the plaza, broad stairs lead up to the palace (as with all stairs, movement cost is doubled here).

The terrace is used for ceremonies and sorcerous rituals, and when Arkanth Mal wishes to speak or make proclamations to his underlings. On these occasions, the tyrant is carried in a curtained litter down the stairs by the half-giants of Natla, with robed apprentices in procession before and after. Warriors line up along the edges of the plaza, holding banners that flutter in the cold mountain wind, while slaves and commoners kneel on the flagstones.

Special Event: Arkanth Mal inspects all new female slaves brought before him here; he is looking for a perfect body to reincarnate the soul of Eliyh into. If he is not satisfied with the candidates (as invariably has been the case until now), he casts a necromantic spell (a great place to introduce some of the new magic from *The Spider God's Bride*) to slay them, and the bodies are then thrown into the chasm below. Depending on the circumstances, the player characters may witness such an event, either as guests or as captives.

2. Entrance Hall

The massive green iron doors of this chamber are carved with images of facing, rampant mammoths. Within the hall are two men of Natla, and two regular guards are stationed outside.

3. Guard Post

These are barracks for the regular guards. The walls have arrow slits. Bunk beds line the walls and the personal belongings of each guard (worth 10-60 SP) are stored in a small chest under the bed. There are four regular guards in each room.



THE PALACE OF ARKANTH MAL

Standard Features: Ceiling height is nine metres.

Unless otherwise noted, all outer doors are iron doors. 12 AP/75 HP – they can be broken down by attacks, or a Very Hard Brawn test. If they are barred from the inside, use a Formidable Brawn test.

Interior doors are reinforced wooden doors. 6 AP/30 HP – they can be broken down by attacks, or a Difficult Brawn test. If locked this test is considered Hard. A Difficult Mechanisms test is required to pick the lock.

Lighting: The corridors and rooms of the palace are illuminated by wall-hung torches.

Sounds and Odours: The halls of the palace are generally silent, except for muted talking from the guard rooms, or chanting from the quarters of the apprentices. There is a slight smell of incense everywhere.

Encounters: Check once per minute for encounters with 1D4+1 palace guards or 1D3 apprentices.



4. Guard Post

This area is similar to area three.

5. Passageway

This corridor leads from the throne room to the servants' quarters. There is a 50% chance of encountering 1D3 servants here.

6. Servants' Quarters

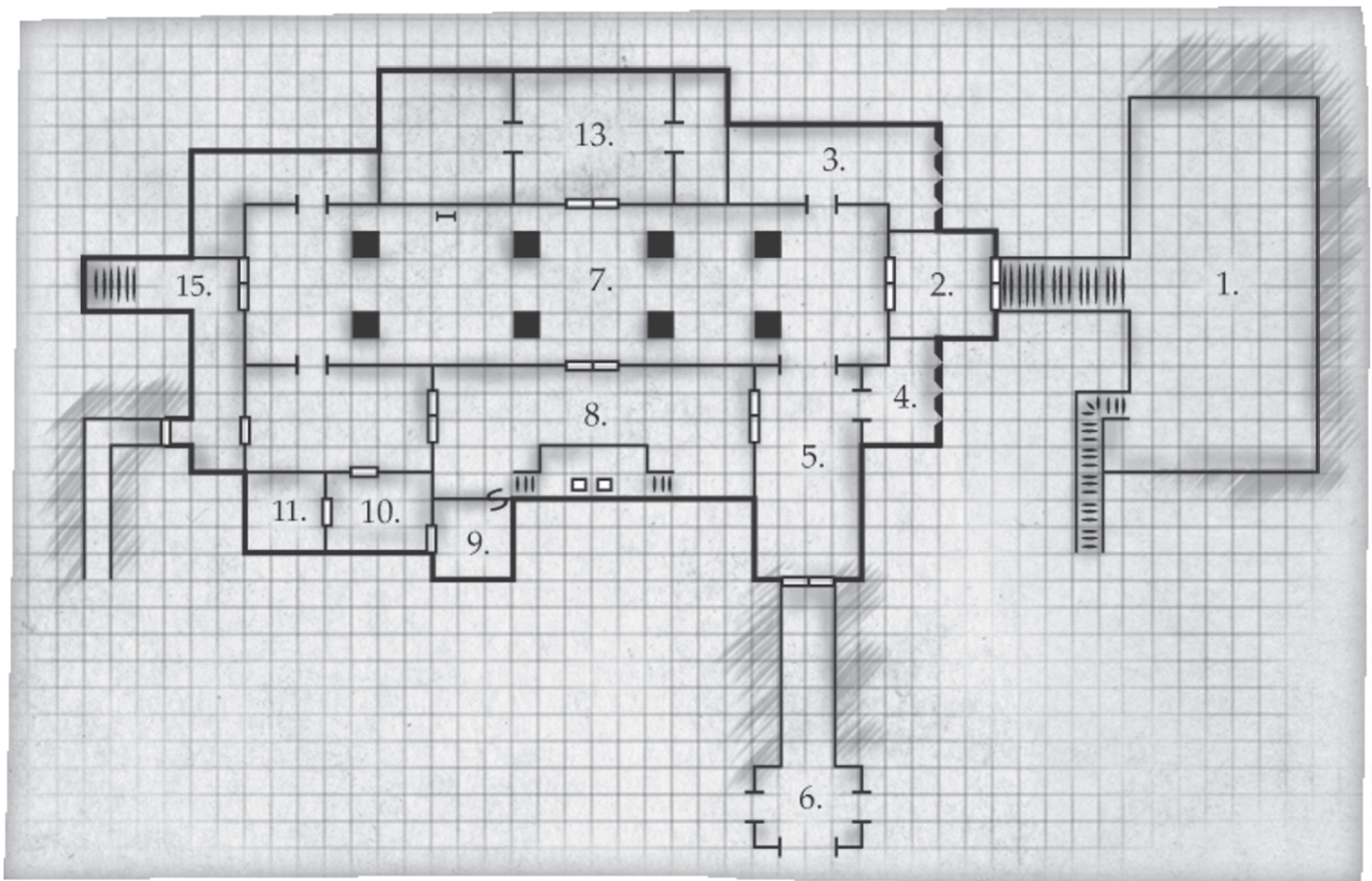
From the main citadel, a bridge leads across a chasm to a set of lesser buildings. These are the dwellings of servants and slaves. There is also a great kitchen and several pantries and storehouses.

7. Great Hall

Eight square pillars uphold the ceiling of this great hall. The walls are decorated with magnificent tapestries (worth a total of 1,500 SP), embroidered with images of Arkanth Mal in the company of Eliyh, surrounded by dusky-skinned servants and warriors (the Easterlings of Zamar).

In the northeastern corner stands a large and very heavy bronze bowl. The rim is carved with images of kneeling monks. This is actually a kind of standing bell, a temple bell stolen from the eastern land of Laksha. A padded mallet rests on a small table next to the bowl. If the rim of the bowl is struck by the mallet, it produces a weird sound and a physical vibration that works as a Dominate (Human) spell cast by a powerful Sorcerer with a Manipulation of 120% and a Grimoire (Sorcery) 100%. It can be used in this manner up to three times per day. In addition to Arkanth Mal himself, his apprentices also know how to use the bell.





There is a 35% chance of encountering 1D4+1 Hill-Men of Natla or 1D3 apprentices of Arkanth Mal here.

8. Throne Room

The floor of the throne room is laid with polished black tiles. Two wooden thrones stand on an elevated platform here. One of the chairs is covered with wolf skins and the other one with silver fox fur. The second throne appears to have been in disuse for a long time (Verina of Lamu presided here for a brief period, but Arkanth Mal has sworn it shall remain empty until Eliyh can sit by his side again).

Four hill-men of Natla are stationed as guards in the throne room, one in each corner.

There is a 50% chance to find a pair of trained sabertooth cats crouching in front of the dais. These great cats, one male and one female, are Arkanth Mal's personal pets, and unless they are here, the cats are with the citadel's master (see area 13).

Sabretooth Cat (2): Use the entry on page 113 of *Monsters of Legend*.

Hill-Man of Natla: See page 26.

9. Vestry

This small chamber contains wardrobes and various ceremonial items and regalia (worth a total of 1,200 SP). A secret door (found by a Difficult Perception test) leads to the throne room.

10. Empty chamber

This chamber is empty except for dust and cobwebs.

II. Laboratory

Alchemical studies are performed here by Arkanth Mal and his apprentices. These experiments include attempting to re-animate long-dead beasts from the petrified marrow of their bones, or giant vermin from insects trapped in amber.

On the shelves and tables of the laboratory, among other beakers, vials and glasses, are various magical concoctions, including a few potions which have a healing effect and restore 2 HP per location when consumed, there is however a 5% chance per bottle (six bottles) that the potion is slightly flawed and will cause 1 HP of damage to the Abdomen as it makes the imbiber throw up for 1D3 rounds.

12. Lounge

This room is furnished with comfortable chairs and thick Jairanian rugs. Two marble lion statues decorate the chamber. There is a small table in one corner, set with wine amphorae and silver trays of fruit.

There is a 60% chance to encounter 1D6 apprentices of Arkanth Mal here.

13. Private Wing

This luxurious suite belongs to Arkanth Mal himself. The doors to this suite are trapped by potent sorcery; a powerful spell is inscribed above the carved image of a mammoth skull. The spell functions to drive the viewer away from the door, it causes tremendous fear unless a Hard Persistence test is made successfully. If the test fails the target cannot go near the door for 1D6 hours and must test again after that time.

The stone floors are laid with dire wolf furs and heavy wooden tables are set with small figurines carved from mammoth tusks representing foot soldiers and mounted troops as well as monsters (worth a total of 1,800 SP).

In addition to the living room, there is an adjoining bedchamber and storeroom. The bedchamber has few furnishings and is

dominated by a large mosaic inlaid in the floor that depicts the face of a beautiful, dark-haired woman with brown eyes.

The storeroom contains three large, iron-bound chests. Each chest is trapped with a spell which mimics Lightning Strike from page 184 of the *Legend Core Rulebook*. The first chest contains 9,000 SP in gold coins. The second chest contains a magical horn which can spew out a great cloud of mist, as per the Fog spell on page 183 of the *Legend Core Rulebook*. The third chest contains a gold-trimmed green robe which confers five armour points onto the wearer, soft as silk, but as hard as metal.

14. Guard Post

This area is similar to area 3.

15. Stairway

The stairway winds down to dungeon level one, the Prisons of Galuga.

16. Passageway

This narrow passageway leads to a lesser gate of the citadel. Slaves are lead across a narrow bridge to the areas beyond, including the citadel's plaza and the agricultural terraces.



Foot Soldiers of Galuga, Male Civilised Warrior (2)

	Value	1D20	Hit Location	AP/HP
STR	14	1-3	Right Leg	-/6
CON	14	4-6	Left Leg	-/6
SIZ	14	7-9	Abdomen	-/7
INT	10	10-12	Chest	5/8
POW	9	13-15	Right Arm	5/5
DEX	10	16-18	Left Arm	5/5
CHA	8	19-20	Head	-/6

Combat Actions 2

Damage Modifier +1D2

Magic Points 9

Movement 8m

Strike Rank +10 (+7 when armoured)

Armour: Chain Shirt. -3 Armour Penalty

Traits: None

Common Skills: Athletics 39%, Brawn 43%, Culture (Own) 70%, Dance 18%, Drive 19%, Evade 40%, Evaluate 40%, First Aid 20%, Influence 36%, Insight 20%, Lore (Regional) 55%, Perception 30%, Persistence 18%, Resilience 33%, Ride 25%, Sing 17%, Sleight 18%, Stealth 20%, Swim 28%, Unarmed 24%

Advanced Skills: Language (Native) 70%, Lore (Tactics) 40%, Streetwise 41%

Combat Styles

Foot Soldier of Galuga (Short Sword, Dagger, Halberd) 50%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Short Sword	-	M	S	1D6+1D2 Bleed, Impale	6/8
Halberd	-	L	VL	1D8+2+1D2 Bleed, Impale, Sunder	4/10

Possessions: A few coins (five SP), a polished chain-mail shirt and their weapons.

Description: These typical soldiers are attired in chain mail shirts and sport a couple of weapons each.

Tactics: They serve adequately as guards, but nothing more. They prefer to rely on the Hill-Men of Natla as their spearhead in battle, or whenever they need brute force.

Hill-Men of Natla, Male Savage Barbarians (2)

	Value	1D20	Hit Location	AP/HP
STR	22	1-3	Right Leg	-/8
CON	18	4-6	Left Leg	-/8
SIZ	20	7-9	Abdomen	-/9
INT	7	10-12	Chest	-/10
POW	9	13-15	Right Arm	-/7
DEX	10	16-18	Left Arm	-/7
CHA	10	19-20	Head	-/8

Combat Actions 2

Damage Modifier +1D8

Magic Points 9

Movement 8m

Strike Rank +9

Armour: None

Traits: None

Common Skills: Athletics 47%, Brawn 90%, Culture (Own) 70%, Dance 20%, Drive 19%, Evade 65%, Evaluate 17%, First Aid 17%, Influence 20%, Insight 16%, Lore (Regional) 49%, Perception 46%, Persistence 18%, Resilience 90%, Ride 19%, Sing 19%, Sleight 20%, Stealth 27%, Swim 40%, Unarmed 50%

Advanced Skills: Language (Native) 81%, Lore (Tactics) 70%, Survival 80%, Track 88%

Combat Styles

Hill Warrior (Battleaxe, 2-H Axe, 2-H Sword) 80%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Battleaxe	-	M	L*	1D6+1+1D8 Bleed 1D8+1+1D8 Sunder (2H only)	4/8

Possessions: They have their battleaxes, a few scraps of clothing and a few tiny animal bones as keepsakes.

Description: These are big men armed with battleaxes and wearing crude clothing, they have angry looking faces and furrowed brows.

Tactics: They like to get up close and personal, hacking and slashing to cause great injury. They are dim-witted though and easily distracted by shiny treasure.

* Hill-Men always treat close combat weapons as one Reach rank higher.

Thrall of Galuga, Male or Female Civilised Commoner (I-3)

	Value	1D20	Hit Location	AP/HP
STR	10	1-3	Right Leg	-/4
CON	10	4-6	Left Leg	-/4
SIZ	10	7-9	Abdomen	-/5
INT	10	10-12	Chest	-/6
POW	11	13-15	Right Arm	-/3
DEX	12	16-18	Left Arm	-/3
CHA	12	19-20	Head	-/4

Combat Actions 2

Damage Modifier -1D2

Magic Points 11

Movement 8m

Strike Rank +11

Armour: None

Traits: None

Common Skills: Athletics 27%, Brawn 30%, Culture (Own) 77%, Dance 50%, Drive 48%, Evade 60%, Evaluate 56%, First Aid 44%, Influence 44%, Insight 31%, Lore (Regional) 79%, Perception 51%, Persistence 22%, Resilience 30%, Ride 40%, Sing 40%, Sleight 24%, Stealth 50%, Swim 30%, Unarmed 22%

Advanced Skills: Courtesy 66%, Language (Native) 89%, Lore (Servant's Discipline) 73%

Combat Styles

Commoner's Luck (Dagger, Fists, Club) 40%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Dagger	-	S	S	1D4+1-1D2 Bleed, Impale	6/8
Thrown	10	S	S	1D4-1D2 Bleed, Impale	6/8

Possessions: Only a few paltry coins (perhaps one-two SP)

Description: Non-descript men and women attired in serving clothes.

Tactics: They tend to run, hide, call the guards or otherwise attempt to stab ineffectually at the source of the danger.

Apprentices of Arkanth Mal, Male Enlightened Sorcerer (1-3)

	Value	1D20	Hit Location	AP/HP
STR	11	1-3	Right Leg	-/4
CON	10	4-6	Left Leg	-/4
SIZ	10	7-9	Abdomen	-/5
INT	16	10-12	Chest	-/6
POW	14	13-15	Right Arm	-/3
DEX	14	16-18	Left Arm	-/3
CHA	14	19-20	Head	-/4

Combat Actions 3

Damage Modifier +0

Magic Points 14

Movement 8m

Strike Rank +15

Armour: None

Traits: None

Common Skills: Athletics 50%, Brawn 30%, Culture (Own) 80%, Dance 40%, Drive 28%, Evade 70%, Evaluate 55%, First Aid 30%, Influence 48%, Insight 50%, Lore (Regional) 69%, Perception 60%, Persistence 50%, Resilience 37%, Ride 28%, Sing 28%, Sleight 28%, Stealth 40%, Swim 44%, Unarmed 60%

Advanced Skills: Courtesy 76%, Craft (Alchemy) 90%, Language (Native) 89%, Lore (Witch King) 73%, Manipulation 77%, Meditation 80%, Sorcery (Witch King) 82%

Spells: Attract (Magic), Attract (Spirits), Damage Enhancement, Damage Resistance, Diminish (STR), Holdfast, Wrack.

Combat Styles

Witch King's Apprentice (Quarterstaff, Dart, Bomb) 69%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Quarterstaff	-	M	L	1D8 Stun Location	4/8
Dart	20m	S	-	1D4 Impale	2/1
Bomb	20m	S	-	1D6 Special (see below)	1/3

Possessions: Only a few paltry coins (perhaps three-five SP), their weapons and three doses of Potent Snake Venom poison (see page 81 of the *Legend Core Rulebook*), four Alchemical bombs.

Description: Oddly, the apprentices of the witch-king are not natives of Yg, but are recruited from lands far to the south. They are shaven-headed and dress in dark green robes with gold trim. They wear long fake fingernails of silver, and eyes painted with kohl after the Yar-Ammonite fashion. The so-called 'First Apprentice' is a handsome but wicked man named Rilgar Hin (not his native name, obviously). Following hallowed apprentice traditions, he secretly plots to overthrow his master after learning all of the witch-king's secrets.

Tactics: If given time to prepare, the apprentices cast their protective spells before going into combat, then attacking in concert with the citadel's warriors. After they have expended their offensive spells, they throw alchemical bombs and poisoned darts.

Bombs: These small ceramic containers are packed with volatile contents that go off with a bang. They cause damage instantly to any creature in the two metre-cubed area of effect all locations as a cloud of burning material fills the area – a successful Difficult Evade test can negate this damage entirely. Creatures are also blinded if they do not pass a Routine Resilience test whilst in the area of the cloud.

Arkanth Mal, the Tyrant of Galuga (Male Enlightened Sorcerer)

	Value	1D20	Hit Location	AP/HP
STR	16	1-3	Right Leg	5/6
CON	14	4-6	Left Leg	5/6
SIZ	15	7-9	Abdomen	5/7
INT	20	10-12	Chest	5/8
POW	15	13-15	Right Arm	5/5
DEX	16	16-18	Left Arm	5/5
CHA	16	19-20	Head	5/6

Combat Actions 3

Damage Modifier +1D4

Magic Points 15

Movement 8m

Strike Rank +18

Armour: See below. No Armour Penalty.

Traits: None

Common Skills: Athletics 800%, Brawn 70%, Culture (Own) 99%, Dance 47%, Drive 31%, Evade 90%, Evaluate 60%, First Aid 60%, Influence 95%, Insight 70%, Lore (Regional) 99%, Perception 97%, Persistence 90%, Resilience 77%, Ride 31%, Sing 50%, Sleight 40%, Stealth 60%, Swim 40%, Unarmed 80%

Advanced Skills: Courtesy 96%, Craft (Alchemy) 99%, Language (Native) 89%, Lore (Witch King Ancient Secrets) 73%, Lore (Necromancy) 130%, Manipulation 105%, Meditation 99%, Sorcery (Witch King's Power) 130%

Spells: Abjure (air), Animate (Bone), Animate (Dead flesh), Banish, Castback, Damage Enhancement, Damage Resistance, Diminish (All), Dominate (Humans), Form/Set (Bone), Form/Set (Dead flesh), Haste, Neutralise Magic, Palsy, Protective Ward, Regenerate, Restoration, Smother, Spirit Resistance, Wrack

Combat Styles

Witch King's Might (Quarterstaff, 1-H Mace, 2-H Mace, Dagger) 120%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Quarterstaff	-	M	L	1D8+1D4 Stun Location	4/8
Mace	-	M	S	1D8+1D4 Stun Location	6/6

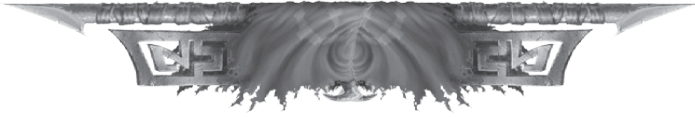
Possessions: His fine quarterstaff, his robe, his dagger and a small brooch worth 1000 SP carved like wolf. He also has a bag of teeth (described below).

Description: Arkanth Mal, tyrant of Galuga, is an imposing sight; tall, broad-shouldered and shaven-headed, with a full black beard collected into several small braids. He wears long-sleeved silken robes (which are enchanted to the same strength as steel armour) under a heavy fur cloak with silver fox trim, and ornate golden bracers. His spellbook is hidden under a loose flagstone in his living room (A Hard Perception test to find it) and contains all the spells he has ever managed to collect. The Games Master is free to introduce new spells or spells from Spider God's Bride with this NPC.

Tactics: He is a clever fighter, he will pre-cast defensive magic and wards before he sends his men to their doom. He will use animate spells to create false minions. He can

Bag of Teeth: When thrown on the ground with a Combat Action, the bag bursts and 1D6 zombies (use the zombie from *Monsters of Legend*, page 93) spring forth under the command of the Necromancer.

THE PRISONS OF GALUGA



Beneath the palace are the dungeons of Arkanth Mal, where the tyrant keeps prisoners used in his alchemical and necromantic experiments.

1. Central Hall

There is a 60% chance of encountering 1D3 Men of Natla or 1D4+1 regular guards here. In the north western corner is a corridor down to dungeon level two (the Pits of Galuga).

2. Small Barracks

This chamber houses four regular warriors of Galuga, who patrol the dungeons. On a table is a set of dice made from ivory (worth 35 SP) and a pile of silver coins (a total of 50 SP).

Foot Soldier of Galuga, Male Civilised Warrior: See page 25.

3. Small Barracks

This area is identical to area 2.

4. Large Barracks

Two Men of Natla are posted here as guards.

Hill-Man of Natla: See page 26.

5. Chamber of Master Jailer

The master jailer is Nargul, a chieftain's son of Natla with maximum hit points. He is armed with a mancatcher and a war club which does +3 extra damage.

Nargul, Hill-Man of Natla (CR 5): See page 26.

6. Alchemical Preparation Room

Two great bronze cauldrons are used to brew various foul alchemical concoctions here. The first cauldron currently

THE PRISONS OF GALUGA

Standard Features: Ceiling height is 10 metres.

Unless otherwise noted, all outer doors are iron doors. 12 AP/75 HP – they can be broken down by attacks, or a Very Hard Brawn test. If they are barred from the inside, use a Formidable Brawn test.

Interior doors are reinforced wooden doors. 6 AP/30 HP – they can be broken down by attacks, or a Difficult Brawn test. If locked this test is considered Hard. A Difficult Mechanisms test is required to pick the lock.

Lighting: The corridors and rooms of the prisons are illuminated by wall-hung torches.

Sounds and Odors: Occasional screams can be heard from a torture chamber, or weak groans from a cell. The dungeons smell of sweat, human waste and weird alchemical substances.

Encounters: Check once per minute for encounters with 1D3 men of Natla or 1D4+1 regular guards.

contains a substance similar to green slime (but immobile and not able to affect metal). The second cauldron contains a liquid that slowly turns flesh brittle like glass (all attacks cause double damage and a critical hit can shatter a limb), although a creature must be immersed in the liquid for 10 minutes for it to take effect, and most healing magic can remove the condition.

7. Waste Pit

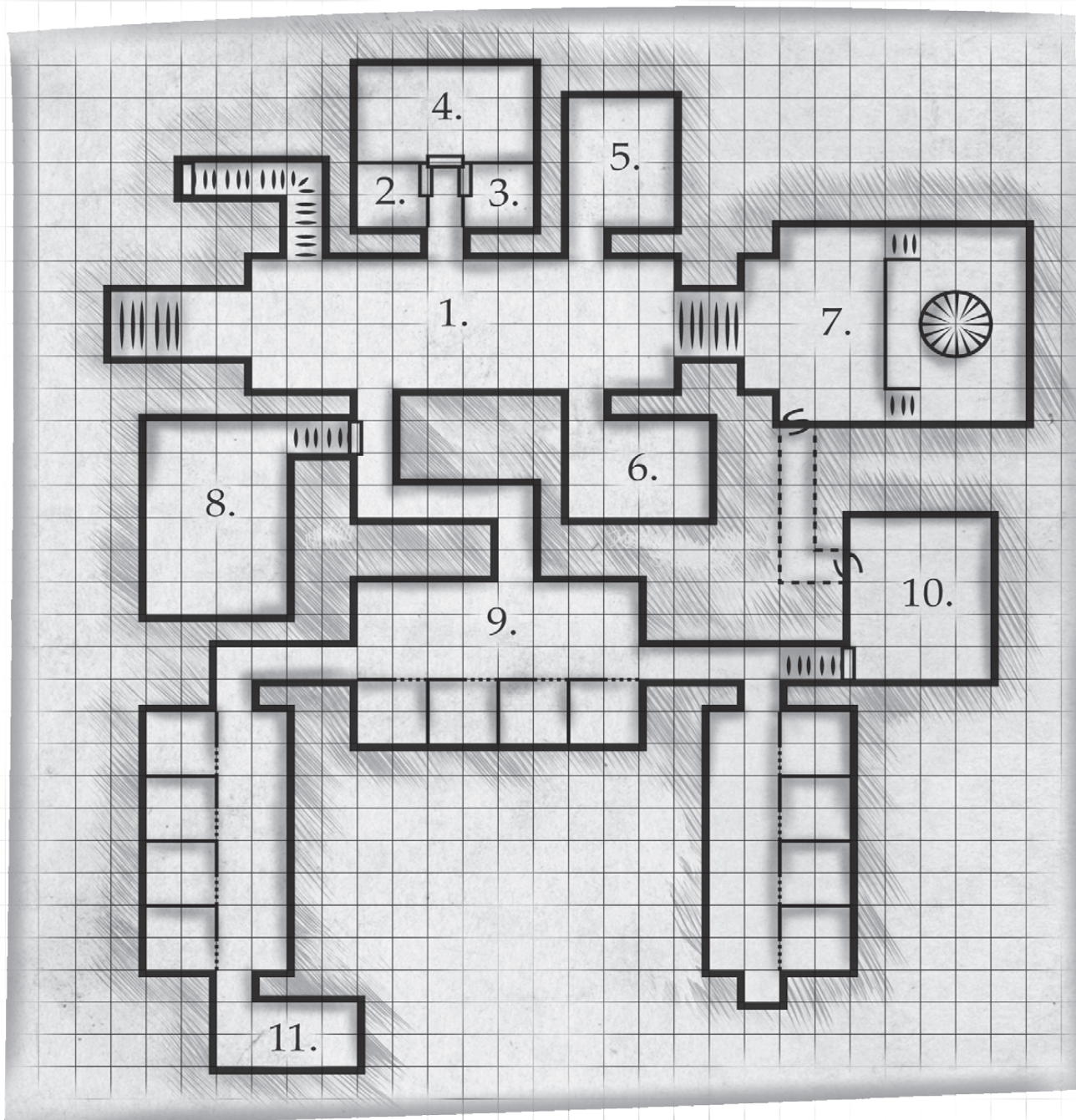
The western end of the room is elevated three metres above the rest of the chamber. The other end is filled with filth and rubble. A pit in the centre (at least 30 metres deep) leads to area six of dungeon level two. There is a secret door (Difficult Perception test to discover) to area 10 here.

8. Transmutation Chamber

Slaves are shackled to stone slabs here while undergoing various experiments. Arkanth Mal is currently trying to create hybrid human-plant creatures using spores from the plant in area nine of dungeon level two. While he has managed to transform his prisoners into a vegetative state, he has so far not been able to control them.

There are currently 12 transformed slaves here; if freed they mindlessly attack any living creature.

Use the zombie on page 93 of *Monsters of Legend* and add +1D3 damage for their hand to hand attacks. If the Games Master desires, the stats for the Yg-Tree zombies attacks can be used as well to make the monster even more deadly.



9. Prison Cells

The prison cells are sealed by iron portcullises which are two inches thick: (AP 8/HP 8 - Difficult Brawn test to break, Hard Mechanisms test to open).

Each cell contains 1D6 prisoners (80% males).

The prisoners are generally healthy and well fed, because the master of Galuga needs strong specimens for his experiments. Dangerous prisoners are kept drugged with a special herb, a

diluted form of a potent hallucinogenic moss that is mixed with their food.

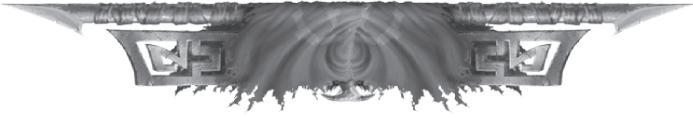
10. Torture Chamber

This gruesome chamber is filled with torture devices, chains, spikes, and blades. Behind a weapon rack is a secret door (Difficult Perception test to find) to area seven.

11. Storeroom

This room contains crates of iron ingots, lengths of ropes and chains, as well as hammers and bolts and other tools.

THE PITS OF GALUGA



Deep below the citadel, beneath the alchemical laboratories and torture-rooms is where Arkanth Mal has his secret sanctum and where he keeps his most treasured possessions.

I. Corridor

This corridor is reached by stairs leading down from dungeon level one. At the end of the corridor is a false door (Difficult Perception to spot) that has a spiked pit trap in front of it. The trap is 15 metres deep and can be avoided if the victim makes a successful Routine Evade test. Otherwise the victim takes 3D6 damage to three random locations +2D4 damage to four random locations for the spikes.

The trap can be disabled by a Difficult Mechanisms test.

2. Hall of Tentacled Pillars

This chamber has four slender purple pillars, carved to resemble intertwined tentacles.

There is an alcove in the eastern wall. A small wooden chest is placed in the alcove. It is locked (Difficult Mechanisms test to open) and trapped (Hard Perception test to spot, Hard Mechanisms test to disable) with a poisoned spike (Blade Venom, see page 81 of the *Legend Core Rulebook* or use a poison from *The Spider God's Bride* appendix). It contains a mummified hand (worth 2,000 SP and with a single Magnitude three Holdfast spell able to be cast from it), a small pouch filled with a dozen small yellow gems that look like cats' eyes (worth 500 SP each) and several scrolls (among them a tattered map pointing to the first of the Seven Shrines of Uthjar).

3. Shrine of Madness

Arkanth Mal did not build the citadel of Galuga, but seized it from its previous master, Herul Naug (some say this was Arkanth's own sorcerous mentor). This chamber, like the hall adjacent to it, is part of the oldest structures beneath Galuga. Arkanth Mal has forbidden his apprentices to enter this chamber.

Each corner of the room has an iron brazier filled with incense. If lit, the incense emits a sickening smell but otherwise functions to restore all Magic Points to any Sorcerer/Priest/Magic User that remains in the area for five minutes. An altar slab stands to the west, and a scattering of 33 small gems (11 each of green, purple

THE PITS OF GALUGA

Standard Features: Ceiling height is 10 metres.

Unless otherwise noted, all outer doors are iron doors. 12 AP/75 HP – they can be broken down by attacks, or a Very Hard Brawn test. If they are barred from the inside, use a Formidable Brawn test.

Interior doors are reinforced wooden doors. 6 AP/30 HP – they can be broken down by attacks, or a Difficult Brawn test. If locked this test is considered Hard. A Difficult Mechanisms test is required to pick the lock.

Lighting: These areas are unlit except where noted.

Sounds and Odours: Except where noted, the air is damp and the walls are flecked with glistening slime. The sound of water dripping from the ceiling into small pools can be heard in the distance.

Encounters: There are no random encounters in the constructed chambers. Check once per minute for encounters in the natural tunnels.

and yellow colour; each worth 500 SP) rests atop it. A great black eye surrounded by purple tentacles is painted on the floor. If one of the gems is removed from the altar, the eye pulsates with the colour corresponding to the gem.

If the removed gem is purple, the creature(s) closest to the eye must make a Difficult Persistence test or suffer from temporary madness, attacking his companions with berserk rage (duration 2D10 rounds).

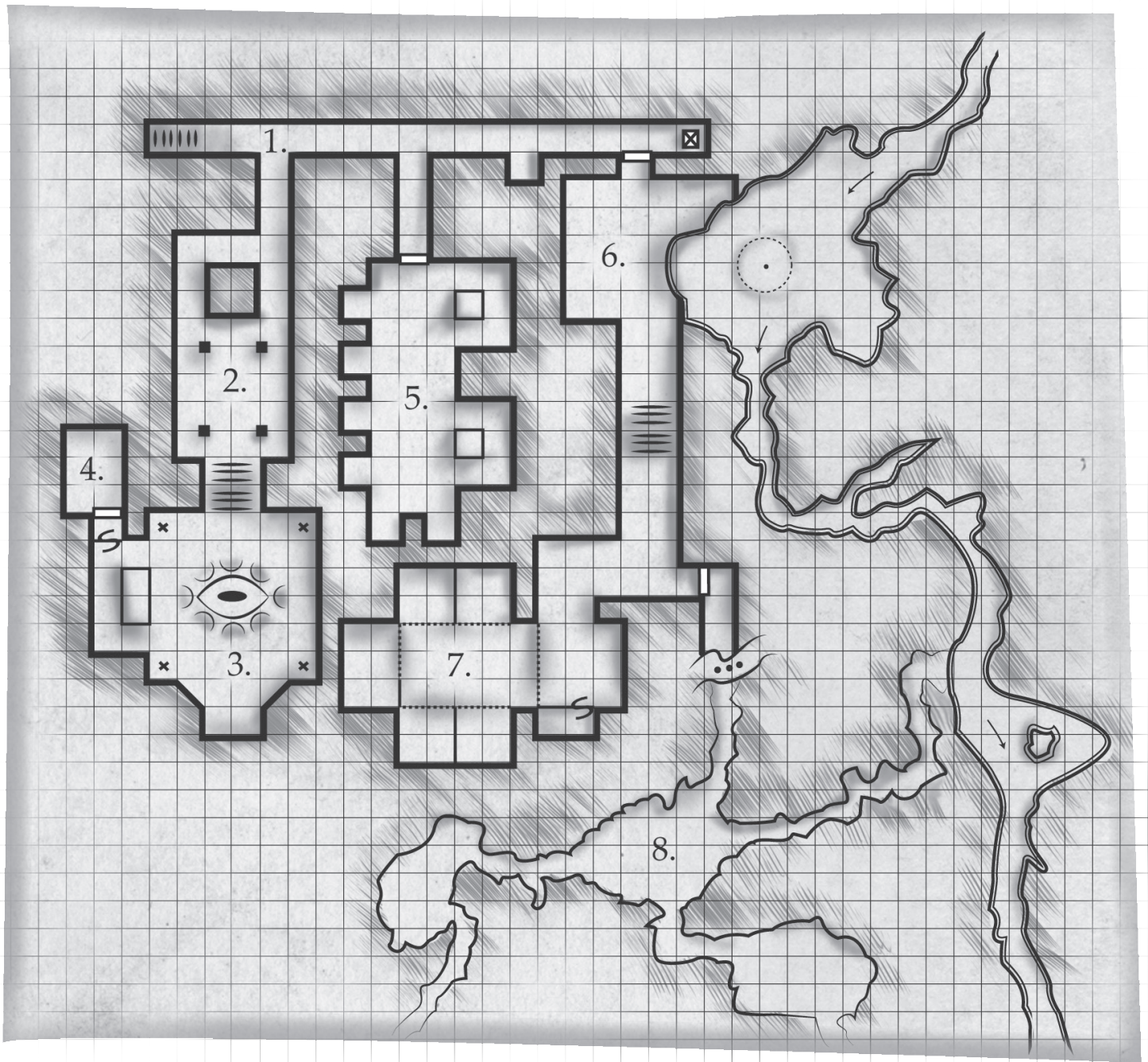
If the removed gem is yellow, the creature touching the gem is attacked by a group of 2D6 Skeletons (see page 84 of *Monsters of Legend*).

If the removed gem is green, nothing appears to happen, but the creature that carries the gem must make a Difficult Persistence test every night or be mentally compelled to slay its companions in their sleep, and thereafter return the gem to the shrine it was taken from.

4. Secret Chamber

On an elaborate pedestal in the middle of the chamber, ringed by a protective ward on the ground, are two green-tarnished copper scrolls. These are fragmentary copies of the fabled *Books of Zothras*, and they are Arkanth Mal's second most treasured possessions after the ark containing the spirit of his beloved Eliyh.

There is a special enchantment on the threshold of this chamber, it alerts the necromancer to any intrusions and requires a Formidable Perception test to spot, then a Formidable Lore (any kind of magic) test to decipher its intent.



Protective Ward: This spell functions like *Wrack* (page 208 of the *Legend Core Rulebook*) and is triggered when the ward is crossed – a successful Formidable Evade test can avoid the effect.

5. Crypt

A powerful magical ward, similar to other wards in the complex causes a fear effect to anyone who fails a Hard Persistence test when they view the grotesque symbol carved there. Failure results in a loss of 1D3 INT and the victim must flee the sight of the symbol for 1D8 rounds.

The moment the door is opened a silent alarm magic sounds (Difficult test of appropriate type or magic to disable) to alert Arkanth-Mal who proceeds to the area immediately – summoning via magic and other means, his apprentices and guards (providing they still live) to join him. He will also use Skeletons and Zombies if he has time. He can summon 1D4 of each.

In the middle of the chamber stands a golden ark. It was crafted by the witch Eliyh as a soul container, constructed from precious materials gifted to her by Arkanth Mal many years ago. After Eliyh

was slain by Boras (see the introduction and the chapter on the Land of Naath), the ark that contained her soul was retrieved by the men of Natla and carried back to Galuga, where Arkanth Mal has guarded it ever since.

The sides of the ark are carved with scenes of a female sitting on a throne, receiving tribute from visitors from different lands. Among many nobles and emissaries seen bearing tribute and gifts is the lone figure of Arkanth Mal, as well as Boras the White King with his entourage of squat, yellow-skinned warriors.

If the lid of the ark is lifted, the soul of Eliyh manifests as a ghostly, wraith-like creature. The ghostly form is insane, for her mind was shattered along with her body, yet glimpses of her fate can be guessed at from her confused babbling between her terrible screams. She attacks anyone except Arkanth Mal, whom she seems to recognize and hesitates to harm. In any case, the ghost of Eliyh cannot leave the presence of the ark; if the ark is moved, she moves with it.



6. Underground Lake

This is a large natural cavern with an underground lake. The underground river has a strong north-south current (Difficult Swim test), and the water is ice-cold (1D4 points of damage per minute of exposure). The waste pit from area seven on dungeon level one connects to this cave.

7. Underground Arena

This chamber holds several exotic animals behind portcullises that can be raised or lowered using levers in the hidden chamber (Difficult Perception test to spot) to the south. The eastern wall has seats for spectators. Victims are thrown into the middle of the room and a portcullis is lowered behind them, then one of the other portcullises is raised, releasing one of the animals into the arena. If necessary, a victorious animal is driven back into its cage by arrows and spears. The cages currently contain a Rock Lizard, a Sabretooth Tiger and a Basilisk. (see pages 50, 60 and 113 of *Monsters of Legend* respectively).

To the east, there is a heavy, locked door (Difficult Mechanisms test to open) that leads into the cave tunnels (see Area eight and beyond).

Note: The following areas are natural caves, separated from the Pits of Galuga by more than 304 metres of uneven natural passages that wind southwards. While the scale of the map for the rest of the dungeon is two metres per square, the following areas are much larger and a scale of six metres per square should be used here.

8. Central Cavern

Several tunnels lead into this large natural cavern. The floor is strewn with bones and skulls and other debris.

There is a 75% chance to encounter 1D4 Giant Ants (use the Giant Ant from *Monsters of Legend*, page 22).

9. Slime Cave

This cavern is the lair of a large slime-like living plant that attacks creatures by dominating local wildlife. Apprentices of Arkanth Mal are sent here to harvest spores that grow naturally in the cavern. It is dangerous work, but the sorcerers know how to handle it; sometimes living victims are thrown to the plant to distract it.

There is a dangerous creature known as a Jubear that has moved into the cave recently, a symbiotic relationship between it and the plant has formed.

10. Cavern of the Scavengers

A species of Giant Ants are found here and in adjoining areas. They live off the debris and corpses that are thrown into the mountain chasms from the citadel above, as well as whatever floats through the underground river (including waste from the prison level above). There are 2D4 of these creatures here.

Giant Ants: Use the Giant Ant from *Monsters of Legend*, page 22, except these have a taste for human flesh, living or dead.

Eliyh - Ghost of the Past

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-3	Right Leg	3/6
CON	2D6+6	13	4-6	Left Leg	3/6
SIZ	2D6+6	13	7-9	Abdomen	3/7
INT	2D6+7	14	10-12	Chest	3/8
POW	2D6+7	14	13-15	Right Arm	3/5
DEX	3D6+5	16	16-18	Left Arm	3/5
			19-20	Head	3/6

Combat Actions	3
Damage Modifier	+1D2
Magic Points	14
Movement	8m
Strike Rank	+15

Armour: 3 point spirit armour, supernaturally strong. No Armour Penalty.

Traits: Life Sense, Magic Sense.

Common Skills: Athletics 70%, Evade 77%, Influence 80%, Insight 60%, Perception 88%, Persistence 70%, Resilience 60%, Sleight 70%, Stealth 80%, Unarmed 70%

Advanced Skills: Survival 80%, Track 90%

Magic Skills: Manipulation 90%, Sorcery 95%

Spells: Palsy, Wrack, Diminish (INT), TAP (STR)

Combat Styles

Lover's Tiff (Claw) 100%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Claw	-	S	M	1D6+1D2 Bleeding	As for Arm

Notes: Eliyh's incorporeal form is that of a beautiful, slender woman with sensuous curves and long black hair. A golden scarab amulet rests between her breasts, suspended from a thin necklace.

Jubear

This creature looks like a brown bear, but its fur is matted with oozing green slime and fungoid growths. Its chest seems to be covered with vile whitish growths and pustules.

Jubears are a strain of bear that has entered into a symbiotic relationship with a rare relative of green slime. The ooze does not consume the bear's tissues, but instead feeds off the contents of the bear's stomach; the ooze allows the bear to digest almost anything and heal quickly. A jubear does not need to eat its prey with its mouth – its chest cavity and abdomen is soft and yielding and can just push its food into the mass of fungal jelly that makes up almost half its bodymass.

The first jubears were sighted in the colder forests where brown bears are common, but the ooze needs warmth and rain to flourish and fester, so of late more and more of the monsters have been coming to more temperate climes. They can only be effectively killed by fire or disease and fortunately the symbiosis is relatively fragile so the creatures are vulnerable to sickness and infirmity. They have no natural predators, though, so country folk must hunt the beasts down and burn the foulness out of them lest the jubears wipe the countryside clean of all life.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+16	27	1-3	Right Leg	4/10
CON	3D6+11	22	4-6	Left Leg	4/10
SIZ	3D6+15	26	7-9	Abdomen	4/11
INT	5	5	10-12	Chest	4/12
POW	3D6	11	13-15	Right Arm	4/9
DEX	3D6	11	16-18	Left Arm	4/9
			19-20	Head	4/10

Combat Actions	2	<i>Armour:</i> Fur, ooze. No Armour Penalty.
Damage Modifier	+1D12	
Magic Points	11	<i>Traits:</i> Formidable Natural Weapons
Movement	24m	
Strike Rank	+8	<i>Common Skills:</i> Athletics 69%, Perception 60%, Persistence 52%, Resilience 53%, Stealth 23%, Swim 58%
		<i>Advanced Skills:</i> Survival 79%, Track 40%

Combat Styles

Oozing Wounds (Bite, Claw) 72%

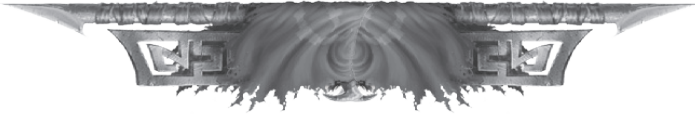
Weapons

Type	Range	Size	Reach	Damage	AP/HP
Bite	-	S	T	1D8+1D12	As for Head
Claw	-	M	S	1D6+1D12	As for Arm

A jubear tries to grab its enemies and hold them against its corpulent white stomach, so it can devour them through the ooze. It is instinctively terrified of fire and avoids it at all costs. By spending a Combat Action it can try and establish a grapple as on page 138 of the *Legend Core Rulebook*. A Critical Hit allows the creature to automatically establish a grapple.

Digestive Ooze: If a jubear pins an opponent, that opponent takes 1D6 points of acid damage across all locations. If the opponent is pinned for three successive rounds (a successful Difficult Brawn test allows them to break free), he is swallowed whole by the bear. A swallowed opponent can escape by doing 20 points of damage to the inside of the bear, but takes 2d6 points of acid damage each round until he escapes.

THE LAND OF ZAMAR



On the eastern side of the Rogal mountains is the rich land of Zamar, with its golden grain fields, ancient forests and flocks of wild horses. Unlike Yg, Zamar has short, warm summers and long, cold winters with heavy snowfall.

Zamar has no standing army but can field regiments of yeomen in times of trouble, electing a leader from among its landowners.

BORAGA, THE CITY BY THE LAKE

The lords of Zamar are rich landholders and estate owners. Their henchmen meet to trade in the markets of Boraga, an un-walled city of merchants, artisans and fishermen.

LAKE KALI

This large lake is deep and dark. It has many wooded coves along its length.

On the western shore of Lake Kali is the large hereditary country estate of Eliyh's clan. The estate is now abandoned; the fields lie fallow and the farm animals and servants have been appropriated by rival landholders.

THE HILLS OF NATLA

These low hills are home to fearsome 'half-giants', the hillmen of Natla (see the appendix). Their villages are crude but well fortified. They are prone to raiding into Yg, Zamar and Vulav, as well as attacking travelers on the mountain trails or exacting heavy tolls from caravans. For the last several years, Arkanth Mal has bought their loyalty and services with large amounts of gold, mainly taken from the dowry brought to the witch-king by princess Verina of Lamu.

NAATH, GATEWAY TO THE ENDLESS WHITE LAND

The ultimate boreal regions of the World of Xoth have for unknown ages been covered by a mile-thick sheet of blue-white ice. This massive glacier, known as the Endless White Land, is said to have enveloped a mythical land of marvels, and 'Very Old Things' are said to be buried there.

LAND OF NAATH

Climate: Arctic

Terrain: Glaciers, Hills, Tundra, Frozen Rivers and Coastline

Random Encounters (D20)

1. Ivory traders from Yeran or Vulav
2. Severe weather (snowstorm or extreme cold)
3. Polar bear
4. Mammoth herd or woolly rhinoceros
5. Naathi fishing village or hunting camp
6. White-furred smilodon (homotherium)
7. Naathi Elder with entourage
8. Men of Zamar (raiders or traders)
9. Abandoned camp
10. Avalanche
11. Sea serpent or river snake
12. Frozen corpse
13. Buried treasure
14. Snowy owl
15. Shark or killer whale
16. Hunting party
17. Dead monster
18. Man or woman half frozen to death
19. A large Roc
20. White wolves

During the past centuries, the southern edges of the glacier have thawed and retreated, exposing certain ancient structures, such as stepped pyramids, huge domes, and obelisks of weird metal.

This region, known as the Land of Naath, is currently inhabited by squat, dark-haired, yellow/brown-skinned people, the Naathi. They are seemingly simple and primitive folk; hunters of woolly mammoths and fishers upon the freezing, storm-tossed black waters of the Sea of Urul; yet they have an evil reputation among the Men of Zamar.

Strangely, the xenophobic Naathi are ruled not by one of their own kind, but by Boras, the White King; a tall, fair-skinned, golden-haired man who resides in one of the stepped pyramids which the retreating ice has uncovered. Whence Boras came, no one knows and civilised sages remain largely ignorant of this part of the world. The Naathi claim that their king is immortal, since he has outlived many of the Naathi elders and never seems to age.

THE SEA OF URUL

This vast northern sea borders on many lands and teems with fearsome life. Gigantic floating icebergs, freak waves and sudden storms make travel difficult even during summers.

THE BOGS OF MALAR

A semi-frozen marshland covered with dense, stunted vegetation and crisscrossed by a delta of rivers and streams. Magical and medicinal plants grow in abundance here, but wise men avoid the area, as it is rumoured to be the battleground monsters from an age long ago, a Tyrannosaurus-like monster (see *Monsters of Legend*, page 55) and a Stegosaurus (page 53).

NAATHI FISHING VILLAGES

Small villages are scattered along the frozen northern coast of the Urul Sea. The coastal Naathi dwell here; they catch fish using nets and harpoons, they also hunt seals, walrus and whales. Their boats are constructed from stitched seal skins stretched over frames of driftwood, antlers or whalebone skeletons, and range from small personal kayaks to larger vessels capable of carrying up to 30 men.

Some villages are permanent, while others are temporary or seasonal settlements. Houses are made from driftwood, whalebone, sod and stone, and covered with hides, snow and/or ice, depending on the season and proximity to the great glacier. Most buildings are single-room dwellings that house a family, but larger structures have multiple rooms connected by tunnels. Tribal councils are held in these communal buildings, and perhaps also abominable rituals and wild feasts, if traders of Zamar are to be believed.

NAATHI HUNTING CAMPS

The inland Naathi are nomadic hunters of woolly mammoths and other great beasts that dwell in the shadow of the Endless White Land.

The hunters roam the tundra between semi-permanent base camps with houses and shelters made from mammoth bone. A typical camp is ringed by certain marker stones, and consists of dwellings for men and women, storage pits, workshops for flint and bone, great halls for the councils of the elders, and butchering areas on the edge of the settlement. Some camps also have fearsome shrines or spirit-houses, marked by skulls painted with arcane symbols in dark crimson or sickly green colours.

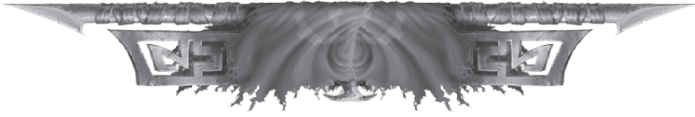
The largest huts consist of hundreds of mammoth jaws and rib bones, and dozens of skulls and tusks, all covered with hides and held up by a patchwork of poles, rawhide and leather straps.

The treasures of the Naathi include carved objects and jewellery of stone, bone, ivory and amber, as well as ambergris incense, animal skins, and large quantities of dried and salted meat.

Some tribes of Naathi keep packs of feral wolf-dogs as guards and beasts of burden.



THE ZIGGURAT OF BORAS



'Not even the lesser priests know of the long grey corridors, lit by phosphorescent ceilings, through which in bygone ages strange forms have glided silently. (...) Not for men alone did we build, but for the gods who moved unseen among us.'

- Robert E. Howard: The Moon of Skulls

Set on a plain from which the surrounding glaciers retreated only decades ago, this massive pyramidal edifice rises to the sky surrounded by snow-covered hills. The slowly receding ice has worn off most of the outer ornamentations of the ziggurat, leaving only hints of ancient weirdness through indefinite shapes and dim and indistinct carvings. The only visible entrance is oriented towards the north, accessible via a gigantic staircase that seems to lead to the top of an artificial mountain

There is a large Naathi camp less than a mile from the ziggurat and Naathi warriors and elders guard the edifice serving the whims of its occupant, Boras, the White King.

King Boras appears to his subjects as a tall and mighty, pale-skinned, golden-haired warrior dressed in rich golden robes and cloaked in polar bear fur. It was in this shape he travelled west and seduced the witch Eliyh, who soon gave birth to several children (two sons and two daughters) fathered by Boras.

But 'Boras, king of the snow-people of Naath' is merely a mask of flesh worn by an ancient creature named Yon-Ylath-UI. Older than the glaciers, this creature is a primal, polymorphous being of genius intelligence, able to take any shape at will. Its true form is that of a strange icy amorphous blob with 8 writhing tentacles and a single gaping maw.

When Eliyh eventually discovered the true nature of Yon-Ylath-UI, she went insane. In a mad rage, the witch tried to kill the primal creature, but the tentacled thing destroyed her. However, Eliyh had prepared a receptacle for her soul, the Ark of Zamar. While Yon-Ylath-UI devoured the witch's body and returned to the land of Naath with Eliyh's children as captives, Eliyh's life force remained trapped, insane, within the Ark. Soon, Arkanth Mal learned of Eliyh's fate (but not the true nature of Boras), and sent the hill-men of Natla to carry the Ark back to his citadel of Galuga.

Only Yon-Ylath-UI itself knows its own ultimate goals. Why does this primal being masquerade as a human kingpriest, and why did it interbreed with a human female?

What manner of creatures are its offspring? Are these children of Eliyh perhaps reared as future priest-servants, or held as hostages? Only Yon-Ylath-UI knows.

The interior of the Ziggurat of Boras is divided into several sub-levels, each with its own set of interconnected chambers and wandering monsters:

Level 1: The area surrounding the ziggurat, as well as the exterior staircase, is guarded by scores of Naathi warriors. Inside the uppermost level of the ziggurat itself are a dozen Naathi elders, who serve Boras as messengers; they await his summons here.

Level 2: This is the Court of Boras, where he appears in his human guise to underlings and rare visitors. The throne room is richly appointed with barbarian treasures including spotless furs, carved ivory and amber jewellery. Adjoining chambers include wardrobes, lounges and a hall of stuffed animals.

Level 3A: Weird murals fill the walls of this level, depicting immense, primal creatures crawling onto dry land from a watery abyss, building strange cities using flexible pseudopods. Other murals show the coming of a great ice sheet, slowly burying those cyclopean structures.

Level 3B: Eliyh's children by Boras are imprisoned in separate chambers on this level. Each child is guarded by two servants who appear and attack as Gorgons on page 70 of *Monsters of Legend*. Although these imitated forms are mute, and thus easily distinguished from real humans, they initially pose as the children they are guarding, to lure opponents close before they shift back to their real shapes and attempt to use their gaze to turn victims to ice rather than stone.

Level 4A: This large level contains a shrine dedicated to some primal god-thing. A huge starfish-shaped altar seems to consist of pulsating, living tissue, softly quivering like jelly. Its surface is studded with hundreds of multi-coloured gems (worth 100-500 SP each). Around the altar are four great stone-ringed basins, each containing an oily black liquid.

Touching the altar instantly cures any disease and regenerates lost limbs. Trying to remove one of the gems from the living altar, or otherwise harming it, causes a strange creature to emerge, seemingly made from black oil-like material. Use the Ghoul on page 68 of *Monsters of Legend*. A new monster is spawned from the pool every 1D10 rounds unless the gem is returned, or the pool is frozen with magic.

Level 4B: In a huge pool of green slime, new life is constantly spawned and devoured in a never-ending cycle of life, death, and rebirth.

Yon-Ylath-UI (A Terrible Thing)

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+18	39	1-2	Left Tentacle 1	7/9
CON	4D6+6	20	3-4	Right Tentacle 2	7/9
			5-6	Left Tentacle 3	7/9
			7-8	Right Tentacle 4	7/9
SIZ	3D6+14	25	9-10	Body	7/11
INT	5	5	11-12	Left Tentacle 5	7/9
POW	6	6	13-14	Right Tentacle 6	7/9
DEX	2D6+5	12	15-16	Left Tentacle 7	7/9
CHA	1	1	17-18	Right Tentacle 8	7/9
			19-20	Maw	7/9

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+2D6
<i>Magic Points</i>	6
<i>Movement</i>	15m swim/10m ground
<i>Strike Rank</i>	+9

Armour: 7 points of ice-like armour. No Armour Penalty.

Traits: Dark Sight

Common Skills: Athletics 60%, Evade 89%, Insight 20%, Perception 95%, Persistence 77%, Resilience 99%, Swim 120%

Combat Styles

Tentacle Terror (Tentacles, Bite) 130%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Bite	-	L	M	1D8+2D6	As for Head
Tentacles	-	L	VL	1D6+2D6 Special (see above)	As for Arm

Tentacles: Yon-Ylath-UI has eight long sinuous tentacles, which have a reach of eight metres.

Grabby: If it manages to hit in combat with two or more of its tentacles, it may attempt to initiate a grapple.

Drowner: If the monster manages to grapple an opponent it can do two things, using a Combat Action. It may cause 2D6 damage by constricting the target, usually to the chest or abdomen (or both) and then drag them down underwater usually beneath the ice near its lair. Use the standard rules in the *Legend Core Rulebook* on page 76.

Tremorsense: A thing can sense minute vibrations in the water, allowing it to detect the movement of any creatures within 35 metres in the same body of water or on ice.

Shapechange: The monster can take any shape at will.

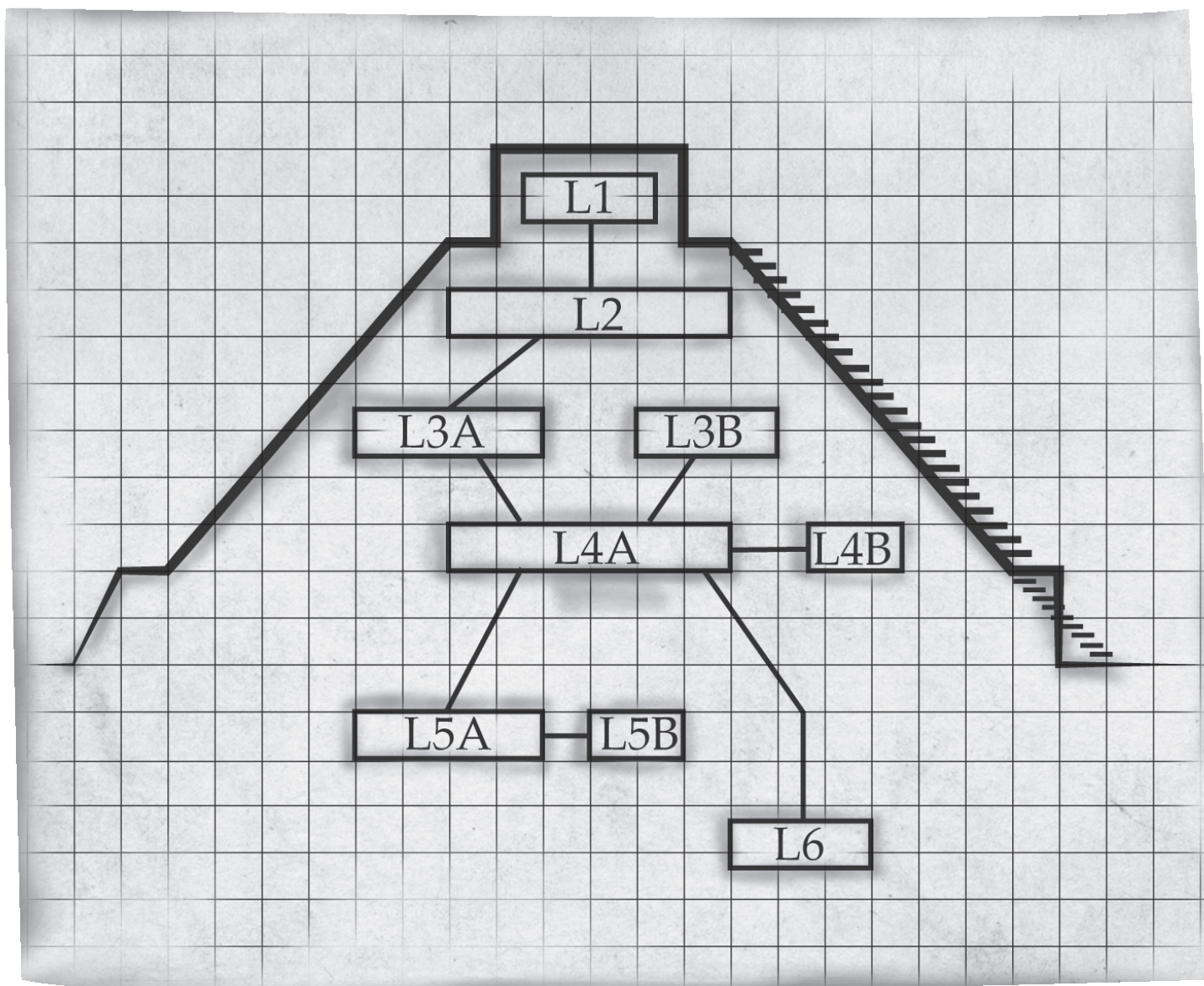
Notes: Yon-Ylath-UI is merely one of several 'Very Old Things' that lurk below the glacier ice, but fortunately for the men of the north it is the only one of these primal creatures yet to have escaped its frozen prison. Were any sages to learn of its existence, they would perhaps speculate that such beings are vastly older than the race of men and that they belong to a wholly different branch of the tree of life. Other sages may point to the discovery of canopic jars filled with living slime, found in certain Yar-Ammonite tombs, as disturbing evidence of ancient links between early men and these amorphous beings.

Level 5A: The floors, walls and ceilings of this level are covered by mosaics that form an abstract map of ancient, pre-glacier Polar Regions. Some cities or sites are marked on the maps with glowing or pulsating stones, while others stones are dull or burnt-out.

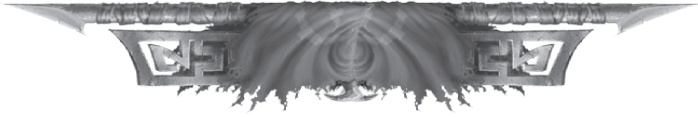
Level 5B: This small level consists of a central circular chamber, where several archways each lead to short tunnels carved with arcane glyphs. At the end of each tunnel is a small, empty socket set into the wall. There is a 10% chance a group of 1D6 skeletons are here.

If a pulsating stone from level 5A is placed into a socket while the correct ritual is being performed, a portal will open to one of the other pre-human cities that are buried further north beneath the great glacier. The freezing temperatures there will swiftly debilitate or kill most explorers stepping through the gate, of course, but there is always the possibility of *something else* coming through the gate in the opposite direction...

Level 6: This is a deep pit. The temperature is freezing and deals 1D8 points of cold damage per minute of exposure. The bodies of the dead lurk at the bottom of the pit and can manifest 2D6 zombies with a 20% chance.



CULTURAL ARCHETYPES



In a typical sword and sorcery campaign such as the World of Xoth, traditional demi-humans do not exist, and the majority of player characters and non-player characters are human. The following broad cultural archetypes can be used to distinguish between characters that would otherwise have the same racial abilities.

Use the Cultures on page 15 of the *Legend Core Rulebook* in addition to the new Cultures presented here, which echo the works of Robert E. Howard and others and are meant to evoke the myriad cultural diversities of the Sword and Sandals genre.

ENLIGHTENED

A few great civilisations rise above others and gain half-mythical status. Learned beyond normal men, these people of enlightened cultures are builders of cyclopean pyramids and towers that pierce the skies. Their magnificent buildings can last forever. Likewise the flesh of the enlightened ones can withstand the passage of time like no other mortals.

Use as Civilised with these additions:

Common Skill Bonuses: +35% to Culture (*Own*) and Lore (*Regional*), +25% to Evaluate and Influence, they also gain +5% to Perception tests when stonework and traps are involved.

Combat Styles: Enlightened Adventurers choose **one** Combat Style from the following and gain a +5% bonus: *2H Spear, 2H Sword, Bow, Crossbow, Dagger, Polearm, Rapier, Spear and Shield, Spear, Sword and Shield*.

Advanced Skills: All civilised Adventurers gain the following Advanced Skills: *Courtesy, Language (Native) +50%*. In addition, enlightened Adventurers choose from **three** Advanced Skills from the following: *Art (any), Craft (any), Language (any), Lore (any), Mechanisms, Play Instrument, Streetwise*.

Starting Money: Enlightened begin the game with 5D6x80 Silver Pieces.

Magic: As the Civilised culture.

DECADENT

Great civilisations reach their peak and eventually start to decline. Such fallen empires are ruled by jaded nobles, corrupt priests and wicked slave-traders. Demon-worship, human sacrifice and drug abuse is all too common in these cultures.

Use as Civilised with these additions:

Common Skill Bonuses: +35% to Culture (*Own*) and Lore (*Regional*), +25% to Dance and Sleight, they also gain +10% to Resilience.

Combat Styles: Decadent Adventurers choose **one** Combat Style from the following and gain a +5% bonus: *2H Spear, 2H Sword, Bow, Crossbow, Dagger, Polearm, Rapier, Spear and Shield, Spear, Sword and Shield*.

Advanced Skills: All decadent Adventurers gain the following Advanced Skills: *Courtesy, Language (Native) +50%, and Seduction +15%*. In addition, decadent Adventurers choose from **three** Advanced Skills from the following: *Art (any), Craft (any), Dance, Language (any), Lore (any), Mechanisms, Play Instrument, Streetwise*.

Starting Money: Decadent begin the game with 6D6x85 Silver Pieces.

Magic: As the Civilised culture.

DEGENERATE

The last survivors of decadent civilizations start to feud over dwindling resources, or are driven away by stronger cultures. Fleeing into the wilderness, or deep underground beneath their ruins, they start to inbreed and devolve into something no longer entirely human. Degenerates may outwardly resemble savages, but they carry the evil taint of fallen empires.

Use as Civilised with these additions:

Common Skill Bonuses: +35% to Culture (*Own*) and Lore (*Regional*), +25% to Persistence and Brawn, they also gain +15% to Resilience.

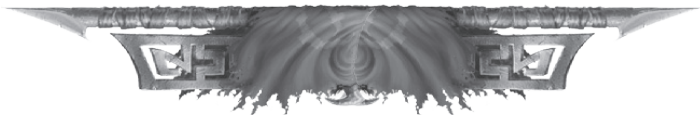
Combat Styles: Degenerate Adventurers choose **two** Combat Styles from the following and gain a +10% bonus: *2H Spear, 2H Sword, Bow, Crossbow, Dagger, Polearm, Rapier, Spear and Shield, Spear, Sword and Shield*.

Advanced Skills: All degenerate Adventurers gain the following Advanced Skills: *Courtesy, Language (Native) +50%*. In addition, degenerate Adventurers choose from **three** Advanced Skills from the following: *Art (any), Craft (any), Dance, Language (any), Lore (any), Mechanisms, Play Instrument, Streetwise*.

Starting Money: Degenerate begin the game with 5D6x60 Silver Pieces.

Magic: As the Civilised culture.

RACES OF THE NORTH



This chapter contains a description of the various races of men that live in the northern regions of the World of Xoth.

THE MEN OF THARAG THULE

These barbarians dwell in fortified villages with wooden feast halls, and live by farming, hunting, trading and raiding.

To the west is the Sea of Vahran. This is a great inland sea with hundreds of small islands along the shoreline, where warriors sail their longboats to raid coastal villages and battle fearsome sea-serpents, while lesser men engage in fishing.

The Tharag Thulans revere the Moon-God, the Wolf-God, and the Skull-God.

THE WHITE MEN OF YG

Although their land is far to the north, not far from the freezing wasteland of the Endless White Land, it is warmed by hot springs and is therefore known as the 'Land beyond the North Wind.' The men of Yg must constantly defend their homeland from incursions by savage barbarians, brutal hill men and cannibalistic nomads.

THE HILL-MEN OF NATLA

The rugged hills of Natla are home to tribes of cruel 'half-giants' whose average height is 2.2 metres. They are fearless and wade into battle bare-chested, wearing kilts of cave bear skin and helmets adorned with stag antlers. The handles of their great knives and axes are likewise adorned with the horns of great stags. Any man of Natla can challenge the current clan chief to mortal combat to take his position.

Reaver of Natla, Male Savage Barbarian: See Palace of Arkanth Mal, area two, on page 26.

THE MEN OF ZAMAR (EASTERLINGS)

They ride compact, powerful, long-haired horses and are famed for their prowess with the longbow.

The 'Easterlings' live on large farms in sturdy, warm houses built of timber. During the short summer months, their land is fertile and gives bountiful harvests of corn before the winter brings heavy snowfall.

The men of Zamar also build sturdy boats and sail on Lake Kali. In the spring and summer months, their traders use these vessels to navigate the rivers of Vulav, and even venture into the Sea of Urul to reach Yeran.

THE NAATHI

The Naathi hunt and fight with javelins, harpoons, nets, bows, and bone axes. Their clothing is equivalent to leather or hide armour, although some chieftains and tribal champions may wear rare metal armour taken from fallen heroes.

The xenophobic Naathi have an evil reputation. They are rumoured to eat raw meat and fish, and to somehow possess ancient and forbidden knowledge. Their old wise men are cloaked in yellowed polar bear furs and wear strangely shaped golden ornaments.

THE MEN OF VULAV

The common folk of Vulav are herders of sheep who dress in sheepskin and live in small stone villages. In the countryside worship of 'the horned gods' is widespread. Ram and ewe customs feature prominently in certain fertility rituals.

The cities of Vulav are magnificent, with grand castles, great parks lined with iron statues, large markets and busy taverns. The burghers, who look upon the villagers with contempt, wear cotton, velvet and lace, and busy themselves with intrigues against each other and various noble families.

The Knights of the Vulture is an order of mounted knights and inquisitors that also has chapters in neighbouring Lamu; its current leader is Grand Master Slavukhan (male Noble Warrior). Two rival dynasties fight for control of the land; Maraugas the Witch-Slayer, Great Duke of Navdarak (male Civilised Warrior), and Vasilek the Third, Prince of Gorod (male Decadent Thief/Aristocrat).

THE MEN OF YERAN

The long coast of Yeran is peopled by inscrutable fishermen and river-folk that travel in flat barges and wield long daggers, polearms and nets that are used to catch fish, molluscs and crustaceans.

Few inhabit Yerag, a cold, mist-filled city of crumbling spires and domes, reared ages ago by unknown builders near the delta of the river. The sea level has risen since then, leaving parts of the city partly submerged and home to various aquatic horrors. The men of Zamar, Vulav, Kuran, and sometimes even the Naathi, meet here to trade and barter goods. There are whispers of a cult dedicated to 'the water serpent that walks', whatever that may be.

THE MEN OF KURAN

They ride two-humped (Bactrian) camels across the dry steppes and cold deserts, scrounging ancient ruins for valuables. Some claim they serve the Denizens of Ong as mercenaries, messengers and spies.

The land of Kuran is plagued by great flesh-eating birds. Most believe that these birds nest in the mountains to the west, but some sages claim that these avian terrors are somehow linked to the ruined cities on the steppes.

THE RIDERS OF SARNAD

By special treaty with the Emperor of Taraam, the nomadic Riders of Sarnad follow their own laws and no imperial troops may enter the Steppes of Sarnad without invitation from the Khans.

The warriors of Sarnad ride fast, grey mares (treat as light horses) adorned with saddlecloths of silver-trimmed silk. They wear light armour and fight with lances and short bows.

They worship the horse-god, Othabbhon, and although separated by great distance are said to share a common ancestry with the Zadjites, both tribes having originated in the lands of Jairan.

THE MEN BEYOND THE FROZEN FOREST

The Frozen Forest and the plains beyond are inhabited by the Ma-Gu, or 'Hungry Ones.' They are pale, grim men said to practice cannibalism. The Ma-Gu are experts with staff slings and herd massive flocks of reindeer on the cold plains, which are littered with old, snow-covered stone ruins. The forest itself, where the frozen trees are hung with fetishes of bone and feathers and dark caves have ancient cave paintings depicting the hunt, is the sacred territory of their ancient and terrible god, the Wendigo.



Sea-Wolf of Tharag Thule (Male Barbarian)

	Value	1D20	Hit Location	AP/HP
STR	20	1-3	Right Leg	-/7
CON	16	4-6	Left Leg	-/7
SIZ	18	7-9	Abdomen	-/8
INT	9	10-12	Chest	5/9
POW	9	13-15	Right Arm	5/6
DEX	14	16-18	Left Arm	5/6
CHA	8	19-20	Head	-/7

Combat Actions 2

Damage Modifier +1D6

Magic Points 9

Movement 8m

Strike Rank +12 (+9 when armoured)

Armour: Chain Shirt. -3 Armour Penalty

Traits: None

Common Skills: Athletics 80%, Brawn 70%, Culture (Own) 90%, Dance 40%, Drive 23%, Evade 70%, Evaluate 50%, First Aid 40%, Influence 20%, Insight 60%, Lore (Regional) 80%, Perception 85%, Persistence 80%, Resilience 70%, Ride 30%, Sing 50%, Sleight 40%, Stealth 50%, Swim 90%, Unarmed 80%

Advanced Skills: Acrobatics 90%, Boating 60%, Language (Native) 99%, Lore (Seafaring) 90%, Ship handling 90%

Combat Styles

Storm Rage (Hammer 2-H, Axe 2-H, Sword 2-H) 97%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Great Axe	-	H	L	1D12+2+1D6 Bleed, Sunder	4/10

Possessions: Various stolen trinkets, small goods, 5-50SP

Description: Dressed in wolf-skin cloaks and tall boots of wolverine-fur, these barbarians of the north have long, yellow beards, white skin, and piercing blue eyes.

Tactics: Fearless in battle, violent like the storms that lash their coastline. The Sea-Wolves of Tharag-Thule take no prisoners in combat and swarm their enemies.

Yeoman of Yg (Male Warrior)

	Value	1D20	Hit Location	AP/HP
STR	16	1-3	Right Leg	5/6
CON	14	4-6	Left Leg	5/6
SIZ	15	7-9	Abdomen	5/7
INT	12	10-12	Chest	5/8
POW	12	13-15	Right Arm	5/5
DEX	12	16-18	Left Arm	5/5
CHA	12	19-20	Head	5/6

Combat Actions 2

Damage Modifier +1D4

Magic Points 12

Movement 8m

Strike Rank +12 (+5 when armoured)

Armour: Chainmail. -7 Armour Penalty

Traits: None

Common Skills: Athletics 50%, Brawn 80%, Culture (Own) 92%, Dance 24%, Drive 50%, Evade 60%, Evaluate 66%, First Aid 39%, Influence 60%, Insight 80%, Lore (Regional) 93%, Perception 71%, Persistence 75%, Resilience 60%, Ride 60%, Sing 30%, Sleight 24%, Stealth 61%, Swim 30%, Unarmed 70%

Advanced Skills: Courtesy 50%, Language(Native) 95%, Lore (Animals of the Wild) 80%, Lore (Tactics) 80%, Streetwise 70%, Survival 60%, Track 50%

Combat Styles

Sons of Yg (Mace 1-H, Mace & Shield, Javelin) 77%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Mace	-	M	S	1D8+1D4 Stun Location	6/6
Javelin	30m	H	-	1D8+1D4 Impale, (Pin Weapon: shield)	3/8

Possessions: 100SP, high quality weapons and armour.

Description: White-skinned, with green-grey eyes and short red beards, the civilised men of Yg dress in coarse wool and the warriors wear chain mail armour.

Tactics: Tough and tactical, the men of Yg know their way around a fight and will use advanced tactics against their foes.

Trader of Zamar (Male Woodsman)

	Value	1D20	Hit Location	AP/HP
STR	14	1-3	Right Leg	1/7
CON	16	4-6	Left Leg	1/7
SIZ	15	7-9	Abdomen	2/8
INT	12	10-12	Chest	2/9
POW	12	13-15	Right Arm	1/6
DEX	18	16-18	Left Arm	1/6
CHA	14	19-20	Head	1/7

Combat Actions 3

Damage Modifier +1D2

Magic Points 12

Movement 8m

Strike Rank +15 (+13 when armoured)

Armour: Leather (soft and hard). -2 Armour Penalty

Traits: None

Common Skills: Athletics 61%, Brawn 50%, Culture (Own) 88%, Dance 32%, Drive 40%, Evade 77%, Evaluate 90%, First Aid 44%, Influence 50%, Insight 52%, Lore (Regional) 81%, Perception 90%, Persistence 69%, Resilience 55%, Ride 80%, Sing 26%, Sleight 24%, Stealth 80%, Swim 77%, Unarmed 54%

Advanced Skills: Acrobatics 60%, Commerce 70%, Courtesy 70%, Gambling 80%, Language (Native) 90%, Lore (Geographical local knowledge) 90%, Seduction 70%, Streetwise 90%, Survival 80%, Track 88%

Combat Styles

Zamar's Finest (Axe 1-H, Bow, Crossbow) 77%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Hatchet	-	S	S	1D6+1D2 Bleed	3/6
Longbow	175m	H	-	1D8+1D2 Impale	4/7

Possessions: Good quality weapons and armour, 10-50SP and miscellaneous foodstuffs such as dried jerky and small fruits.

Description: The Zamarians have dusky skin, brown or dark hair and brown or green eyes. They dress in silks and silver-fox fur, using soft and hard leather for armour.

Tactics: At home in the lands surrounding their home and adept at hunting, tracking and shadowing prey – these Woodsmen are quite nimble and tricky foes.

Naathi Elder (Male Sorcerer)

	Value	1D20	Hit Location	AP/HP
STR	12	1-3	Right Leg	-/5
CON	14	4-6	Left Leg	-/5
SIZ	11	7-9	Abdomen	1/6
INT	12	10-12	Chest	1/7
POW	15	13-15	Right Arm	-/4
DEX	12	16-18	Left Arm	-/4
CHA	12	19-20	Head	-/5

Combat Actions 2

Damage Modifier +0

Magic Points 15

Movement 8m

Strike Rank +12 (+11 when armoured)

Armour: Leather (soft hide). -1 Armour Penalty

Traits: None

Common Skills: Athletics 39%, Brawn 41%, Culture (Own) 78%, Dance 30%, Drive 27%, Evade 50%, Evaluate 24%, First Aid 50%, Influence 70%, Insight 70%, Lore (Regional) 92%, Perception 70%, Persistence 70%, Resilience 51%, Ride 27%, Sing 60%, Sleight 24%, Stealth 39%, Swim 60%, Unarmed 40%

Advanced Skills: Art (Primitive art) 80%, Craft (Primitive craft) 77%, Healing 80%, Language (Native) 91%, Lore (Secrets of Forbidden things) 91%, Manipulation 80%, Meditation 80%, Oratory 80%, Sorcery (Natural World) 90%, Survival 80%, Teaching 83%

Spells: Animate (Wood), Animate (Stone), Banish, Dominate (Ursine), Dominate (Feline), Dominate (Canine), Mystic Vision, Palsy, Protective Ward, Restoration, Treat Wounds

Combat Styles

Naathi Xenophobe (Club, Javelin, Net) 59%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Club	-	M	S	1D6 Stun Location	4/4
Javelin	30m	H	-	1D8 Impale, (Pin Weapon: shield)	3/8

Possessions: Old gnarled stick, 10SP, polar bear jerky, furs, various herbs used for healing.

Description: The bleak arctic land of Naath is inhabited by a squat, dark-haired, yellow- and brown-skinned people, the Naathi. They are split between coastal tribes, who dress in seal-skins and adorn themselves with narwhal ivory, and inland hunters who wear animal hides and live in houses of stone and mammoth bones.

Tactics: They prefer to talk or to send others to do their bidding, when forced to fight they will hamper their foes with Palsy and then Dominate various local animals to fight for them.

Coastal Naathi Tribesman (Male Woodsman)

	Value	1D20	Hit Location	AP/HP
STR	14	1-3	Right Leg	1/6
CON	16	4-6	Left Leg	1/6
SIZ	11	7-9	Abdomen	1/7
INT	10	10-12	Chest	1/8
POW	10	13-15	Right Arm	1/5
DEX	14	16-18	Left Arm	1/5
CHA	9	19-20	Head	1/6

Combat Actions 2

Damage Modifier +0

Magic Points 10

Movement 8m

Strike Rank +12 (+10 when armoured)

Armour: Leather (soft polar bear hide). -2 Armour Penalty

Traits: None

Common Skills: Athletics 65%, Brawn 60%, Culture (Own) 60%, Dance 60%, Drive 50%, Evade 81%, Evaluate 20%, First Aid 30%, Influence 18%, Insight 30%, Lore (Regional) 77%, Perception 50%, Persistence 45%, Resilience 70%, Ride 39%, Sing 22%, Sleight 23%, Stealth 42%, Swim 50%, Unarmed 40%

Advanced Skills: Language (Native) 88%, Lore (Geographical local knowledge) 80%, Survival 74%, Track 78%

Combat Styles

Naathi Tribal (Axe 1-H, Bow, Javelin) 82%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Hatchet	-	S	S	1D6 Bleed	3/6
Short Bow	80m	L	-	1D6 Impale	4/4

Possessions: Poorly maintained weapons, 5-10 SP and a few polar bear teeth.

Description: They dress in the soft hides of slaughtered animals, usually polar bears and smear the blood onto their skin as a mark of honour.

Tactics: They move quickly and ruthlessly engaging with their bows and their small axes, they surround a foe and hack away as their fellows pepper them with arrows from afar.

Knight of the Vulture (Male Noble Warrior)

	Value	1D20	Hit Location	AP/HP
STR	18	1-3	Right Leg	6/8
CON	18	4-6	Left Leg	6/8
SIZ	18	7-9	Abdomen	6/9
INT	10	10-12	Chest	6/10
POW	12	13-15	Right Arm	6/7
DEX	10	16-18	Left Arm	6/7
CHA	12	19-20	Head	6/8

Combat Actions 2

Damage Modifier +1D6

Magic Points 12

Movement 8m

Strike Rank +10 (+1 when armoured)

Armour: Plate (full suit). -9 Armour Penalty

Traits: None

Common Skills: Athletics 28%, Brawn 45%, Culture (Own) 90%, Dance 22%, Drive 22%, Evade 70%, Evaluate 42%, First Aid 20%, Influence 49%, Insight 40%, Lore (Regional) 70%, Perception 60%, Persistence 60%, Resilience 36%, Ride 90%, Sing 24%, Sleight 22%, Stealth 20%, Swim 36%, Unarmed 40%

Advanced Skills: Courtesy 70%, Language(Native) 90%, Lore (Order of the Vulture) 89%, Lore (Tactics) 90%

Combat Styles

Knight of the Vulture (Sword 1-H, Sword 2-H, Sword & Shield) 89%

Knight of the Lance (Mounted Lancer – Lance & Shield, Sword 2-H) 89%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Longsword	-	M/L	L/L	1D8/1D10 (+1D6) Bleed, Impale Sunder (2H)	6/12
Heater Shield	-	L	S	1D4+1D6	6/12
Lance	-	H	VL	1D10+2+1D6 Impale, Sunder	4/10

Possessions: 100-300 SP, very high quality weapons and armour, war horse and horse armour.

Description: Clad in full plate and astride war horses, these knights are impressive looking men.

Tactics: They will charge into battle fearlessly, with their lances and shields poised for combat.

River-Man of Yeran (Male Thief)

	Value	1D20	Hit Location	AP/HP
STR	14	1-3	Right Leg	1/5
CON	11	4-6	Left Leg	1/5
SIZ	12	7-9	Abdomen	1/6
INT	13	10-12	Chest	1/7
POW	11	13-15	Right Arm	1/4
DEX	18	16-18	Left Arm	1/4
CHA	8	19-20	Head	1/5

Combat Actions 3

Damage Modifier +1D2

Magic Points 11

Movement 8m

Strike Rank +16 (+14 when armoured)

Armour: Very light leather. -2 Armour Penalty

Traits: None

Common Skills: Athletics 32%, Brawn 26%, Culture (Own) 60%, Dance 44%, Drive 40%, Evade 80%, Evaluate 67%, First Aid 31%, Influence 36%, Insight 35%, Lore (Regional) 72%, Perception 63%, Persistence 60%, Resilience 39%, Ride 29%, Sing 42%, Sleight 70%, Stealth 81%, Swim 92%, Unarmed 70%

Advanced Skills: Acrobatics 60%, Boating 80%, Commerce 60%, Courtesy 40%, Craft (Fishing gear) 80%, Language (Native) 90%, Lore (Rivers and Tributaries) 80%, Mechanisms 70%, Streetwise 70%, Survival 80%, Track 62%

Combat Styles

Catch of the Day (Net, Polearm, Dagger) 78%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Dagger	-	S	T	1D4+1+1D2 Bleed, Impale	6/8
(thrown)	10m	S	T	1D4+1D2 Bleed, Impale	6/8
Net	2.5m	S	L	1D4+1D2 Entangle	2/20

Possessions: 5-15 SP, lots of fish, a small boat or two, a big net and a sharp long dagger.

Description: Thin limbed, inscrutable, sour-faced and suspicious looking.

Tactics: They prefer to exchange words rather than fight, if they have to fight then they will throw their nets and attempt to entangle foes before they stab with their wicked blades.

Scout of Kuran (Male Nomad Woodsman)

	Value	1D20	Hit Location	AP/HP
STR	16	1-3	Right Leg	4/6
CON	12	4-6	Left Leg	4/6
SIZ	14	7-9	Abdomen	4/7
INT	10	10-12	Chest	4/8
POW	11	13-15	Right Arm	4/5
DEX	16	16-18	Left Arm	4/5
CHA	10	19-20	Head	4/6

Combat Actions 3

Damage Modifier +1D2

Magic Points 11

Movement 8m

Strike Rank +13 (+7 when armoured)

Armour: Scalemail. -6 Armour Penalty

Traits: None

Common Skills: Athletics 67%, Brawn 49%, Culture (Own) 80%, Dance 55%, Drive 60%, Evade 72%, Evaluate 20%, First Aid 26%, Influence 20%, Insight 60%, Lore (Regional) 65%, Perception 71%, Persistence 69%, Resilience 80%, Ride 80%, Sing 60%, Sleight 40%, Stealth 47%, Swim 44%, Unarmed 50%

Advanced Skills: Acrobatics 55%, Language (Native) 90%, Lore (Kuran flora and fauna) 84%, Survival 88%, Track 92%

Combat Styles

Kurani Combat (Javelin, Sword 1-H, Sword&Shield) 81%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Buckler	-	M	S	1D3+1D2	6/8
Javelin	30m	H	-	1D8+1D2 Impale, Pin Weapon (Shield)	3/8
Scimitar	-	M	M	1D8+1D2 Bleed	6/10

Possessions: 60-200 SP, Camel, Saddlebags with various travelling gear. Good quality weapons and armour, with a well kept buckler.

Description: These yellow-skinned nomadic raiders wield wicked curved swords and javelins.

Tactics: In combat they are ruthless and quick, charging in with their camels to give them great speed. Often a charge is accompanied by a volley of javelins.



Rider of Sarnad (Male Noble Warrior)

	Value	1D20	Hit Location	AP/HP
STR	18	1-3	Right Leg	-/6
CON	14	4-6	Left Leg	-/6
SIZ	16	7-9	Abdomen	-/7
INT	10	10-12	Chest	5/8
POW	11	13-15	Right Arm	5/5
DEX	14	16-18	Left Arm	5/5
CHA	10	19-20	Head	-/6

Combat Actions 2

Damage Modifier +1D4

Magic Points 11

Movement 8m

Strike Rank +12 (+9 when armoured)

Armour: Chain shirt. -3 Armour Penalty

Traits: None

Common Skills: Athletics 46%, Brawn 50%, Culture (Own) 88%, Dance 24%, Drive 25%, Evade 60%, Evaluate 40%, First Aid 24%, Influence 55%, Insight 30%, Lore (Regional) 80%, Perception 43%, Persistence 50%, Resilience 60%, Ride 95%, Sing 32%, Sleight 24%, Stealth 32%, Swim 44%, Unarmed 49%

Advanced Skills: Courtesy 70%, Language(Native) 93%, Lore (Sarnad Rider Customs) 80%, Lore (Tactics) 83%, Survival 88%, Track 71%

Combat Styles

Rider of Sarnad (Lance, 1-H Axe, Bow) 76%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Lance	-	H	VL	1D10+2+1D4 Impale, Sunder	4/10
Hatchet	-	S	S	1D6 Bleed	3/6
Short Bow	80m	L	-	1D6+1D4 Impale	4/4

Possessions: 50-260 SP, grey fast horse, lance and short bow. A few keepsakes and one expensive piece of jewellery shaped like the horse god.

Description: Armoured in a chain shirt, sat atop a fierce- looking grey horse the rider of Sarnad cuts an impressive figure in the sunlight.

Tactics: After using their bows from range, they will close in with a mounted attack with their lances. Should they be unseated, they will use their axes to great effect.

Ma-Gu Stalker (Male Nomad Tracker)

	Value	1D20	Hit Location	AP/HP
STR	16	1-3	Right Leg	2/7
CON	16	4-6	Left Leg	2/7
SIZ	16	7-9	Abdomen	2/8
INT	10	10-12	Chest	2/9
POW	11	13-15	Right Arm	2/6
DEX	18	16-18	Left Arm	2/6
CHA	10	19-20	Head	2/7

Combat Actions 3

Damage Modifier +1D4

Magic Points 11

Movement 8m

Strike Rank +14 (+11 when armoured)

Armour: Hard leather. -3 Armour Penalty

Traits: None

Common Skills: Athletics 70%, Brawn 80%, Culture (Own) 91%, Dance 28%, Drive 29%, Evade 70%, Evaluate 36%, First Aid 28%, Influence 40%, Insight 47%, Lore (Regional) 90%, Perception 55%, Persistence 80%, Resilience 76%, Ride 29%, Sing 21%, Sleight 28%, Stealth 38%, Swim 32%, Unarmed 60%

Advanced Skills: Language (Native) 90%, Lore (Animals) 70%, Lore (Wendigo) 80%, Lore (Cannibalistic rites) 77%, Survival 80%, Track 82%

Combat Styles

Stalker (Military Flail, Staff Sling, Dirk) 81%

Weapons

Type	Range	Size	Reach	Damage	AP/HP
Military Flail	-	M	L	1D10+1D4 Stun Location	4/10
Staff Sling	100m	H	-	2D6+1D4 Stun Location	3/6
Dirk	-	S	S	1D3+2+1D4 Bleed, Impale	6/6

Possessions: 10-100 SP, Staff Sling, small rocks, a polished dirk and a collection of necklaces made from humanoid bones.

Description: Pale and grim, armoured in leather and wielding flails.

Tactics: They open up with a volley of their staff slings, and then close in to use their flails and only use the dirk as a last resort.