



EXPLORERS

OF NURATH

DEMETHRIUS LOST LEGION

An adventure for Explorers of Nurath.

In an ancient and now forgotten time, there was a great leader who led the people of the moors against the threat of the first Northern Serpents. Demethrius was a righteous and valiant man, at the head of a legion of over ten thousand souls, ready to sacrifice themselves to protect the lands of Nurath from the threat of the ancient dragon devourers. But dragons weren't just formidable fighters. What really made them dangerous was the ability to tempt a man's heart and mind, and drive him to madness and greed. Thern was the third son of the Demethrius dynasty, the only one left of three brothers dead in war. It was easy for the dragons to corrupt his young heart, and promise him his father's throne without further bloodshed. So it was that the legion of the indomitable fell, betrayed by the one who most of all had sworn to serve his leader and father. Thern stabbed his father in sleep and tore out the parent's heart, but Demethrius was a man of strong temper and unwavering will. Legend says that the sovereign, in a last leap of life, still with his chest open, grabbed his son's hand with his beating heart in his palm and uttered a final curse.

Demethrius expired after those last words and the people of the moors fell, devoured by the fury of the Serpents. Cursed and homeless, Thern was condemned to wander the ruins of his kingdom, like a lost soul in search of a peace he can never have again.

Centuries have passed since those events, and like men, the Dragons too have withdrawn, devoured by their sins and dust that knows no mercy.

Only a brave few go to the far north of Wor, where the sacred kingdom of Demethrius once thrived. Now there are nothing but ruins and old strongholds abandoned in the fog, while a legion of warrior spirits rests a restless sleep in the desire for a battle never fought.

THE ADVENTURE

The Lost Legion of Demethrius is an adventure for the rpg Explorers of Nurath, but can also be used as a module for any OSR RPG. By following Explorers session management rules, your adventurer will be able to set foot in the ruins of the Moors, find ancient memories and, perhaps, end the damnation of Thern.

This module provides you with themed tables of the Moors region, with special treasures and enemies.

THE MOORS

The area known as Moors is a swampy and cold region, which unfolds between barren plains and misty hills several leagues north of Wor. The climate of the area reflects its sad past, and for many years farmers and hunters have avoided it as much as possible.

PLACES OF THE MOORS

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|--|--------------------------------|
| 1. An ancient battlefield | 1. A tower in a fetid swamp |
| 2. A dreary castle in ruins | 2. A crazy old man's shed |
| 3. The carcass of an ancient buried dragon | 3. An underground mausoleum |
| 4. The abandoned mansion of a noble family | 4. A rocky prison |
| 5. The underground trenches | 5. An ancient place of worship |
| 6. A watchtower | 6. A cursed temple |

PERILS OF THE MOORS

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|-------------------------|-------------------------|
| 1. Disorienting fog | 1. Sudden storms |
| 2. Swamp parasites | 2. Unscrupulous bandits |
| 3. Spiders of the ruins | 3. Diseases and Curses |
| 4. Rotting woods | 4. Wisps |
| 5. Unsafe ruins | 5. Deadly melancholy |
| 6. Frosty lakes | 6. False calls for help |

TREASURES OF THE MOORS

1. Family jewels
2. Ancient tomes of knowledge
3. Assets of a Legionnaire
4. Precious elixirs
5. Old coins
6. The diadem of a lady
1. A dark scroll with an ancient pact
2. A box of stolen goods
3. Equipment buried in the mud
4. An old gold and silver toy
5. A healing powder
6. The venom of a snake

CREATURES OF THE MOORS

(add 1 to the die for each Forgotten Legionnaire you've already faced)

1. Bones Eater (Pack)
2. Restless soul
3. Serphix
4. Forgotten Legionnaire
5. Forgotten Legionnaire (group)
6. Ancient knight

BONES EATER

Hybrid creature between a wolf and a lizard who feeds on bones but yearns for fresh meat. It often moves in packs (1d6 members), has poor eyesight (+1) but excellent hearing (-1) which it uses to track potential prey. Bite (Weapon 1), Vigor 2.

RESTLESS SOUL

Spirit of someone who died in disgrace. It emits a terrifying scream (Weapon 3) that ignores the armor. It always remains tied to the place where it is buried and does not move away (+1) but is only wounded by blessed weapons or fire, Vigor 8. The mortal remains of the soul always hide some precious treasure.

SERPPIX

A twisted and insane descendant of the ancient Northern Serpents, wingless and with a deformed and clumsy yet powerful body. He is large (+ 1 / -1), Stamina 8, Armor 2. He is incredibly strong (Weapon 3) but not

very intelligent and attracted to anything that has a value (+1).

FORGOTTEN LEGIONNAIRE

The ghost of a soldier from the Legion of Demethrius. Slow (+1) but determined (-1). Vigor 3, Weapon 1, Armor 1.

ANCIENT KNIGHT

One of the faithful knights of Demethrius, skilled fighter and indomitable in maintaining the position (-1). Search relentlessly for an honorable death (+1). Strength 6, Weapon2, Armor 2.

If you give peace to an Ancient Knight by destroying his body or otherwise, the spirit will thank you by telling you his story and his secrets.

STORIES OF ANCIENT KNIGHTS

(if you roll a previously rolled result, roll again until you roll a new one)

1. I fell out of favor, but not my family. Find the emblem of my family among these ruins and return it to my descendants. You will be rewarded.
2. I lost my love under the fury of the invading Dragons. Find her spirit and please give her peace.
3. I can still fight for my honor and to serve a righteous lord. Get the Ancient Knight as an ally.
4. Listen to this ballad that I wrote but never got to sing. Notes touch your heart and soul. Get +1 favor.
5. I was rich and foolish but all the gold in the world did not spare my soul. Now I have no more interest in what is cold matter, you take it. Get a special item.
6. The traitor is still a life and our lord cannot have peace. Take the Seal of Vengeance with you.

TERN THE CURSED

When you meet someone who looks like a lame old man and you have the **SEAL OF VENGEANCE**, he may turn out to be Thern the Damned.

Thern is an ancient and damned spirit, Vigor 18, his body is old and slow (+1) but what remains is hard as stone, Armor 4.

Thern carries the dagger with which he killed his father, and when he hits he goes straight to the heart, Weapon 4. The gash will make you weak (-1). Thern shuns what is honorable and hates anyone who introduces himself in his father's name (+1).

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PEACE OF THE LEGION

Giving peace to Thern's soul will bring peace to the Legion itself. If you take him out you have discovered something important about Nurath and won the favor of the Legion. Add the following options to the lists of Resources and Advances given by the experience from which you can choose.

ENEMIES OF THE LEGION (SPECIALTY):

Consider weapon or armor +1 (choose when buying) against Northern Serpents or their lineage.

LEGIONNAIRE: absorb the essence of a fallen legionnaire, gain the following new quality at +1 (instead of +0) "Iron discipline and courage of the legionaries of Demethrius".

LEGION TATTOO (ARCANE MARK): Gain the innate ability "Demethrius Legion Tattoo (4 Units): For a few (2) minutes you can create a Legionnaire weapon of pure energy (Weapon 2 or Armor 2, of your choice, these are enchanted).

ALLY, RAVEN OF THE LANDS: a silent and mysterious raven has been secretly following your steps the whole time in the Moors. Tell how he finally presents himself to you to serve and befriend you. Between his paws he holds an old necklace worth 2d6 Co. Detail the raven following the rules on allies.

