

# The Crypt of Khaab'r



A 1st - 3rd Level Adventure



There are many tales to be told, too many for even one bard to recount. Sagas are third-party supplementary products and adventures for the Torchbearer RPG that have been reviewed and approved by Burning Wheel Headquarters.







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# The Crypt of Khaab'r



High in the steppes of Barbaria, the epics tell of Khaab'r, a brave and fearsome wanderer who rose to become King of his tribe. His dagger, Tiger's Tooth, was his constant companion throughout his legendary exploits. During his daring moonlight raid of High Hollow, it was Tiger's Tooth that silenced the lookouts. When he was captured by the army of Sanction, it was Tiger's Tooth that cut the rope binding his wrists. Throughout the rest of his life his prized dagger was there, hanging at his hip or gripped in his fist—a symbol of his strength and cunning. When Khaab'r died, Tiger's Tooth was placed in his crypt to serve him in the afterlife.

Centuries have passed. Khaab'r's tribe has settled down, building a town on the shores of the great Khor'aat lake. Now foreigners arrive daily in Shaa Khor'aat—merchants and mercenaries alike—seeking their fortunes in this once remote trading post.

Ka'mara, the elderly King of the Khor'aat tribe and descendant of Khaab'r himself, has sent out a call to all willing adventurers in the town: retrieve Tiger's Tooth and bring it to him, so that it may aid him as it did his storied ancestor. The locals believe Khaab'r's tomb is cursed, and they fear the goblins that reside in the Canyon of Spirits. But outsiders, handy with wit and steel, may be right for the job.

## References

To use this module, you will need the *Torchbearer RPG (TBI)* rulebook or a willingness to convert these elements to the game system of your choosing. Additional material was drawn from Jared A. Sorensen's *Wanderers, Outcasts and Exiles (WOE)*, available at [memento-mori.com](http://memento-mori.com).

## Setup

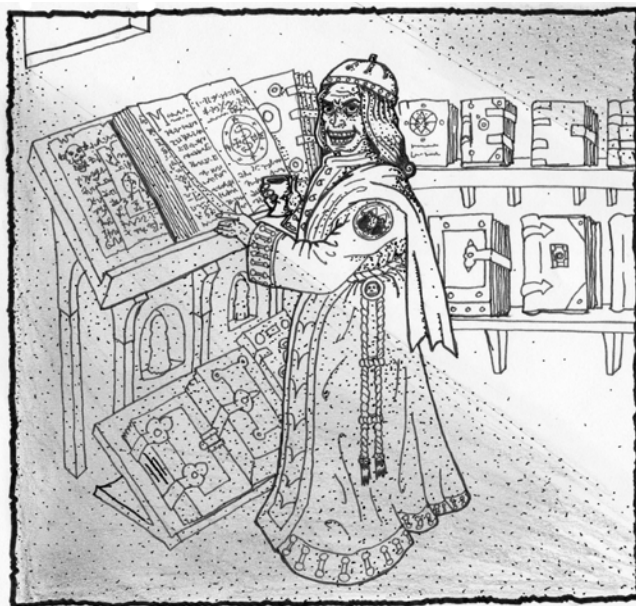
*The Crypt of Khaab'r* is an adventure for 3-5 players of levels 1st-3rd. It can be completed in 3-6 sessions. You can set this module in an ongoing campaign anywhere there is a remote and savage land of tribesmen that might consort with a faction of dark knights possessed of evil intent.

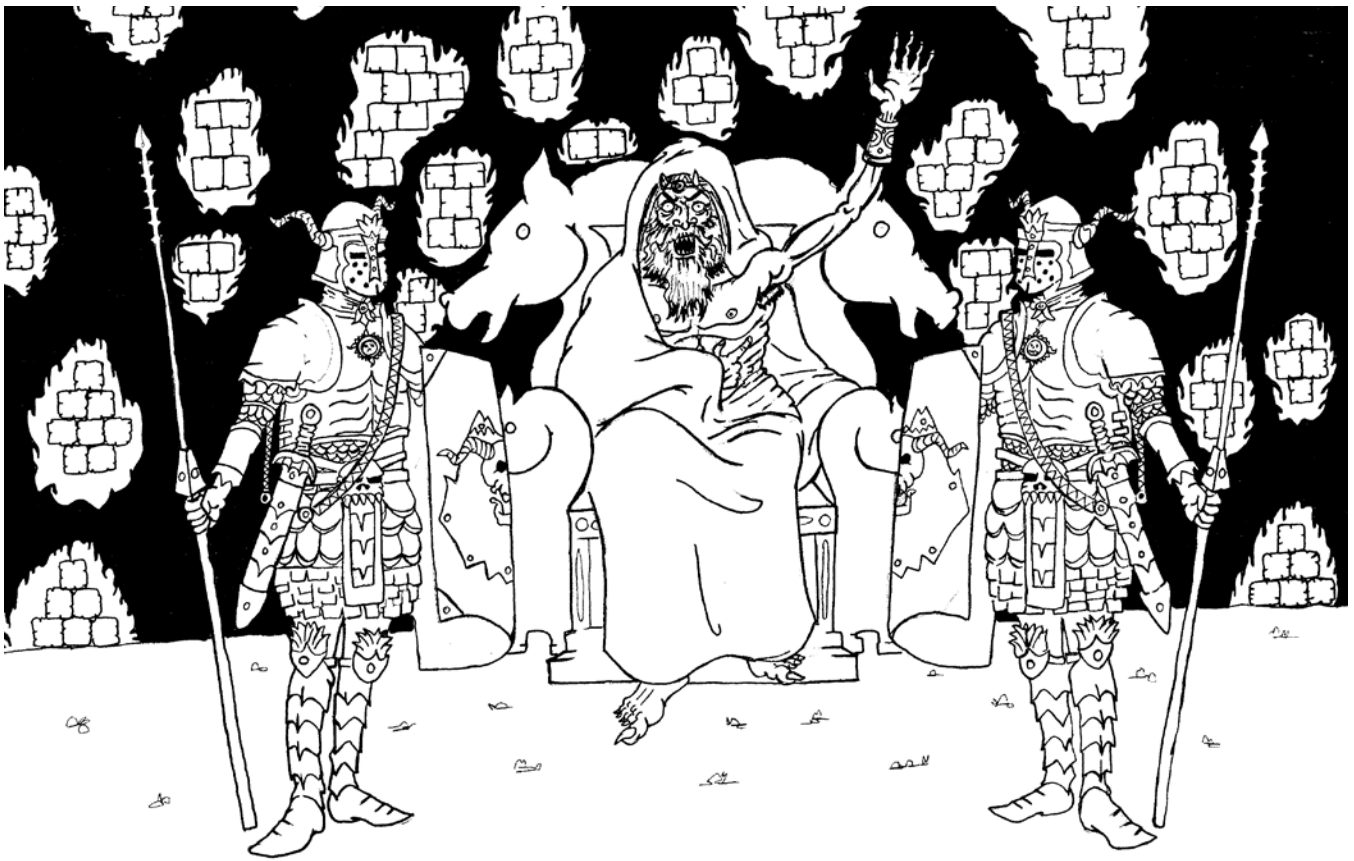
The steppes of Barbaria are a place of stark and savage grandeur. Its residents are a mistrustful but boisterous and proud lot. They subsist mainly through forage and hunting, but their internecine wars and raids into neighboring settlements provide a steady supply of slaves, which command a high price at Shaa Khor'aat's auction blocks.

Mordeth, an evil empire south of the Black Ranges, has courted an alliance with King Ka'mara and his tribe. The recent addition of black-clad Mordites into the complex social structure of these warrior clans has turned trust and even-handedness from rarities into illusions.

The Mordite emissary—Maldanus, the Dark Librarian—has succeeded in bringing the Khor'aat tribe to heel, but he still requires a token of their subservience. King Ka'mara is all too happy to plunder the sacred treasures of his ancestors and hand them over to Maldanus in exchange for raw power.

Deep in the goblin-infested Canyon of Spirits lies the crypt of Khaab'r, the final resting place of the ancient king and his weapon, Tiger's Tooth. Whosoever can bring this item to Ka'mara will be allowed rights of salvage in the crypt, and anyone who seizes such a prize for themselves would be dangerous indeed.





## Arriving in Shaa Khor'aat



The adventure begins in the remote barbarian settlement of Shaa Khor'aat. The adventurers may have heard rumors that King Ka'mara was seeking soldiers of fortune, or perhaps they are stopping through as part of a longer journey elsewhere.

More information on Shaa Khor'aat and its denizens is available in Appendix B: Shaa Khor'aat.

If the characters are continuing from earlier adventures and have coin to spend (or conditions to shake), you may wish to incorporate the following plot hook into a complete town phase. If the characters are new or coming from a recent town phase, proceed directly to the plot hook below and begin the adventure phase immediately.

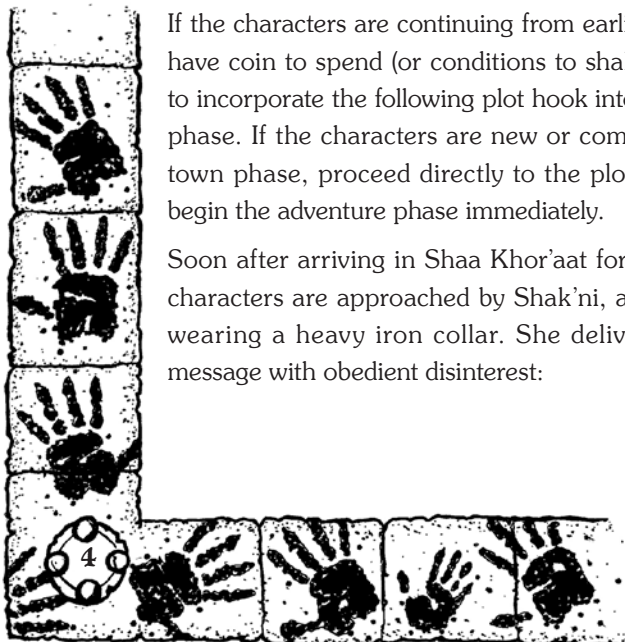
Soon after arriving in Shaa Khor'aat for the first time the characters are approached by Shak'ni, a sad-eyed woman wearing a heavy iron collar. She delivers the following message with obedient disinterest:

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*SHAK'NI:* "Noble ones, I am Shak'ni, a messenger of the mighty Murkus't— swordbrother to King Ka'mara. As you are foreigners in our great city, my master requests an errand from you. Not a day's ride from our gate, east toward the sunrise, is the Canyon of Spirits. Here you will find the final resting place of Khaab'r, father of our tribe. You are to enter his crypt, and retrieve from the King's chamber a dagger. You will present this dagger to my master, and enjoy the other spoils from the crypt, as well as my tribe's permanent hospitality, as a reward."

Shak'ni can elaborate on basic details about the Canyon of Spirits and the tomb's exact location. She knows that the entire canyon is under threat of goblin attack, but she does not know any specifics about the inhabitants of the crypt.

Shak'ni can be found in Shaa Khor'aat with an Ob 4 Circles test if needed for further questioning or to deliver Tiger's Tooth to Murkus't.





## A Note for the GM

Tiger's Tooth rests deep within Khaab'r's burial complex. To retrieve it, adventurers will need to overcome a clan of goblins that are squatting within the ruin. Those goblins have become loyal to Jhur, a cleric from the ancient past who is bent on reviving the body of Khaab'r's favorite wife, Selkaa.

Even after the goblins and Jhur are dealt with, the ancient magical safeguards of the Crypt may be the death of any would-be tomb robbers. Once Tiger's Tooth is safely in hand, the real peril is just beginning. Maladanus wants it for himself, and the forces of Mordeth favor murder as a means of sealing their contracts.

## The Canyon of Spirits

Over a mile deep, the Canyon of Spirits was made by an ancient river that has since dried up. The steep sides of the canyon are lined with the tombs of barbarian kings and queens of a bygone era, among them the crypt of Khaab'r. These burial practices have since fallen out of fashion, and the modern barbarian tribes almost always cremate their dead. Because of this, the canyon and its royal crypts have been abandoned—by the barbarians, at least.

Goblins have moved in and taken what men have left to rot. For two hundred years or more, they have birthed broods that harass and kill trespassers. They have laid traps almost everywhere and can surprise the unwary from an unseen ledge or hidey-hole. Travelers often disappear in the vicinity of this place, and even slavers have had to alter their routes to avoid losing their chattel to the clutches of screeching goblin warriors.

The bottom of the canyon is usually mist-shrouded, and it is said even the goblins fear to tread there.

A party that has received directions can navigate to the crypt entrance without a test during daylight. At night or during inclement weather invoked by a twist, finding the way between Shaa Khor'aat and the Crypt may call for a Pathfinder test. Camping in or near the Canyon of Spirits is a dangerous wilderness camp.

## The Goldkin Clan Cave



In the Canyon of Spirits, earthquakes are a common occurrence. Over the years, fallen rocks have covered the entrances to many tombs, and rendered old maps of the cliff paths obsolete. In the case of the crypt of Khaab'r,

centuries of seismic events have created a small series of caves that separate the entrance from the canyon wall.

The Goldkin Clan of goblins inhabits these caves. They adorn their bodies and their dwellings with yellow paint, and do the bidding of Jhur in return for what they believe to be his magical protection.

These goblins will attempt to capture anyone travelling in or near the Canyon of Spirits, so that they might be sacrificed in Jhur's ritual. If the adventurers are discovered inside the cave or the crypt, the clan will attempt to kill them.

If a conflict with the Goldkin Clan occurs outside the cave—no matter the conflict type—the goblins goal will be to capture the party. Even if the conflict captain chooses a “kill” conflict and the adventurers fail to kill the goblins, they will be captured, not killed.

If any of the adventurers are captured by the Goldkin Clan, they are locked in the cage in Area 4 to await sacrifice for Jhur's ritual. While there, they will likely meet Benrick, Am'shaa's trusted clerk-slave.

## Shine-Eye

Smarter than your average goblin, Shine-Eye can speak Human and is in frequent communication with Jhur. He believes Jhur to be a demigod and will do his bidding unquestioningly. Shine-Eye may also have the Twin-Steed Key (which unlocks the Tomb Doors in Area 11) on him.

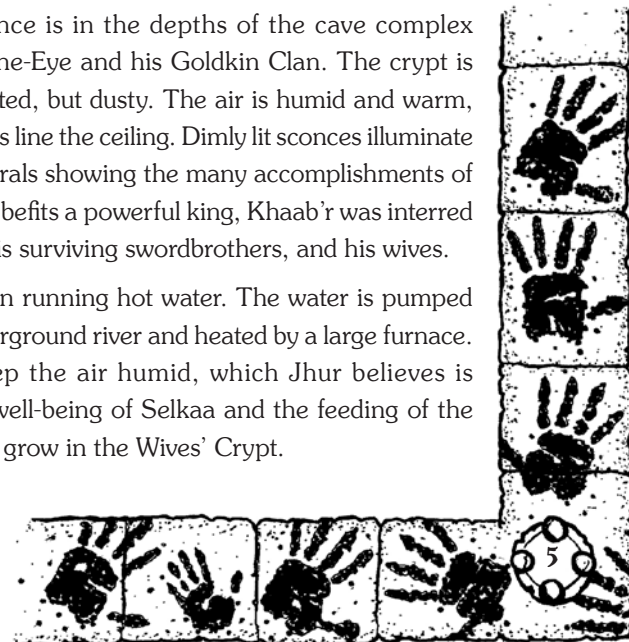
The Thread of Friendship spell or a successful Manipulator or Persuader test can aid in dealing with him, though he is extremely loyal to Jhur.

## The Old Crypt

The crypt is the final resting place of Khaab'r, an ancient king of the Khor'aat tribe and the current residence of Tiger's Tooth, his magical dagger.

The main entrance is in the depths of the cave complex inhabited by Shine-Eye and his Goldkin Clan. The crypt is seemingly inhabited, but dusty. The air is humid and warm, and wooden pipes line the ceiling. Dimly lit sconces illuminate once-colorful murals showing the many accomplishments of Khaab'r's life. As befits a powerful king, Khaab'r was interred with his horse, his surviving swordbrothers, and his wives.

The pipes contain running hot water. The water is pumped up from the underground river and heated by a large furnace. It is used to keep the air humid, which Jhur believes is essential to the well-being of Selkaa and the feeding of the Blood Vines that grow in the Wives' Crypt.



## The Secret Tunnel Route

A secret tunnel that runs under both the cave and the tomb is guarded by giant rats, a locked gate, and a creeping ooze. The secret tunnel, though very dangerous, does lead directly to the room containing Tiger's Tooth (Area 21, p.27).

## Jhur and the Sleeping Queen

Jhur was Khaab'r's most loyal swordbrother and took his own life upon the death of his king—or so it seemed.

In reality, he bore a secret and forbidden love for Khaab'r's young wife Selkaa. Upon the king's untimely death, Jhur made a deal with an old witch. In exchange for his seed, the witch taught him a sinister ritual by which he could keep himself alive and Selkaa in a permanent slumber.

Over the centuries, he has committed himself to finding a way of restoring life to his sleeping queen. Since the Goldkin Clan has arrived, he has used them as source of human captives for his sacrifices. In his centuries of isolation, he has become quite mad, and he believes that only blood of the proper vigor can restore life to his beloved.

## Town Intrigue

Every visit to Shaa Khor'aat should increase the pressure on the adventurers to recover Tiger's Tooth—or at least to return to the crypt. Use the following suggestions to prep the adventure before leaving town:

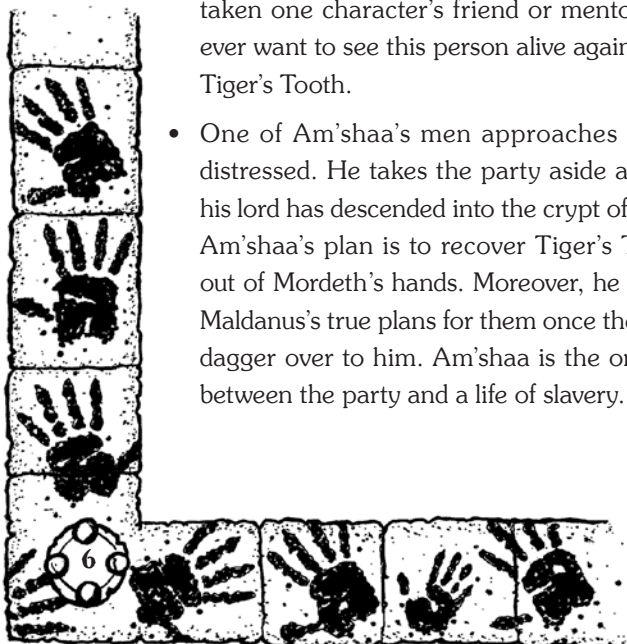
- A Mordite nobleman bursts through the gate, held up by his mute barbarian bodyguard. You overhear him, through gritted teeth, describing how his slave caravan was attacked near the Canyon of Spirits. He describes the attackers as goblins dressed in yellow.
- Murkus't demands an audience with the party. During this meeting, while he stresses the importance of Tiger's Tooth and the strength of Mordeth, he reveals that he has taken one character's friend or mentor hostage. If they ever want to see this person alive again, they'll bring him Tiger's Tooth.
- One of Am'shaa's men approaches the party, visibly distressed. He takes the party aside and tells them that his lord has descended into the crypt of Khaab'r in secret. Am'shaa's plan is to recover Tiger's Tooth and keep it out of Mordeth's hands. Moreover, he alerts the party to Maldanus's true plans for them once they have turned the dagger over to him. Am'shaa is the only thing standing between the party and a life of slavery.



## Brother Against Brother

Murkus't and Am'shaa are the two most noteworthy of Ka'mara's swordbrothers, and they hate each other. Murkus't is loud and obnoxious in his support of Mordeth, while Am'shaa is quiet and intense in his dislike of all foreigners.

Should the characters take a side in this conflict, their choices will affect Shaa Khor'aat and the position and attitudes of some of the NPCs.



## The Lovers

Shak'ni, the bed-slave belonging to Murkus't, was once the property of Am'shaa. While she was bonded to him he gave her permission to wed Benrick, his personal clerk of many years. The wedding never happened, as Murkus't demanded the girl as retribution for a perceived slight to his honor. She is a useful point of leverage against Murkus't, Am'shaa, and especially Benrick.

## Dealing with Mordeth



The relationship between Mordeth and the Khor'aat tribe is mutually beneficial. Mordite merchants are granted steep discounts and first rights of refusal on all slaves brought to the Great Market. In return, Mordeth has pledged troops to put an end to raids by jealous

neighboring tribes.

Mordites are a conspicuous part of life in Shaa Khor'aat. Maldanus, The Dark Librarian is a constant presence at the King's side, and Mordite soldiers stand guard outside all "official" Mordite property. This visibility amounts to a perceived authority, and Mordites won't let anyone forget that.

Mordeth's ultimate goal is total world domination and the subjugation of all sentient beings. At the end of the adventure, should Maldanus and his cabal still wield power in Shaa Khor'aat, they will attempt to poison King Ka'mara and install Murkus't as King. They will also attempt to arrest the characters and force them into the service of Mordeth.

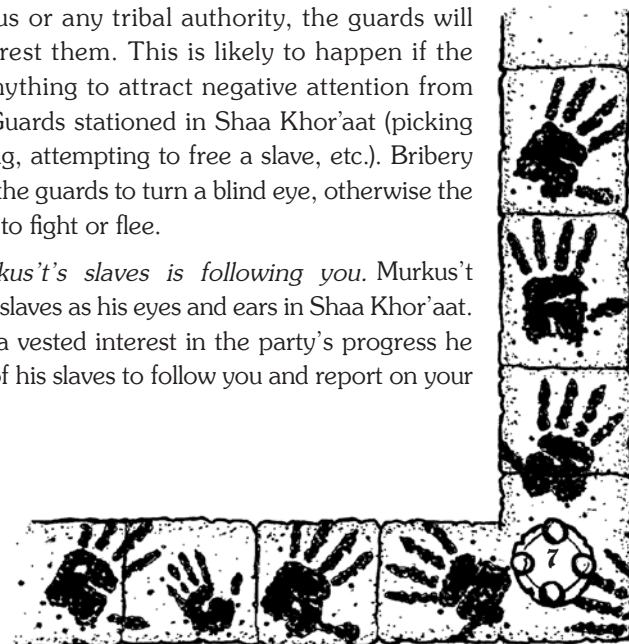
## Goals

Instruct the players to write their goals now or choose from our examples:

- I will return Tiger's Tooth to Murkus't and strengthen the alliance between Mordeth and the Khor'aat tribe.
- I will expose the plot between Maldanus and Murkus't, informing all of Mordeth's evil intentions.
- Tiger's Tooth and its power will be mine.
- The Canyon of Spirits must be purged of the Goldkin Clan.
- I will lead the Goldkin Clan to glory.

## Wandering Monsters

- *Goblin ambush!* 1d3+1 Goldkin Clan goblins (p.27) rush forth from around a corner and attempt to capture the party. At least two of them will be armed with catchpoles. If the goblins are successful, the adventurers will be stripped and locked in the cage in the prison (Area 4).
- *Rockslide.* The trails that wind down the side of the Canyon of Spirits are littered with boulders, some perched precariously overhead. The slightest misstep could send these rocks crashing down on an unwary traveler.
- *Creeping ooze.* The Creeping Ooze (TBI, p.153) in the Narrow Passage (Area 10) will become hungry after a time if it isn't fed. If this happens, it will emerge through the holes in the floor of the Chapel (Area 9a) and roam the cave in search of a meal. In this situation, the ooze is most likely to be encountered in the Curved Passage (Area 5) or the Latrine (Area 8a). The ooze will attempt to devour the first living thing it encounters, including Shine-Eye or Jhur!
- *Jhur awakens the tomb guardians.* In a rage at his inability to awaken Selkaa, Jhur smashes one of the skeletons near the Bridge (Area 20a), awakening the other three. Instead of fighting them, Jhur barricades himself in his room (Area 15). If this occurs, the door to Jhur's Bedchamber will require an Ob 2 Health test to push open.
- *Set upon by slavers.* Slavery is a fact of life in the steppes, and most travelers are seen as fair game for slavers. If the party decides to wander the steppes in search of adventure, there is a good chance they will be spotted and marked for capture. After the party is spotted, 2d6 slavers (Khor'aat'i Tribesmen, p.26) will set upon them when they attempt to set up camp.
- *Mordites demand your papers.* 1d6 Mordite Guards (p.26) confront the party and demand that they state their business in town. If the party has no written credentials from Maldanus or any tribal authority, the guards will attempt to arrest them. This is likely to happen if the party does anything to attract negative attention from the Mordite Guards stationed in Shaa Khor'aat (picking a fight, stealing, attempting to free a slave, etc.). Bribery can convince the guards to turn a blind eye, otherwise the only option is to fight or flee.
- *One of Murkus't's slaves is following you.* Murkus't uses his many slaves as his eyes and ears in Shaa Khor'aat. Since he has a vested interest in the party's progress he has sent one of his slaves to follow you and report on your actions.







## Loot Rolls

A number of areas in this module contain descriptions of treasure that can be looted by adventurers. Even so, the GM should still allow the players to loot any areas once the obstacles and monsters within have been dealt with. Each area and twist should be looted only once.

The more valuables the party acquires, the harder you can push them with twists and conditions. Use conditions to encourage them to return to Shaa Khor'aat at least twice so that you can build on the events there.

## Treasure Maps and Lore

What follows is a quick list of secrets that are suitable for use as lore and treasure map results, as described in *Loot* (*TBI*, p.144):

- A crude treasure map shows the entrance to a small tomb nearby in the Canyon of Spirits. Use the Pathfinder factors (*TBI*, p.140) to find the tomb. The treasure map can be used as tools for this test. The tomb itself is undisturbed, and looting it grants 1d6+1 rolls on loot table 1.
- One or more of the goblins carries a list of rules and punishments. Some are legible, and may include:
  - Never leave the gate (Area 8b) unlocked.
  - Never allow the water wheel (Area 17) or furnace (Area 18) to stop.
  - Never ring the bell (Area 9a) without a sacrifice.
- Underneath the skeleton of an unfortunate adventurer, there is a small sack which contains a map tracing the course of the Underground River, and showing that it leads directly to the King's Crypt (Area 21). It does not mention the Creeping Ooze.
- The party finds a short note, written by Jhur, revealing the location of the Chute-to-Hell trap and reminding himself to have the goblins reset it.

- The adventurers stumble upon a rotting corpse clutching a note in its hand. The note details the theft of a sacred relic from Shaa Khor'aat by the Malshii tribe. The relic is currently being held by the Malshii tribe's priests who are using it in a ritual to curse King Ka'mara.
- Discarded in a pile with unusable junk is a large map that shows the borders of Barbaria and a nation called Nexxis far to the north. A small note on this part of the map describes the residents of this nation wielding weapons of unbelievable power.

## Suggested Actions and Consequences

Each area on the map key has a number of suggested actions and accompanying skills and obstacles. These are given for the GM's convenience, but they are by no means an exhaustive list of potential actions.

GMs should remember to consider whether something is a Good Idea and thus no roll is required. A GM might choose to ignore a suggested obstacle or add additional obstacles as they see fit. Lastly, players will imagine actions that have not been listed, and the GM should improvise using the factors given in the *Torchbearer RPG* rulebook (*TBI*, p.132).

## Lighting Key

This module uses the following symbols to represent the lighting in the rooms on the map:

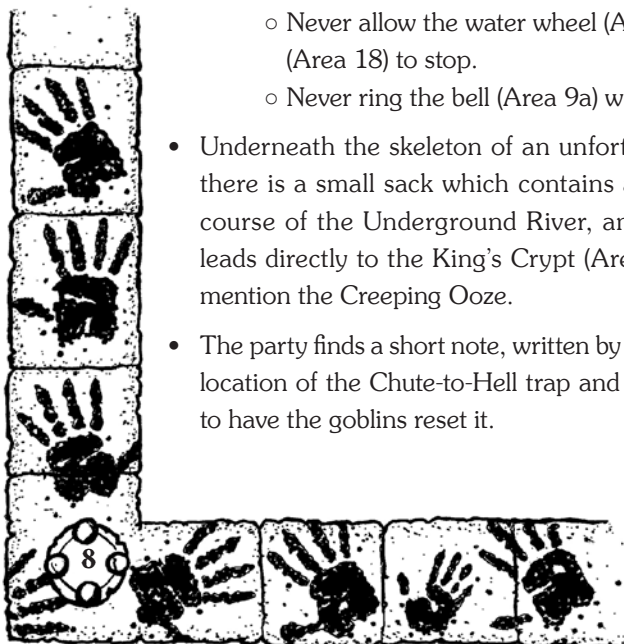
**Bright:** ○

**Dim:** ◐

**Dark:** ●

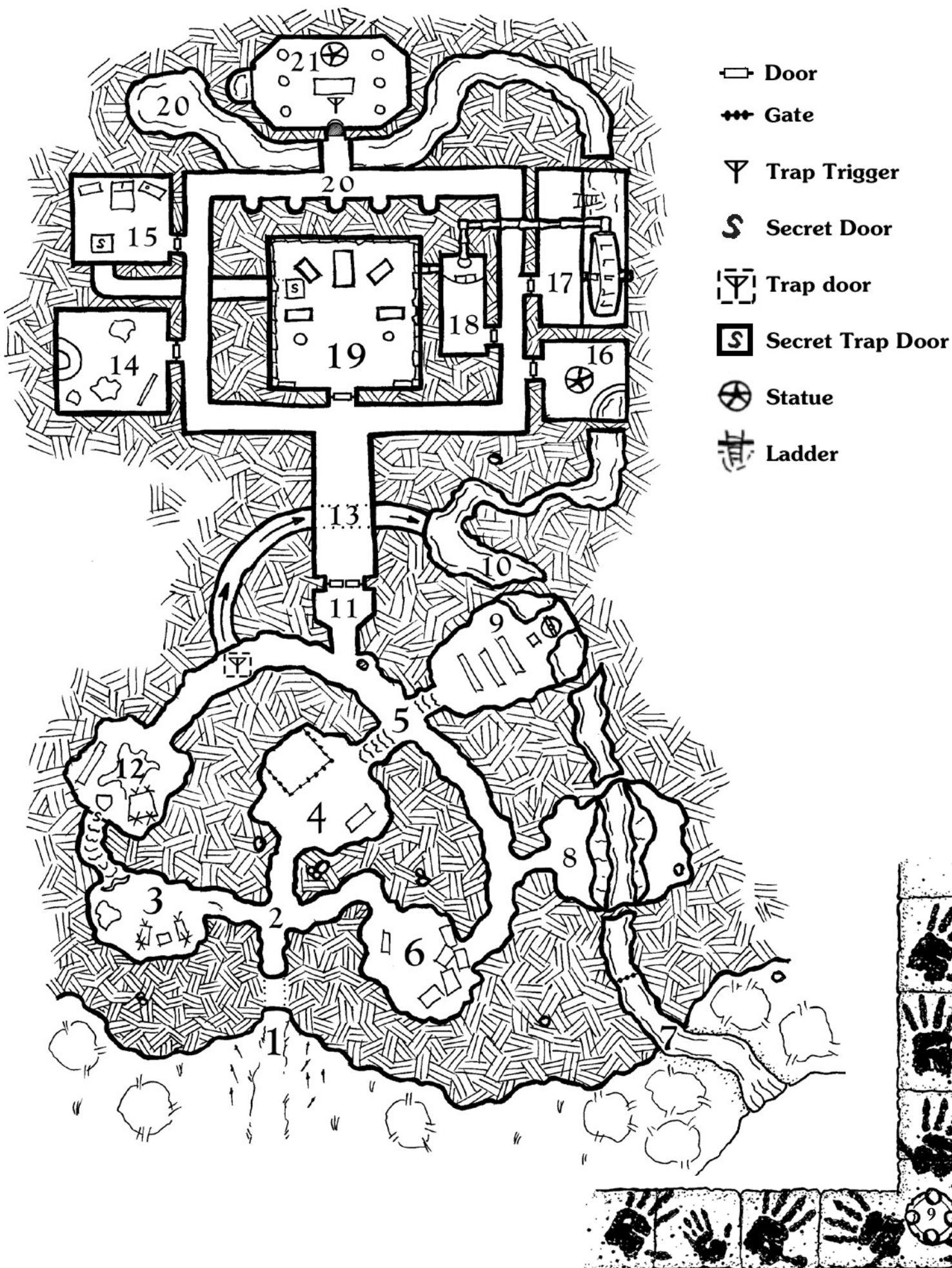
Symbols always represent the lighting as it exists when you enter the room for the first time. Actions in the game or the passage of time might change this lighting.

Areas marked bright or dim on the map are either lit by pre-existing light sources or exposed to open sky. Lights such as





# The Crypt of Khaab'r



torches set in sconces will need to be re-lit periodically, but are generally only extinguished if their minders have been absent (or dead) for a whole phase. Areas under open sky will become dim in moonlight or even dark during the new moon or on an overcast night.

If you wish to wait for better natural light conditions—sun- or moon-rise for example—a Survivalist test may be required to avoid any mishaps during the wait.

## River Depth Key

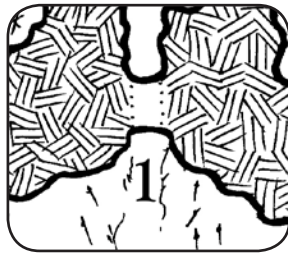
There are many flooded chambers beneath the crypt of Khaab'r. The following symbols indicate the depth of the water in a chamber. Use the Dungeoneer factors (TBI, p. 138) to navigate these areas.

- Halflings and smaller creatures must swim
- ⇒ Humans and smaller creatures must swim
- ⇒⇒ Minotaurs and smaller creatures must swim

## Map Key

### 1. Cave Entrance ○

Halfway down a cliff face, at the end of a worn track, a boulder juts out over the canyon like the tusk of a giant beast. There is a small opening at its base but it is pitch black inside. Around this opening, hundreds of small yellow handprints adorn the rock, and skulls both human and animal are arranged on sharpened stakes.



### Waiting Goblins

Three Goldkin Clan goblins (p.27) wait just inside the opening; an opposed scout roll is required to approach them unaware.

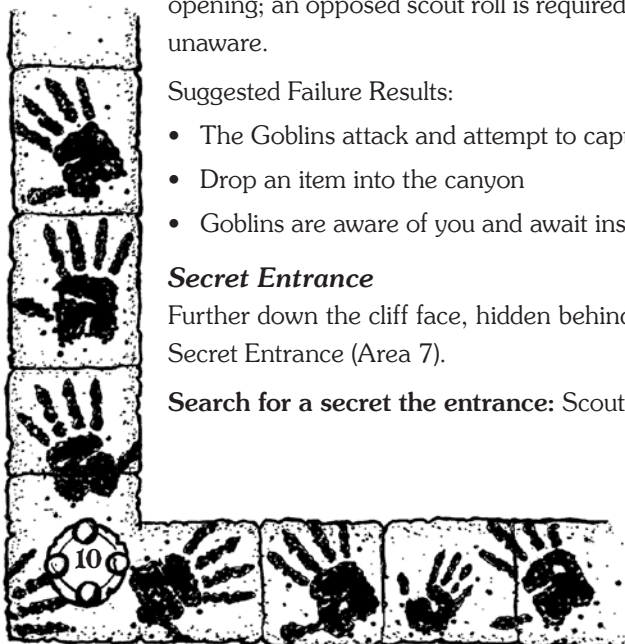
Suggested Failure Results:

- The Goblins attack and attempt to capture the party
- Drop an item into the canyon
- Goblins are aware of you and await inside

### Secret Entrance

Further down the cliff face, hidden behind some trees is the Secret Entrance (Area 7).

Search for a secret the entrance: Scout Ob 2



### Inside the Opening

The characters must duck down to pass through the opening under the rock, unless they are halflings or smaller creatures. Down a short passage the path splits three ways.

### 2. The Fork ●

The path here splits into three passages; west, east and north. The northern path is well worn, and guttural laughter can be heard echoing from beyond. A faint wordless wail emanates from the western passage, which descends into complete darkness. Dozens of scrape marks lead into the eastern passage and a foul odor emanates from the darkened opening there.



### The Western Path

This darkened passage leads to the Birthing Chamber (Area 3). The wordless wail is produced by a hungry baby goblin.

### The Eastern Path

The doorway here leads to the Storage Room (Area 6). The smell is from the stinking heap in (Area 8a).

### Dead Ahead

This passage leads to the Prison (Area 4). The laughter comes from the goblins there who are tormenting their captives.

### 3. Birthing Chamber ●

If the characters enter from The Fork (Area 2):

A low keening can be heard coming from this room. Upon approach, a sweet smell fills the air accompanied by an audible rattling. At the far end of the room, a heavy yellow drape hangs over the stone wall. Nearer to the doorway are two beds, resting on a small crudely-made table between them is a phial of milky gray liquid. Several rag piles line the wall.



If the characters descend from Shine-Eye's Chamber (Area 12):

This small room containing the ladder ends in a heavy yellow drape. It billows inward slightly, and beyond a muffled rattling can be heard.

### Sleeping goblin wives

This is the Goldkin Clan's birthing chamber and nursery. Pregnant females occupy the two beds in this room. The



adventurers may make an opposed scout test to avoid waking them.

### Rag Piles

The rag piles are sleeping goblin children, and the rattling sound is one of their toys that is rolling around on the floor.

### Goblin Milk

The phial contains one draught of goblin's milk. It is foul tasting but removes the hungry and thirsty condition.

### Shine-Eye's entrance

Behind the yellow drape is a vertical shaft in the rock. Shallow hand-holds have been chiseled into the walls. At the top of this crude ladder is a locked metal trapdoor that leads to Shine-Eye's chamber (Area 12).

**Find the vertical shaft:** Scout Ob 1

**Climb the handholds:** Dungeoneer Ob 1

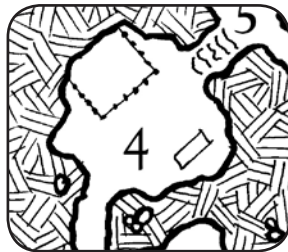
**Pick the trapdoor lock:** Criminal Ob 3

Suggested Failure Results:

- Goblins wake up
- Goblin child steals something shiny and runs away
- Shine-Eye decides to pay a visit
- Guttural screaming heard from above makes you afraid

## 4. Prison ◉

In the dim light of candles, a large wooden cage is visible in the north-western corner of this room. Inside are four humans, stripped bare, smeared with yellow paint and chained to the wall with iron manacles. Outside of the cage, three goblins laugh and occasionally prod the captives through the bars. A table lies behind them; on it are instruments of torture. Below the table lies a pile of rags. In the northeastern corner, a ramp leads up out of the room and into darkness.



### Goblin Tormentors

An opposed scout test is required to approach the goblins unaware. One of the goblin tormentors is carrying the cage key.

### Wooden Cage

The cage is made from fire-hardened wood, and is considerably sturdier than it looks. The key is on one of the goblin tormentors.

**Pick the cage lock from outside:** Criminal Ob 2

**Smash the Cage:** Health Ob 4

### Pile of Clothing

In a pile under the table are the captive's clothes and personal effects. Concealed within this pile is a pair of golden earrings (3D, pack 1).

**Search the pile:** Scavenger Ob 1 to find the earrings

Suggested Failure Results:

- One of the captives calls out to you for help, alerting the goblin
- You must give your water, wine or food to a captive to keep them alive
- Benrick dies

### The Captives

Inside the cage along with the other captives is Benrick, Am'shaa's personal clerk. From this chamber Jhur makes his selection for sacrifice, so if you're feeling sinister he can appear here with his personal guard. If he isn't engaged, he will open the cage to examine the slaves and select Benrick for sacrifice.

### Caged Heat

If any of the characters are captured by the Goldkin Clan they will be shoved into the cage here and shackled to the wall. Benrick will point out which one of the goblins is holding the key and aid the characters in escape provided they agree to take him with them.

**Escape from bondage:** Criminal Ob 5

### Benrick, Slave-clerk of Am'shaa

This captive was once the son of a rich southern merchant whose debts in Barbaria caught up with him. Now in his later years, he has been property of, and personal clerk to, Am'shaa since he was a boy. Several days prior to the adventurers' arrival in Shaa Khor'at, he was captured by the Goldkin Clan while out on an errand with Murkus't's men.

Benrick knows the location of the Chute to Hell trap in the Curved Passage (Area 5).

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	3
Will	4	Circles	3
Health	3	Might	2



**Skills:** Steward 4, Scholar 4, Haggler 2

**Wises:** Slave-wise, Politics-wise

**Traits:** In Love (2), Loyal (1)

**Belief:** Shak'ni is my true love and I must free her from Murkus't and spend my life with her.

**Instinct:** Obey my master to earn freedom.

## 5. Curved Passage ●

*A chill wind blows through this hallway, and a multitude of strange sounds echo disorientingly off the walls. It curves slightly from the north-east to the south.*



### Adjoining Passages

This long natural stone corridor ramps up gradually, joining the upper rooms of the Goldkin cave complex (Shine-Eye's chamber in Area 12, the Tomb doors in Area 1, and the Chapel in Area 9a) with some of the lower rooms (the Prison in Area 4, the Latrine at Area 8a, and the Storage Room at Area 6).

Consult the map when determining which of these passages may be visible or audible depending on the characters' starting location.

The Storage Room at Area 6 may remain blocked off if it has not been cleared. Areas near the Latrine at Area 8a should reek of refuse, and take care to note the location of the Chute to Hell Trap at the entrance to Shine-Eye's chamber.

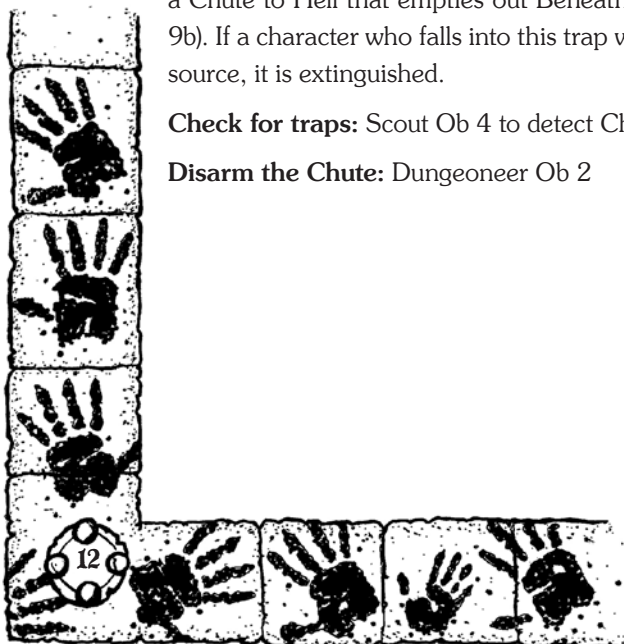
In particular, Shine-Eye has positioned his shield to be visible from outside the room, to lure distracted interlopers across the Chute to Hell trap.

### Chute to Hell Trap

In this hallway, in front of Shine-Eye's Chamber (Area 12), is a Chute to Hell that empties out Beneath the Chapel (Area 9b). If a character who falls into this trap was carrying a light source, it is extinguished.

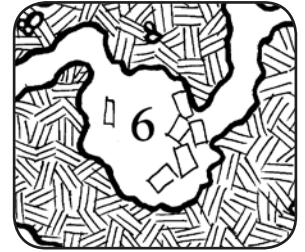
**Check for traps:** Scout Ob 4 to detect Chute to Hell

**Disarm the Chute:** Dungeoneer Ob 2



## 6. Storage Room ●

*Here bureaus, bed frames, and chairs are piled on top of each other, and pushed toward the walls leaving an open area in the middle of the room. A foul odor is in the air, and rushing water can be heard.*



### Piled Furniture

Over the years, the Goldkin Clan has raided many of the other crypts in The Canyon of Spirits. The furniture in this room is salvage from these raids and it is used as fuel for the furnace (Area 18). Along the eastern wall, behind an oak chifferobe piled with planks, there is a hidden exit.

**Search for hidden passages:** Scout Ob 2

**Clear the wreckage:** Laborer Ob 1

Suggested Failure Results:

- Pile of furniture collapses, causing loud noise
- Pile of furniture collapses, causing more work
- Skewered by a rusty nail, injured or sick (tetanus)

### Foul Odor

The odor in this room comes from the Latrine (Area 8a). The furniture piled into the opening masks it slightly, but if the furniture is moved and the passageway cleared the smell becomes much more intense and factors into all tests for Will-based skills in this room.

## 7. Secret Entrance ○

*Hidden behind a small stand of stunted pines, a narrow crevice leads into the rock. At the far end, a creek runs from the mouth of a large cave. The water is turbid and brown, and a powerful stink wafts from the opening.*



**Searching for the secret entrance:** Scout Ob 2

### Juniper Pines

The trees obscuring the entrance produce small blue berries that can be used as skill supplies for all cook tests.

**Picking berries:** Scavenger Ob 1 yields juniper berries.

### Cave Entrance

The stinking cave is the entrance to area 8b



Suggested failure results:

- The berries are poisonous
- Slip and fall in the filthy water, sick
- A small item falls into the water and is carried off the cliff

## 8a. Latrine ●

A terrible odor fills this room and the area around it. The walls are covered in scrawled graffiti, all in yellow. There is a large crack in the floor from which the smell emanates. Broken bits of bone are scattered around, and flies buzz in a thick cloud. The faint trickling of water and a loud screeching can be heard echoing from below the crack.



### Terrible Odor

This room is the Goldkin Clan's toilet and the source of the odor in the Storage Room. It's actually quite civilized of them to have such a thing; Jhur's influence, no doubt. The stink here is unbearable, and is a factor in all tests in this room.

### Scrawled Graffiti

Smearred in a mixture of yellow paint and feces, goblin runes and crude pictures adorn the walls closest to the crack.

### The Crack

Piles of filthy rags lie at either end of the crack. Hidden in them is 1D of copper coins. Below the Latrine lies area 8b.

**Climb down safely:** Dungeoneer Ob 2

**Find hidden coins:** Scout Ob 1

Suggested Failure Results:

- Slip in a pile of doo-doo and fall to area 8b
- It gets in your mouth, sick
- An item falls from your grasp, landing with a splat on the level below

## 8b. Beneath the Latrines ●

A heaping pile of stinking filth sits just inside the entrance to a large cave. Water runs from further in and pools at the pile's base before pushing down toward the south. Three large rodents root around in this mess, and occasionally sip from the filthy water. Behind this a



barred gate blocks access to the interior. A large crack has split the cave ceiling.

### Barred Gate

The gate is locked and blocks the entrance to the underground river. This river serves as a shortcut through the crypt. While shorter, this route is much more dangerous.

**Pick the lock:** Criminal Ob 2

### Stinking Heap

The pile of goblin filth comes from the Latrine (Area 8a), directly above. There is a tapestry in the pile, but it is mostly buried so it must be dug out. If they choose to take the tapestry, it must be cleaned before it can be sold.

**Dig out the tapestries:** Laborer Ob 1

**Clean the tapestries:** Peasant Ob 2

**Climb up to the Latrine (Area 8a):** Dungeoneer Ob 2

### Filthy Water

The water here is poisoned. Any who drink it will remove hungry/thirsty but must make an Ob 2 Health test or be made sick.

Suggested Failure Results:

- Goblins spot you from above
- Rats attack
- Your clothes are ruined, angry

### Downstream passage

The southern passage leads out to the Secret Entrance (Area 7). Following the passage a short way will reveal daylight from beyond (during the day) and the sweet relief of fresh air.

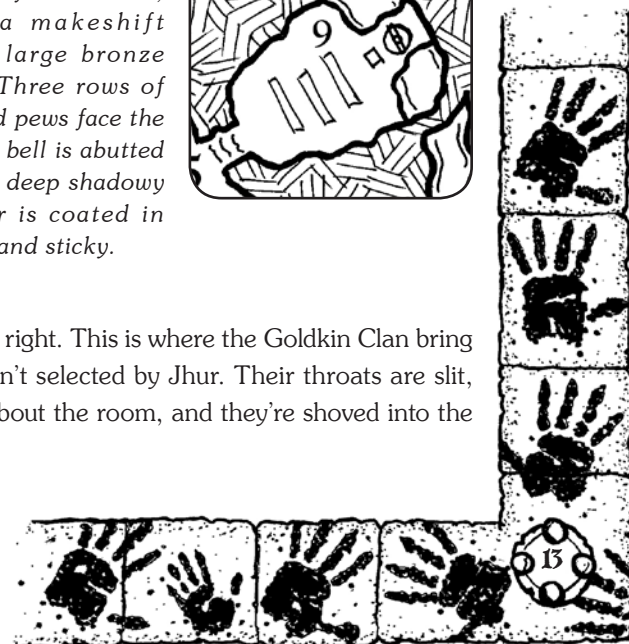
## 9a. Chapel ●

A single torch burns weakly at the far end of this room, illuminating a makeshift podium and a large bronze bell behind it. Three rows of hastily assembled pews face the podium, and the bell is abutted on both sides by deep shadowy pits. The floor is coated in something thick and sticky.



### Sticky Floor

Oh, it's blood, all right. This is where the Goldkin Clan bring captives that aren't selected by Jhur. Their throats are slit, spraying blood about the room, and they're shoved into the pit.



### Shadowy Pits

The pits open into to area 9b. The dim light from this room does little to penetrate the darkness below, but the faint reflection of light on water can be seen.

**Climb down the pit to Area 9b:** Dungeoneer Ob 3

### Bronze Bell

If the bell is rung, the creeping ooze will be in area 9b. If it hasn't been rung, it still lurks in the Narrow Passage (Area 10). Etched into the bell are images of strangely-dressed dancers and musicians. (objet d'art, pack 4)

### Makeshift Podium

The podium is made from broken pieces of furniture and lashed together with rope. On top of it rests a locked scroll case; it contains a scroll of Malison of the Lords of Terror.

**Unlock the scroll case:** Criminal Ob 3

Suggested Failure Results:

- The torch above the podium goes out
- Magical trap on the scroll case destroys the scroll
- Slip in blood and fall
- Bell is rung, awakening the ooze

## 9b. Beneath the Chapel ● →

The ground here slopes downward and becomes a thick mud. Water rises to your waist. High in the ceiling are two openings spaced a few feet apart. Beyond these openings, dim light casts a silhouette of a large bell on a stone wall. Ahead of you water rushes out of a crack in the cave wall.



### Sacrifice Pit

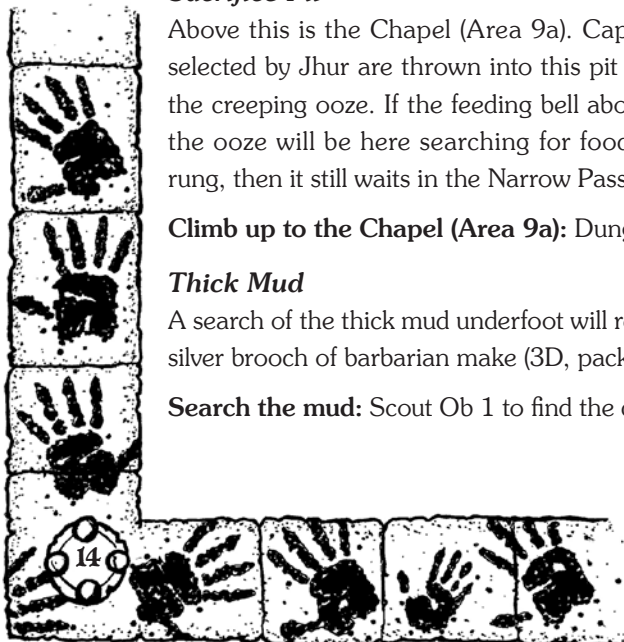
Above this is the Chapel (Area 9a). Captives who are not selected by Jhur are thrown into this pit to be devoured by the creeping ooze. If the feeding bell above has been rung, the ooze will be here searching for food. If it hasn't been rung, then it still waits in the Narrow Passage (Area 10).

**Climb up to the Chapel (Area 9a):** Dungeoneer Ob 2

### Thick Mud

A search of the thick mud underfoot will reveal a dagger and silver brooch of barbarian make (3D, pack 1).

**Search the mud:** Scout Ob 1 to find the dagger and brooch



**Pull yourself free of the mud:** Health Ob 1

### Deep Water

The water here is waist deep on a human, and the thick mud on the river bed sucks at the characters' boots. Together, these are a factor for all Health based skill tests.

Suggested Failure Results:

- The bell rings and a body falls from above
- You're sucked deeper into the mud
- The climb up was longer than you thought, exhausted

## 10. Narrow Passage ● →

Over centuries this river has pushed its way through the earth, through thick walls of stone before finally emerging from the cliffs of the Canyon of Spirits. The water is deep here and the walls press in, but on the other side, light can be seen reflecting off of the water. Periodically a low, creaking sound echoes in the passage.



### Ooze's Nest

This is the lair of the creeping ooze, and woe to any who wander in! If the party decides to traverse the passage, the ooze will attempt its special "trapped" conflict.

**Squeeze through:** Dungeoneer Ob 2

### Periodic Creaking

This mechanical noise is made by the water wheel in Area 17.

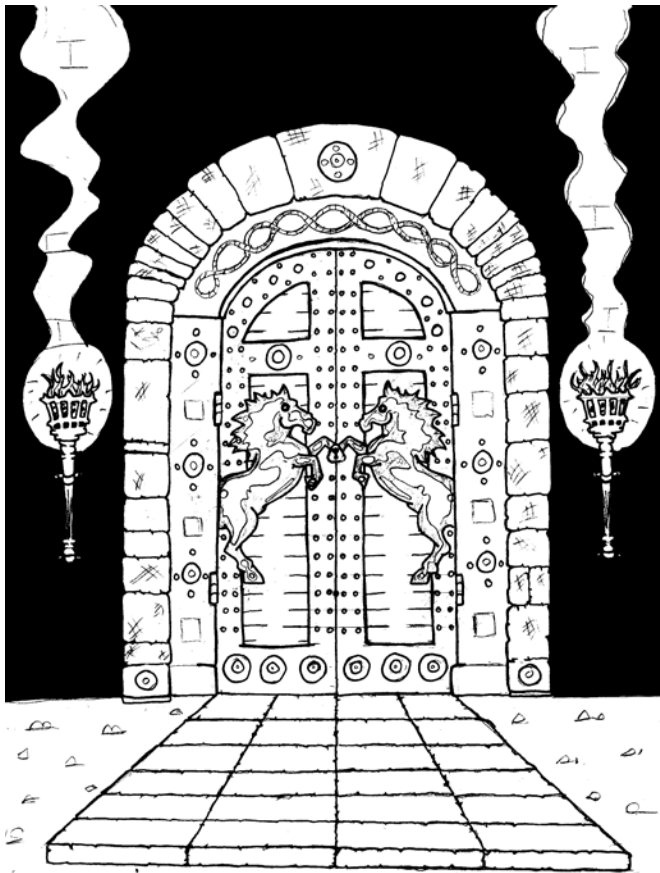
### Hydroclaustrophobia

The depth of the water and the cramped space count as a factor in all Will-based skill tests. Halflings and smaller creatures are unaffected by this.

Suggested Failure Results:

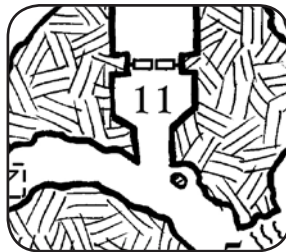
- These caves collapse all the time, you know? Afraid
- The rushing water takes something from your belt
- You're stuck





**11. Tomb Doors** (Key: Area 12/Shine-Eye)

Here, the walls and floor are made of worked and well-fitted stones. Two flickering torches flank large bronze double-doors, each one adorned with the image of a rearing horse. Beneath the door, a warm humid draft can be felt.



**Dart Trap**

Using the key or attempting to pick the lock without first disarming the trap causes a poison dart to fly from a hole in the ceiling. Anyone struck by this dart must make an Ob 3 Health test or be made sick.

**Search for traps:** Scout Ob 3 to detect dart trap

**Disarm the dart trap:** Dungeoneer Ob 4

**Bronze Double-Doors**

The lock on the door is fitted with a dart trap. It requires the Twin Steed Key to unlock. Shine-Eye keeps this key either around his neck or locked in the chest in his chamber (Area 12).

**Pick the lock:** Criminal Ob 2

Suggested Failure Results:

- The lock destroys the adventurer's thieves tools
- The humid air begins to seep through the door making it hard to breathe, exhausted
- An ember falls from the torch and burns the adventurer's map

**12. Shine-Eye's Chamber**

A finely made bed fills one end of this room while a cluttered yellow shelf fills the other. A bearskin carpet covers the floor between the two. An old shield that has been fitted with sharp spikes rests against the wall.



**Cluttered Shelf**

Closer examination of this shelf will reveal a small wooden jewelry box. It is locked and contains 3D of gold coins and possibly the Twin Steed Key if it is not being carried by Shine-Eye.

**Unlock the box:** Criminal Ob 2

**Bearskin Rug**

Under the bearskin rug is the locked trapdoor leading to the Birthing Chamber (Area 3).

**Pick the trapdoor lock:** Criminal Ob 3

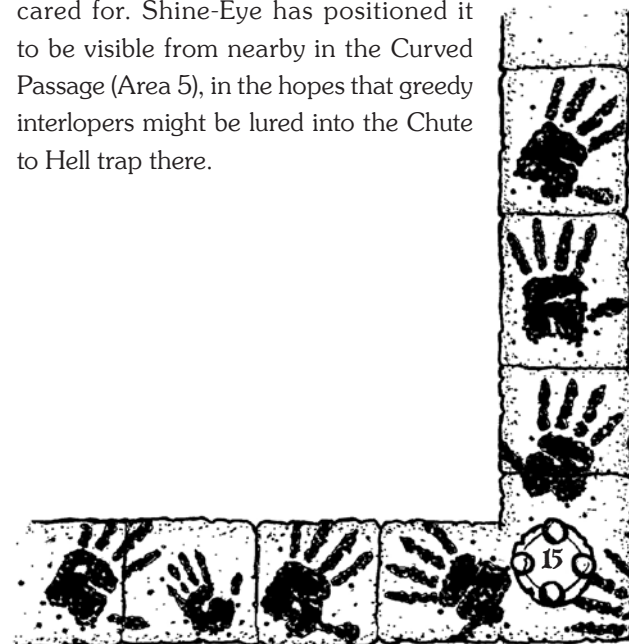
Suggested Failure Results:

- Shine-Eye stumbles into the room
- The shield falls to the floor with a loud clatter
- A goblin child springs out from under the bed and runs away screaming

**Shield**



The shield in this room is old but has been cared for. Shine-Eye has positioned it to be visible from nearby in the Curved Passage (Area 5), in the hopes that greedy interlopers might be lured into the Chute to Hell trap there.



**Shine-Eye's Shield**

Sharp iron spikes have been affixed to the front of this shield, making it useful as an offensive weapon. A closer examination will reveal that it was made for a human, but the fittings have been modified for a creature slightly smaller.

**Level:** 1

**Effect:** The spikes on Shine-Eye's grant +1D to attack actions. Also, any creature larger than a halfling must make an Ob 1 Armorer test to re-size the fittings or suffer -1D to Attack and defend actions with the shield.

**Inventory:** Hands/carried 1 or torso 1

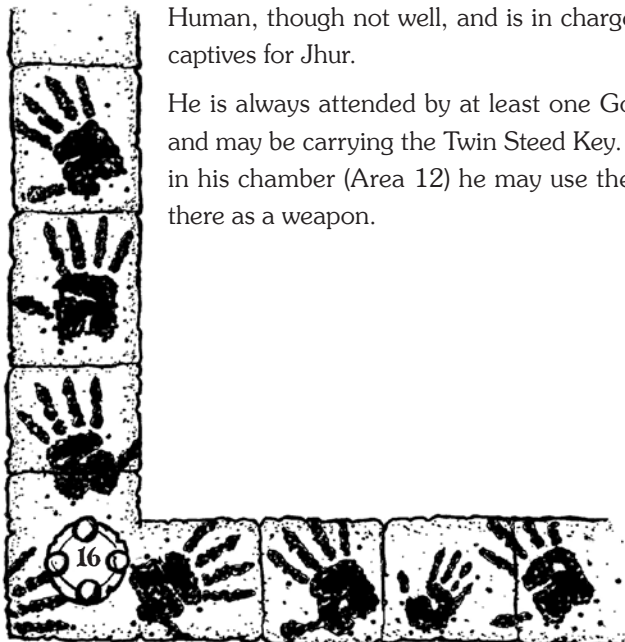
**Type:** Magical weapon



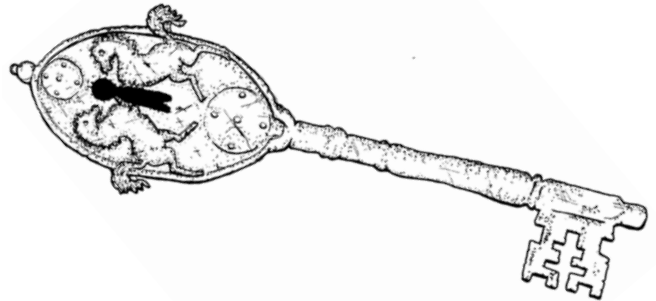
**Shine-Eye**

The young and brutal leader of the Goldkin Clan, he is larger and more aggressive than his minions. He can speak Human, though not well, and is in charge of taking human captives for Jhur.

He is always attended by at least one Goldkin Clan goblin and may be carrying the Twin Steed Key. If he is confronted in his chamber (Area 12) he may use the shield on display there as a weapon.



<b>Might:</b> 3	<b>Nature:</b> 4
<b>Descriptors:</b> Abducting, Torturing, Guarding	
<b>Conflict Dispositions</b>	<b>Conflict Weapons</b>
<b>Convince:</b> 5	<b>Convince Weapons</b> <b>Defend:</b> +1s, clan mastery
<b>Drive Off:</b> 5	<b>Drive Off Weapons</b> <b>Any:</b> +1D, sword <b>Defend:</b> +2D, Shine-Eye's Shield
<b>Kill:</b> 6	<b>Kill Weapons</b> <b>Any:</b> +1D, sword <b>Defend:</b> +2D, Shine-Eye's Shield
<b>Flee:</b> 5	<b>Pursue or Flee Weapons</b> <b>Attack:</b> +1D, minions
<b>Armor:</b> Chain	
<b>Instinct:</b> Obey Jhur's commands	
<b>Special:</b> Shine-Eye lives in fear of his master, Jhur. Because of this he receives +1s to tests against mind affecting spells.	

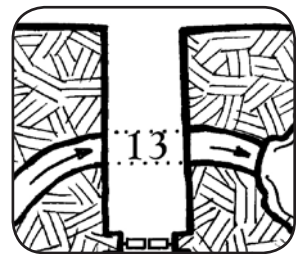


**Twin Steed Key**

Unlocks the main entrance to the crypt of Khaab'r. It has a green soapstone handle inlaid with the image of two rearing horses. Shine-Eye is in possession of this key or it is kept locked in the chest in his chamber. The key is intricately carved (objet d'art, pack 1).

**13. Ceremonial Hall**

The air in this long hallway is warm and thick with humidity. A hissing and bubbling noise emanates from the bamboo pipes that line the ceiling. Covered sconces adorn the walls, but only one is lit. In the dim light, faded murals are seen to cover both walls. At the end





of the hall the path splits, east and west, with a grated iron door directly ahead.

## Southern Hallway

The paths to the east and west of the grated door form the southern hallway of the crypt. Both passages turn sharply north after about 30 feet. Around the western corner is the Shrine to the Lords of Battle (Area 14), the Corpse Candle trap, and beyond that is Jhur's Bedchamber (Area 15). Around the eastern corner is the Horse Crypt (Area 16a) and beyond that, the Furnace (Area 18) and the Water Wheel (Area 17a).

## Bamboo Pipes

The pipes in this area cover the corner where the wall and ceiling meet and continue throughout the entire crypt. Their source is the Furnace (Area 18). The pipes bring hot water to the Wives' Crypt (Area 19) where they feed the plants that aid in keeping Selkaa alive. Should the pipes become damaged in any way, and water start spilling onto the crypt floor, goblins and perhaps even Jhur himself will investigate.

**Break the pipes:** Health Ob 2

## Faded Murals

The murals depict important events in Khaab'r's life, his birth, military victories, and death. An adventurer who investigates closely may notice that Khaab'r's face has been smeared with yellow paint in some of the images.

**Interpret the paintings:** Loremaster Ob 2

## Grated Iron Door

The door to this room is made of sturdy iron and is locked tight. Bars form the top half of this door, through which can be seen the Wives' Crypt (Area 19). Jhur keeps the key to this door on him at all times.

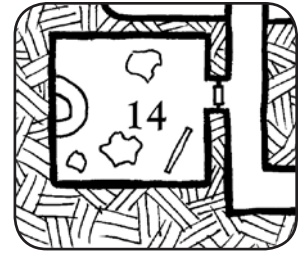
**Pick the lock on the iron door:** Criminal Ob 3

Suggested Failure Results:

- Burn your hand on the pipes, angry
- Water has eroded the cover of the lit sconce. A large drop falls from the pipe and extinguishes the flame inside
- Dust from the murals gets in your nose and eyes as you examine it, your loud sneeze echoes down the hallway

## 14. Shrine to the Lords of Battle ●

Murals depicting a gruesome battle are painted on the walls. Khaab'r features prominently in all of them. In the center of the room a pile of ancient and rusty weapons stands taller than a man. They are of a strange and foreign design and have been purposefully bent and broken.



### Corpse Candle Trap

A corpse candle in the form of Selkaa will appear in the hallway nearby and lure adventurers into the shrine. If they fail the will test, they step on a pressure plate that awakens the tomb guardians near the Bridge (Area 20a).

**Resist the corpse candle:** Will Ob 3

### Murals

Painted on all four walls, these murals depict the Battle of Gumri Pass. It was the first of Khaab'r's many victories against the men of Yk, a civilized kingdom to the south that fell centuries ago.

**Identify the battle depicted:** Loremaster Ob 3

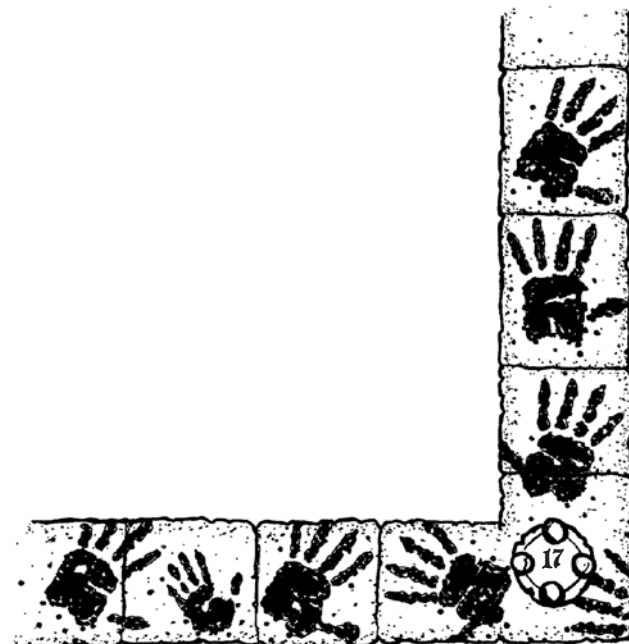
### Rusty Weapons

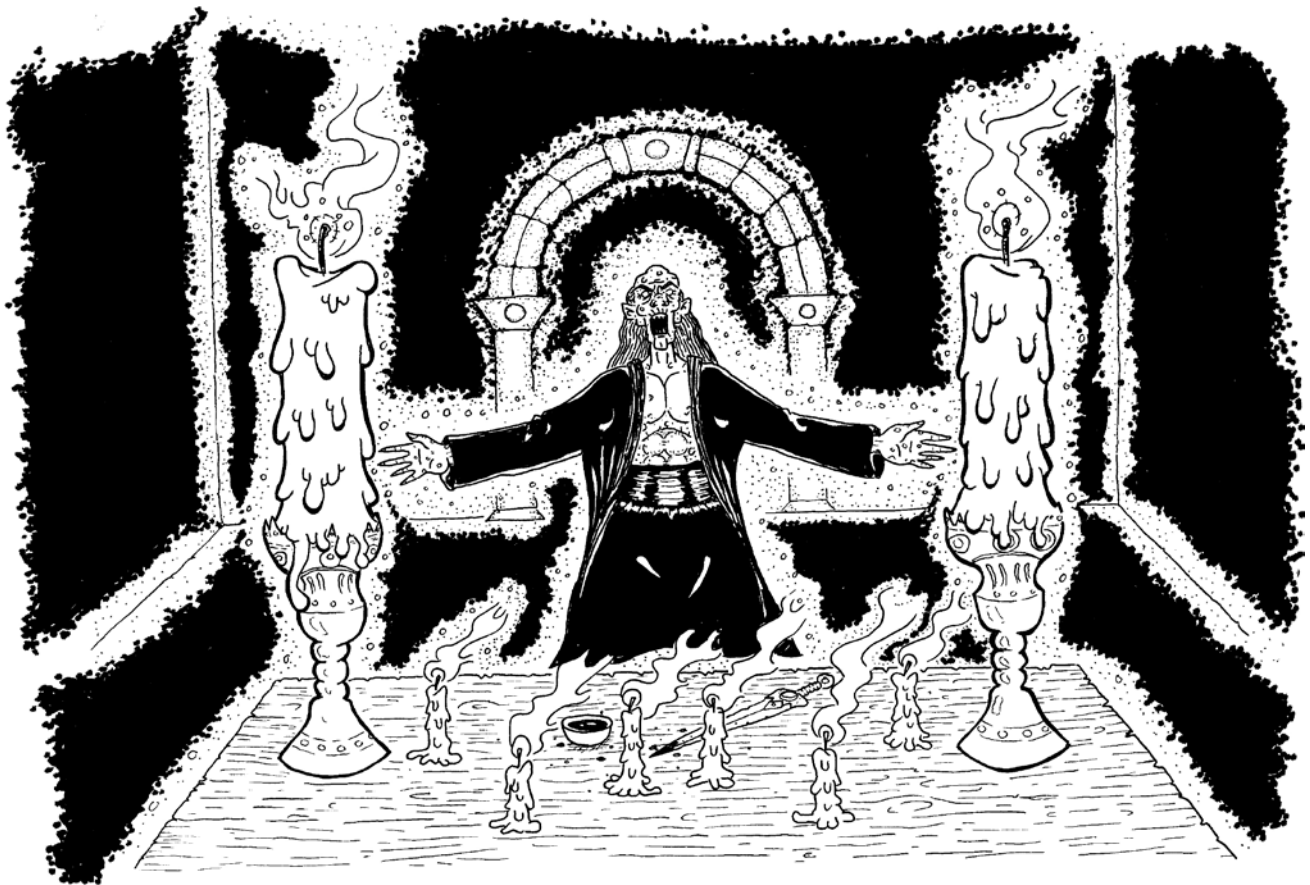
The pile of weapons in this room are spoils from the Battle of Gumri Pass. Hidden inside this pile is a well-preserved Ykish helmet.

**Salvage helmet:** Scout Ob 2

Suggested Failure Results:

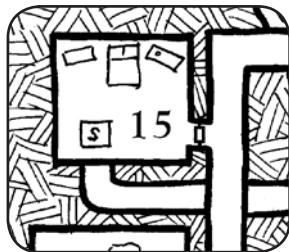
- You've seen a ghost, afraid
- You cut your hand while reaching for the helmet, injured
- Tomb guardians attack





## 15. Jhur's Bedchamber

A single candle casts fitful light in this lavishly-appointed room. A large and comfortable looking bed is neatly made on one side and a disorganized bookshelf filled with tomes large and small stands beside it. The image of a blonde woman has been amateurishly painted on the wall above a small shelf lined with jars.



### Khaab's Swordbrother

This is Jhur's bedchamber. If the adventuring party has managed to avoid any confrontations thus far, Jhur may be asleep in his bed. If he is, an opposed scout roll is required to get by unnoticed.

Folded neatly on top of the bookshelf is Jhur's personal finery—wearable, though several centuries out of style.

### Bookshelf

The trapdoor from the Wives' Crypt (Area 19) leads behind the bookshelf in this room. When pulled, a false book activates the mechanism to move the shelf. Hidden among

the loose papers are two ritual diagrams drawn in blood, one that grants an advantage to the Eternal Furrow ritual and one that explains the Ivy Shroud ritual.

**Search the bookshelf:** Scout Ob 2

**Interpret the diagrams:** Scholar Ob 2

### Painting of a Woman

Closer inspection of the painting will reveal that the paint used for her blonde hair is identical to the yellow paint that is found elsewhere in the crypt.

### Shelf lined with Jars

The clay jars are all full of paint of various colors. Hidden amongst them are two potions:

#### **Weakling's Water**

This clear, thin liquid tastes slightly of citrus. Those who drink it experience a sudden surge of strength.

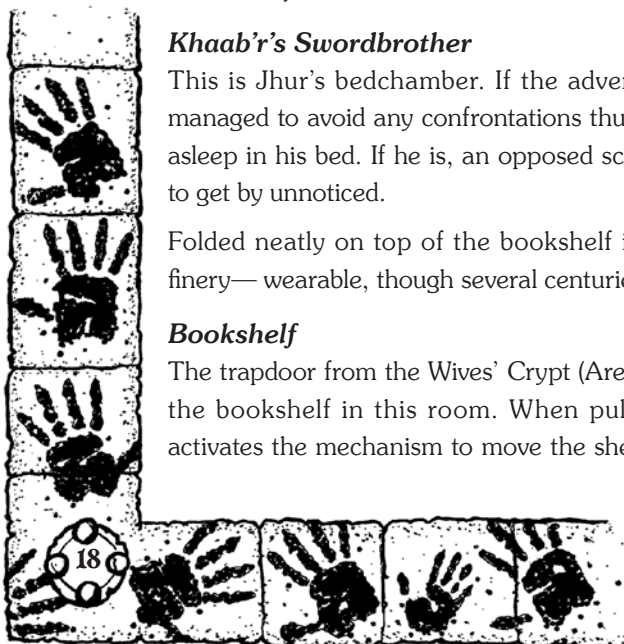
**Level:** 1

**Effect:** Whoever drinks this potion gains +1D to all Health and Health-based skill tests.

**Duration:** 1 turn

**Inventory:** Hands/carried 1 or pack 1

**Type:** Potion





## Hunter's Helper

Thick and red with a coppery taste, Hunter's Helper briefly makes you one with the great cats of the Safaran jungle.

**Level:** 2

**Effect:** The imbiber may see and hear the heartbeats of all Might 1 or 2 creatures in a 25 foot radius. Physical obstacles (walls, trees, etc.) do not affect this ability.

**Duration:** 1 phase

**Inventory:** Hands/carried 1 or pack 1

**Type:** Potion

**Identify the potions:** Alchemist Ob 2

Suggested Failure Results:

- Jhur wakes up
- The book mechanism breaks, sealing the tunnel from this side
- One or both of the hidden potions are knocked off of the shelf and destroyed

## Jhur

Ancient and twisted, Jhur was once a swordbrother to Khaab'r. He has lived in the crypt of for hundreds of years and has kept himself alive with black magics.

During his earlier life, he harbored a secret and forbidden lust for Selkaa. Now he seeks a method of permanently re-animating her, and claiming her as his eternal bride.

Raw Abilities	Rating	Town Abilities	Rating
Nature	5	Resources	0
Will	5	Circles	1
Health	3	Might	3

**Level:** 4 (1 Fate, 2 Persona)

**Descriptors:** Boasting, Demanding, Running, Hating the Living

**Prayers:** Fury of the Lords of Life and Death, Blessing of the Lords of Light and Darkness, Execration, Chains of Fate

**Skills:** Cartographer 2, Fighter 2, Healer 2, Manipulator 2, Pathfinder 3, Ritualist 4, Scholar 2, Theologian 3, Carpenter 2

**Wises:** Goblin-wise

**Traits:** Touched by the Gods (1), Loner (2)

**Equipment:** Obsidian Dagger, Chainmail

## The Burning Light of Day

Centuries of subterranean life have weakened Jhur's eyes and skin. He suffers a -1D penalty to all physical actions when in sunlight.

## Jhur's Eternal Furrow

Jhur has pledged his soul to the Unspeakable Ones, The Lords of Unlife. He has carved their perverse sigil into his chest with an obsidian dagger, and every night he opens the wound again.

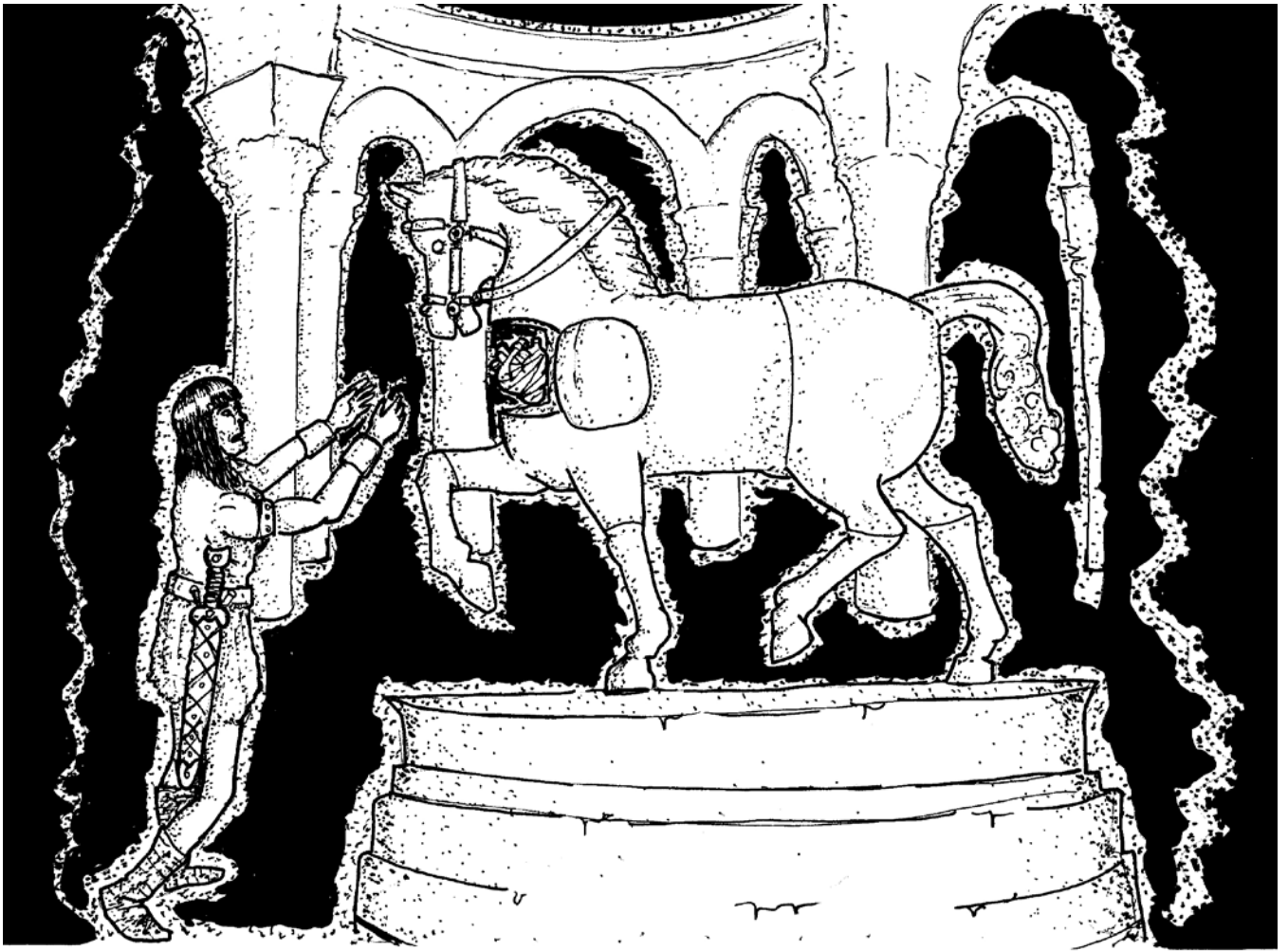
To perform this ritual on themselves a character must make an Ob 4 ritualist test. If successful, the character permanently gains the exhausted and injured conditions, reduces their Health by 1 (erasing all passes and failures) and replaces one of their Nature Descriptors with "Hating the Living". From this point on they are immune to the grind until the wound is closed and the bond to the Unspeakable Ones is broken. The diagram of the ritual found in Jhur's Bedchamber (Area 15) grants +1D to this Ritualist test.

At the beginning of every adventure phase the affected character must make an Ob 2 Health test to keep the wound fresh and bloody. Failure causes their Health to be reduced by 1. An obsidian dagger grants +1D to this Health test.

To close the wound and break the bond to the Unspeakable Ones requires an Ob 5 Ritualist test or a roll of 12 when praying at a shrine of any alignment. The diagram of the ritual found in Jhur's Bedchamber (Area 15) grants +1s to this Ritualist test.

After the wound is closed the character remains injured and exhausted, but may recover from these conditions normally. The "Hating the Living" Nature Descriptor is also removed when the bond is broken.





### 16a. Horse Crypt ◉

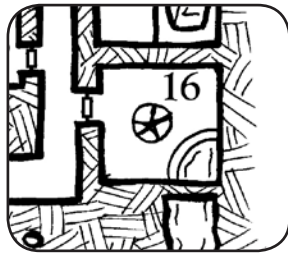
A life-sized stone statue of a horse stands in the center of this room. In the corner, a goblin peers down into a large stone well.

#### **Distracted Goblin**

This goblin is a lookout, making sure no one approaches through the river. Make an opposed Scout test to avoid alerting it. If the goblin is successful, it will raise the alarm and attempt to run to Jhur's Bedchamber (Area 15).

#### **Horse Statue**

If an adventurer closely examines the statue, they will see small peg-holes arranged around the statue's head and mouth. These holes correspond to pegs in the jeweled bridle that lies in the river below (Area 16b). If the statue is fitted with the bridle, its chest opens outward. Locked inside is the mummified heart of Khaab'r's mightiest horse. Anyone who



raps on the statue may be able to discern the location of the hollow chamber containing this grisly treasure.

**Crack open the statue:** Health Ob 5

**Trigger the mechanism without bridle:** Criminal Ob 4

#### **Mummified Heart**

Wrapped in black paper, the heart is heavy with petrified blood. It has three main chambers, each of which is usable as skill supplies for alchemist tests (pack 2).

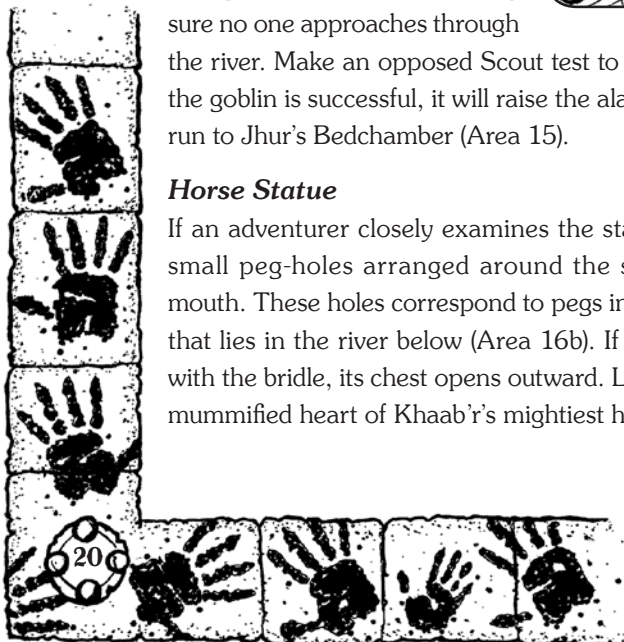
#### **Stone Well**

The well has a cross-bar above it, but no rope hangs down. Running water can be seen below and something glints beneath the surface.

**Climb down to Area 16b:** Dungeoneer Ob 2

Suggested Failure Results:

- Goblin speeds away raising the alarm
- You destroy the mummified heart
- An item slips from your pack and falls down the well

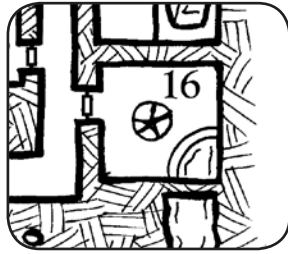




## 16b. Beneath the Horse Crypt ○ ⇒

If the characters enter from the Narrow Passage (Area 10):

Here, the river widens dramatically and the water churns and bubbles as it is forced through the narrow passage. The wooden creaking keeps its pace, but is louder now. A shaft of light emanates from a round hole in the ceiling, lighting up the area directly beneath it and something shimmering at the river's bottom.



### Treading Water

From this point on, the river is too deep for the characters to wade in (except minotaurs or creatures of similar size), so they must swim. This requires dungeoneer tests to move between here, the Water Wheel Lower Level (Area 17b), and The River's Source (Area 20b), use the traversing factors for these tests (*TBI*, p.138). Treading water factors into all Health based skill tests.

### Periodic Creaking

This mechanical noise is made by the water wheel in Area 17.

### The Bottom of a Well

The well in the Horse Crypt (Area 16a) is above this room. There is a goblin peering into the well above, so an opposed scout test must be made to remain hidden. If the goblin spots them, he will raise the alarm.

**Climb up the well:** Dungeoneer Ob 2

### Glittering Treasure

Directly under the well, the shimmering object is a jeweled bridle (4D, hand/worn 1 or pack 1) that is entangled with a rope. The bridle will open the door in the horse statue in the room above. The rope is from the well and has been submerged for a long time so it can only be used once before it tears. It still has a bucket tied to one end.

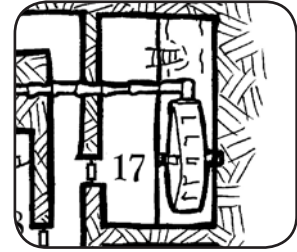
**Swim down and untangle the bridle:** Health Ob 2

Suggested Failure Results:

- Goblin scout spots you, alerting goblins in area 17a
- You can't hold your breath for that long, exhausted
- Your splashing attracts the attention of the ooze

## 17a. Water Wheel Upper Level ●

At the far end of this very small room, a giant water wheel hangs over a precipice, rapidly spinning and depositing water into a sluice that runs across the ceiling and out into the hall. Two goblins sit at a table, gnawing on hunks of bloody meat. The sound of rushing water is very loud, and the goblins don't seem to hear you approach.



### Goblin Guards

An opposed scout test is required to enter the room, but the two goblins are monitoring the wheel. The loud rushing water gives the characters +1s to opposed scout rolls.

### Water Wheel

Water spills from the wheel and keeps the floor slippery. Peering over the edge will reveal a rickety goblin-sized ladder leading down into the river.

If the water wheel stops spinning or something blocks the sluice, Jhur will send goblins to investigate.

**Operate the wheel brake:** Laborer Ob 2

**Smash the wheel:** Health Ob 3

**Sabotage the wheel:** Criminal Ob 2

### Ladder

As it is made of lashed-together scrap wood, the ladder is very unstable. At the bottom is Water Wheel Lower Level (Area 17b).

**Climb down the ladder:** Dungeoneer Ob 1

### Meat

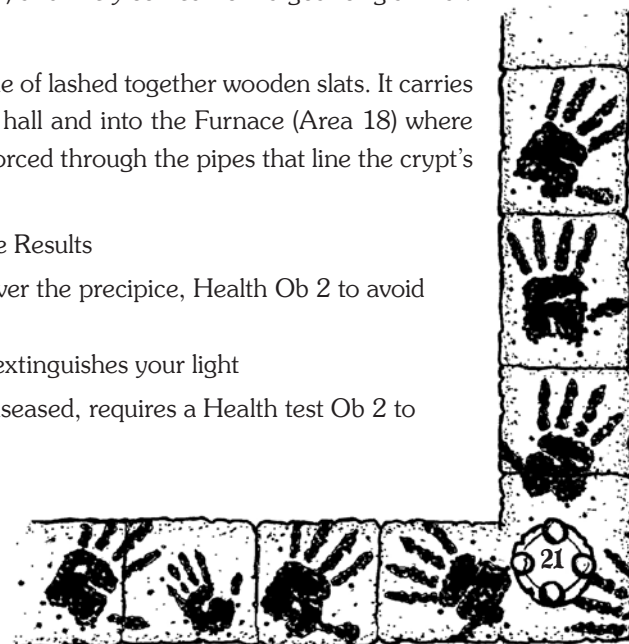
Though disgusting, the Goldkin Clan do not eat humans. The meat that the two guards are eating counts as a stack of fresh rations (2) and likely comes from a goat or giant rat.

### Sluice

The sluice is made of lashed together wooden slats. It carries water across the hall and into the Furnace (Area 18) where it is heated and forced through the pipes that line the crypt's ceiling.

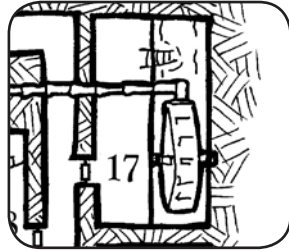
Suggested Failure Results

- Slip and fall over the precipice, Health Ob 2 to avoid injury
- Falling water extinguishes your light
- The meat is diseased, requires a Health test Ob 2 to avoid sickness



## 17b. Water Wheel, Lower Level ● ⇒

A large wooden wheel creaks loudly as it turns. The buckets affixed to the wheel dip into the river here, carrying water to a large pipe in a candlelit precipice above. A wobbly looking ladder descends from the precipice and into the water at the wheel's base. Ahead, the river bends sharply to the west.



### Ladder

At the top of the rickety ladder is area 17a.

**Climb the ladder:** Dungeoneer Ob 1

### Treading Water

The characters are still treading water, this factors into all Health based skill tests. A good idea would be to hold onto the ladder or wheel's housing.

### Water Wheel

If the adventurers are feeling nimble they can attempt to ride the moving wheel up to area 17a. Doing so will allow them to approach the goblins in that room unnoticed.

If something jams the wheel, one of the goblins above will come down to investigate.

**Climb the moving wheel:** Dungeoneer Ob 3

**Jam the wheel:** Health Ob 2

### Goblin Guards

Above (Area 17a) there are two goblins. However, the creaking wheel and rushing water allow the party move around here unnoticed without having to make a scout test.

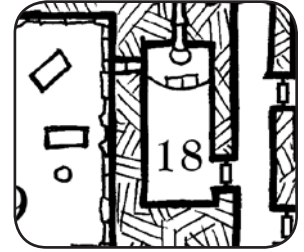
If the goblin looking down the well in the Horse Crypt (Area 16a) spotted the adventurers then he and the two guards from this room will be waiting for the party to appear. If the goblins spot them, they will begin throwing rocks.

Suggested Failure Results:

- The ladder breaks
- One of your straps gets caught on the wheel, up you go
- Your legs start to get tired, exhausted

## 18. Furnace ●

The door to this room is tall and open. The pipes that hug the crypt's ceiling lead to this room. A large sluice brings water from the room across the hall. Inside, a furnace bubbles and boils, sending hot water coursing throughout the crypt and steam billowing into the air. The steam makes it difficult to make out the details of the room but two goblins can be seen huddled by the furnace with their backs to the door.



This room and the Water Wheel (upper and lower) are the sources of the hot water that keeps the plants, and therefore Selkaa, alive. Any meddling with the water system will draw immediate attention.

### Furnace

Crudely fashioned out of mismatched iron plates, this furnace was built by captives taken by the Goldkin Clan. It has several knobs to regulate its heat and pressure, but Jhur has issued a strict order never to touch them. A large pile of broken furniture in the corner of this room provides fuel.

**Determine the function of the furnace:** Loremaster Ob 1

**Seal the furnace valves, causing explosion:** Alchemist Ob 2

**Escape the explosion unharmed:** Health Ob 3

### Steam

The large clouds of steam make the air very wet, and factor into all tests requiring a firm grip on something, including weapons.

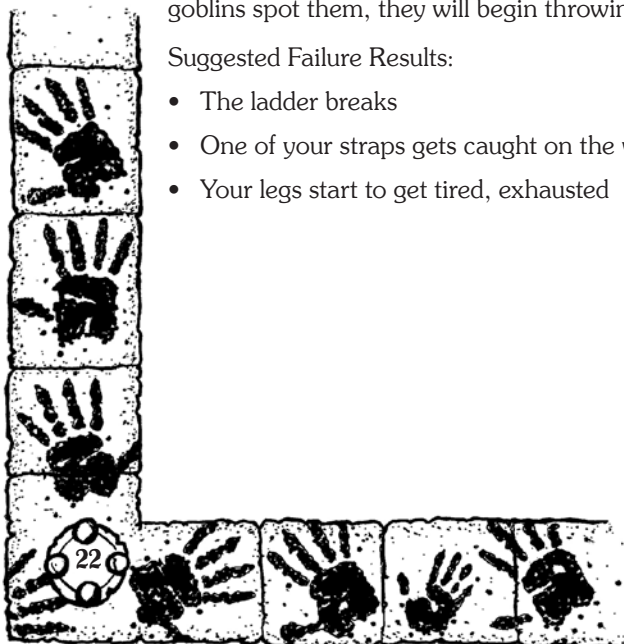
All tests to hide or sneak in this room receive +1D

### Goblins

The two goblins in this room are huddled in the dim light provided by the oven under the furnace. They are throwing crude dice against the wall with a pile of copper coins on the floor between them (2D). An opposed scout test is required to avoid their notice.

Suggested Failure Results:

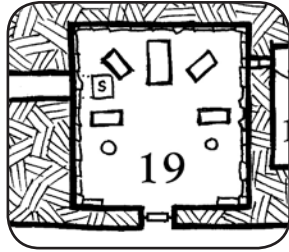
- Your sword slips from your hands
- Boiling water to the face, injured
- One of the goblins gets curious and fiddles with the knobs on the furnace





**19. Wives' Crypt** ○ (Jhur holds the key)

Torches burn brightly in this room, their wooden covers protecting them from the steady sprinkle of water that falls from the pipes. Potted plants hang from the ceiling, their vines dangling down and covering the floor in a thick layer of blood-red ivy. Arranged in a semicircle are five sarcophagi. Atop the central sarcophagus, a beautiful woman sleeps. Her blonde hair spills over the edge of her stone bed and twines with the ivy that creeps up its sides. A well-preserved mural depicting a horse adorns the northwest corner wall.



**Grated Iron Door**

This door leads to the Ceremonial Hall (Area 13). It is locked but can be unlocked easily by turning a deadbolt from inside the Wives' Crypt.

**Sleeping Woman**

The sleeping woman is Selkaa, Khaab'r's wife and Jhur's beloved. The plants that grow here come from a single seed that was given to Jhur by the old witch and are keeping Selkaa alive.

Selkaa will not wake from any amount of shouting or hitting. If she is removed from the bed, she will die within 24 hours unless returned. Jhur will be magically alerted if her body leaves the Wives Crypt.

**I Am Waiting for Your Breath**

Selkaa is under the effect of a powerful ritual. If the adventurers are using Supernal vision or have some other means of detecting magic, they will see her breath escaping from her mouth in a black cloud that slowly dissipates.

**Hanging Plants**

These plants are kept alive by a precise alchemical mixture of hot water and human blood. Under the ivy, tucked into the corner of the room are two skeletons, one of which has a gold tooth (1D, pack 1). The skeletons are otherwise unadorned, but a closer examination will reveal that the vines have filled the rib-cages with black flowers (alchemist skill supplies).

**Hidden Trap Door**

There is a hidden trap door which opens into a tunnel that leads to Jhur's Bedchamber (Area 15). It is located under a flagstone near the horse painting and is unlocked.

**Search for secrets:** Scout Ob 2 to find hidden door

**Sarcophagi**

Inside the four other sarcophagi are unarmed tomb guardians, the skeletons of Khaab'r's other wives. If even one sarcophagus is opened, all four will attack; Selkaa remains inert.

**Slide open the sarcophagus lid:** Health Ob 2

Suggested Failure Results:

- In the tunnel leading to Jhur's Bedchamber (Area 15), the flagstone door shuts behind you and something heavy is dragged over it.
- Jhur's wracking sobs echo through the crypt, afraid
- A tendril reaches out from the hanging vines and steals a character's waterskin

**Waking Selkaa**

To wake Selkaa, Jhur or the adventurers must perform the Ivy Shroud ritual. If two or more characters are killed in the crypt and left unattended, Jhur will feed their blood to the vines and Selkaa will be awakened.

If she wakes up, Selkaa is unable to talk for one phase or walk for two phases. She despises Jhur for what he's done to her and desires only to die so that she can be with Khaab'r. If the adventurers convince her to help them, she can tell of both traps in the King's Crypt (Area 21).

**Selkaa**

Beautiful and young, Selkaa was Khaab'r's favorite consort. She poisoned herself when the king died, as was tradition. Now she is kept in suspended animation by Jhur's magic.

Benrick knows the location of the Chute to Hell trap in the Curved Passage (Area 5).

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	0
Will	4	Circles	3
Health	1	Might	2

**Skills:** Manipulator 4, Rider 3, Cook 2

**Wises:** Afterlife-wise

**Traits:** Single-minded (1)

**Ivy Shroud**

The ivy in the Wives Crypt (Area 19) has been corrupted by the power of the Unspeakable Ones. It drains the blood from the sacrifices brought by Jhur and uses it to keep Selkaa in an ageless sleep.

To perform the Ivy Shroud ritual, Selkaa must be removed from the bier, and replaced with the body of a character or



NPC who has died within the current adventure phase. If the vines are then fed with four draughts of fresh blood once per Adventure and once per Winter Phase, they will keep the body in the same deathless state as Selkaa until the next Adventure.

If an Adventure or a Winter Phase goes by and the ivy's bloodthirst has not been sated, then the body on the bier will die.

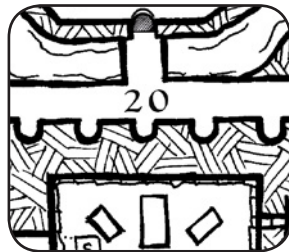
To resurrect a character or NPC using the Ivy Shroud requires 6 draughts of fresh blood and an Ob 13 Ritualist test. Anyone who bears the Eternal Furrow gains +1s to this Ritualist test.

If the ritual is successful life is restored to the character, but they must check off every condition except Dead, remove all their wises and take a new wise; "afterlife-wise".

Creatures of flesh-and-blood have a number of draughts of blood in their body equal to their might. Willing donors may open their veins and give one draught of blood, becoming injured in the process. Further bleeding risks death.

### 20a. The Bridge

One side of this passage drops off into a deep chasm running the length of the passage. Halfway to the far wall, the chasm is spanned by a stone bridge. Across the bridge there is an arch filled with an inky darkness which prevents you from seeing beyond. In the wall opposite the chasm and bridge, there are five alcoves. In four of the alcoves chainmail-clad skeletons rest upright, their arms crossed over their chests. The passage continues around a corner at the far side, turning away from the chasm.



### Northern Hallway

At the western and eastern ends of this hallway, it turns sharply south. Around the western corner is Jhur's Bedchamber (Area 15) beyond that lies the Shrine to the Lords of Battle (Area 14) and the Corpse Candle trap. Around the eastern corner is the Furnace (Area 18), the Waterwheel (Area 17a), and beyond that the Horse Crypt (Area 16a).

### Skeletons

The skeletons in the alcoves are the remains of Khaab's swordbrothers (Tomb Guardians, *TB1*, p.157). The empty alcove once held Jhur. They normally stay at rest, but if an adventurer gets nervous and tries to pre-emptively smash

one, they will awaken. They can also awaken as the result of a twist.

### Bridge

Below the bridge is the River's Source (Area 20b).

**Climb down the side of the bridge:** Dungeoneer Ob 2

### Darkened Archway

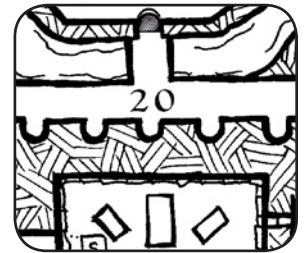
The unnatural darkness is caused by Blessing of the Lords of Darkness that is cast by Jhur every phase. If an adventurer throws something through the darkness it will hit the guardian statue within and resound with a loud crack.

Suggested Failure Results:

- An item falls into the river below
- The bridge collapses
- Jhur arrives

### 20b. The River's Source

Here, the water is forced up from the earth somewhere far below. The current is strong and pushes against you. High above you a bridge is visible, spanning this small chasm. A rock juts out into the water, and forms a ledge with an opening large enough for a man to crawl through.



### Treading Water

The characters are still treading water, this factors into all skill tests for humans and smaller creatures.

### Spring

This is the end of the river. If a character seeks to find the true source of the river by swimming down, they will be forced back up by the current and must make an Ob 2 Health test to avoid being injured.

### Under the Bridge

Above this is The Bridge (Area 20a).

### Small Opening

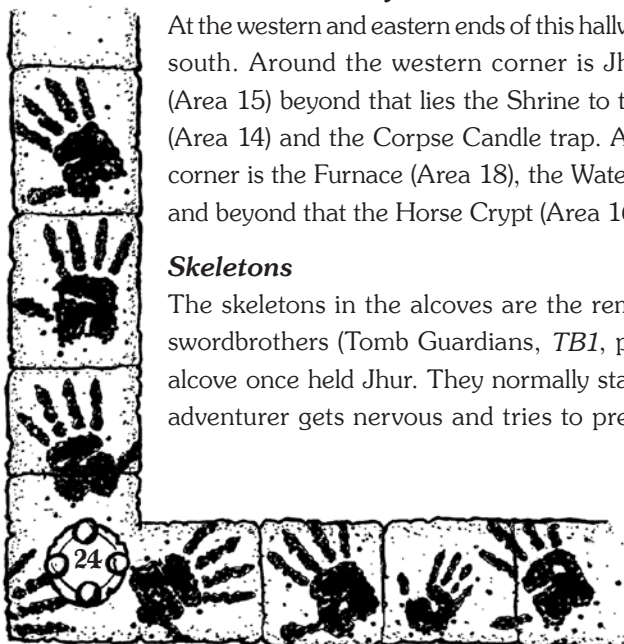
Through the small opening is a vertical shaft that leads to the bath in the king's crypt (Area 21).

**Climb up the shaft:** Dungeoneer Ob 2

**Unlock the drain:** Criminal Ob 2

Suggested Failure Results:

- The bath drain falls down and blocks the shaft
- The current pushes you back to area 17a

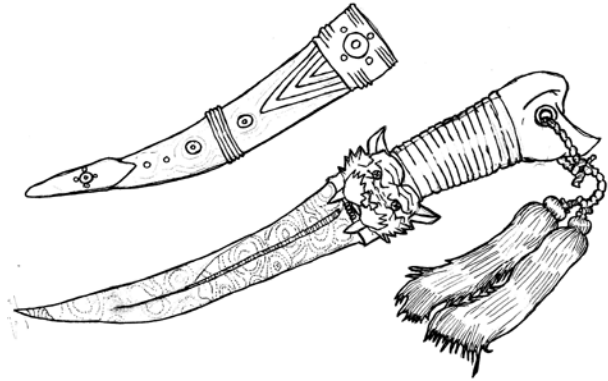
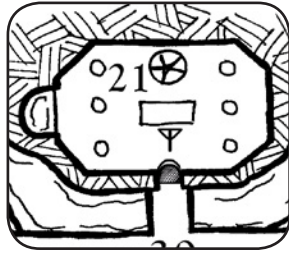




- You fall to the bottom of the shaft, injured

## 21. King's Crypt ●

A stone statue of Khaab'r stands at the back of this room. With long hair, a horned helm, and an aquiline nose, his visage is intimidating. At its feet, resting on the statue's base is Tiger's Tooth, its golden sheath glittering. An ornate sarcophagus fills the center of the room, its lid pushed aside and the skeleton within smashed. An alcove in the western wall contains a stone bath with a large grated drain in the bottom.



### Pressure Plate Trap

There is a pressure plate just inside the doorway that will slam a barred door down behind the first person to enter.

**Check for traps:** Scout Ob 3 to detect pressure plate

**Disarm the pressure plate:** Criminal Ob 2

### Stone Bath

The large grated drain in the bath is locked. The padlock is located on the other side of the drain, making it difficult to pick.

If the grated drain is opened, the water flows down into area 20b. The drainage pipe is large enough for a human to crawl through.

**Unlock the drain:** Criminal Ob 4

Suggested Failure Results:

- Fingers caught in the grate, injured
- Drop thieves tools down the drain
- Wake the guardian statue

### The Statue and Tiger's Tooth

Tiger's Tooth rests on a pressure plate as well. If it is removed, the statue of Khaab'r comes to life as a guardian statue (*TBI*, p.155).

### The Eyes and the Tiger

Both Tiger's Tooth and the statue of Khaab'r are magically active. If the adventurers are using Supernal Vision or have some other means of detecting magic, they will see a sleeping tiger made of translucent orange flame coiled protectively around the dagger. The statue's eyes glow with an orange light as well.

If time is taken to examine these auras in detail, a Lore Master Ob 5 test will reveal the nature of the trap as well as the command word to deactivate it.

**Search for traps near Tiger's Tooth:** Scout Ob 4

**Disarm the Tiger's Tooth trap:** Criminal Ob 4

### Tiger's Tooth

This was Khaab'r's personal dagger. It has been sheathed in gold and adorned with a shimmering green tassel on its pommel.

Any creature from whom Tiger's Tooth has drawn blood leaves a scent trail which can only be perceived by the blade's owner.

**Level:** 3

**Effect:** When a creature loses disposition from an attack made by Tiger's Tooth, it becomes the dagger's "prey" and suffers a -1D penalty to all attempts at avoiding, escaping or hiding from the bearer of the weapon. Additionally, as long as Tiger's Tooth is being carried in a hand slot, the bearer receives +1s to all tests related to finding the "prey".

**Duration:** 1 turn

**Inventory:** Hands/carried 1 or belt/weapon 1

**Type:** Magical weapon

## Epilogue

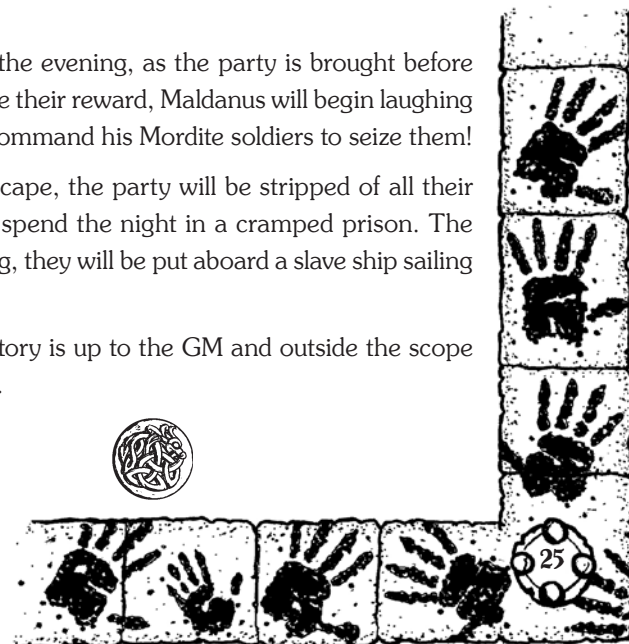
Should the party decide to return Tiger's Tooth to Ka'mara, he will receive them with great ceremony. A grand feast will be laid out for them that evening with the king and all of his swordbrothers in attendance.

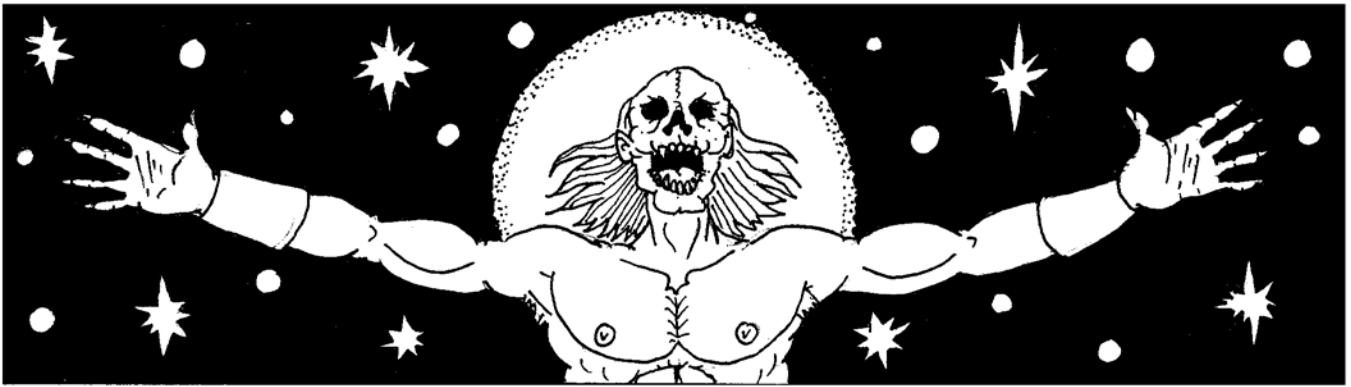
This is all just a ruse, however, as the return of Tiger's Tooth will begin the second part of Maldanus the Dark Librarian's plan.

At the height of the evening, as the party is brought before the king to receive their reward, Maldanus will begin laughing maniacally and command his Mordite soldiers to seize them!

If they cannot escape, the party will be stripped of all their possessions and spend the night in a cramped prison. The following morning, they will be put aboard a slave ship sailing for Mordeth.

From there the story is up to the GM and outside the scope of this adventure.





## Appendix A: Creatures and Characters

### New Weapon: Catchpole

A six-foot-long staff with a noose at one end. Commonly used by slavers to control their unruly cargo.

**Effects:**

-1D to attack actions in kill or drive off conflicts

After a successful maneuver with the catchpole, impeding your opponent gives a -2D disadvantage to their next action.

During a flee conflict the catchpole grants +1s to attack actions that involve trying to catch the fleeing party.

**Inventory:** Hand/carried 1

**Cost:** Ob 1

### Mordite Soldier (Human)

The backbone of the army of Mordeth, these heavy infantrymen have answered the Dread Call and pledged their souls to a new regent. They are a grim and perfect extension of their master's will.

Passage (Area 5).

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	1
Will	4	Circles	1
Health	4	Might	2

**Descriptors:** Oppressing, Demanding, Running

**Skills:** Fighter 4, Persuader 2, Rider 2

**Traits:** Brave (1)

**Equipment:** plate armor, helmet, spear, shield, catchpole

**Instinct:** Obey the orders of my commander

**Special:** The army of Mordeth is made up of conscripts of every known race. The arcane oath of allegiance they swear replaces one of their nature descriptors with "oppressing".

### Maladanus, The Dark Librarian

A noble scion of Mordeth and graduate of the Dark Colleges, Maladanus chairs the Mordite consulate in Shaa Khor'aat. He has convinced the Khor'aat tribe—or at least their king—to swear fealty to Mordeth. He secretly desires Tiger's Tooth for himself, and plots to kill both King Ka'mara and his Swordbrother Am'shaa.

Raw Abilities	Rating	Town Abilities	Rating
Nature	5	Resources	3
Will	5	Circles	3
Health	3	Might	3

**Level:** 5 (2 Fate, 2 Persona)

**Descriptors:** Boasting, Demanding, Oppressing

**Spells:** Arcane Semblance, Celestial Music, Wizard's Aegis, Dance of the Fireflies, Eldritch Darts, Eye of Omens

**Skills:** Arcanist 4, Loremaster 3, Alchemist 2, Cartographer 2, Scholar 2, Hagglar 4, Manipulator 2, Orator 2

**Wises:** Unspeakable plot-wise

**Traits:** Wizard's Sight (1), Extravagant (1)

**Belief:** All beings must kneel before the might of Mordeth

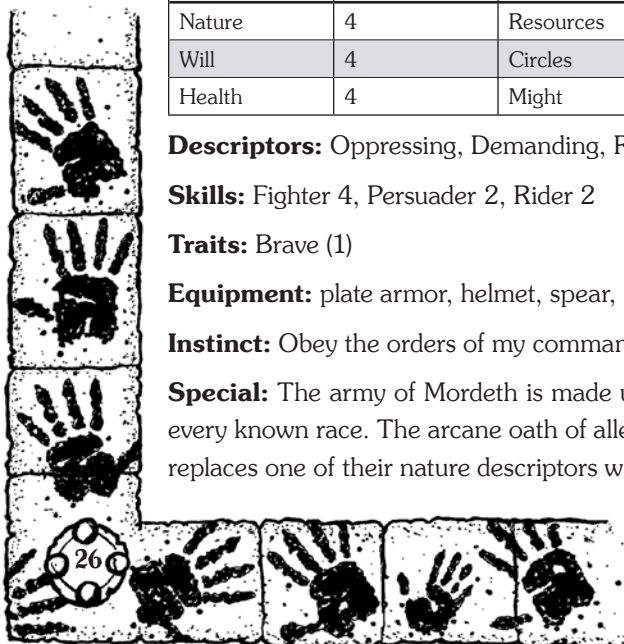
**Instinct:** Kill anyone who defies my will

**Equipment:** Finery, Dagger, Travelling Spellbook

### Khor'aati Tribesman (Human)

Though they have abandoned the nomadic ways of their fellow tribes, the people of the Khor'aat tribe are no less fierce and independent. They take slights to their name seriously and will defend their lands to the death.

Raw Abilities	Rating	Town Abilities	Rating
Nature	5	Resources	3
Will	5	Circles	3
Health	3	Might	3





**Descriptors:** Boasting, Demanding, Running

**Skills:** Fighter 2, Haggler 3, Peasant 3

**Traits:** Wild at Heart (1)

**Equipment:** hide armor (*WOE*, p.6), sword

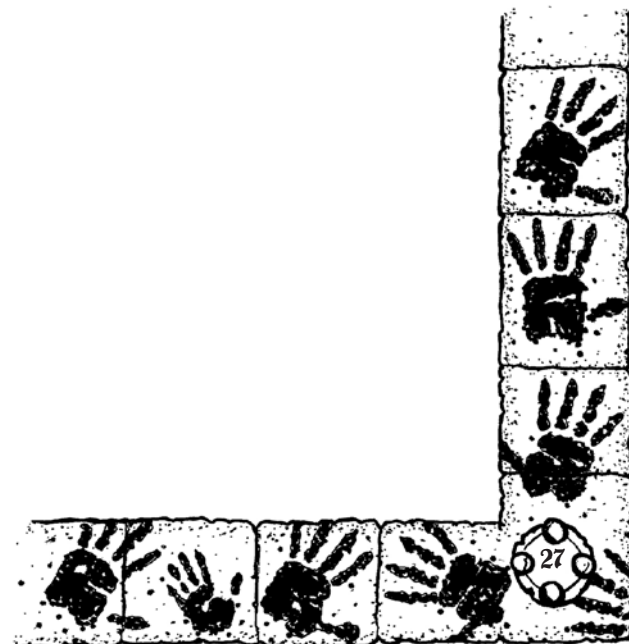
**Instinct:** Protect my family and lands

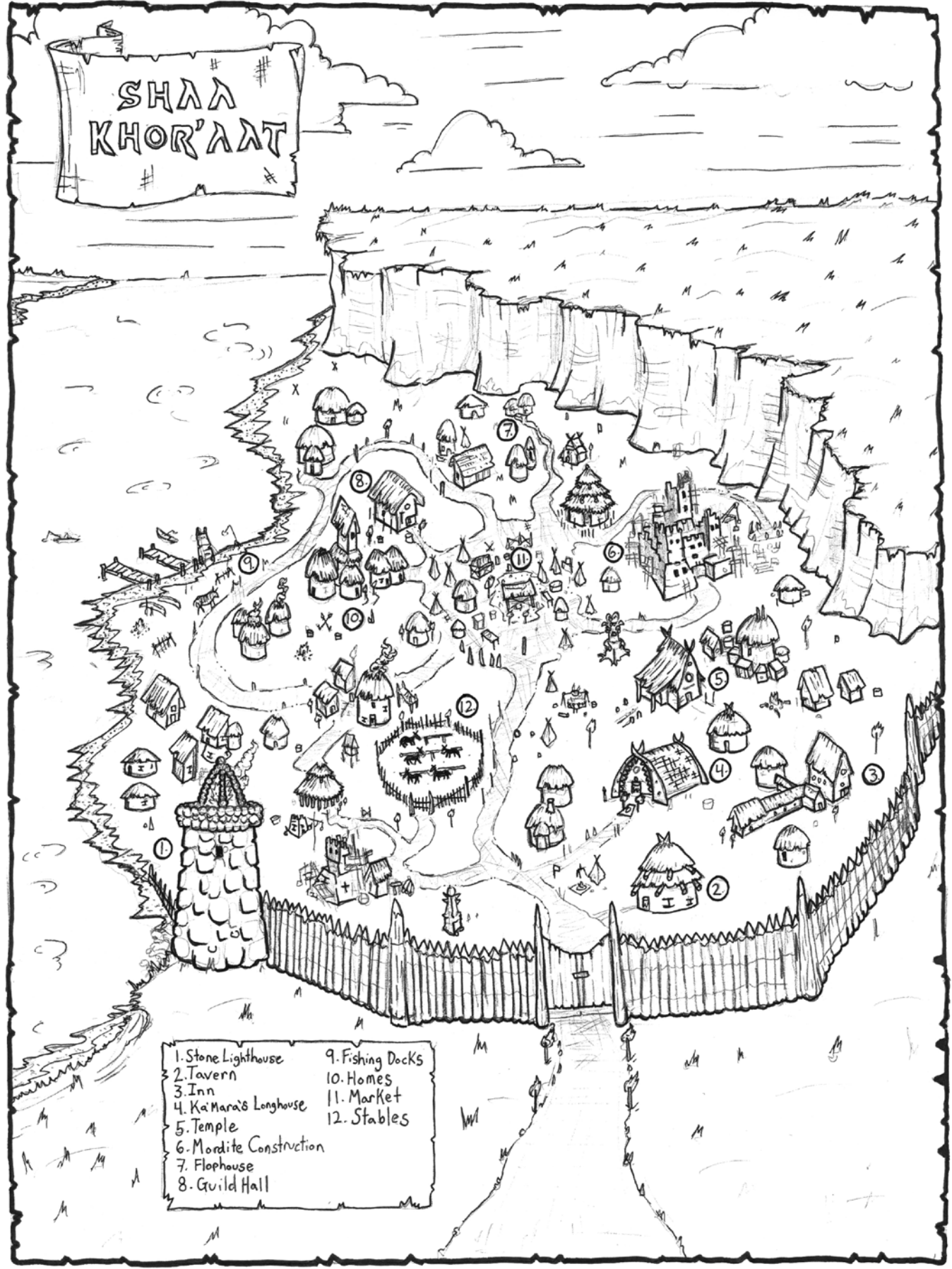
**Special:** In a convince conflict with a tribesman, spending 1D of cash will grant +1D to attack actions. Up to 3D of cash can be used this way per conflict.

### Goldkin Clan Goblin

While physically similar to other goblins, years of living in isolation and servitude to Jhur have changed their nature descriptors. They have also learned the use of the catchpole.

<b>Might:</b> 2	<b>Nature:</b> 3
<b>Descriptors:</b> Abducting, Torturing, Guarding	
<b>Conflict Dispositions</b>	<b>Conflict Weapons</b>
<b>Convince:</b> 4	<b>Convince Weapons</b> <b>Defend:</b> +1D, <i>clan loyalty</i>
<b>Drive Off:</b> 3	<b>Drive Off Weapons</b> <b>Action:</b> +1D, <i>sword</i>
<b>Kill:</b> 6	<b>Kill Weapons</b> <b>Action:</b> +1D, <i>sword</i>
<b>Flee:</b> 5	<b>Pursue or Flee Weapons</b> <b>Attack:</b> +1s, <i>catchpole</i>
<b>Armor:</b> Leather	
<b>Instinct:</b> Allow none to escape	
<b>Special:</b> Members of the Goldkin Clan live in fear of their chief, Shine-Eye. Because of this they receive +1D to tests against mind affecting spells.	





SHAA  
KHOR'AAT

- |                         |                  |
|-------------------------|------------------|
| 1. Stone Lighthouse     | 9. Fishing Docks |
| 2. Tavern               | 10. Homes        |
| 3. Inn                  | 11. Market       |
| 4. Ka'Mara's Longhouse  | 12. Stables      |
| 5. Temple               |                  |
| 6. Mordite Construction |                  |
| 7. Flophouse            |                  |
| 8. Guild Hall           |                  |







## Appendix B: Shaa Khor'aat

Hugging the rocky beach of the lake from which it and its inhabitants take their names, Shaa Khor'aat was once a small town of shore-stone and thatch. Its residents made their living from fishing or the slave trade.

In recent years, Mordeth has moved in and changed both the cultural and physical landscape. Tall black towers and a large dock are under construction and Mordite soldiers are a common sight, and many old buildings were razed to accommodate the ever-expanding slave market. More merchants than ever before arrive from the south, bringing with them strange foreign ways and habits.

### Town Locations

#### Streets

The streets of Shaa Khor'aat are unpaved but well patrolled by Tribal Guards and Mordites.

#### Stables

In the steppes of Barbaria, horses outnumber people and are treated with great respect. Even the nomadic tribes shelter their steeds at night.

#### Flophouse

Most barbarians are not materially wealthy, so visitors from elsewhere in the steppes usually stay here. People from many different tribes can be found in the common room.

#### Inn

Half of the rooms here are being used as quarters by Mordite officers. But merchants from the south and prominent locals can be found here as well.

#### Private Homes

The people of Shaa Khor'aat build their homes from stones taken from the beach, and use woven razor-grass for roofs.

#### Tavern

A sign bearing the emblem of the Khor'aat tribe hangs above the door at The Shank's-Mare Shackler. It is a place of foul tempers and festive tunes.

#### Market

The Great Market is the busiest place in town and is open for business night and day. Unsold slaves are kept in cages in an adjoining lot.

#### Guild Hall

Tradesmen gather here, pounding out horseshoes and spearheads on their anvils or creating salves and elixirs from the native flora.

#### Temple

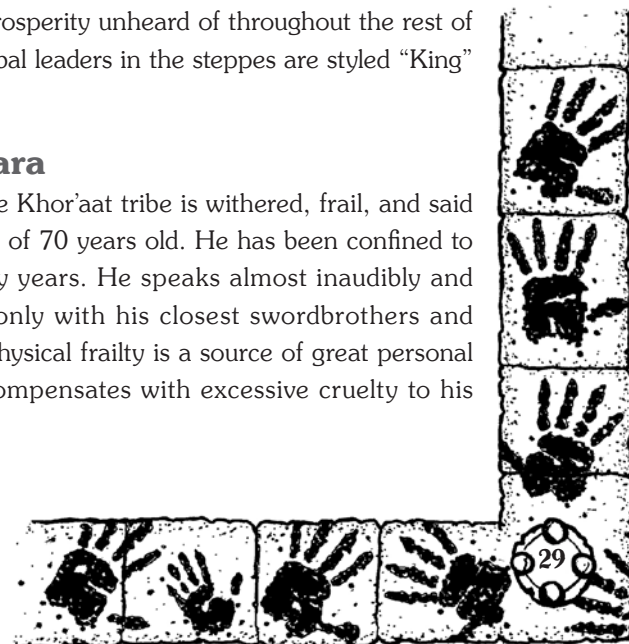
Traditionally, the people of Shaa Khor'aat paid homage to the Lords at family shrines in their homes. Now Mordeth has built a grandiose temple that dwarfs all other structures in town, even King Ka'mara's longhouse.

### Khor'aat Tribe

The residents of Shaa Khor'aat and the surrounding shores of the great Khor'aat lake are shunned by other tribes for abandoning the nomadic life of their ancestors. Their access to the lake and the slave-hungry markets to the south has afforded them prosperity unheard of throughout the rest of Barbaria. All tribal leaders in the steppes are styled "King" or "Queen".

### King Ka'mara

The leader of the Khor'aat tribe is withered, frail, and said to be in advance of 70 years old. He has been confined to a chair for many years. He speaks almost inaudibly and communicates only with his closest swordbrothers and Maldanus. His physical frailty is a source of great personal shame, so he compensates with excessive cruelty to his



enemies. Deep down it is his hope that the alliance with Mordeth will bring all of Barbaria under the rule of his tribe.

Raw Abilities	Rating	Town Abilities	Rating
Nature	5	Resources	6
Will	6	Circles	6
Health	2	Might	3

**Skills:** Manipulator 6, Commander 5, Fighter 3

**Wises:** Steppe-wise, Weakness-wise

**Traits:** Paranoid (1)

**Equipment:** Hide armor / Dagger

**Note:** Ka'mara is never alone. When holding court in his longhouse, he always has 4 Mordite guards close by. When at rest or about town he is guarded by 4 of his tribesmen. Any hint of ill-intent toward the king will trigger a violent response from his guards.

## Swordbrothers

A group of twelve warriors called swordbrothers are sworn to a barbarian king. They serve as advisors, bodyguards and generals simultaneously. It is not uncommon for swordbrothers to take their own lives upon the death of their master.

### Murkus't

A tall and very fat man with an insatiable lust for all vices, Murkus't's outward bombast belies a cunning and dangerous intellect. An open ally of Mordeth, he has a secret deal with Maldanus, in which he trades Tiger's Tooth for kingship of the Khor'aat tribe.

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	2
Will	3	Circles	3
Health	5	Might	3

**Skills:** Fighter 5, Rider 3, Haggler 2

**Wises:** Mordeth-wise, Horse-wise

**Traits:** Massive (1)

**Equipment:** Hide / Spear

### Am'shaa

Another of King Ka'mara's swordbrothers, Am'shaa is Murkus't's rival. He is quiet, watchful and a known critic of Mordeth's foreign influence. Despite his political misgivings, he is still fiercely loyal to Ka'mara.

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	2
Will	4	Circles	2
Health	4	Might	3

**Skills:** Fighter 4, Rider 4, Orator 2

**Wises:** Steppe-wise

**Traits:** Brooding (1)

**Equipment:** Hide / Sword

### Duels

Honor duels are permitted between swordbrothers. Though most kings require the use of blunted weapons. King Ka'mara is weak and old though, and his grip on his people is slipping. It is very likely that Maldanus, The Dark Librarian and his cadre of Mordites will convince the king to allow mortal combat if a duel is called.

If such a duel occurs, Murkus't's blade will be poisoned, and he will kill Am'shaa unless the adventurers successfully intervene in some way. With Am'shaa dead, there is no one to warn the adventurers or help them when Maldanus inevitably tries to capture and enslave them.

## Slaves

Slavery is central to life in Shaa Khor'aat. Merchants travel from far and wide to visit the Great Market. The exotic tribesmen command a high price in rich southern cities where they are prized as bodyguards and bed-slaves.

### Shak'ni

A slave of barbarian stock, she once was a cook belonging to Am'shaa and was betrothed to Benrick. She was sold to Murkus't, made his bed-slave and has become a pawn in the two swordbrother's power struggle.

Raw Abilities	Rating	Town Abilities	Rating
Nature	5	Resources	3
Will	5	Circles	3
Health	3	Might	3

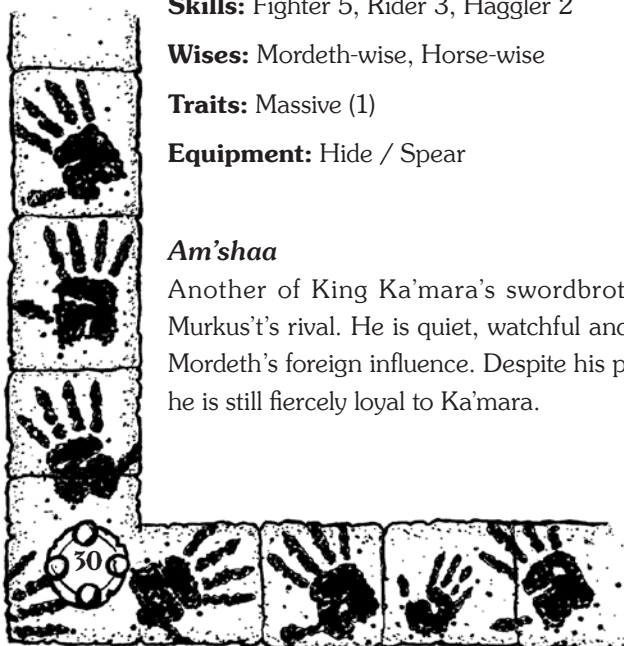
**Skills:** Persuader 4, Manipulator 3, Criminal 2

**Wises:** Slave-wise

**Traits:** In Love (2)

**Belief:** Benrick is my true love and he mustn't be allowed to die at the hands of goblins.

**Instinct:** Always cover my tracks.







If anyone should win Shak'ni's trust and confidence, she will beseech them to aid Benrick—whether he has been returned to Am'shaa's estate or remains a prisoner of the Goldkin Clan in Area 4. If she believes the adventurers are strong enough to aid her, have her request the following:

*SHAK'NI: "Please noble masters return my love to me! Once I lived a good life with my betrothed, in the employ of merciful Am'shaa. We were set to wed in autumn, when the ovsbuds bloom blue and fragrant. Am'shaa had provided my dowry himself, and even paid for decent furs for Benrick to wear! "*

*"The kindness he showed us breaks my heart, for when Murkus't's riders came for me the night before my wedding, he risked honor and name to try and stop them. I can spend the rest of my life apart from him, but I'll surely die if I never hear word of him again. You must save him! Please!"*

## Adventures in Barbaria

Barbaria and its steppes have many draws for errant fortune-hunters; tribal feuds need soldiers, and barbarians will hire mercenaries. The goblin horde must be kept in check. The lord's slaves have gone missing somewhere out in the razor-grass sea.

### New Settlement: Occupied Village

*For better or worse, your people live under the authority of a foreign power. Some have made great fortunes working with the occupiers, while others plot rebellion.*

**Skills:** criminal, haggler, rider

**Traits:** Paranoid, Wild at Heart

**Available Locations:** streets, stables, flophouse, inn, private homes, tavern, market, guild hall, temple

**Alignment:** Unaligned

### Suggested Laws:

**Martial Law** - The tavern and guild hall are closed until further notice. Each character has a maximum lifestyle of two.

**Conscription** - All porters, guards and guides are pressed into the occupying army. Everything they were carrying was left in a pile.

**Haggler Ob:** 3





# THE CRYPT OF KHAAB'R





