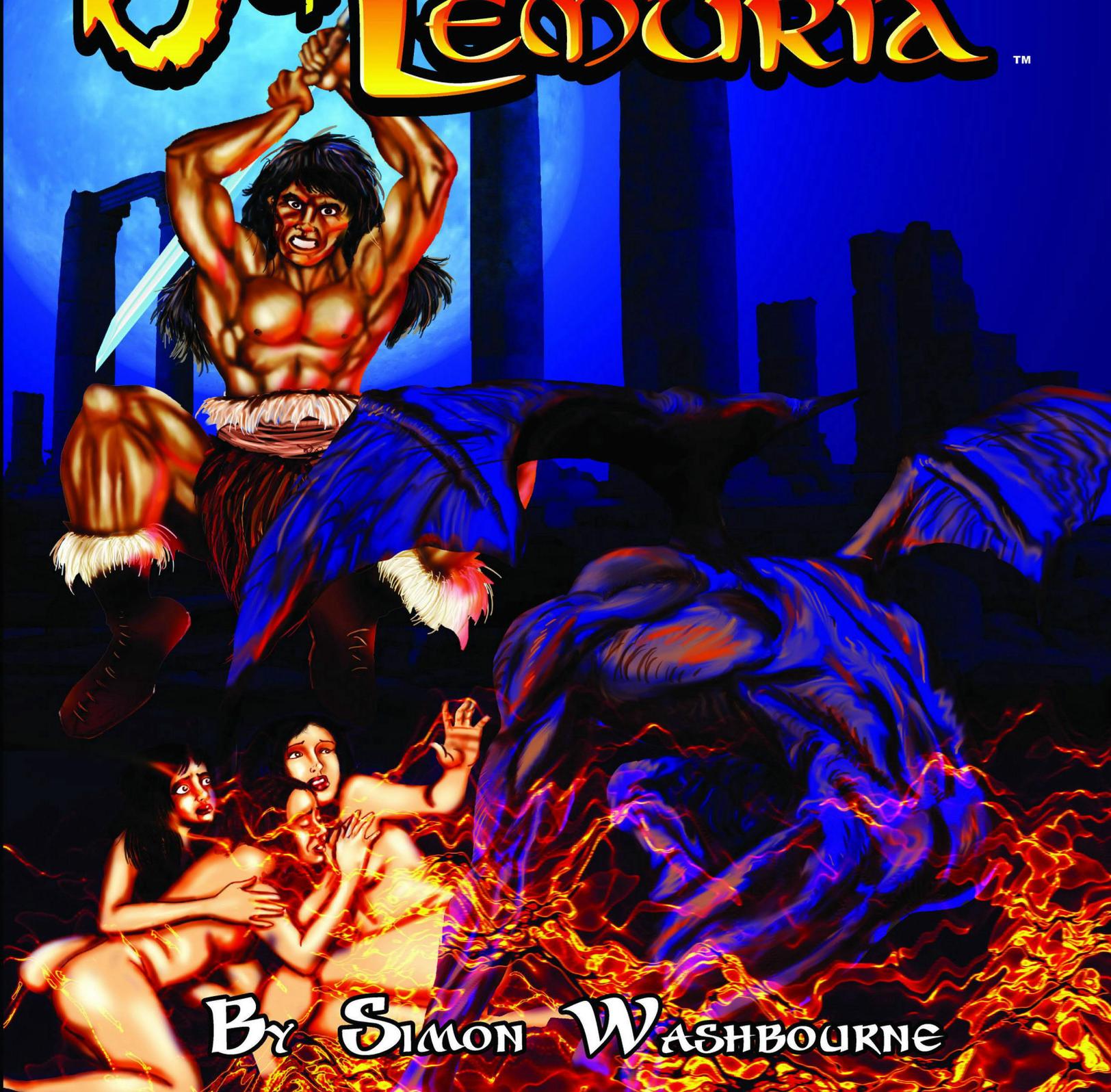


The BARBARIANS of LEMURIA™



By SIMON WASHBOURNE

THE BARBARIANS OF LEMURIA

THE BARBARIANS OF
LEMURIA

Swords & Sorcery Roleplaying

"It is an age of warriors, when strong men and beautiful women, soldiers and savants, magicians and gladiators battle to carve a bloody path to lead to the Throne of the Lemuria. It is an age of legends and valiant sagas too. And this is one of them"
The Crimson Edda

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Acknowledgements

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Lemuria Map: Gill Pearce

Interior: Matthew Vasey, Keith Vaughn, Darrel Miller, Simon Washbourne

Special thanks

Michael Hill, Timothy Harper, Keith Vaughn, Mike Richards, Colin Chapman

Playtesters

Annette Washbourne, Mark George, Alyson George, Nigel Uzzell, Janine Uzzell, Gary Collett, Leigh Wakefield, Ian Greenwood, Paul Simonet, Mike Richards, Alison Richards, Phil Ratcliffe, Robert Watkins, Rob Irwin, Michael Hill, members of IWARPUK.

Influences

Lin Carter: Thongor of Lemuria.

Robert. E. Howard: Conan the Barbarian, King Kull & Bran Mac Morn

John Jakes: Brak the Barbarian

Michael Moorcock: Elric of Melnibone

Fritz Leiber: Fafhrd & The Grey Mouser

Clark Ashton Smith: The Zothique Cycle

and very many others

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INTRODUCTION

“It is an age of warriors, when strong men and beautiful women, soldiers and savants, magicians and gladiators battle to carve a bloody path to lead to the Throne of the Lemuria. It is an age of legends and valiant sagas too. And this is one of them”
The Crimson Edda

THE AGE OF THE SORCERER-KINGS

Half a million years ago, mankind arose from the depths of barbarism to the heights of civilization. Theirs was a time of great strife in which wars were fought across the entire world with sorcery and magic; where great machines could unleash devastation across entire continents. But these “Sorcerer-Kings” were not satisfied; once they had mastered their own world, they wanted to master the entire universe and so become Gods.

But men were not supposed to be Gods; the Sorcerer-Kings could not control the forces they thought they had mastered and in their arrogance and ignorance set free the Dark Lord, Hadron who for untold millennia had

been building his power in the Void, biding his time for this moment.

Hadron was loosed to wreak havoc across the Earth; and he did so with great fury! He toppled the mightiest cities of the Sorcerer-Kings; he caused the sea to boil and rage, reclaiming land that it once owned; whole mountain ranges were levelled just as new ones had been thrust violently from the earth. There was nothing the Sorcerer-Kings could do – their magic had lost its power and the evil might of Hadron was too great.

THE AGE OF DARKNESS

There followed the Age of Darkness; the Earth still trembled and bucked against Hadron’s power; fires still came spouting from the land pouring blackness into the heavens; forests still withered and died and there was a great coldness across the lands.

From the dark places came new threats; lurking horrors, carnivorous beasts, ferocious monsters and cruel twisted half-men. Some of these were undoubtedly minions of the Dark Lord; others were the results of the vile necromancy of the

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Sorcerer-Kings, who had been forced into hiding. This was a barbaric time, where the blade of a warrior ruled and where terror and death were constant companions. Yet somehow mankind found a way to survive and then to fight back against the Dark Lord.

It began with the Hero Hrangarth, the First Blade-Bearer.

THE FORGING OF THE ORB-BLADE

Whilst the Dark Lord ruled the land, man would continue to struggle to rebuild. Despising the Sorcerer King's great evil, the Gods of Lemuria devised a plan that led to the creation of the Orb-Blade; forged by Yrzlak from the Star-Orb that Sa'tel sent crashing to the earth as a portent of change. The Gods gave the blade to Hrangarth (called the Blade-Bearer), creating the first Hero of Lemuria.

With the celebrated blade, Hrangarth fought his way into legend, slaying foul beasts, nightmare creatures and the minions of the Dark Lord himself. He led brave warriors across the mountains and into Lemuria to build the first great city of Ygddar. Hadron was sent back to the Void and so the light came back to the Land.

THE AGE OF MAN

So began the Age of Man. The continents had settled, but they had changed. The once mighty cities of the Sorcerer-Kings had fallen to rubble and dust and were no more. So warriors came to Lemuria and fought back against the horrors that stalked the land. And when those warriors died, more came because the land was rich. Over the centuries, those first warriors and those that followed spread slowly throughout the vast untamed jungle-lands and across the great mountain ranges of Lemuria and magnificent kingdoms were founded; Ygddar, Qeb, Oosal, Qar and Qiddesh. These king-

doms, at first friends, soon discovered wealth and power and greed and envy. They fought and fell and rebuilt and fought again. But with enormous slowness civilization began to grow.

THE RETURN OF THE SORCERER-KINGS

From their secret places the Sorcerer-Kings had watched the rise of man and they were jealous of what he had achieved whilst they had been hidden in darkness. The Sorcerer-Kings had become almost reptilian with pale, skeletal and hairless bodies. They had also become warped and cruel. They had maintained the ancient secrets of their forefathers and delved deeper into the lore of the Void. The Sorcerer-Kings believed they could cause Hadron to rise again, so they set forth into the world to take back what they believed was theirs.

Kylarth was the Blade-Bearer at the time that the Sorcerer-Kings began their assault on Qiddesh, Qar and Ygddar. First of all, Kylarth and his army easily defeated these warped magicians and their slaves but they were clever and their magics took a toll. Each time they returned with stronger beasts and in greater numbers until the defenders became hard-pressed to hold onto their cities.

Events began to turn against the race of men when Morgazzon tricked the Blade-Bearer to do battle in the Swamps of Festrel. Lord Kylarth was driven mad and the Orb-Blade was lost. Over the next hundred years, the Sorcerer-Kings slowly pushed their way back over the land, forcing mankind back to the sea and behind the walls of their puny cities of Ygddar, Oosal and Qeb.

One-by-one those cities fell to the power of the Sorcerer-Kings and their Dark Gods until only Oosal remained. The price was high; the Sorcerer-King's magic had devastated the lands

around, leaving a barren wasteland where once tall trees and lush crops grew in abundance.

THE FALL OF THE SORCERER-KINGS

Thangard, who was Lord of Oosal at the time, cried out to the Gods to deliver his people from their deaths at the hands of these reptiloid magicians. Then one night during a ferocious storm, Father Hurm appeared to Thangard above the towers of Oosal and told him where he could find the Orb-Blade that Kylarth had lost in the Festrel Swamp. Thangard ventured to the swamp and there slew a great swamp-beast, the Zathog and recovered the blade.

The final battle was fought at Hydral Chasm and the Sorcerer-Kings were defeated, shattered by the power of the Orb-Blade. However, the life of Lord Thangard and the breaking of the Orb-Blade was the price. A small number of the Sorcerer-Kings escaped destruction on the point of that 'sword of the gods' and now lurk in darkness, awaiting the chance to summon their demonic masters back to earth once more.

THE NEW AGE OF MAN

The lands were devastated and the old cities of Ygddar, Oosal, Qeb, Qar and Qiddesh were no more.

The survivors from those great cities left the Plains of Klaar behind them and founded new cities hacked from the steaming jungles to the west. Oomis was the first, then Urceb, Satarla, Parsool, Lysor, Tyrus, M'lor, Halakh, Malakut, Zalut and last of all, Shamballah.

It is an age of warriors, when strong men and beautiful women, soldiers and savants, magicians and gladiators battle to carve a bloody path to lead to the Throne of the Lemuria. It is an age of legends and valiant sagas too. And this is one of them.....

SWORDS & SORCERY

The Barbarians of Lemuria is a heroic role playing game (RPG) set firmly in the swords & sorcery genre. Lemuria is a post-apocalyptic world of half a million years into the future and unrecognizable to anyone today. It has returned to an almost prehistoric state; a land of humid steaming jungles, vast untamed wildernesses, horror-filled swamplands and hot dry deserts. Massive man-eating beasts roam the unexplored regions of Lemuria and beyond, from islet-sized sea serpents capable of sinking war-galleys to the huge jungle-dwelling dinosaurs that can swallow a man whole merely as an appetizer for bigger game.

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

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

It is a place of sagas and legends, epic and myth. Hrangarth the Blade-Bearer and his descendants created many of these sagas by their deeds and adventures. However, Lemuria is a mighty continent and there are plenty more adventures to be had and legends to be created!

The sword & sorcery genre is a very specific one - characters are much more stereotypical than in other fantasy settings - heroes are all muscle-bound barbarians from the "Frozen Wastes", mighty gladiators who fight for the

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thrill of the crowds or bawdy pirates with an eye for treasure and a yearning for adventure. Women are voluptuous scantily clad beauties to be rescued from evil priests or lithe adventurers as capable in a fight as most ordinary men and just as ready to crack a barbarian's skull as bed him if spoken to lewdly. The bad guys are invariably evil necromancers, sorcerers, priests and druids. Sometimes they are lily-livered nobles or cunning assassins, but even they often have a magician behind their nefarious plots.

The main characters are never out to save the world from the minions of evil, they simply look out for themselves although this usually means in their own simple way they 'do the right thing' in the end in any event. They are not heartless; they tend to stand up for those weaker than themselves and put down those who push others around. They are never inherently evil - that is the role of the villains or NPCs.

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

Heroes are first and foremost warriors and when times are hard will seek employment as soldiers, mercenaries, sailors or caravan guards to get by, often rising rapidly to higher positions as a result of their prowess. When nothing else is available they will often turn

their hands to other, less honest, work. They will often be found turning to a life of thievery or piracy to make a few coins although they do tend to prefer honest work when they can get it. However Heroes can only stand their jobs for so long and sooner or later the yearning for adventure will come over them. Luckily it is never far away...



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ROLE PLAYING

“Oomis was the first city of the New Age of Man, following the fall of the Sorcerer-Kings but Satarla is the greatest. The Priests foretell that in the fullness of time eight proud cities will come to stand under the black and gold banners of Satarla, ruled by a rude Barbarian from Valgard in the frozen northlands. Krongar the Mighty is this warrior’s name; but for now he is but a flame-haired youth shivering in a snowstorm in the Mountains of Axos. Little does he know, that the cave he is venturing into for shelter is the lair of a great Snow-Worm and, even now, those visions of the future may be thwarted before they have ever begun! Such is the whim of the Gods.”
Krongor’s Saga

OVERVIEW

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

THE PLAYERS

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

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

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

THE GAME MASTER

One player does not create a character - he creates everything else though. He is the Game Master (GM). Luckily, there is a wealth of information about the land of Lemuria here in these rules. Whilst there are some adventures set out at the end of this book, the GM still has work to do in presenting the world to the other players and describing events for them. He also has to play the roles of all the other characters that the Heroes interact with in the course of their adventures – called *non-player characters* (NPCs).

As I said earlier, these rules tend more towards telling a good story than towards a wargame, with all the minutiae of detail that wargames often entail. So there will not be rules for everything. If a player wants his character to do something for which there is no rule, the GM makes a judgement. He will use the *Task Resolution* table if needed. Very often you will not want to stop the action to look up a rule - there is no problem with this. The game is about heroic action, not stodgy detail. You could quite easily play the Barbarians of Lemuria without ever needing to roll the dice, or at least very rarely.

SYSTEM OVERVIEW

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

Essentially the system is based around the idea of careers. A Hero may have many careers throughout his life. He may have started out as a brash young barbarian from the cold northlands; then he could have done some thieving in Malakut, followed by a short spell as a mercenary captain and then on to command a pirate ship out of the Port of the Sea-Lords.

The Barbarians of Lemuria uses this concept and all players get to choose four careers for their characters, at which they have a little ability (rank 0), great ability (up to rank 5, although this would only be after they have gained great acclaim from their adventures) or somewhere in between (ranks 1 to 4). These careers are the key to what the Hero knows and can do.

There are no individual skills in the Barbarians of Lemuria; there are simply these careers. A career gives an immediate overview of a character's capabilities - if she is a thief, you know the character should be able to sneak around, break into buildings and pick locks on chests. If the character is a pirate, you know he should be able to handle a ship or small boat, climb up the rigging and know something about navigation by the stars and so on. Sometimes Heroes are known for what they do, rather than for anything else: Krongar the Barbarian, Jesharek the Alchemist and so on.

With these careers there are four attributes, which are natural or born traits of a character. Sometimes Heroes are more notable for their attributes: Jandar the Agile or Krongar the Mighty.

As the game is mainly about Heroes, there are also four combat abilities, which will be used to determine how well a character can use his fists, a sword or bow, or get out the way of attacks aimed at him. Heroes are often notable for their combat skills: Ballik the Brawler or Vangrith the Red Archer.

Your character's birthplace (*Origins*) also helps to further define your character. Many Heroes are known simply because of where they come from: Krongar of Valgard or Sharangara of Oomis.

These attributes, combat abilities, careers and origins will paint a very broad picture of your character which suits the sword & sorcery

ROLE PLAYING

genre completely, as people are generally what they appear to be in this setting.

Although the player can attempt to persuade the GM that a certain career will aid a task attempt, the GM is the final arbiter. For example a Hero with rank 1 as an assassin is likely to know something about poisons so the GM would allow the player to add his rank as an assassin to the die roll (based on his mind rating) to recognize a poison in a drink. However being an assassin would not help the Hero to track a deodarg through the Jungles of Qush; you need to be a hunter to do that.

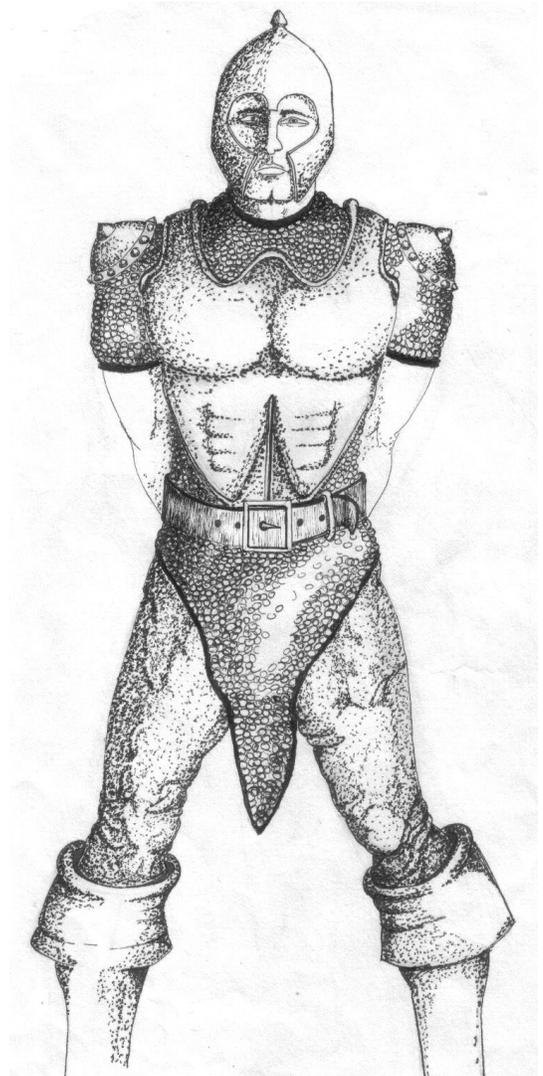
THE CORE MECHANIC

Whenever you attempt an action that has some chance of failure, you roll two six-sided die (2d6). To determine if your character succeeds at a task you do this:

- Roll 2d6
- Add the relevant attribute
- Add any relevant combat abilities (if fighting)
- Add any relevant career (if not fighting)
- Add any modifiers

If the result equals or exceeds 9, your character succeeds. If the result is lower than 9, you fail.

- A natural 12 (i.e. two sixes) on the dice is always a success
- A natural 2 (i.e. two ones) on the dice is always a failure



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CREATING A HERO

“Into this brutal age of war and necromancy, of the warrior’s blade and the assassin’s dagger come eager young men (women too) to step out on the path to glory and riches, the throne of Lemuria as the ultimate prize. But for every adventurous soul that wins fame and fortune there are thousands more that fall by the wayside; bloodied, penniless or dead. A grim reminder that life is cheap, in the Jungles of Qush, the Deserts of Beshaar and even on the civilized streets of Parsool.”
The Parsool Records

OVERVIEW

Each player in the Barbarians of Lemuria needs to create a character to use during the game. The GM doesn’t need just one, he needs several or more, but we’ll come on to that later in these rules. To start with, you need to think about the type of character you want to play. You may want to base your character on a favorite character from a comic book, novel or movie or you may already have a picture in your head of the type of Hero you want to play.

You might simply like the look of several of the careers and base your character concept around a mixture of those.

Once you have your idea, you need to determine your attributes. These attributes are important in defining your characters physical and mental make up - his strengths, weaknesses and outlook. Naturally, it makes sense to place the numbers in a manner that reflects your character concept.

ATTRIBUTES

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

To determine your characters attribute levels, divide four points between the four attributes as desired. You may put at most three points into one attribute or spread them around as you

CREATING A HERO

wish. A zero in any attribute represents an average rating. Attributes can go to higher levels than 3, but these would be truly legendary individuals. You cannot start the game with an attribute higher than 3. If you really want to, you can buy down one of your attributes to spend the point elsewhere. Only one attribute may be reduced to -1 in this way.

The attributes are as follows:

Strength

This represents raw physical power, toughness, muscle and so on. It is useful for Heroes who like to bash down doors rather than use the handle or smash open chests rather than pick the lock. Soldiers, barbarians and gladiators often have a high strength.

Use strength when the character is lifting, pulling, bending or breaking things. It is also the attribute to use for a number of other physical endeavours, like swimming, jumping, climbing and arm-wrestling. Sometimes the GM might prefer you to use agility for some of these things but if you have a strong character you should be allowed to use his strength where pure athleticism is concerned. Strength determines how much Lifeblood a character has and how much damage the character delivers when he hits his enemy with a weapon or his fists. Finally, strength is all-important in determining whether a character can resist the effects of venomous bites or the poisons of assassins.

Agility

This attribute covers general speed, dexterity, coordination and so on. It is a useful attribute for the more subtle type of character. Many thieves, tumblers, pirates and archers will have higher than average agility.

Use agility when the character is attempting physical endeavours that require speed or coordination, like tumbling, swinging on chandeliers, picking a lock or cutting a purse off a merchant's belt. Sometimes the GM might prefer you to use strength for some of these things, but if you have an agile character, you should be able to use your agility where nimbleness and speed are key. In combat it is used to determine your initiative and whether you hit your target when firing a bow or swinging a sword. Finally, it is used to get out of the way of hidden traps and snares and to dodge landslides and other effects where reflexes are vital.

Mind

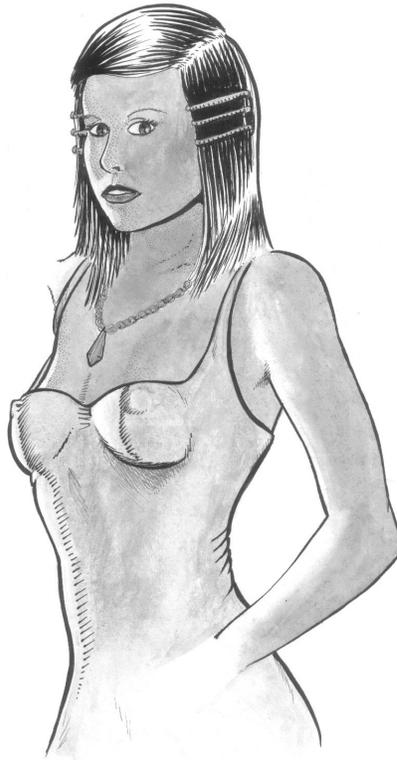
Intellect, willpower, knowledge and psyche are aspects of the mind. This is not big amongst barbarians but it is useful for magicians, alchemists, priests and scribes.

Use mind when the character is trying to remember a fact or some piece of information. It is used where awareness and perception are important; to spot things that are distant or concealed or to hear a thief sneaking up on you. Mind is of particular importance for spell casting and defending against illusions and enchantments.

Appeal

This attribute represents the looks, charm, persuasiveness and overall likeability of the Hero. Merchants, minstrels, nobles, dancers and serving wenches will often be strong in appeal.

Use appeal in any situation where the character is trying to talk anybody into doing something for him. It is the attribute for any attempts to seduce, haggle or barter the price of goods or get people to look upon him fa-



yourably. Appeal can be used to sway the opinion of individuals, crowds or even entire cities!

COMBAT ABILITIES

Once attributes have been determined then the Heroes combat abilities need to be determined. Again you have four points to allocate amongst four areas with a maximum of 3 in any one of those areas. If you really want to, you can buy down one of your abilities to spend the point elsewhere. You may reduce one combat ability only, to -1 in this way.

The combat abilities are as follows:

Brawl

Hitting people with fists, feet, head as well as throttling, holding and throwing people around. Includes the use of improvised weapons, chairs, bottles, tables and so on. Usually used in combination with agility, the GM might allow you to use your strength instead. Tavern brawls are common in Lemuria and heroic characters often have some brawling ability. Having said that, a brawl in a Lemurian tavern will often lead to the flash of blades and this is where the next combat ability becomes useful.

Melee

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

Ranged

Hitting targets with bows, crossbows, slings as well as throwing weapons like spears and knives. Many heroes neglect this skill because it could be considered un-heroic to kill one's

enemy from a distance. However, considering the beasts that roam the Lemurian jungles and deserts, most adventurers would consider it wise to have a means of keeping them at bay. Ranged combat is used together with agility. When all else fails, there is of course the next combat ability to consider.

Defence

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

CHARACTERISTICS

Depending on your character's origins, you may receive certain characteristics. *Traits* provide benefits and *flaws* are disadvantageous when your character is taking actions associated with those characteristics.

LIFEBLOOD

Lifeblood represents how much punishment and wounding a Heroes body may absorb before he keels over. It is based on a value of 10 plus the strength attribute of the character. When a Hero is struck in combat, his body suffers wounds. The extent of the wounds suffered depends upon how powerful the blow was and is expressed as a number of points. This comes off the Hero's Lifeblood total.

- If, as a result of wounds received the value falls to 0, the Hero falls unconscious.
- If, as a result of wounds received, Lifeblood falls below -5, the character has died. Nothing short of godly intervention (in the form of the expenditure of a Hero Point) will save him.
- If Lifeblood falls below zero the Hero is unconscious and dying. He will lose 1 more Lifeblood each round until he dies (see above), receives medical at-

CREATING A HERO

tention or the gods intervene (by the expenditure of a Hero Point).

- NPC *rabble* have only 3 Lifeblood. They are killed or rendered unconscious (the player's choice) when they reach 0 Lifeblood or less. At below -5 they are most definitely dead, in a most gruesome way.
- Important NPCs are generated by the GM in the same way that Heroes are and will generally have 10 or more Lifeblood, depending upon their strength attribute (Lifeblood could be 9, if strength is -1).

Recovering lost Lifeblood

As long as the character is still at zero or positive Lifeblood and provided he gets a chance to rest and take a gulp of water and so on, for about 10 or 15 minutes immediately after a battle, he will recover up to half his lost Lifeblood straight away. This represents recovery from fatigue, bashes and minor cuts/bruises.

After that, he recovers one Lifeblood per day provided the day is taken up with only light activity. Careers that enable a character to heal (physician, perhaps alchemist if he has a potion or access to certain plants/herbs) are able to immediately heal 1 Lifeblood per rank in the appropriate career.

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

Example: Krongar, who has 13 Lifeblood, is wounded in a battle suffering 6 points of damage, meaning his Lifeblood is now down to 7. After the battle he has a quick rest and downs a few swigs from his wine flask. He regains 3 Lifeblood (half of the damage he suffered). His current companion, Sharangara of Oomis is a physician of rank 1, which means when she has a chance to work on his wounds, she can restore another Lifeblood immediately. Krongar

is feeling much better now, having recovered four of his lost Lifeblood.

The pair press on for a day and do not encounter any more trouble. Krongar regains a further Lifeblood and Sharangara gets to make a roll to double this. The player rolls 8, which adding her physician rank of 1 and mind of 1, gives her 10, which is higher than she needed (requiring 9 or higher). Krongar is now fully fit and ready for more action.

Stabilizing the dying

A character who has received enough damage to reduce Lifeblood to a minus number is down and dying. He will suffer loss of 1 Lifeblood every round until he reaches -6 and dies.

Before he reaches -6, he can be stabilized by another character reaching him and making a moderate task resolution roll, using mind and any appropriate career. The difficulty is one level tougher for every negative Lifeblood suffered.

Once stabilized, the injured character is still out cold but recovers one Lifeblood per day until he reaches a positive total.

Example: Sharangara has been attacked in the jungle by a ravenous beast and suffers 12 points of damage in the onslaught. She falls over, bloody and torn, falling to -2 Lifeblood. Krongar and Argol Arran continue to battle the creature and the barbarian runs his Valgardian blade through the creature's heart. It falls to Krongar's feet. Sharangara meanwhile, drops to -3 Lifeblood. Argol then rushes to the aid of his companion and as an alchemist persuades the GM that he has a few powders that will help. He makes a Tough resolution roll (-3 for -3 Lifeblood), but with his mind 1 and alchemist rank 1 the modifier is only -1 and therefore he needs to roll 10 or more. He gets 10, and has saved Sharangara. Now she needs to sleep, but with constant attention she could be on her feet in a couple of days.

4

HEROIC CAREERS

“Some men carve out a career with a sword in their hand, others with a dagger in the dark or even a drop of poison in a cup. Other men are not slayers or blood-letters but men of words be they written down or spoken. Some have greatness thrust upon them; others have to fight with grim determination for every little sliver of glory that comes their way. The path you take to riches is your own but for some, fame was never their own destiny but the destiny of others.”

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OVERVIEW

As mentioned earlier, careers are the key to playing the Barbarians of Lemuria. The career path of a Hero represents all of his upbringing and experience and therefore can be used to help determine everything he knows; his skills, his knowledge, his expertise and his influence.

You need to choose four careers for your Hero. A minimum rank of 0 may be placed against a selected career and the maximum starting rank is 3.

You have four ranks to arrange your careers as you wish. You cannot buy down a career to gain another point elsewhere. You can get further careers at a later date using *Advancement Points* (see Chapter 6)

The main characters in many sword & sorcery stories follow many different paths during their lives of adventure; both Conan and Thongor started as barbarians and at one time or another became thieves, pirates, gladiators, soldiers and even, at the end, nobles.

Many of their travelling companions have several aspects to their character. Jesharek, Krongar’s friend is a wizard, alchemist, scribe and physician (and probably other things too).

CHOOSING YOUR CAREERS

Choosing the four careers gives a player an immediate handle on his character. A high rank in a career would probably mean that the Hero spent a long period of time following that path; a rank of 0 could mean only a short spell or even just a natural affinity for the career.

HEROIC CAREERS

The careers give a general knowledge of anything to do with the career, such as who hold high positions within the profession, where to find the guilds and who heads them, skills and abilities that members of the profession should have as well as helping the Hero obtain employment in the career.

It is important to note that the skills and abilities set out for each career isn't exhaustive. There are no individual skills as such in this game. It is intended only to be a guide as to the type of things that career should help you with. Some careers provide abilities that might also be found in other careers in which case it is up to the GM whether to allow both career ranks to be added in to the task at hand, or whether to simply take the higher of the two ranks. If you can convince the GM that your career could be helpful in other areas explain why or how and the GM may agree and give you a bonus.

The career choices are from the following:

ALCHEMIST/ARTIFICER

The scientists and inventors of Lemuria, these characters need to be literate. Alchemists are often mistaken for wizards by those who do not understand science. Skills covered are things like making potions & perfumes, plant lore, poisons, medicines, metallurgy, distilling allanium (lighter-than-air-metal) for flying boats etc. This is not a terribly common career for adventuring Heroes, as it requires too much patience. Mind is normally the most important attribute for an alchemist. For each rank above 2 in this career, the character must take a flaw (see Chapter 5: *Origins*)

ASSASSIN/SLAYER

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

BARBARIAN/SAVAGE

These characters are not from the cities of Lemuria, but from the Valgardian Northlands, the Beshaar Deserts or other wildernesses of the continent. They have natural skills in wilderness lore, living rough, berserk rage, riding, intimidation, natural instincts and so on. Barbarians are generally noted for their strength, but a good agility is also useful.

BEGGAR/VAGABOND

Characters that have fallen on hard times can sell themselves into slavery, turn to thievery or beg for a few coins to pay for their supper. This career isn't a choice for most adventurers; nevertheless you can pick up some skills by living on the street in this way – things like city lore, going unnoticed, appraisal, gossip and so forth. There are no particular attributes that beggars are noted for, although it helps to have a deformity, missing body part or an un-social disease.

BLACKSMITH/METALSMITH

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

DANCER/TUMBLER

Exotic female entertainers, these ladies are always young, nubile, graceful and energetic. The types of skills that a dancer might have are tumbling and acrobatics, escaping from bonds and seductiveness. Dancers rely mostly on their appeal and their agility.

FARMER/PEASANT

A farmer character lives outside the city, but often within a days travel, so that they are able to get their produce to the city to feed the populace. They are skilled in basic plant and

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animal lore, animal handling, cooking, baking and brewing, trading for basic goods and such like. Farmers do not rely on any one attribute over any other.

GLADIATOR/CHAMPION

Often forced into life of professional arena fighters, the gladiator is skilled in one-on-one tactics, exotic weapons, weapon lore, initiative and weapon training. They are especially good at fighting in a style 'to please the crowd' and so they might get a combat bonus on certain flashy moves, if not overused and at the GM's discretion. Gladiators should be strong and agile but the most popular ones also have plenty of appeal.

HUNTER/TRACKER

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

MAGICIAN/SORCERER

Often a little strange, these characters are knowledgeable of esoteric matters to do with astrology, astronomy and ancient lore. They also have skill in sorcery, which is detailed in a later chapter. Magicians steeped in the Lore of the Void are from Zalut, although there are magicians in just about every city of Lemuria. They are outlawed in the city of Tyrus. Magicians need powerful minds both for their studies and for the will to create and cast mighty spells. Sorcery is a fast track to power but it also brings its own price. For each rank taken as a magician, you must take one flaw (see Chapter 5: *Origins*).

MARINER/SEAMAN

Mariners are sea adventurers; skilled in sea lore, navigation by stars, and boat handling with a good knowledge of local ports and nearby coastlines and islands. Mariners need to be strong and some agility is useful too.

MERCHANT/TRADER

These are not shopkeepers, these are wide travelled adventurers, who seek new exotic goods to sell and as such pick up a range of useful skills like trading, appraisal, obtaining rare or unusual goods, persuasion, city lore, knowledge of distant places, guild membership. Merchants need quick minds and a degree of appeal.

MERCENARY/WARRIOR

These are warriors who work for anyone who will pay for their services. They tend to have skill in living rough, *kroark* riding, intimidation, carousing, and even weapon and armour upkeep and repair. Mercenaries should be strong and agile.

MINSTREL/BARD

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

NOBLE/COURTIER

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

PHYSICIAN/HEALER

Physicians are dispensers of potions and medicines and have practical skills in bonesetting, surgery and childbirth. They are knowledgeable of plant lore, first aid and diseases. They need to be literate. Mind is the most important attribute for a physician character.

HEROIC CAREERS

PIRATE/BUCCANNEER

Rogues of the sea, Pirates are skilled in climbing, sea lore, navigation by stars, and boat handling with a good knowledge of far ports and islands. Pirates speak their own version of Lemurian, known as *Sea-Tongue*. Pirates need to be agile and some strength is always handy.

PRIEST/DRUID

Priests reside in their temples in the major cities of Lemuria; they are knowledgeable in ancient lore, sorcery, astrology, astronomy and literacy. Their position gives them a certain degree of authority. They need to have clever minds and the best ones have plenty of appeal to be able to sway their followers.

SERVING WENCH/COURTESAN

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

SCRIBE/SCHOLAR

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

sky pilot/AIRCRAFT

Pilots are trained to fly the *Sky-Boats* of the Satarlan Sky Navy. They are usually ex-soldiers and often nobles too. They are skilled at navigation, boat handling, observation and are leaders of men. Mind, agility and to a lesser extent appeal and strength are all handy.

SLAVE/THRALL

Slavery is not exactly a career of choice. Nevertheless, it does provide the opportunity to pick up a few skills and techniques that other careers do not give and can be useful in rounding out a character concept. The career gives skill in things like humility, going unnoticed, listening and sneaking. Slaves that are used for labour need good strength; female slaves normally find things better (or worse!) if they are appealing. Slaves used to run errands often need high agility. Clever slaves are normally considered troublemakers. In Zalut, if you are not a priest, alchemist or a magician, you are a slave.

SOLDIER/GUARD

Soldiers are the paid guards in a city or in the standing armies of rich nobles. They will have some city lore, perhaps skills in intimidation and riding as well as a limited amount of authority - especially the officers. Strength is normally most important for soldiers although archers and cavalymen could do with a bit of agility. Officers need to have plenty of appeal to lead their men and quick minds to make sound battle plans.

THIEF/ROGUE

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

TORTURER/GAOLER

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

5

HEROIC BEGINNINGS

“Across the land bearing the dust of eons are the grim crypts, the mouldering ziggurats and the crumbling citadels of those that are now just memories and bones. But their glorious riches remain; guarded by dark sorceries yet undefeated by time to weave a deadly lure to those with the courage and the skill to bring them back into the world again”.
The Crimson Edda

ORIGINS

Where you are born will provide certain features or characteristics that are common for citizens of that city and will help others determine your city of birth and something about you. A great many people and Heroes go through their entire lives being remembered simply because of their original birthplace – as in “Sharangara of Oomis”.

Choose a birthplace from those below and select one trait from those listed. You can choose a second trait if you also choose a flaw from those listed. If there are no flaws for you origin (or if you would rather not take a flaw), then you may use two of your Hero Points to get the

second trait. You can choose a third trait for two more Hero Points. (Hero Points are described in the next chapter).

Where the trait states that you get an extra die, this means that instead of rolling two dice to resolve a task, you roll three and drop the **lowest** die.

Where a flaw states that you roll an extra die, this means that instead of rolling two dice to resolve a task, you roll three but you drop the **highest** die.

AXOS MOUNTAINS

The people that live in the Axos Mountain range are the Haklaton (see Chapter 9: *Gazetteer of Lemuria* for details) or several tribes of rangy fair-skinned barbarians. If you are from one of these tribes, your first career will be barbarian. You are also likely to be a hunter.

Traits

Hard-To-Kill: You are particularly solidly built. Add +2 Lifeblood to your total.

Quick Recovery: Living in the mountains gives you better endurance than many. When

HEROIC SAGAS

recovering after a combat, you regain an additional Lifeblood, on top of the half you recover normally.

Rock Tracker: You are skilled in hunting creatures that live in the mountains. When tracking, trapping, or hunting creatures in this environment, you may use an extra die.

Sling: The tribes of the Axos range are noted for their use of the sling to bring down game. Roll an extra die when firing a sling.

Flaws

Distrust of Sorcery: You will not knowingly use sorcerous powers or items. When dealing with wizards and alchemists, roll an extra die.

Illiterate: You cannot read or write and you cannot choose a career with literacy as a requirement.

Landlubber: You are unused to traveling by sea. Roll an extra die for all activities undertaken whilst at sea.

BESHAAR DESERT

The Bashaari are short, slim nomadic people, who ride the Desert-Runners, flightless ostrich-like creatures. They tend to have dark, very wrinkled skins as they get older and black or dark brown, green, purple and crimson eyes. It is not uncommon for them to have one eye of different colour to the other. All Bashaar will have barbarian as their first career.

Traits

Beast Friend: Easily domesticated creatures are not afraid of you and you are able to train them more easily. Ferocious animals are less likely to attack you. Whenever dealing with animals, roll an extra die.

Keen Eyesight: You have improved vision. Whenever you make a mind check to perceive something using your eyesight, you may roll one extra die.

Sand Tracker: You are skilled in hunting creatures that live in the desert lands. When tracking, trapping, or hunting creatures in this environment, you may use an extra die.

Flaws

Delicate: You are as slender as a wand. Deduct two from your Lifeblood total.

Feels the Cold: You are unable to cope well in very cold conditions. Roll an extra die for any tasks undertaken in a cold environment.

Landlubber: You are unused to traveling by sea. Roll an extra die for all activities whilst at sea.

EMPTY LANDS

No one knows what exists in and beyond the Empty Lands. Therefore if you can come up with something that you and the GM can work with, in keeping with the rest of the origins, then you are free to go with whatever you want.

FIRE COAST

The Fire Coast is home to the Witch Queen and her Kalukan Sentinels (see Chapter 9: *Gazetteer of Lemuria*). If you are from the Fire Coast (and you may need to check with your GM first), you will be a Kalukan. Your first two careers will be slave and soldier.

HALAKH

The Halakhi are a slim, swarthy, dark-skinned people with dark hair and eye colouring. They are noted for their wavy-bladed fighting knives, called Kir. If you want to hire an assassin, the best are from the Mountain City of Halakh.

Traits

Fighting Knife: You are trained in the traditional weapon of the city. If you are using a genuine Halakhi Kir, you may roll one extra die.

Poison Immunity: Either because you use poisons in your work or because you have had drugs and toxins tested upon you, you have built up immunity to their effects. Roll an extra die whenever you are resisting the effects of drugs, venoms, toxins and even alcohol.

Rock Tracker: You are skilled in hunting

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creatures that live in the mountains. When tracking, trapping, or hunting creatures in this environment, you may use an extra die.

Sneaky: You are particularly quiet. Roll an extra die where stealth is important.

Quick Recovery: Living in the mountains gives you better endurance than many. When recovering after a combat, you regain an additional Lifeblood, on top of the half you recover normally.

Flaws

Cravings: You are addicted to something and require it every day to function fully. It might be a particular substance; like blood or a rare plant extract or even something physically gratifying like self-flagellation or sex.

Landlubber: You are unused to traveling by sea. Roll an extra die for all activities whilst at sea.

Untrustworthy: You cannot be trusted. Roll an extra die when the situation calls for someone to believe or trust you.

KLAAR

The Klaar Plains are home to the Ceruleans, a race of blue-skinned nomadic giants, also known as Blue Nomads. Whilst they are fearsome-looking, Ceruleans are not an especially aggressive race. They are actually great traders. If you are a Cerulean character, your first career must be barbarian and second should be merchant (although not mandatory). You cannot be an alchemist, physician, scribe or sorcerer at all. Their priests are called shamans. Refer to Chapter 9: *A Gazetteer of Lemuria* for Cerulean traits & flaws.

LYSOR

Lysorians are a quiet and slender people. They are generally fair or brown-haired and blue or green-eyed, but other colourings are not too uncommon. Although the inhabitants of Satarla might have something to say about this, Lysor boasts the best healers and physicians in Lemuria. All is not as well as it seems on the

surface though and rumours abound that Morgazzon, Demon of Madness has a cult within the city and the Yellow Druids have returned.

Traits

Attractive: You are particularly handsome or beautiful. Roll an extra die in situations where good looks might be important.

Great Wealth: Through inheritance, trade or (not very likely for a Lysorian) force of arms you are incredibly wealthy. You own lands around the Lysor, a house in the City and a galley in the port. Roll an extra die on any attempt to obtain any goods, services or items you need whilst in Lysor.

Learned: You have studied at the Great Library. Choose any specialty from Star Lore, Flora & Fauna, Geography, Law or Legends. When recalling a fact from your area of specialty, you use an extra die.

Flaws

City dweller: You are not very savvy when in the wilderness. Roll an extra die in situations to do with outdoor survival.

Combat paralysis: You are not really sure what to do when the fighting starts. Roll a d3. This is the number of rounds that you freeze and during which, you can only take defensive actions.

Delicate: You are as slender as a wand. Deduct two from your Lifeblood total.

Morgazzon's Curse: You are touched by the Demon of Madness. Work with the GM to determine how this manifests itself.

MALAKUT

The people of this city tend to be slimly built. Malakuti commonly have olive skins, dark brown or black hair, thin lips, narrow eyes and hook noses. This lends a slightly sinister air to the Malakuti. The Thieves Guild of Malkut is the most powerful of all the cities in Lemuria. Malakut is known for its leaf-bladed fighting spears, used by its city guards and soldiers.

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Traits

Fighting-Spear: You are trained in the traditional weapon of the city. If you are using a genuine Malakut Fighting Spear, you may roll one extra die.

Sneaky: You are a particularly quiet mover. Roll an extra die in situations where stealth is important.

Thieves tools: you own a well-crafted set of specialized lock-picks and therefore use an extra die when attempting to open locked doors or remove mechanical traps.

Flaws

Delicate: You are as slender as a wand. Deduct two from your Lifeblood total.

Untrustworthy: You cannot be trusted. Roll an extra die when the situation calls for someone to believe or trust you.

Landlubber: You are unused to traveling by sea. Roll an extra die for all activities undertaken whilst at sea.

OOMIS

Oomisians are generally tall, solidly built and often have a blue-tinge to their skins (there is speculation about just how deep their friendship with Ceruleans runs). Their eyes are usually various shades of blue. They have very small ears. They often have silvery-white hair. They are a people of fine merchants. Rumours abound that Morgazzon, Demon of Madness has a cult within the city and the Yellow Druids have returned.

Traits

Giant-Friend: You get on particularly well with Ceruleans. Use an extra die when dealing with the Blue Nomads.

Great Wealth: Through inheritance, trade or force of arms you are incredibly wealthy. You own lands around the Oomis, a house in the City and a galley at the river-docks. Roll an extra die on any attempt to obtain any goods, services or items you need whilst in Oomis.

Hard-To-Kill: You are particularly solidly built. Add +2 Lifeblood to your total.

Swamp Tracker: You are skilled in hunting creatures that live in the Festrel Swamp. When tracking, trapping or

hunting creatures in this or similar environments, use an extra die.

Flaws

Morgazzon's Curse: You are touched by the Demon of Madness. Work with the GM to determine how this manifests itself.

Poor Hearing: You have worse than normal hearing. Whenever you make a mind check to perceive something using your hearing, you roll one extra die.

PARSOOL

The people of Parsool are a mixed bag of all types, shapes and hair and skin colouring. Parsool is trying to be more like Satarla, but is constantly engaged in sea battles with pirates, which is ruining many of the merchants of that otherwise bustling and diverse city. The very best mariners are from Parsool.



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Traits

Born sailor: You are a seaman through and through. When dealing with ships or carrying out physical activities on board ship (other than fighting), you may roll an extra die.

Carouser: You are the life and soul of any party or tavern. Use an extra die to gain information, make contacts or acquire goods and services whilst in a tavern.

Pirate killer: You have a particular hatred for pirates. You can use an extra die whenever in combat with pirates.

Swamp Tracker: You are skilled in hunting creatures that live in the Kasht Swamp. When tracking, trapping or hunting creatures in this or similar environments, use an extra die.

Flaws

City dweller: You are not very savvy when in the wilderness. Roll an extra die in situations to do with outdoor survival.

Drunkard: You cannot help but get drunk whenever in port or whenever you can get hold of a bottle or two. Roll a die when you are required to do something important for the rest of your companions. If a '1' comes up, you are drunk and unable to do anything until sobered up.

Missing Eye or Ear: You lost your eye or ear in a fight. Roll an extra die whenever the GM feels it is appropriate to the situation.

Missing Limb: You are missing a hand, arm or a leg. You have a metal hook or a wooden replacement. Roll an extra die whenever the GM feels the situation is appropriate.

Traits

Born sailor: You are a seaman through and through. When dealing with ships or carrying out physical activities on board ship (other than fighting), you may roll an extra die.

Carouser: You are the life and soul of any party or tavern. Use an extra die to gain information, make contacts or acquire goods and services whilst in a tavern.

Quick Recovery: You have better endurance than many. When recovering after a combat, you regain an additional Lifeblood, on top of the half you recover normally.

Flaws

Drunkard: You cannot help but get drunk whenever in port or whenever you can get hold of a bottle or two. Roll a die when you are required to do something important for the rest of your companions. If a '1' comes up, you are drunk and unable to do anything until sobered up.

Illiterate: You cannot read or write and you cannot choose a career with literacy as a requirement.

Missing Eye or Ear: You lost your eye or ear in a fight. Roll an extra die whenever the GM feels it is appropriate to the situation.

Missing Limb: You are missing a hand, arm or a leg. You have a metal hook or a wooden replacement. Roll an extra die whenever the GM feels the situation is appropriate.

Untrustworthy: You cannot be trusted. Roll an extra die when the situation calls for someone to believe or trust you.

PORT OF THE SEA LORDS

People originally from just about any city can be found on the Pirate Isles. They are a coarse, lewd, rough and ready bunch of misfits and sea dogs. Men far outweigh women here and female characters are most likely to be serving wenches, although a few female pirates are known. There are two things that bring almost everyone here - the call of the sea and the promise of gold.

QO AND QUSH JUNGLES

If you come from either of these jungle lands, you will most likely be a Grooth (see Chapter 9: *A Gazetteer of Lemuria*). You may need to check with your GM first. There are a few tribes of barbarians on the fringes of the jungles - if you are one of these tribesmen, use the traits and flaws of Shamballah.

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SATARLA

Satarla, (known as the Jewel of Lemuria) is a city of high culture and sophistication. The people are a mixture of all colours, sizes and types. Beggars are outlawed, so no character can begin with that career. You may only take a career of Sky Pilot if you are a Satarlan.

Traits

Artistic: You have a skill in creating works of art. Roll an extra die when appraising or creating such items.

Etiquette: You are an expert in the social graces. You gain an extra die on any task where good form is important.

Learned: You have studied at the Great Library. Choose any specialty from Star Lore, Flora & Fauna, Geography, Law or Legends. When recalling a fact from your area of specialty, you use an extra die.

Great Wealth: Through inheritance, trade or force of arms you are incredibly wealthy. You own lands around Satarla, a house in the city and a galley in the port. Roll an extra die on any attempt to obtain any goods, services or items you need whilst in Satarla.

Marked by the Gods: The gods favour you. You have an extra Hero Point.

Flaws

Arrogant: You believe the hype that your city is the jewel of Lemuria, but you also let others know it. Roll an extra die when dealing with people of other cities, where your arrogance might annoy or offend them.

City dweller: You are not very savvy when in the wilderness. Roll an extra die in situations to do with outdoor survival.

SHAMBALLAH

Shamballah's are generally a dark-skinned and dark-haired people with purple, mauve, scarlet and indigo eye colouring. They are very aware of their surroundings and make good Hunters.

Traits

Beast Friend: Easily domesticated creatures are not afraid of you and you are able to train them more easily. Ferocious animals are less likely to attack you. Whenever dealing with animals, roll an extra die.

Jungle Tracker: You are skilled in hunting creatures that live in the Qo and Qush Jungle. When tracking creatures here, use an extra die.

Keen Eyesight: You have improved vision. Whenever you make a mind check to perceive something using your eyesight, you may roll one extra die.

Keen Hearing: You have better than normal hearing. Whenever you make a mind check to perceive something using your hearing, you may roll one extra die.

Keen Scent: You have a better than normal sense of smell. Whenever you make a mind check to perceive something using your sense of smell, you may roll one extra die.

Flaws

Distrust of Sorcery: You will not knowingly use sorcerous powers or items. When dealing with wizards and alchemists, roll an extra die.

Feels the Cold: You are unable to cope in very cold conditions. Roll an extra die for any tasks undertaken in a cold environment.

Illiterate: You cannot read or write and you cannot choose a career with literacy as a requirement.

Landlubber: You are unused to travelling by sea. Roll an extra die for all activities undertaken whilst at sea.

TYRUS

A bustling river city; the people tend towards dark complexions and hair, with green eyes. Tyrus soldiers are noted for their skill at archery. Sorcerers are outlawed in Tyrus.

Traits

Detect Magic: You are attuned to sorceries and spells. Roll an extra die when trying to deal with wizards or their magics.

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Jungle Tracker: You are skilled in hunting creatures that live in the Qush Jungle. When tracking, trapping, or hunting creatures in a jungle environment, use an extra die.

Magic Resistance: You have trained your mind and body to resist all kinds of sorcery. If a spell is cast at you, roll a d6. On a roll of 6 it simply does not work on you.

Tyr Longbow: You are trained in the traditional weapon of the City of Tyrus. If you are using a genuine Tyr Longbow, you may roll one extra die.

Flaws

Distrust of Sorcery: You will not knowingly use sorcerous powers or items. When dealing with wizards and alchemists, roll an extra die.

Illiterate: You cannot read or write and you cannot choose a career with literacy as a requirement.

URCEB

Urceb (known as the Forgotten City) is not particularly noteworthy, compared with most of the others. However, it is built on the ruins of another ancient city, whose name is lost in the dim reaches of time. Some adventurers come here seeking an entrance to those lost halls and tunnels but so far, little has been discovered.

Traits

Urcebites have no particular traits that they are known for. If you are from Urceb, you can have a special weapon with which you use an extra die, or you can work with the GM to come up with an item, treasure map or artifact that would be useful or appropriate to your character. Alternatively, you may choose a trait from one of the other nearby cities.

Flaws

City dweller: You are not very savvy when in the wilderness. Roll an extra die in situations to do with outdoor survival.

VALGARÖ

Valgardians are a tall, muscular red or fair-haired race of warlike tribesman. If you come from Valgard, one of your careers is barbarian. You are unlikely to be a sorcerer or alchemist, but they are not unknown in Valgard.

Traits

Keen Scent: You have a better than normal sense of smell. Whenever you make a mind check to perceive something using your sense of smell, you may roll one extra die.

Marked by the Gods: The gods favour you. You have an extra Hero Point.

Snow Tracker: You are skilled in hunting creatures that live in the snow and ice. When tracking creatures in this environment, use an extra die.

Quick Recovery: Living in the mountains gives you better endurance than many. When recovering after a combat, you regain an additional Lifeblood, on top of the half you recover normally.

Valgardian Blade: You are skilled in the broadsword of the Valgardian warrior. Use an extra die whenever you are fighting with a genuine Valgardian Blade.

Flaws

Distrust of Sorcery: You will not knowingly use sorcerous powers or items. When dealing with Wizards and Alchemists, roll an extra die.

Feels the Heat: You are unable to cope in very hot conditions. Roll an extra die for any tasks undertaken in a hot desert environment.

Illiterate: You cannot read or write and cannot choose a career with literacy as a requirement.

Landlubber: You are unused to traveling by sea. Roll an extra die for all activities undertaken whilst at sea.

ZALUT

Also known as the City of Magicians; Zalut is ruled by magicians, priests and alchemists. Characters are either from one of these three careers or they are slaves (even though they

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may have other careers too). Zaluti are usually bald, have very pale skins and albinos are not uncommon. They are very insular. It is thought that they are the last remaining descendants of the Sorcerer-Kings.

Traits

Learned: You have studied the ancient tomes and grimoires of the Sorcerer-Kings. Choose any specialty from Star Lore, Flora & Fauna, Geography, Law, or Legend. When recalling a fact from your area of specialty, you use an extra die.

Magic Resistance: Your closeness to sorcery has built up your resistance to magic. If a spell is cast at you, roll a d6. On a roll of 6 it simply does not work on you.

Magic of the Sorcerer-Kings: You have learned some of the arts used by those who ruled before man. You can roll an extra die when casting spells although you must take an extra flaw too.

Night Sight: Zalut is a nocturnal city. Because of this you have developed exceptional nighttime perception. Roll an extra die when darkness causes negative modifiers to see things.

Poison Immunity: Either because you use poisons in your work or because you have had drugs and toxins tested upon you, you have built up immunity to these poisons. Roll an extra die whenever you are resisting the effects of drugs, venoms, toxins and even alcohol.

Power of the Void: You have tapped into the Hadron's source of power. You have two extra points of Arcane Power.

Flaws

Combat paralysis: You are not really sure what to do when the fighting starts. Roll a d3. This is the number of rounds that you freeze and during which, you can only take defensive actions.

Delicate: You are as slender as a wand. Deduct two from your Lifeblood total.

Cravings: You are addicted to something and require it every day to function fully. It might

be a particular substance; like blood or a rare plant extract or even something like self-flagellation or sex.

Morgazzon's Curse: You are touched by the Demon of Madness. Work with the GM to determine how this manifests itself.

Poor recovery: You do not recover from your injuries as swiftly as other characters. You require medical attention to restore lost Lifeblood and recover nothing from normal rest.

Unsettling: Your looks or something else about you is disturbing to anyone in your presence. Even beasts are edgy around you. Roll an extra die in social situations.

Untrustworthy: You cannot be trusted. Roll an extra die when the situation calls for someone to believe or trust you.

LANGUAGES

Every character can speak his native tongue. For most, that is Lemurian. They can also speak additional languages equal to their mind value. If they have a relevant career, they can learn further languages equal to their career rank. Instead of choosing a language, they can choose literacy. A character that is literate can read and write any language they can speak. A character who has the flaw "illiterate" can never learn to read or write.

Careers that are noted for being literate (scribes, physicians, alchemists, priests etc) allow a character to roll to work out the gist or essence of a text even where the writing is of a language unknown to them. This requires a task resolution roll, the difficulty for which depends on the nature of the text itself.

Where a career is noted as being one that requires skills in the spoken word or characters of that career are likely to be well traveled (minstrels, merchants etc), allow a character to roll to work out the gist or essence of a language and make basic conversation even if the tongue is unknown to them.

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Beshaari

The desert nomads of the Beshaar speak and write in their own language. Many of the people of Halakh speak Beshaari in addition to Lemurian.

Cerulean

The Blue Nomads speak their own language. It has no written form. Many merchants in Oomis learn Cerulean as their second language.

Grooth

This is not really a fully developed language – more a collection of grunts as well as a lot of body language and ape-like waving of arms. There is no written form. It is uncommon outside of the tribes of the Grooth.

Haklatii

The singsong language of the Haklaton. It is not at all well known beyond the Axos Mountains although there are believed to be some ancient texts written in Haklatii that have become lost in ancient caves hidden deep in the Axos Mountains.

Lemurian

Most people in Lemuria speak Lemurian. However, every city speaks a different version of Lemurian and that means sometimes the traveller has difficulties understanding the locals. Sometimes you might be required to make a mind roll to understand people from other cities.

Sea Tongue

The pirates of The Pirate Isles speak their own version of Lemurian that is so altered as to be its own language. There is no written form.

Sorceric

This is the ancient language of the Sorcerer-Kings. All their texts and manuals are written in this script. Magicians, alchemists, druids, and priests need to learn Sorceric if they wish to use the powerful magics and alchemies of this ancient race. Learning this language is

painfully difficult and requires both spoken and written forms to be taken separately. The Magicians of Zalut converse strictly in Sorceric, unless dealing with outsiders.

Valgardish

The people of Valgard speak and write in their own language.

Ygddari

The ancient language of man is called Ygddari (or Old Tongue). Not many speak it and even fewer can read it. However, old texts are occasionally recovered from the ruins of Ygddar, Qiddesh, Qeb, Qar and Oosal and some skilled scribes are needed to translate their writings.

HERO POINTS

The Barbarians of Lemuria is a game of heroic sagas. Player characters are the Heroes of these sagas. Thongor and Conan always looked like they were down and out but they always came back, whatever the odds. Heroic actions are an integral part of the game. This is where *Hero Points* come in.

Characters have 5 Hero points to start the game with. If you chose an additional origin trait, then you may only have 3 Hero Points. If you chose two additional traits, you may only have 1 Hero Point.

Hero Points are used during the course of adventures to ‘dig deep’ and do heroic (or lucky) things. This is described in greater detail in the next chapter.

Regaining used Hero Points

Any used Hero Points are recovered, in full, at the end of a Saga. If you had 5 Hero Points to start the Saga and used 3 of them during the adventure, you start your next Saga on 5 points. If you had 3 to begin with, you have 3 at the start of the next Saga. You cannot go above your starting allocation of Hero Points.

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“And lo! Lord Hurm looked down upon the city of Oosal to where Thangard had climbed the highest tower to make his desperate appeal. Not normally given to interceding in the affairs of man, Lord Hurm nevertheless felt a little of the passion of this Hero; so much so indeed that he was moved to act. Calling Karyzon the Messenger, he bade him to carry his words to Thangard”

The Crimson Edda

PERFORMING ACTIONS

To perform an action, you simply roll two dice (2d6). To the result you add your character’s most appropriate attribute. If your character is fighting, you then also add the combat ability for the type of attack being made. If your character is not fighting, you then add any appropriate career rank.

You might have a trait from your character’s origins that enable you to roll three dice instead of two dice. But you still take the result of only two of those dice. If it is a trait that allows you to roll an extra dice, you drop the lowest die. If it is a flaw, then you drop the highest die.

The GM will then tell you if there is a modifier to your total. For easier tasks, you may get to add to your total. For tougher tasks, you may have to deduct from your total.

If the final number is 9 or higher, you succeed at what you are trying to do. If the final number is lower than 9 you do not succeed.

Rolling two one’s or two sixes

A natural roll of 12 is always a success. In addition, it could be a *Mighty Success* or even a *Legendary Success*. A natural roll of 2 is always a failure and it could be a *Calamitous Failure*.

Task resolution

The following table sets out the difficulty of a task, the equivalent range for missile fire and the modifier that should be applied to tasks of that difficulty. There may be further modifiers applied based on other circumstances.

Task resolution table

<i>Action difficulty</i>	<i>Missile fire range</i>	<i>Modifier to dice result</i>
Easy	-	+1
Moderate	Close	0
Tricky	Medium	-1
Hard	Long	-2
Tough	Distant	-3
Demanding	Extreme	-4

Example 1: Krongar the Mighty, a Northern Barbarian with a strength attribute of 3 is attempting to break down a door, which he is sure blocks his way to a vast hoard of treasure. The GM decides that Krongar has no careers that would be helpful to the task in hand and has already predetermined that the solid door will be a difficulty of hard, or -2. The player rolls 10 on 2d6, adds 3 for Krongar's strength, making 13. He then subtracts 2 for the hard difficulty, meaning that the overall total is 11, which is more than enough. The door bursts open.

Example 2: Assuming our Hero gets through the door, rather than finding hidden wealth he finds a great pit and, having smashed through the door, he finds he is hurtling towards it. Attempting to leap the pit is an agility task, and Krongar has a 1 in this attribute. Luckily the GM is in a good mood and decides that his natural barbarian instincts will come into play and allows the player to add Krongar's barbarian rank of 2 to the dice roll. The dice come up 6 and with the +3 gives a total of 9, meaning that Krongar is across the pit and heading for even greater adventure.

COMBAT

Combat is dealt with in rounds of a few seconds or so in length. In that time a character can fire a bow, strike or parry with a weapon, throw an axe and so on.

Who acts first

The character involved in the combat with the highest agility attribute goes first. In the case of a tie, the highest combat ability for the option being used gets to go first. In the event of a tie, the one with the highest and most appropriate career goes first.

If one group can surprise the other, the group with the advantage of surprise can act first and have one 'free' round. Their opponents can only act defensively in that round.

Movement & distance

It is not intended that you use a tactical grid and figures when playing the Barbarians of Lemuria; combat and movement is handled in an abstract way. Much relies on the GM in setting the scene and the players' interpreting that and, within reason, describing their character's moves and actions.

You can make an agility roll if it becomes important to see who gets somewhere first or if someone can escape a character chasing him. A career might help; for example if a chase occurs in the jungle, the hunter or barbarian careers might be appropriate.

If you really do want to use figures and a tactical board, you can assume that a character can move 25' per round modified by 5' per point of agility. A running character moves at twice this speed. A sprinting character moves at four times normal speed (twice running speed).

RESOLVING COMBAT

Combat resolution is similar to Task resolution. Rather than adding a career to the

appropriate attribute level though, the most appropriate combat ability level is added.

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

The GM could allow, in some rare circumstances, a career to provide an additional bonus. For example, assassins may be allowed an additional bonus when striking unaware enemies, or gladiators may be allowed to make special manoeuvres that could give them a slight edge over an opponent. But such a manoeuvre would most definitely not work twice on the same opponent.

Weapon ranges are given in the weapon descriptions in Chapter 7: *The Trappings of Heroes*. The ranges set out are base ranges at point blank. Each additional increment is one difficulty level harder on the Task Resolution table.

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



Dodging & parrying

Characters may elect to dodge or parry. If you do this you get no attack for the round but, when dodging, get +2 to your effective defence for all attacks directed at you whilst you are dodging.

Example: Krongar elects to dodge and therefore his effective defence will be 3, meaning the guard now needs 12 to hit him. However, Krongar can do nothing else in the combat round because he is currently concentrating on not being hit and anyway, was surprised.

When parrying, you get to roll using your character's agility plus melee combat. The modifier is based upon your opponent's melee combat ability. As usual a final total of 9 or more is needed to block the blow.

Resolving hits

When a hit has been done on your target, the result will probably be that you cause damage to your opponent. The bigger the weapon the nastier the wound is likely to be. Luckily there is also ar-

mour available to absorb some or all of the effect of such blows. Shields exist in Lemuria, but they are uncommon and particularly so amongst Heroes, more often being reserved for ordinary soldiers.

The Weapon table in the Chapter 7: *The Trappings of Heroes* sets out how much damage a weapon causes. This is in terms of a dice roll and is scored directly against the Lifeblood of an opponent. In addition to the damage shown, you add the strength of the attacker as strength helps the blow do more severe harm.

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

Example: The guard was very lucky and got the 12 he needed to hit Krongar. Krongar is wearing his battle harness (1 point of protection), boots (1 point) and bracers (1 point) for a total of 3. A crossbow bolt does $d6+1$ points of damage and the GM rolls 3 and adds 1 for a total of 4 for the guard's shot. Of the 4 points, 3 are absorbed by Krongar's armour and so Krongar receives 1 wound against his Lifeblood total of 13, reducing him now to 12.

Krongar, in anger throws his own spear at the guard, requiring a total of 6 to hit (Krongar has a ranged combat rating of 2 and 1 agility and there are no range modifiers) and he gets 7 on the dice for a total of 10. Damage is $d6$ for the spear, but +3 for Krongar's strength and the dice comes up 5 for a total of 8. The guard's armour (leather coat) stops 2 points but the 6 wounds received still does enough to reduce his Lifeblood level to -3 and kill him.

Automatic Success

Rolling a 12 on any Task roll is an automatic success. This means there is always a chance that you might be able to achieve the seemingly impossible.

Example: Jandar Joth is fighting a losing battle against a deodarg that is guarding a temple Jandar broke into. The deodarg has a very good defence, meaning that Jandar needs 13 to hit the beast. The player rolls the dice anyway and 12 comes up! Jandar somehow succeeded in hitting the beast with his spear even though his position looked impossible (it still does, by the way, deodargs are virtually unkillable!).

If rolling a 12 would have been a success in any event, you have instead achieved a *Mighty Success*.

*Example: Jandar somehow survives the deodarg's first attack and gets to higher ground, (the GM is kind and gives a +1 modifier). The player rolls the dice again; this time he needs 12. Luck is still with him and he gets the required 12! Since 12 would have been a success anyway, it is converted into a *Mighty Success*.*

Automatic Failure

Rolling a 2 on any task roll is an automatic failure. This means there is always a chance that even the best characters will have a momentary lapse.

If rolling a 2 would have been a failure in any event, you have instead achieved a *Calamitous Failure*.

USING HERO POINTS

You can use Hero Points to affect the outcome of a battle or situation and swing the odds to your favour. The following options are available to you:

- A Twist of Fate
- The Luck of the Gods
- Mighty Success
- Legendary Success
- Defy death

A Twist of Fate

Where the narrative of a scene has not clearly defined a certain piece of information the player might suggest something that sounds reasonable and make that suggestion become fact. Use of a Hero Point in this manner should be at the discretion of the GM and shouldn't be to effect major changes in a scene and can't be used to change something that has already been established as a fact. For example, if the characters are locked in a dungeon cell, one of them could use a Hero Point to find a loose stone in the wall, that he can prize away, maybe to use to bash the guard over the head when he comes in to serve their slops. Or a character that has failed his task resolution roll

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to swim after his ship has sunk in a storm could use a Hero Point to describe how, luckily, a wooden spar from the ship's mast floats by, allowing him to stay afloat by clinging to it.

The Luck of the Gods

You can spend a point to roll the dice again whenever you make a task resolution roll (even if you roll a 2, which would otherwise be an automatic failure). If you do this you must use the result of your second roll. If you have a trait that allows you to use three dice instead of two, you use all three dice the second time as well.

Turn a success into a Mighty Success

Whenever a player succeeds in combat (or even in non-combat situations), he can turn the success into a Mighty Success at the expenditure of a Hero Point. The results of a Mighty Success depend on what the character is doing.

Note: This is effectively the same as rolling 12 on your Task roll, where 12 would normally have been a success. You can do this even if you spent a Hero Point rolling the dice again.

Turn a Mighty Success into a Legendary Success

If you roll a natural 12 when making your task roll that would have been a success in any event (a Mighty Success), at the expenditure of a Hero Point, you can turn that into a *Legendary Success*. You can do this even if you spent a Hero Point rolling the dice again (as long as you got 12 on the second roll). However, you cannot make a Legendary Success unless you roll 12 on the dice. (In other words you cannot bump up a normal success into a Mighty Success and then spend another Hero Point to make it a Legendary Success).

Defy death

Hero Points can always be used to keep a Hero alive where he would otherwise be killed. If you have taken sufficient damage to put you

below zero Lifeblood but above -6, you may spend a point to put your Lifeblood to zero: alive but unconscious.

If you have received sufficient damage to put you below -5 Lifeblood, you may spend a Hero Point to stabilize and remain alive. You are still unconscious but will recover with several days rest.

MIGHTY SUCCESS

If fighting rabble or creatures of up to small size, you roll damage as usual but the result of the roll is the number of rabble (or small creatures) that you defeat in that action or combat round. The way they are defeated is entirely up to you – you don't have to kill them; they are out of action and will not be coming back for more.

Example: Four thugs attack Sharangara in an alleyway. Sharangara is not surprised (she was expecting trouble) and she has the highest agility, so acts first. The player rolls 8 and adds 1 for her agility for a total of 9, which is a success. She decides to spend a Hero Point, turning the success into a Mighty Success. She then rolls a d3 for her dagger and gets a 3. This means that three of the thugs are defeated. The player decides that in one great slashing move, she slices through the first thug's belly with her dagger and rips him open. The second thug takes a nasty thigh cut and falls over, dropping his cudgel. The third takes a slight nick, but drops his cudgel and runs. This simply leaves thug number four, who can now take his go.

If fighting major NPC villains, or medium sized or larger creatures, a Mighty Success results in an extra die of damage (d6), due to hitting the vitals or other tender or unprotected areas.

LEGENDARY SUCCESS

If fighting rabble or creatures of up to small size, you roll damage as usual but you roll your weapon damage die again. The total number is the number of rabble (or small creatures) you defeat in that action or combat round. The way they are defeated is entirely up to you – you don't have to kill them; they are out of action and will not be coming back for more. See Mighty Success, above.

If fighting major NPC villains, or medium sized or larger creatures, a Legendary Success results in an extra two dice of damage (2d6), due to hitting the vitals or other tender or unprotected areas.

Example: The final thug was actually Zaq Tormis, a NPC villain. He is not defeated so easily and advances on Sharangara, missing her with the wild swing of his club. Sharangara thrusts back and rolls 2. Automatic failure! Her player decides to spend another Hero Point and rolls the dice again, this time getting 12! This is a Mighty Success (because she only needed 10 or more), but she decides the situation calls for a Legendary Success and uses another Hero Point. This time she rolls a 1 for her dagger and gets a 6 and a 2 with the extra two dice, making 9 damage in total. Zaq Tormis is wounded very badly and decides he is not paid enough for this hassle; he turns and makes his escape.

CALAMITOUS FAILURE

If you roll a 2, you fail to do whatever it is you were trying to do, even if 2 would normally be enough to succeed.

If you roll a 2 and that would normally be a failure, it becomes a Calamitous Failure.

If you have no Hero Points left or you choose not to roll again you have made a Calamitous Failure. Unfortunately, this is a chance for the GM to have some fun with your character. You

could drop or break your sword or stumble over a fallen body; you could slip on a pool of blood and land in a heap at your enemies' feet. What actually happens depends on the situation and the whim of the gods (represented by the GM).

REWARDS

When the Heroes have reached their destination and met the final challenge, they should be richly rewarded for their endeavours. Adventurers don't put themselves into danger for nothing!

VAST HOARDS OF TREASURE

Do not be stingy – describe the mountains of gold and baskets full of gems, the silver chalices and tiaras, the jewel-encrusted scepters and gold-chased bracelets, the chests overflowing with silver and the crowns that once belonged to lords, princes and kings. Tell them it is wealth beyond their imaginings; if they suggest counting up the value, just laugh at them! Have they turned into accountants all of a sudden? The thing is, they can't take it all with them so they can only pick the choicest items. They can always come back for more!

ADVANCEMENT POINTS

Characters get better at doing things as they complete their adventures and their fame spreads. However, they have to earn their improvements. They do this at the end of the saga they just completed or before the beginning of the next one.

Remember all that loot they picked up? Well, they have the chance to describe exactly what they did with it. They might live the high life for a few months, drinking or gambling it away. They might buy new weapons and armour (or get their old stuff repaired) or buy kroarks, or throw expensive parties, or spend it all on women. They might send expensive gifts to their friends. They might use it to buy a new galley, new land or pay off debts. This is the

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stuff of legends – it ensures that they are noticed and helps their fame to spread. I mean, no one was with them when they killed that great Xolth in the dark pits beneath Urceb, so how else are people going to know about it?

Once the characters have described how they lost or spent all their fortunes, they can gain Advancement Points. How many you give out depends on how they spent their loot to the best effect. Normally, you would give out 2 points. However, if their story is particularly good, amusing or inventive, you can give out an extra point; especially if the way they construct their story gives you a lead-in to the next adventure. On the other hand, if the character keeps back some of the money or is miserly with it, he gets only one Advancement Point.

Example: Jandar Joth has just returned to Satarla from a ruined temple discovered in the Jungle of Qush. His player describes how he gambled, wenched and caroused away the haul of gold coins that he brought back, until he had just a handful left. That earns him two Advancement Points. However, he then describes how, he is on his way to the tavern with his last few coins when he spots an interesting looking map on the stall of a silver-haired merchant from Oomis. The map looks ancient and, the merchant assures him, depicts the old city that now lies beneath Urceb. Jandar soon parts with the remainder of his cash to purchase the map. He is now skint but can sense the possibility of another great adventure ahead. This is definitely worth the extra Advancement Point.

Advancement points can be saved for later. When spent you can spend them on the following:

- Attributes
- Combat Abilities
- Careers
- Buy off flaws
- Buy a new trait

Attributes

Attributes may be increased above their starting values. The cost in points is equal to the new value of attribute. So, to increase strength from 1 to 2 costs two points. Attributes can only advance to the next higher value in one go, i.e. you can't jump from strength 1 to strength 3. Humans have maximum attribute scores of 5.

Combat abilities

Combat abilities can be increased in the same way as attributes. Humans have maximum combat ability values of 5.

Careers

Career ranks can also be improved in the same way as increasing attributes. Humans have maximum career ranks of 5.

However, a character can take a new career path too, if he has been doing stuff in the adventure that would make this new career appropriate. It costs one point to get a new career at rank 0.

Buy off flaws

You can use 2 points to remove a flaw.

Buy a new trait

You can use 2 points to buy a trait that is appropriate to your origins (or race) or 3 points to buy a trait that is from elsewhere.

NON-PLAYER CHARACTERS

NPCs are the citizens, rogues, workers, innkeepers, traders, seamen, warriors, acolytes, viziers, dukes and so forth that the characters interact with every day in the course of their adventures. Most are not even named and their attributes and careers are largely unimportant. If NPCs abilities become important, you define them by describing them either as 'rabble' or as 'villains'.

Rabble

Rabble are basic run-of-the-mill mooks. Their attributes, combat abilities and one career are all at 0. They could have something at -1 to get a 1 somewhere else. They have 3 Lifeblood and they do not have Hero Points or Villain Points. If they are wizards, they are called adepts, students or acolytes and they have 3 Arcane Power.

Villains

Villains are the archenemies of the Heroes. They will be created just like creating a Hero. They are the ones behind the nefarious plots that the character's become involved in. Villains often have huge numbers of rabble at their disposal.

Villains have Villain Points, which are used by the GM in the same way the players use their Hero Points. Villain Points can also be used for the villain to effect his timely escape from the clutches of the Heroes; just as they are about to advance on the evil necromancer he smiles and turns, opening a secret panel in the wall by which he makes his escape, to begin some other nefarious plot.

MASTERING THE GAME

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

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

thing helpful for your Barbarians of Lemuria campaign.

Applying the rules

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

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

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

GM characters

There is sometimes the temptation to create a NPC to go along with the player characters. This is sometimes necessary, especially if the players are short of a player for some reason, especially if they are lacking a character of a particular career between them. However, you must always remember that the player characters are the Heroes. The scenarios should focus upon them and their exploits, not on the characters that you create. Keep your characters in the background, unless the players bring them to the fore or ask about them. Don't spend long

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parts of the game session describing what your characters are doing.

Adventures

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

Designing adventures can be a bit daunting. The thing is, you shouldn't bust a gut over it. The more it is planned out, the less easy it will be to play. There are some sample adventures near the end of this book, to give you a feel for the type of thing that makes a good Barbarians of Lemuria adventure. The beginning adventures can be simple tasks given by a powerful mentor like a NPC magician or noble. However, after a while this approach will get a bit stale, so you may need to vary it. There are many ways to do this.



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

Sagas

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

Maybe the characters have their own personal agendas - a noble might want to become the king of a city or the Emperor of Lemuria; a pirate might want his own

galley and an alchemist might want to find some great secret formula. These are the character's long-term goals and so they should be working towards these goals anyway. They make a fantastic way for GMs to come up with adventures that the players would be really keen to take part in.

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

Be aware of railroading

Railroading is where you try to impose your scenario on the players, rather than letting the players interact with your scenario. In other words, in your scenario they should go to Malakut to continue to the next part of the saga. However, they decide instead to steal a galley and go to the Pirate Isles. Because this isn't what you wanted them to do, you make it virtually impossible, to the point of frustrating, for them to steal the ship and then more or less force them to journey to Malakut instead. This is railroading.

The point is players have their own desires and sometimes what they want to do doesn't mesh with what you had planned for them. The thing not to do here is to try to force them back on track by making it impossible for them to go any further. Once you realize what railroading is, you can actually use it in a more subtle way that makes it seem like you are not railroading at all. This is much more acceptable to players; it is giving the players the feeling that they are in charge of their character's destinies rather than you.

The other thing to bear in mind is that the players may be acting this way simply because what you had in mind for them does not actually interest them. They generally give away pointers about what their characters are interested in doing and you should always be ready to pick up on these clues and create adventures to suit them. You could always ask them too. A great way for players to introduce adventures is to include plot hooks when it is time to gain their *Advancement Points*.

Another option is not to be too rigid in your adventure design. Let the players go where they will and do what they want. You can tweak your scenario to suit, especially as you gain experience in running adventures. If the players didn't know what was in your scenario in the first place, it can't hurt to change it. You can cut out the less important parts of your adventure if you need to, or return to them later.

Ultimately, role-playing is a game about choices. The players are free to go beyond the boundaries that would otherwise be imposed by other types of game, like board games. So you do have to be prepared to improvise from time to time.

7

THE TRAPPINGS OF HEROES

“And lo! The brave warriors of the city ride out on their Kroarks to face their enemy. They are proud in their gleaming mail, their long spears in their right hands and shields in their left. And the Archers of Tyrus stand grim-faced and ready, longbows in hand. It is Tyrus Longbow versus Satarla blade and in the cold light of dawn, there is no certainty which would win the day”

The Satarla Volumes

STARTING GEAR

The basic rule about character equipment is to give the players what they want! Conan, Brak and Thongor never went shopping; neither should characters in the Barbarians of Lemuria. If a player wants his character to have something that would be appropriate to his career, let him have it. If he wants something less appropriate you can still let him have it. You can always take it away from him!

He is a soldier – let him have armour and a couple of weapons. He is a barbarian - let him have a necklace of bear’s teeth, some javelins, a wineskin and a sword. She is a serving



THE BARBARIANS OF LEMURIA

wench – let her have a knife, several sets of fancy clothes, jewellery and make-up. He is a magician - let him have some rings and amulets, a star-patterned robe and a skull-topped staff. He is a noble - let him have a palace in Satarla and a galley in the port.

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

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

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

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

Difficulty modifiers might be appropriate if the character is in the middle of nowhere, if the item is scarce or expensive and so on. Merchants and thieves are particularly adept at getting hold of stuff and nobles always have more money available.

WEAPONS

There is a wide range and variety of weapons used throughout Lemuria but most of them conform essentially to a few basic designs with minor differences.

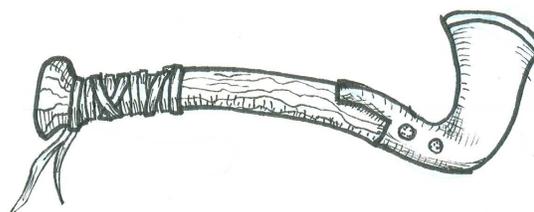
When you hit with a melee weapon or a thrown weapon, add your strength to get the total damage.

When you hit with a missile weapon add half your strength (round down) to get the total damage.

If you want your character to have a two-handed version of a one-handed weapon (say a "great" mace) simply add +2 to the damage it does.

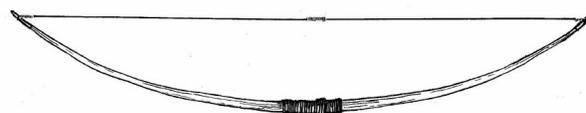
Ceruleans with the appropriate trait can use two-handed weapons in one hand. They also make giant versions of two-handed weapons. These cause an additional d3 points of damage.

Axe



These are usually made with bronze, iron or steel heads on a wooden haft. They can be called war-axes, battle-axes, long-axes or hand-axes. They are one or two-bladed and one-handed versions can be thrown at 10' range increments.

Bow

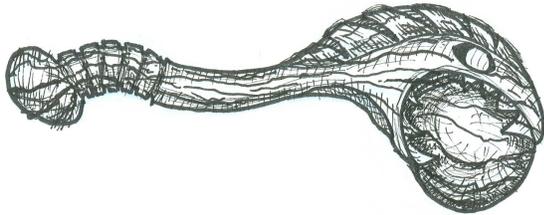


This represents a wide variety of weapons, which are used to fire arrows by drawing back

THE TRAPPINGS OF HEROES

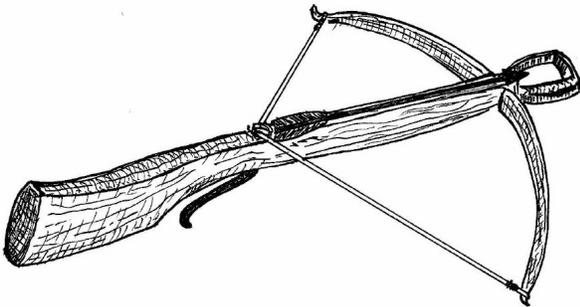
the bowstring, which is strung between the two ends of a curving length of wood. All bows are used two-handed. Bows fire at 60' range increments. Great bows fire arrows at 100' range increments.

Club



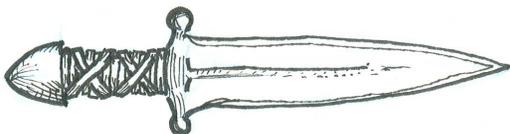
The simplest of all weapons, this is a stout length of wood, used in one hand to bludgeon and batter your opponent. They can be called cudgels, war-clubs, mauls or shillelaghs. One-handed versions can be thrown with 10' range increments.

Crossbow



A crossbow is a simple device for firing a short quarrel with some force and little training. They take two rounds to load. They are all two-handed weapons and have a range increment of 80'. Great crossbows take three rounds to load, but have a range increment of 100'.

Dagger



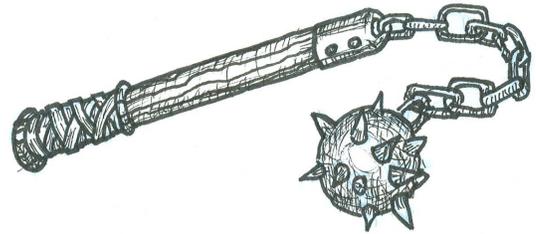
This covers all forms of short stabbing, thrusting or slashing weapon, either with one or two

edges that can be thrown with a range of 10' increments or used in close quarters. Highly concealable it is a favourite of rogues and assassins. You do not get two-handed versions of daggers.

Fist

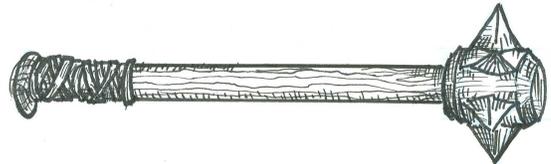
This is used to punch people. It also represents the use of elbows, feet, head and so on.

Flail



Flails are made with a shaft of wood, mounted by a length of chain with a spike-ball head. They are not too common in general use in Lemuria, but can sometimes be found in gladiatorial arenas. They are unwieldy and therefore incur a modifier of -1 to hit.

Mace



A mace is similar to a club, but with a metal head, often with spikes or flanges. One-handed maces can be thrown at increments of 10', but are not very effective so incur a -1 modifier to hit if used this way.

Sling



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A simple leather thong whirled around the head to cast small stones with some force at 30' range increments. Two-handed versions are fitted onto a staff and are called staff-slings. This imparts greater range, making the increments 60'.

Spear



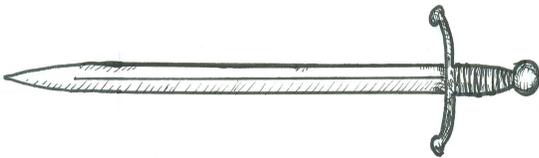
A 5 to 6 foot length of wood with a pointed tip, designed for throwing at 20' range increments, or for using against mounted opponents in particular. In a charge or receiving a charge, add +d3 to the damage. Great spears cannot be thrown effectively (except by Ceruleans).

Staff:



A simple stout pole of around 6' in length, used as an aid to walking and an effective weapon. A great-staff is a staff shod with metal ends, for greater effectiveness.

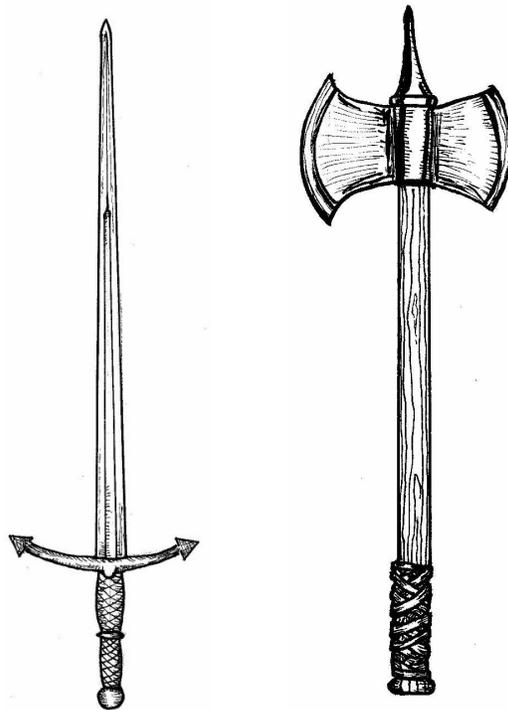
Sword



This weapon is a favourite amongst Heroes. This is the catch all description for all manner of long-bladed, one-handed weapons used all over Lemuria, such as cutlasses, tulwars, scimitars, rapiers, broadswords and longswords. Call it what you want on your character sheet, because that will add flavour to your character, but at the end of the day it is a long blade used for killing. Two-handed versions are called bastard swords, great swords, claymores, war blades and battle blades.

Weapon table

<i>Weapon</i>	<i>Damage</i>	<i>Notes</i>	<i>Great or two-handed version</i>
Axe	d6	Can be thrown	d6+2
Bow	d6	Range 60'	d6+2
Club	d6-1	Can be thrown	d6+1
Crossbow	d6+1	2 rounds to load, range 80'	d6+3
Dagger	d3	Can be thrown	-
Fist	d2	d3 with brass knuckles	-
Flail	d6+1	-1 to hit	d6+3
Mace	d6	Can be thrown but at -1 to hit	d6+2
Sling	d3	Range 30'	d6-1
Spear	d6	Can be thrown	d6+2
Staff	d6-1	2 handed	d6+1
Sword	d6	Popular for adventurers	d6+2



THE TRAPPINGS OF HEROES

ARMOUR

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

Battle Harness

A broad leather crossbelt buckled across the chest and used to attach weapon scabbards, arrow quivers and so on. As a result of the amount of leather, metal buckles and so on, the battle harness makes for decent protection and many heroes will simply wear one of these. A battle harness may be worn over other types of armour, though this would be excessively cumbersome and hot.

Bracers

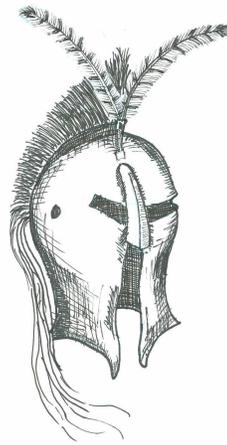
Hardened leather or metallic forearm protection. Bracers may not be worn with gauntlets.

Boots

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

Chainmail Bikini

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

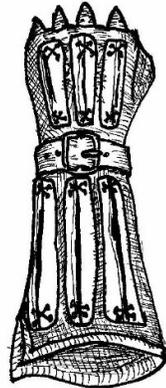


Coif

A coif is a hood of metal links. It can be worn under other helmets but gets very hot.

Full Helm

This is a heavy metal helmet with nose, ear and cheek guards. It is cumbersome and restrictive. Often kept strictly for use in battle or in gladiatorial arenas. If you are wearing a full helm, you subtract 1 from mind for any tasks where you are trying to spot or listen.

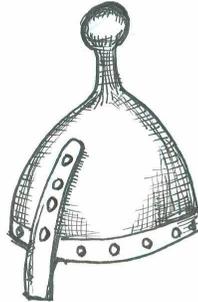


Gauntlets

Heavy leather gloves, perhaps with metal studs or strips. May not be worn with bracers. Whilst wearing these, you subtract 1 from any agility tasks where fine manipulation is important although you do d3 damage with your fist.

Greaves

These are hardened leather or metallic shin guards. They may not be worn with boots.



Helm

A helm is a simple helmet of hard leather with or without metal strengthening.

Leather Coat:

This is a coat of thick leather or thinner leather with metal studs or similar. It may be worn under a plate cuirass, though Heroes would rarely do so and besides a person in all of this garb would sweat like a boughon in the heat of the Lemurian sun. Whilst wearing a leather coat, you subtract 1 from your agility value.



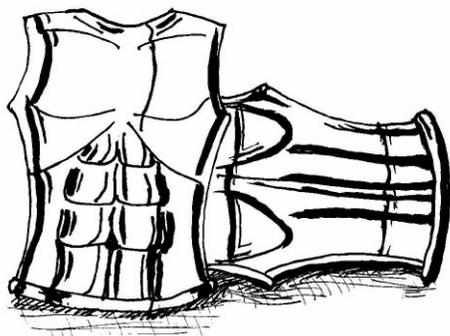
Mail Shirt

Heroes sometimes wear these in battle. They are simply metal links pieced together to form a shirt or

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tunic. It offers light flexible protection. A mail shirt is not usually worn with other body armour. Whilst wearing a mail shirt, your defence has a maximum value of 3 and you subtract 1 from your agility.

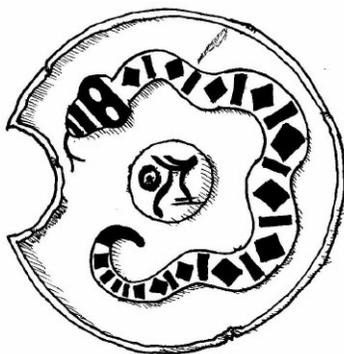
Plate Cuirass



This is a breastplate and backplate of shaped metal. It is quite restrictive and can get very hot. Heroes tend to avoid these when adventuring although they might wear one in a battle. If wearing this armour, you subtract 2 from your agility value. In addition, your defence is a maximum of 3 whilst wearing this type of armour.

Shield

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



Armour table

<i>Armour type</i>	<i>Protection</i>	<i>Notes</i>
Battle Harness	1	Used to hang weapons from
Boots	1	Foot wear
Bracers	1	Arm guards
Chainmail Bikini	1	Nice!
Full Helm	2	-1 to perception
Gauntlets	1	-1 to manipulation d3 brawl damage
Greaves	1	Leg guards
Helm or coif	1	Head protection
Leather Coat	2	-1 agility
Mail Shirt	3	-1 agility
Plate Cuirass	4	-2 agility
Shield, large	2	
Shield, small	1	

Notes on combining armour

- A combination of armour types providing 3 points of protection or more also slows a character down. Reduce the wearer's maximum defence to 3.
- A combination of armour types providing 5 points of protection or more also slows a character down. Reduce the wearer's maximum defence to 2.
- A combination of armour types providing 7 points of protection or more also slows a character down. Reduce the wearer's maximum defence to 1.
- A combination of armour types providing 9 points of protection or more also slows a character down. Reduce the wearer's maximum defence to 0.



MAGICIANS, PRIESTS & ALCHEMISTS

“Krongar had never met a Wizard before and although this man before him was old and his robe sagged on his bony frame, there was a power surrounding him that made Krongar pause for a moment. That pause was just enough time for Jesharek to mutter a spell of binding – thick ropes coiled around the Barbarian so that he could not easily reach for his blood-thirsty Valgardian blade.”
Krongor’s Saga

OVERVIEW

Magicians, priests and alchemists figure highly in swords & sorcery fiction. That said, these mysterious types do not generally make for good player characters. As a rule, they tend not to be adventurous, preferring instead to engross themselves in their mystical studies. Another factor is that many of them tend to be the villains; often twisted and deranged by their foul necromancies and the dark gods that they worship.

In game terms, the most powerful of the spells and alchemies that these characters can perform take a great deal of time and research – something that there is not a lot of during the course of a normal adventure.

However, there are examples of less evil magicians and priests in sword & sorcery fiction, so these careers can make viable options for players as long as they understand the possible restrictions they might face. Inventive players can always come up with something!

MAGICIANS

Characters with points in the magician career begin play with Arcane Power equal to 10 plus their magician rank. NPC rabble magicians (adepts, students and apprentices) start with only 3 Arcane Power.



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

THE BARBARIANS OF LEMURIA

Magicians (who are also called sorcerers, necromancers, wizards and witches) always have rune-inscribed rings, amulets, talismans and trinkets and so forth about their bodies through which they can cast very minor and simple tricks and cantrips. If they are stripped of these items, they have difficulty even with these cantrips.

Spells of increasing magnitude have a greater cost in Arcane Power and increasing difficulty levels to successfully cast. The table below shows these costs and difficulties:

Spell power cost & difficulties

<i>Spell Magnitude</i>	<i>Difficulty</i>	<i>Arcane Power Cost</i>
Cantrip	Auto/Easy	1 or 2
First	Moderate/ Tricky	5 (2)
Second	Hard/Tough	10 (6)
Third	Demanding	15 (11)

Mind-affecting spells

Spells that directly interfere with a person's psyche or his perceptions, such as mind control and mind reading have an additional modifier based on the mind rating of the victim of the spell.

Healing with Arcane Power

Arcane Power does not lend itself to healing injuries of any sort. Accordingly magicians cannot cast spells that repair damage to living things, although they can repair inanimate objects or items using magic.

CANTRIPS

These are very basic spells allowing the caster to conjure a brief pool of light, the distant sound of laughter, or a spark to light a fire. Cantrips can be used to repair a common object, sour a jug of ale or make the brief illusion of a common object. Other examples might include making a coin vanish, causing a rope to

slither up a castle wall or distracting a guard with an imagined sound. Such spells rarely cost more than 1 Arcane Power and only require a skill roll when directly affecting a sentient target or perhaps if the magician has been deprived of his trinkets and fetishes (when the Arcane Power cost would be higher too).

More powerful spells are trickier though and are really the stuff of heroic magicians and villainous sorcerers.

Cantrips

Cost: 1 or 2 Arcane Power
Difficulty: Easy or Moderate (-1 or 0)

SPELLS OF THE FIRST MAGNITUDE

These tend to be spells that the magician can cast during the course of an adventure. They are utility spells; they allow the sorcerer to perform activities that anyone with the right training and equipment could manage. Such sorcery might allow the caster to glide up the side of a cliff – since a normal person with rope and pitons could achieve the same result (eventually). Damaging spells of this type would typically cause 1d6 Lifeblood of damage to the target. These spells cost 5 Arcane Power and have a price too. For every one of the following casting requirements that the magician can meet, in full, reduce the power cost by one point. The minimum Arcane Power cost of a First Magnitude spell is always 2.

Spells of the First Magnitude are usually either moderate or tricky task resolution rolls.

Spells of the First Magnitude

Cost: 5 Arcane Power
Requirements: -1 per requirement taken
Minimum: 2 Arcane Power
Difficulty: Moderate or Tricky (0 or -1)

First Magnitude Casting Requirements

- **Special Item:** An ancient tome, heavy tablet or delicate scroll is required but is relatively easy to come by (some bartering, a short journey or a minor expenditure)
- **Line of Sight:** The caster must be able to clearly see his or her intended target
- **Casting Time:** The spell will take at least 1d6 x 30 minutes of meditation, chanting, dancing etc. to correctly execute
- **Intimate Materials:** A personal item of the intended target (or a tile from the target building, for example) is required
- **Special Knowledge:** The caster must conduct lengthy research before he or she has the necessary information to cast the spell
- **Obvious Technique:** The caster must gesture, chant, dance or make strange sounds during the brief casting process
- **Hour Power:** The spell may only be cast at a specific hour of the day
- **Ritual Cleansing:** The caster must bathe in clean water and essential oils and shave all bodily hair from his or her body
- **Wounds:** The magician suffers d3 Lifeblood of damage when the spell is cast

Example: Methyn Sarr (Witch Queen of the Fire Coast) unleashes a javelin-like bolt of flame at Krongar. The GM considers this a First Magnitude spell for the Witch Queen and she has line of sight (appropriate for a bolt of fire) and Obvious Technique (she's always putting on a show). The cost is reduced to 3 Arcane Power and the GM thinks the flame is worth 1d6 damage for Krongar.

SPELLS OF THE SECOND MAGNITUDE

These are powerful sorceries indeed and are often only possible during the course of an ad-

venture if appropriate research and preparations are made between adventures (see Chapter 6: *Advancement points*). Minds can be controlled, buildings levelled and mighty warriors transformed into squeaking uzegs. These spells are defined as activities that would be impossible for a single person. Destroying a door would be a spell of the First Magnitude, destroying the wall is definitely Second Magnitude. These spells cost 10 Arcane Power. For every casting requirement that the magician can comply with or chooses, you can reduce the cost by 1 point, down to a minimum of 6 Arcane Power.

Spells of the Second Magnitude are either hard or tough task resolution rolls.

Spells of the Second Magnitude

Cost: 10 Arcane Power
 Requirements: -1 per requirement taken
 Minimum: 6 Arcane Power
 Difficulty: Hard or Tough (-2 or -3)

Second Magnitude Casting Requirements

- **Special Item:** An ancient tome, heavy tablet or delicate scroll is required and the item will prove difficult to obtain. It is rare or held in a distant land or at the top of a dark wizard's tower, guarded by vicious winged apes!
- **Rare Ingredients:** An expedition is required to locate the necessary items to perform the magic. It will take 1d6 weeks and at least a purse of gold to obtain the necessary items (of course any magician worth his salt would have a stable of willing barbarians to track down those special herbs for him)!
- **Permanent Focus:** The caster must undertake ritual tattooing to permanently inscribe the details of the spell on his or her person
- **Casting Time:** The spell will take at least 2d6 hours of meditation, chanting, dancing etc. to correctly execute

- **Ritual Sacrifice:** An animal (of at least the size of a lamb) must be sacrificed prior to casting
- **Lunar:** The spell may only be cast during a specific phase of the moon
- **Personal Ordeal:** The caster must fast for 2d6 days
- **Wounds:** The magician suffers d6+1 Lifeblood of damage when the spell is cast

Example: Methyn Sarr has managed to capture Krongar. It would please her to make the big barbarian into her lapdog, to pay him back for having the temerity to dare come to her fortress to steal from her. Whilst he is languishing in the Witch Queen's cells, she researches a spell. It would normally cost 10 Arcane Power, but she sends some of her Kalukan Sentinels out to an old tomb to fetch a grimoire that she has heard about. Whilst they are gone, she fasts for a week (rolls 2d6, gets 7) and studies the stars for the best time to perform the spell (making a knowledge roll, using her career of magician). When she has all of these things together, Methyn has Krongar brought to her in chains and she sacrifices a small beast. She has now met four of the spell requirements, reducing the Power Point cost to 6. The GM determines it is a hard task. She still needs to make a task resolution roll to defeat Krongar's mind (which is zero, so no worries there!).

SPELLS OF THE THIRD MAGNITUDE

These are incredibly rare in any game. These spells bring about natural disasters and terrible curses spanning generations. Such spells cost 15 Arcane Power. For every casting requirement that the caster complies with, reduce the Arcane Power cost by 1. The minimum cost for spells of the Third Magnitude is 11 Arcane Power. Spells of the Third Magnitude are always demanding task resolution rolls.

Spells of the Third Magnitude

Cost: 15 Arcane Power
Requirements: -1 per requirement taken
Minimum: 11 Arcane Power
Difficulty: Demanding (-4)

Third Magnitude Casting Requirements

- **Personal Ordeal:** The caster must undertake ritual scarring and/or mutilation and bloodletting to achieve the right frame of mind for casting.
- **Ritual Sacrifice:** A sentient being must be slaughtered to empower the spell (a beautiful wench would be most suitable but they tend to have hairy barbarians trailing behind them that frequently take issue with the whole sacrificing deal)
- **The Stars ARE Right:** The spell may only be cast when the necessary stars and planets are correctly aligned
- **Place of Power:** There is only one place known to man where this spell may be cast and guess what? It's not close!
- **Demonic Transformation:** Casting the spell will permanently (maybe) transform the caster into some horrible demonic form with an even more clichéd maniacal laugh
- **Wounds:** The magician suffers 2d6+1 Lifeblood of damage when the spell is cast

Example: Vulkfind the Black is planning to raise a volcano in the middle of the Heroes' hometown. The GM rightly assesses this spell as being of the Third Magnitude and (as Vulkfind is an NPC) selects 'The Stars ARE Right' as the first casting requirement and 'Ritual Sacrifice' as the second one (he has arranged for Princess Somua to be kidnapped from her palace in Satarla), reducing the Power Point cost to 13. The PCs only have 30 days to stop the evil sorcerer and rescue princess Somua before the coming eclipse spells their doom!

RECOVERING ARCANES POWER

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

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



*“The Sorcerer-Kings sought to become gods but it was not within their power to be gods. Instead Hadron came to them and ran amok. By the time the Sorcerer-Kings had learned their mistake, the damage was done and the cataclysm had been wrought. It would take the great passage of time for the Sorcerer-Kings to rise again. In the meanwhile man ruled in their place, watched over by the Twenty Gods”
The Crimson Edda*

PRIESTS & DRUIDS

Priests are the earthly agents of the Twenty Gods of Lemuria. They bring the word of the gods to their worshippers on the earth. Each god has his own followers and their temples are numerous across the continent.

Druids are the earthly agents of the demonic Dark Gods - the Gods of The Void. Their numbers are fewer and their followers more widely scattered. However, their numbers swell each day, as Hadron tests his powers and seeks to restore himself in the world. They have hidden temples in remote places and in the hidden parts of several cities.

DEVOTION

Priests follow and worship all Twenty Gods, but those priests of rank 1 or higher must choose one above all others (see Chapter 9 for the options available). Druids worship all Dark Gods but, at rank 1 or higher, must choose one above all the rest. Sometimes their god actually chooses them. At rank 0, priests and druids are still in training and do not devote themselves to any one god in particular.

Priests and druids receive their powers from the gods; particularly from the one the priest or druid is devoted to. Any spells cast by the priest are simply a channelling of the god's powers. In effect, the priest or druid is simply a tool to be used by the gods.

CHANNELLING SPELLS

A priest (or druid) can channel the godly powers granted to him by the Twenty Gods (or the Dark Gods). He can do this a number of times equal to his rank as a priest, +1, before he has to return to a temple to perform rituals, sacrifice, meditations, fasting and prayer. So a priest of rank 3 can channel 4 spells before he has to go back and perform devotions to the gods again.

The player describes what he wants the spell effects to be. Use the magician spells as a guide to the relative power of the spell required and the difficulties to be assigned. However, you do not have to worry about Arcane Power or spell requirements as the god itself has the requisite power; he is just using his earthly tool (in the shape of the priest) to channel it.

The only difficulty for the priest is whether he can handle the energies that are coursing through his body as he channels the spell effects. This is tested in the form of a task resolution roll in the same way as magicians. Simply check the equivalent magnitude of the spell the priest is attempting to channel and make a task resolution roll, using mind + priest (or druid) rank. A positive modifier (+1) should be awarded to priests casting spells within their own temples.

If the roll is successful (i.e. the player gets 9 or better) the spell works in the way expected. If the roll fails the spell doesn't work; the character failed to control the energies.

DOMAINS

Each of the gods has a domain over which he presides (Dyr is the God of Storms, Tharungozoth is the Slaughterer and so on) and, if the priest is channelling a spell that is deemed to be of the domain of the god to which he is devoted, he may roll 3 dice instead of 2, taking away the lowest die.

MAGICIANS, PRIESTS & ALCHEMISTS

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

The Dark-Lords are reserved for evil NPC Druids, as they often require a human sacrifice at the time the Druid returns to his temple, to replenish his spent god-given power.

Example: Argandros Drall is a Druid of Zagath, Lord of Fire. He wants to create a fiery wall hot enough to prevent Krongar the Mighty from passing through into the sacrificial chamber and rescuing the beautiful Princess Dalendra. The GM agrees that a fiery wall is exactly the sort of spell that a Druid of Zagath should be able to cast. The Druid thinks a spell that causes 2d6 damage should do the trick, so the GM determines that this is about the equivalent of a second magnitude magician's spell. This makes it a tough task resolution check, or -3. The GM gives the priest a bonus of +1 because he is in his own temple and the priest's player rolls 3 dice as the spell is in his god's domain.

Argandros mutters a quick prayer to his Dark God. The player rolls 3 dice. They come up on 3, 4 and 5 for a total of 9 (dropping the 3). Argandros has a mind of 1 and is ranked 2 in druid, so he adds 3 to the roll for a total of 12. With -3 for the difficulty, this means that he got a total of 9; just sufficient to create a fiery wall that will cause 2d6 damage to Krongar should he attempt to pass through to get to the sacrificial chamber.

The GM is the final arbiter on the spells that a god might be able to grant to his priest. For example, a Priest of Dyr (the Storm God) would be able to cast spells that create rain, produce a distant peal of thunder, bring dark clouds over to block out the light or produce bolts of lightning.

Once a priest has reached his limit for calling upon his God he must return to his temple to perform sacrifices, rituals, devotions, meditation and so as appropriate to the god in question. This is not normally something that is done during the course of an adventure – it should be described by the player as his between adventures activities (see Chapter 6: *Advancement Points*).

“Krongar studied the room; its walls were lined with shelves full of bottles and jars, crucibles and alembics, some bubbling with evil-smelling fluids. There were books too; and tomes and scrolls, manuals and grimoires. Almanacs small and large - some of them as tall as Krongar himself, bound in boughon-hide or between plates of a worked metal or carved zannibal wood. The books were written in languages unfamiliar to Krongar – old and crabbed handwriting with faded letters and twisted glyphs. One book, bound in leather and gold caught Krongar’s eye; the green snake on its cover appeared to move and a low hiss seemed to come from the interior of the book itself.”

Krongor’s Saga

ALCHEMISTS

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

Alchemists can create ‘magic’ potions, salves, gasses, liquids and powders. They use all manner of scientific apparatus, flasks, alembics, pots, tubes and crucibles in their experiments.



They can put extra strength and lightness into weapons and armour. They can create the lighter-than-air-material called Allanium, to build flying boats. They often work on their projects with blacksmiths.

In a similar way to magicians, alchemists must pay a price for their science. However, the price an alchemist pays is one of time and money. Alchemy is something that cannot normally be performed during an adventure – it needs time to gather and ready the materials, work out the quantities and designs, have craftsmen build some of the parts and then put the construct together. Even that isn’t the end of it, because the finished article must be tested and corrected several times or more before it is ready to use.

Alchemy is something that is done, in effect, between adventures. At the time that the player is describing what he does with his treasure obtained during the previous adventure (see Chapter 6: *Advancement Points*) he should use this as his opportunity to describe the sort of item he would like to make before the next adventure begins.

An alchemist can attempt to make:

- One *Common Preparation* per rank he has in his career (maximum five items).
- He can make one *Uncommon Preparation* per two full career ranks (maximum two items).
- He can make one *Rare Preparation* per four career ranks (maximum one item).
- He can make one *Unique Preparation* per eight career ranks (maximum one item per two adventures).

An alchemist can work on Common and Uncommon Preparations at the same time, so one with a career rank of 3, could produce one Potion of Insect Repellent (Common) and one Enhanced Strength Powder (Uncommon) between adventures. This is not possible with

Rare and Unique preparations, as the alchemist needs to devote all of his time and energy to the project.

Where it takes an alchemist more than one adventure ‘downtime’ to create something, this is referred to as stages.

You have to roll for each ‘stage’ of the preparation. In other words, when producing a Unique Preparation, an alchemist of rank 2 would require four stages to complete his work. At each stage he would have to make a successful roll. If he fails at any stage, his work is ruined and he must begin again (or give up).

The Task Resolution difficulty of creating Alchemical Preparations is set out below:

Alchemical Preparations table

<i>Preparation</i>	<i>Difficulty</i>	<i>Modifier to dice result</i>
Common	Moderate	+0
Uncommon	Hard	-2
Rare	Tough	-3
Unique	Demanding	-4

Note: The table above assumes access to a proper laboratory/shop and having the raw materials present. Otherwise increase the difficulty level by one step

Additional modifiers

- Where the alchemist is analyzing a previously unknown object or potion: increase the level of difficulty by one step
- Where the alchemist is simply repairing an object or refreshing a potion: reduce the level of difficulty by one step, but only for Common and Uncommon Preparations

COMMON PREPARATIONS

These are potions, devices and creations that can readily be created by other professions without the use of magic. They are not common knowledge but rather the result of careful observation and experimenting by knowledgeable practitioners.

Potions

These concoctions and poultices could be prepared by an ordinary herbalist, someone with the knowledge, skill and expertise to mix and brew a variety of raw materials in the right proportions. They tend to be ordinary things that could be found at the drug store of modern times. These tend to be temporary effects, except those that heal or restore:

- Pain-killers
- Sleep inducers
- Fever relief
- Acids
- Animal poison
- Insect repellent
- Alcoholic spirits

Devices

These are also finer made items of common use. The alchemist mixes the metals and materials but a blacksmith might be needed to put the item together. Normally they are lighter and stronger than other items created under normal conditions.

- Weapons
- Armour
- Locks
- Traps
- Tools

Damaging or healing items that in themselves would not normally cause any damage (i.e. not weapons or armour) typically cause or cure 1d3 Lifeblood of damage to the recipient.

Weapons and armour would cause or negate an additional point of damage caused by a *Mighty* or *Legendary Success*.

THE BARBARIANS OF LEMURIA

Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

Example: Argol Arran feels that the group will need some insect repellent perfume for their journey through the Festrel Swamp. He is an alchemist of rank 1, so he can make one common preparation before the adventure begins. He is in a tavern room so he is making do with whatever resources are at hand. Therefore the difficulty moves from Moderate to Hard (-2). Argol does have mind 1 and alchemist rank 1. This means he must roll 9 to make the perfume.

UNCOMMON PREPARATIONS

These things are in an alchemist's knowledge and beyond the normal village shamans' or witches' ability to produce from commonly found materials. These materials are normally obtainable at the local marketplace or from relatively accessible places and are easily stored.

Potions

These would be mixtures that imbue the recipients with improvements or reductions to their normal capabilities. These tend to be temporary effects, except those that heal or restore:

- Faster speed
- Enhanced strength
- Improved vision
- Growing or shrinking
- Infatuation
- Instant sleep

Devices

Uncommon devices would be items that require detailed research and technical ability normally outside of a common blacksmith's skills:

- Very elaborate locks and traps
- Artificial limbs (with few or no moving parts)
- Weapons secreted in common items

Creations

These are chemicals or machines, which are often complex beyond the skills of the best blacksmiths or jewelers or the most cunning distiller. Examples would include:

- Flash powder
- Light-producing chemical
- Fire self-starter
- Rust reversal
- Lighter armour
- Harder weapons
- Perfectly pitched musical instruments.

Damaging or healing items that in themselves would not normally cause any damage (i.e. not weapons or armour) typically cause or cure 1d6 Lifeblood of damage to the recipient.

Weapons would give a trait (see Chapter 5: *Origins*) to allow the wielder to roll an extra die.

Armour would negate the -1 penalty to perception or manipulation rolls or reduce the agility penalty by 1.

Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

RARE PREPARATIONS

Known, but only produced in the larger city-states or the hidden laboratories of isolated alchemists. These miracles are things that are often heard of in a storyteller's tale and presented as magic.

Ingredients for these creations are usually rare, exotic or easily spoiled. They often aren't found the region the alchemist is located in and he will need to hire adventurers to obtain it for him. They could range from near extinct animals, plants raised under special conditions, distillates of exotic minerals, materials that can

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only be produced under starlight or moonlight and/or animals with special diets.

Potions

Rare potions and effects would include:

- Love
- Plague cure
- Appearance of youth
- Paralysis
- Shapechange
- Invisibility

These tend to be temporary effects, except those that heal or restore.

Devices

Would be along the lines of the following:

- Flying machines
- Lightning-Cannon
- Unbreakable weapons
- Hardened armour (doubled protection)
- Invisibility belts
- Lighter-than-air belts

Creations

Creations would include:

- Distilled allanium & janium
- Breeding plants and animals into deadly life forms
- Automatons and guardians from living suits of armour

Damaging or healing items that in themselves would not normally cause any damage (i.e. not weapons or armour) typically cause or cure 2d6 Lifeblood of damage to the recipient.

Weapons would give a trait (see Chapter 5: *Origins*) to allow the wielder to roll an extra die. In addition, they are unbreakable and ignore armour, except that created by an alchemist, which is halved (see below).

Armour would negate the -1 penalty to perception or manipulation rolls or negate the agility penalty. It would also ignore the maximum de-

fence for chain shirt or plate cuirass. The protection provided by such armour would be double the normal for that type of armour.

Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

UNIQUE PREPARATIONS

These things are mentioned in ancient writings and in the legends of lost races. To see one of these in a lifetime is unusual. Once found they are guarded and secreted away from curious eyes - often for centuries.

The raw ingredients for these may take several years to decant, grow or infuse. Necessary plants, animal parts and/or minerals may be only located in far away lands or exotic environments (undersea, north slope of a mountain top, a swamp-drowned tomb, mummy coffin and anything involving danger and travel.) Once gained they must be preserved in exotic ways or else they lose their potency.

Potions

Such unique elixirs and effects would be things like:

- Immortality
- Permanent alteration
- Perfect regeneration

Devices

These unique artifacts would include:

- Brain transfer machines
- Intelligent dwellings
- Semi-Sentient machines

Creations

These are concepts beyond the imagination of many people of the Continent of Lemuria although relatively achievable by the Sorcerer-Kings. These could include:

- Creating life from chemical vats
- Vats for cloning individuals
- Brain transfers

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- Create man-beast hybrid life-forms

Damaging or healing items that in themselves would not normally cause any damage (i.e. not weapons or armour) typically cause or cure 3d6 Lifeblood of damage to the recipient.

Weapons would give a trait (see Chapter 5: *Origins*) to allow the wielder to roll an extra die. In addition, they are unbreakable and ignore armour. Armour created by an alchemist would provide half the protection. The weapons also cause an extra dice of damage when they hit.

Armour would negate the -1 penalty to perception or manipulation rolls or negate the agility penalty. It would also provide treble the normal protection for that type of armour.

Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

Example: Jesharek Jool (mind 3, alchemist 3) decides to create a unique sword for his friend Krongar. He knows his work will take two stages to complete. In the first stage, he describes how he obtains the rare and precious metals that he needs to prepare the janium for the blade, spending all of the money that he received on his last quest. He then makes a roll and gets 7 on the dice. Adding his +6 (mind+career rank) he gets 13. Subtracting the difficulty, he ends up with 9 and just succeeds. He has now completed stage 1. Next he needs to find a rare scroll that he believes should be in the catacombs beneath the ruins of Oosal and gathers some adventurers to assist him. He will be able to attempt stage 2 when he returns with the ancient text.

9

A GAZETTEER OF LEMURIA

“As the clouds parted, Krongar could see from his vantage on the deck of the sky boat, the whole of Lemuria laid out before him, as a map on a king’s desk. Satarla, directly below, walled, magnificent; without doubt the earning its place as the Jewel of Lemuria. To the north the lush green of the Qush jungle lands, serene and magnificent, hiding the many perils within those verdant green depths. And beyond that, the dominant might of the Axos Mountains, thrust up from the earth in eons past during the cataclysmic reign of Hadron and his Dark Lords. Further still, though even at this height invisible to Krongar, would be his Valgardian homeland; the Frozen North; cold and white with frost and snow. “

Krongar’s Saga

OVERVIEW

Most short journeys are made on foot and it is common for poorer travellers to band together for protection if travelling the roads within their city bounds. (The city bounds can be up to several hundred miles around the city proper and there are many small towns and villages within this area).

Richer citizens, travellers, nobles and cavalrymen ride trained reptilian *Kroarks*, as there are no horses in Lemuria. The Beshari ride trained flightless birds across their desert lands.

For longer journeys, there are a number of choices. River travel by barge and galley is common between the large cities. Most wealthy merchants own at least one barge; indeed some peoples live almost entirely on the rivers in their house-barges. Merchant galleys also regularly cross the Gulf of Satarla, cutting out the many thousands of miles that would be required by land.

Those traders who do not own galleys, or have more land-based businesses move their goods by *banth*, either piling the goods directly onto the broad backs of those beasts or by banth-pulled wagons for longer treks. Ceruleans are particularly noted for their reliance on these massive creatures. Farmers are more likely to move their goods to market by *bouphon* – again either directly loaded onto their backs or in wooden carts.

Major roads are generally only paved through the cities and for up to 10 or 20 miles beyond the city walls. After that, the quality of the roads depends on how much or little they are used and how far out of the city you travel. All of the major cities are linked by road, centred on Satarla (all roads lead to Satarla) but if travelling anywhere other than between major cities, you will be lucky to find anything better than a dirt track.

THE GEOGRAPHY

AXOS MOUNTAINS

The Mountains of Axos is a massive mountain range in which the tallest is the volcano, Mount Kolvis. The range separates the southlands from the Barbarians of the Ice Wastes (also known as the Frozen Northlands) of Valgard. There are several passes through the range, but few travellers use them as the mountains are home to many dangerous beasts. A race of birdmen called the Haklaton live in the very high places.

BESHAAR DESERT

The vast dry deserts south of the Besharoon Mountains. It is home to hundreds of different tribes of nomads that ride Desert-Runners – large flightless birds that are domesticated for riding. The desert sands have reputedly buried many an ancient treasure-filled palace and some desert hermits and wise men know the legends of these places.

BESHAARON MOUNTAINS

This is a mountain range separating the Deserts of Beshaar in the south from the Jungles of Qo to the north. The City of Halakh is built on the eastern end of the range, just before it meets the Kasht Swamp. There are a number of mountain tribes that build their villages in these mountains and some of these tribes know of a great cavern guarded by serpents and filled with silver and gold.

FESTREL SWAMP

Festrel is a foul-smelling swamp at the mouth of the River Oom. It is here that Lord Kylarth was driven mad and lost the Orb-Blade. Festrel was home to a creature known as the Zathog. Lord Thangard slew the Zathog when he retrieved the Orb-Blade to fight the final battle against the Sorcerer-Kings. It is not known whether other Zathog exist either here or in other swamps.

FIRE COAST

The Fire Coast is a stretch of the coastline south of the Kasht Swamp. It becomes unbearably hot due to the lava beds that spew out their smoke and ashes all around this parched landscape. This is where Zaggath, Lord of Fire dwells. It is also in this inhospitable place that the Fortress of The Witch Queen, Methyn Sarr, is located.

FORTRESS OF THE WITCH QUEEN

The Witch Queen, Methyn Sarr, is a Sorceress whose powers are reputed to rival those of the Magicians of Zalut. She worships Zaggath, Lord of Fire. It is possible she is also a Red Druidess as well as a witch. She guards her fortress with the *Kalukan Sentinels*. The Witch Queen is believed to hold the remains of the Star-Orb within the depths of her massive fortress, but none have ever lived to find out if this is true.

HALAKH

A southern city located at the eastern end of the Mountains of Besharoon. It is a major trading centre for the nomads of the Beshaar Desert. Halakhians are generally short, dark-haired, tough and swarthy. The city is known for its Assassins who use their crooked trademark dirks, called “Kir”. Halakh is also the centre of the Grey Druids, a cult that worship the Death God, Nemmereth. They have a massive temple dedicated to that god in the centre

of the city. The current King is Zomat Deshkar. He acquired his title very recently by assassinating the previous king. This is an acceptable way to do things in Halakh.

KASHT SWAMP

East of the City of Halakh are miles of dangerous swamps known as the Kasht. The swamp is home to a vast number of man-eating beasts. There are rumours of a lost city and vast treasures within.

KLAAR PLAINS

This is a vast prairie, which was once a verdant land where man had built great cities. These cities now lie in ruins and the land was laid to waste by the Sorcerer-Kings. Now the plains are home to the Ceruleans, who were freed from their servitude when the Sorcerer-Kings were defeated at Hydral Chasm.

KOLVIS

The highest mountain in Lemuria; it is a volcano, also known as Yrzlak's Forge or God's Forge. It is the place where Yrzlak created the Orb-Blade from the fallen Star-Orb, with which Hrangarth fought the Sorcerer-Kings.

JESHAREK'S TOWER

Jesharek Jool is a Wizard-Alchemist of great renown. He left Tyrus over 50 years ago, when magic was outlawed and found this ruin, which is believed to date back to the time of the Sorcerer-Kings. He rebuilt it and now continues his studies here, undisturbed, in the relative peace of the foothills of the Axos Mountains.

LYSOR

Lysor is a city on the Gulf of Satarla. It is known as the City of Healing, as the best hospitals can be found here. The current King is Colmus Kavataz.

MALAKUT

The Malakuti are a warlike people, but recent battles with Halakh, Parsool and Satarla have kept them quietly behind their city walls, licking their wounds. Malakuti soldiers are known for their leaf-bladed fighting spears, called "Khasstoks". Malakut is also known for its powerful Thieves Guild. The Queen of Malakut is Suria Klodis. She has an all-female palace guard, called the Jemadar Guard that is as famous for its fighting skill as its loyalty.

M'LOR (RUINS)

The Lost City. Lost to the jungles of Qo a thousand years ago, now inhabited by zombie-like people sapped of their will by Xozan, a cruel blood-drinking Morgaluth.

OOM RIVER

The river that flows southwards from the eastern end of the Axos mountains, along the west edge of the Plains of Klaar and through the Festrel Swamps, before pouring into the Gulf of Satarla. The City of Oomis is built on its banks.

OOMIS

Oomis is the oldest of the new cities of Lemuria. Settled by the remnants of the men of Oosal, Ygddar, Qeb and the rest of the ancient cities after the battle at Hydral Chasm, Oomis is the only city that the Ceruleans feel comfortable in. Oomis is a great trading centre where merchants from all over come to obtain rare items from the Plains of Klaar. The city is currently under the rule of King Keldon III. However, the king has recently taken on an adviser called Ilkthar, a Yellow Druid and it is therefore the Yellow Druids that actually run the city.

OOSAL (RUINS)

The city of Oosal is now a ruin. It is the place where Hurm appeared to Lord Thangard and told him where he could find the lost Orb-

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Blade. It is located to the north of the Plains of Klaar, near to the Hydral Chasm, where the final battle was fought and the Sorcerer-Kings destroyed.

PIRATE ISLES

The Pirate Isles are a chain of islands that harbour some of the worst buccaneers and sea dogs. There are many sea captains here, but

they all answer to Gorthan. The main port is the Port of the Sea Lords.

PARSOOL

This is the second city of Lemuria, after Satarla. It builds the finest galleys and boasts the finest Mariners. Parsool's constant battle with pirates has meant the people have had their taxes increased massively in recent years and the citizens are close to revolt. The current King is Zandar Bley. Zandar is keen to discover the secret of the Satarlan Sky-Boats and would happily pay adventurers to steal one and bring it to him or bring him the secret of Allanium, so that he can get his Alchemists to form his own Sky-Fleet.

PORT OF THE SEA LORDS

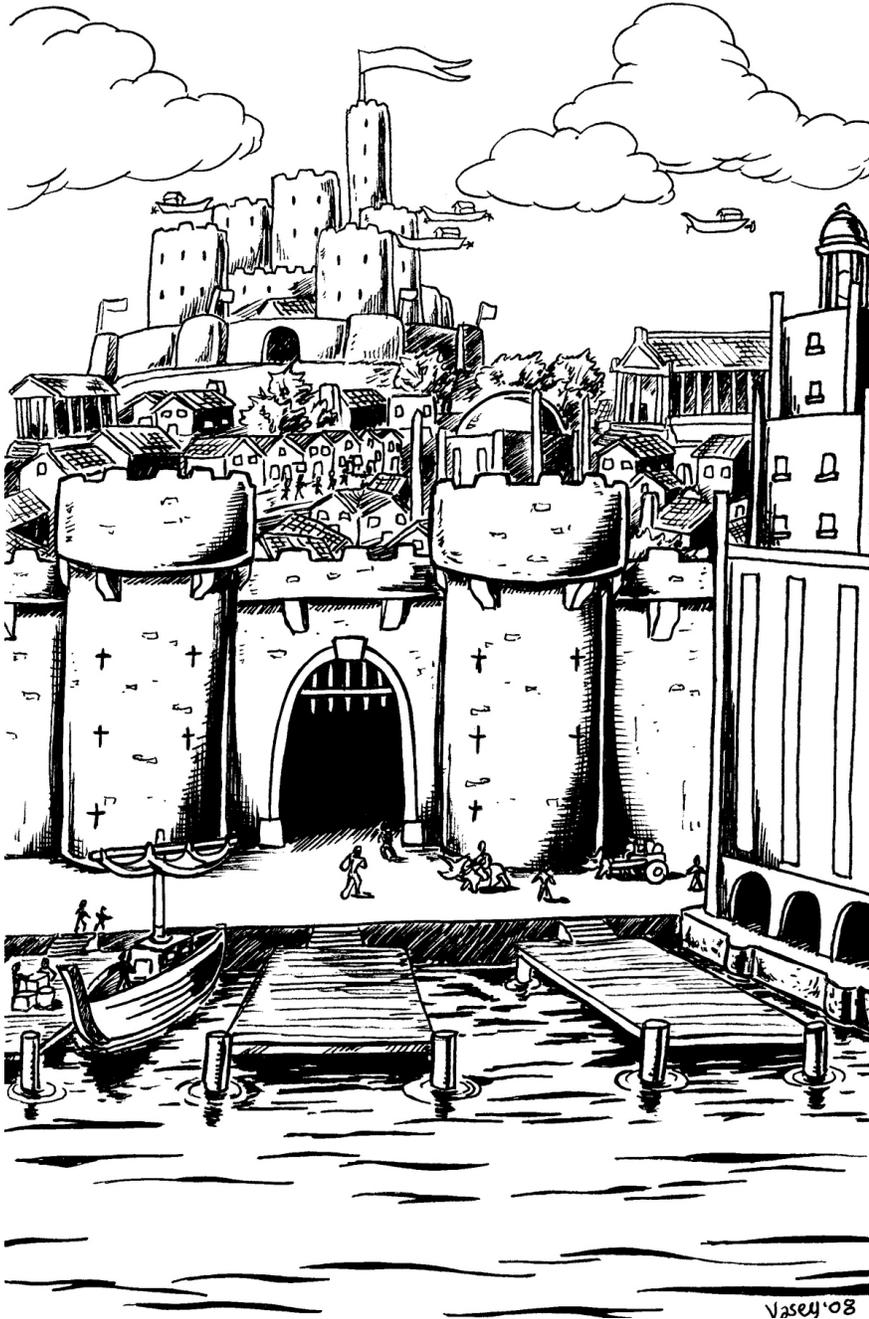
Known as the City of Pirates; it is a sprawling jumble of buildings set in and around the sea cliffs of the largest of the islands of The Pirate Isles. The pirates come here to drink, to trade, to crew their ships and to make repairs. The current Sea Lord is Gorthan Half-Hand.

QAR (RUINS)

Qar is one of the original cities that fell into ruin after destruction by the Sorcerer-Kings. Beneath the city are deep catacombs where ancient treasures can be found. However, a terrible beast is reported to live in the tunnels.

QEB (RUINS)

Qeb is the ruined remains of one of the original cities that



fell after destruction by the Sorcerer-Kings. Tales abound of great wealth lying in wait for adventurers but also of great dangers.

QIDDESH (RUINS)

Nothing much is left of the once great city of Qiddesh; just rubble and fallen masonry, covered by the dust of centuries.

QO JUNGLE

Qo is a thick jungle north of the Mountains of Besharoon and south of the River Tyr. Many ferocious creatures live within. The lost city of M'Lor is somewhere within its dark depths.

QUSH JUNGLE

Qush is a massive, dense and steamy jungle covering much of central Lemuria. It is home to fearsome beasts and savage tribes of half men. Much of it is completely unexplored.

SATARLA

Satarla is the grandest city in Lemuria. Known as the Jewel of Lemuria, it houses the Great Library, where scribes and scholars come from all over to study. It is also the home of the Sky-Navy, a fleet of Sky-Boats made from the lighter-than-air metal *allanium*. The current King is Davym Tary, a great warrior. Twenty years ago, Davym led his armies to a great victory against the longbowmen of Tyrus.

SHAM RIVER

The Sham is a river that runs from the western end of the Axos Mountains into the Tyr. The city of Shamballah is built on its banks.

SHAMBALLAH

Shamballah is a city on the Sham River, to the west of the Jungles of Qush. It is the last major city before the Empty Lands. The people are very fine hunters and are known for their skills with animals. The current King is Barvak Indalon.

THULE

Thule is the island where the last of the Sorcerer-Kings are said to have hidden after their defeat at Hydral Chasm. Zalut, The City of Magicians, is the only major city on the island. It is a rocky island, with several active volcanoes.

TYR RIVER

The Tyr River flows from the Mountains of Axos, near Kolvis, through The Jungles of Qush and empties into the Gulf of Satarla. The City of Satarla is built at its mouth.

TYRUS

A city built on the River Tyr, Tyrus is known for its boat-building, its skilled longbowmen and its brave (or foolhardy) hunters, who venture daily into the Qush. It is a major trading point for merchants coming downriver from Shamballah and upriver from Satarla. King Syton outlawed the practice of magic 50 years ago and founded the Wizard-Watch to keep the city clean. Tyrus is still licking its wounds after a war with Satarla twenty years ago. Relations are still stretched between the two cities. The current King is Syton's son, Juvor.

URCEB

Urceb is a coastal city overlooking the Eastern Ocean and to the south of the Plains of Klaar. The current King is Negedzar Frome.

VALGARD

Valgard is both the name of the main city and the name for the land of the Northern Ice Wastes. Valgard is ruled by King Kalvar; a strong warrior in his day but now getting on in years. Valgard is not a city as the people of the southern kingdoms would understand the term. Krongar grew up here, before heading south for fame and fortune. Valgard is known for its flame-haired and yellow-haired barbarians and for its steel-bladed broadswords.

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VHENDIS SEA

The Vhendis is a large inland sea at the foot of the Axos Mountains, touching the northeast of the Qush. The sea is the home to a colossal Behemathon, a squid-like sea-beast. The legends have it that an island sits in the centre of the sea that bears the ruins of the last stronghold of the Sorcerer-Kings before they fled to

Thule following their defeat at Hydral Chasm.

UÇÖÖAR (RUINS)

The First City; built by Hrangarth, the first Hero of Lemuria; the Blade Bearer. The city fell to the Sorcerer-Kings and now lies in tumbled ruin on the Plains of Klaar. The Cerulean tribes now use this as a meeting place for trading and to resolve their inter-tribal disputes.

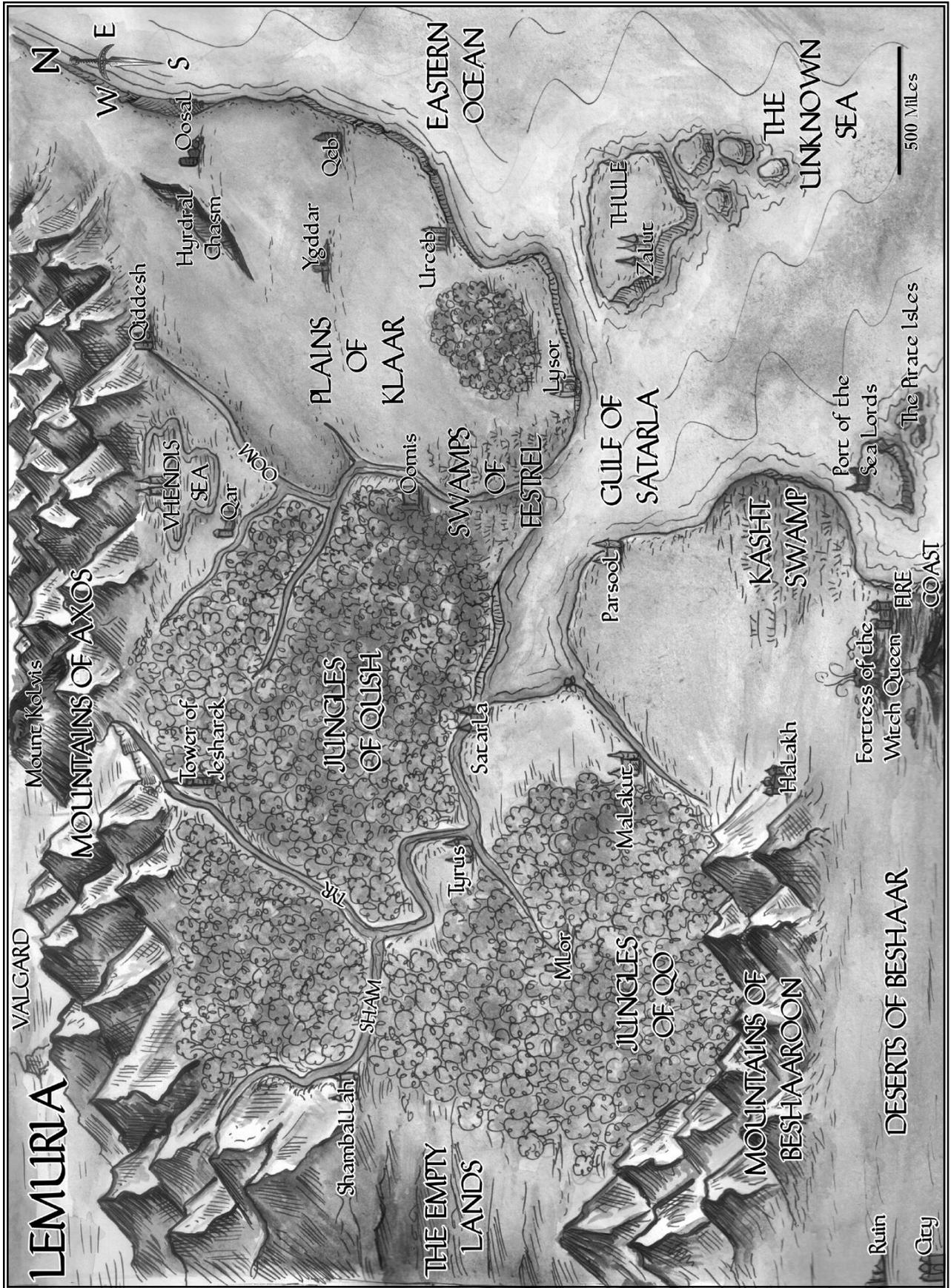
ZALUT

Zalut is called the City of Magicians. It is one of the few ancient cities of the Sorcerer-Kings that remain. It has been rebuilt, repaired and added to over the years by the Council of Magicians that now rule the city. It is believed they have located some of the Sorcerer-King's old texts and have already translated some of these mysterious books and scrolls. It is possible that the Magicians also harbour descendants of the original Sorcerer-Kings or indeed that they themselves are their descendants.

Whilst Zalut does trade with the outside world, it is very rare that anyone is allowed past the port gates and into the city proper. Those that are allowed have their movements around the city very severely limited and are closely watched. It is a sleeping city during daylight but comes to life during the night. The current High Magician is Dazzandroth Zant.



THE GAZETTEER OF LEMURIA



THE RACES OF LEMURIA

There are several races in Lemuria, besides men; however men are by far the most common, being widespread across the whole continent. Some of these other races were created by sorcery and alchemy in ancient times by the Sorcerer-Kings. The others....well, who knows?

You can create NPCs of these races in the same way as creating Heroes. Players could create characters of one of these races, if they really want to. Each race has its own traits.

CERULEAN

Ceruleans are the blue-skinned nomadic giants of the Plains of Klaar. Sometimes referred to as Blue Nomads, Ceruleans roam the plains in their mighty wagons, pulled by huge, slow-moving Banths. They are a proud race that has little to do with men except maybe to trade occasionally with trusted merchants at Urceb or Oomis.

There are several major tribes and twenty or thirty smaller tribes ruled by chieftains. Each tribe has its own name, which forms the second name of the tribal members. The most famous tribes are the Hegga, Karvoona, Chunth, Thazaar and Kozaar. In addition each tribe boasts its own spiritual leader and doctor, called a Shaman.

Despite their looks, Ceruleans are not a particularly warlike race, although they can be very dangerous fighters. When they have a disagreement with another tribe, they go into battle riding specially trained Eldaphons.

They prefer to trade and many tribes gather at Ygddar for a week at the end of each month to exchange goods and to meet up with old friends. Some tribes are hostile towards one another and occasional fights break out, but these trade weeks are generally friendly affairs. Ceruleans are believed to be the result of ex-

periments and alchemies performed by the Sorcerer-Kings. The Crimson Edda and other historical journals certainly mention that blue-skinned giants were in attendance with the Sorcerer-Kings at the various battles around Ygddar and the other cities at the time of Lords Kylarth and then Thangard. At the battle of Hydral Chasm, the Cerulean, Chunak, led a revolt against their reptiloid masters and caused hundreds of them to fall to their deaths before they could bring the worst of their foul sorceries to bear. Many believe that without this turnaround, the Sorcerer-Kings would have won the day.

Ceruleans do not make good wizards or alchemists and cannot select these careers at all. Cerulean priests are called Shamans and they worship the God, Quathoomar.

Traits

Beast Friend: Easily domesticated creatures are not afraid of you and you are able to train them more easily. Ferocious animals are less likely to attack you. Whenever dealing with animals, roll an extra die.

Cerulean Strength: You are especially strong. You may add 1 to your strength. Your maximum strength is 6 rather than 5.

Fearsome Looks: You are intimidating to behold. Use an extra die whenever you are trying to force somebody to give you information or do something they don't want to do.

Giant Weapons: You can use two-handed weapons in one hand or use giant-sized versions of two-handed weapons.

Hard-To-Kill: You are particularly solidly built. Add +2 Lifeblood to your total.

Plains Tracker: You are skilled in hunting creatures that live in the plain lands. When tracking, trapping, or hunting creatures in this environment, you may use an extra die.

Strength Feat: You can focus your size and muscle into things where brute force is all-important. Add an extra die when breaking, lifting, pulling or pushing things.

Thick skin: You have a particularly leathery skin, which gives you one point of protection from damage, even when not wearing armour.

Flaws

All thumbs: Your chunky fingers are not great at very fine manipulation. Roll an extra die when picking locks, firing a bow or crossbow or when doing fine work.

Lumbering: You are not particularly nimble on your feet. Roll an extra die when balance is important – crossing a narrow bridge or standing on a mountain ledge.

Illiterate: You cannot read or write and you cannot choose a career with literacy as a requirement.

GROOTH

Grooth are primitive, man-eating beast men, living in small scruffy settlements of rude huts in the jungle-countries. The Grooth are just one or two steps above apehood. They have squat, powerful bodies, long powerful arms that dangle almost to the ground and short bowed legs. Their faces are brute-like with little red eyes beneath immense bony ridges and great jaws with upthrusting lower teeth. The only signs of a culture any higher than the brutes they so closely resemble are that they use clubs of hard wood and the wooden shafted spears tipped with pointed stones they carry - these and a scrap of filthy animal hide bound about their loins.

Traits

Fearsome Looks: You are intimidating to behold. Use an extra die whenever you are trying to force somebody to give you information or do something they don't want to do.

Hard-To-Kill: You are particularly solidly built. Add +2 Lifeblood to your total.

Keen Hearing: You have better than normal hearing. Whenever you make a mind check to perceive something using your hearing, you may roll one extra die.

Keen Scent: You have a better than normal sense of smell. Whenever you make a mind check to perceive something using your sense of smell, you may roll one extra die.

Strength Feat: You can focus your size and muscle into things where brute force is all-important. Add an extra die when breaking, lifting, pulling or pushing things.

Flaws

All thumbs: Your chunky fingers are not great at very fine manipulation. Roll an extra die when picking locks or when doing fine work.

Fear of Fire: You still have no concept of fire and what makes it. You need to make a mind task check in the presence of fire, or cower away from it.

Illiterate: You cannot read or write.

Poor eyesight: Your eyesight is poor as your little-piggy eyes are set back too far in their sockets. You use an extra die when trying to observe or spot something.

Ugly & brutish: You are socially inept. Use an extra die in all situations where you are dealing with other people.

HAKLATON

The Haklaton are the mysterious race of winged men that live in hidden valleys high up in the Mountains of Axos. They are a secretive race, rarely dealing with outsiders at all. The Haklaton are slender, agile and highly creative. Their homes are built in very-well adapted caves and on rock ledges. The Haklaton's wings are functional, allowing them to glide around the rocky cliff faces or even to fly for short distances, if unencumbered. Their feet are bird-like claws, allowing them to cling to rock faces with ease. They are not warriors and use only light weapons missile to defend their homes or to hunt small game. Most armour is too cumbersome for flight, although a few of the stronger ones might don leather bracers and greaves if danger threatens.

THE BARBARIANS OF LEMURIA

Traits

Artistic: You have a skill in creating works of art. Roll an extra die when appraising or creating such items.

Beast Friend: Easily domesticated creatures are not afraid of you and you are able to train them more easily. Ferocious animals are less likely to attack you. Whenever dealing with animals, roll an extra die.

Haklaton Agility: You are particularly nimble and athletic. You may add 1 to your agility and your maximum agility is 6 instead of 5.

Keen Eyesight: You have improved vision. Whenever you make a mind check to perceive something using your eyesight, you may roll one extra die.

Night Sight: Some members of this race have developed exceptional nighttime perception. Roll an extra die when darkness otherwise causes negative modifiers to see things.

Flaws

Combat paralysis: You are not really sure what to do when the fighting starts. Roll a die. This is the number of rounds that you freeze and during which, you can only take defensive actions.

Delicate: You are as slender as a wand. Deduct two from your Lifeblood total.

KALUKAN

The Kalukan are a race of headless eunuchs with a large single eye set in the centre of their

chest, behind which their brain is located. Bred in vats by ancient alchemies, these beings are incredibly strong and need no food and never sleep. The Witch Queen of the Fire Coast uses the Kalukan (called the *Kalukan Sentinels*) to guard her fortress and arms them with great tulwars. The Kalukan are unable to speak as they have no mouths and so, always roll an extra die in social situations. As they do not speak they have no written language either.

Traits

Fearsome Looks: You are intimidating to behold. Use an extra die whenever you are trying to force somebody to give you information or do something they don't want to do.

Hard-To-Kill: You are particularly solidly built. Add +2 Lifeblood to your total.

Poison Immunity: Because you have had drugs and toxins tested upon you, you have built up immunity to these poisons. Roll an extra die whenever you are resisting the effects of drugs, venoms, toxins and even alcohol.

Strength Feat: You can focus your size and muscle into things where brute force is all-important. Add an extra die when breaking, lifting, pulling or pushing things.

Thick skin: You have a particularly leathery skin, which gives you one point of protection from damage, even when not wearing armour.

Flaws

All thumbs: Your chunky fingers are not great at very fine manipulation. Roll an extra die



when picking locks or when doing fine work.

Lumbering: You are not particularly nimble on your feet. Roll an extra die when balance is important – crossing a narrow bridge or standing on a mountain ledge.

Illiterate: You cannot read or write.

Unsettling: Your strange headless looks are deeply disturbing to anyone in your presence. Roll an extra die in social situations.

MORGALUTH

Morgaluth are a race of blood-drinking vampires, who can live for many centuries or possibly eternally. They start off human-like, albeit very tall and pale, but as they grow older become more deranged and something less than human. Their eyes range from red to violet to black. Their fingernails grow very quickly, so unless a Morgaluth constantly cuts them, they always end up resembling beast-like claws within a week. Some scribes believe the Morgaluth might be an offshoot of the Sorcerer-Kings that were separated from the rest of their race at some point in the dim and distant past.

Traits

Hard-To-Kill: You have an extraordinary life force. Add +2 Lifeblood to your total.

Magic of the Sorcerer-Kings: You have learned some of the arts used by those who ruled before man. You can roll an extra die when casting spells.

Night Sight: You have developed exceptional nighttime perception. Roll an extra die when darkness causes negative modifiers to see things.

Stamina: When recovering after a combat, you regain an additional Lifeblood, on top of the half you recover normally.

Flaws

Cravings: You are addicted to blood and require several goblets of fresh blood every day to function fully.

Morgazzon's Curse: You are touched by Morgazzon, the Demon of Madness. Work with the GM to determine how this manifests itself.

Unsettling: Your looks or something else about you is disturbing to anyone in your presence. Even beasts are edgy around you. Roll an extra die in social situations.

SLORTH

Slorth are almost certainly the creations of the Sorcerer-Kings. They are woman-headed serpents that dwell in the Beshaar Deserts and can also be found, though less commonly, on the Plains of Klaar. They are pale, almost colourless and putrid snakes but with the head of a beautiful, white-faced woman with needle-sharp teeth. Their bite is mildly toxic – sending their victims into a deep sleep.

Traits

Fearsome Looks: Your race is intimidating to behold. Use an extra die whenever you are trying to force somebody to give you information or do something they don't want to do.

Keen Scent: You have a better than normal sense of smell. Whenever you make a mind check to perceive something using your sense of smell, you may roll one extra die.

Night Sight: You have developed exceptional nighttime perception. Roll an extra die when darkness causes negative modifiers to see things.

Poison Immunity: Your race is particularly resistant to poisons. Roll an extra die whenever you are resisting the effects of drugs, venoms, toxins and even alcohol.

Sneaky: You are a particularly quiet mover. Roll an extra die in situations where stealth is important.

Thick skin: You have a particularly leathery skin, which gives you one point of protection from damage, even when not wearing armour.

Flaws

Unsettling: Your looks are disturbing to anyone in your presence. Even beasts are edgy around you. Roll an extra die in social situations.

Untrustworthy: You cannot be trusted. Roll an extra die when the situation calls for someone to believe or trust you.

SORCERER-KINGS

These are the previous rulers of Lemuria, or even the entire world, before man came. The Sorcerer-Kings may have possessed enhanced strength and durability, but they were not especially skilled warriors. They were certainly very clever and creative and had knowledge of the forces of sorcery. They could draw their power from Hadron and other unspecified Lords of the Void.

The Sorcerer-Kings were destroyed at Hydral Chasm, when the Cerulean slave, Chunak, revolted and pushed one of their master's sorcerous weapons into the chasm. A very small number of Sorcerer-Kings are believed to have escaped and fled to the island of Thule, where their descendents now live in Zalut, the City of Magicians.

FLORA & FAUNA

There are many strange and varied creatures in Lemuria, most of which are the results of experiments by the Sorcerer-Kings thousands of years ago. Mammals are comparatively scarce but dinosaur-like reptiles are far more common. Detailed here is just a sample of the different creatures you can use to provide a challenge for your players.

Creatures in the Barbarians of Lemuria are given attributes and combat abilities as a gauge of their own relative strengths and weaknesses. The creature is described first and then attributes and combat abilities are given, representing those of the average creature of that type. You can vary these to create tougher (or weaker) versions of the same creature. Do not add the creature's strength to damage dice.

The following table is to help you to design your own creatures. Simply decide on a size for your creature and that will give you its damage and Lifeblood as a base to work from.

Creature size table

<i>Creature Size</i>	<i>Average Damage</i>	<i>Average Lifeblood</i>	<i>Example</i>
Tiny	1	1	Jit
Very small	d2	2	Zula
Small	d3	5	Uzeg
Medium	d6-1	10	Yorth
Large	d6	20	Andrak
Very large	d6+2	30	Deodarg
Huge	2d6-1	40	Banth
Massive	2d6	50	Chark
Enormous	2d6+2	60	Poad
Gigantic	3d6	70	Kalathorn
Immense	3d6+2	85	Xolth
Colossal	4d6	100	Behemathon

ANORAK

Andrak are large black lions with shaggy black manes and growing to about 10-12' in length. They roam the Plains of Klarr and can also be found in the Axos mountain range.

Attributes

Strength	4
Agility	2
Mind	0

Combat Abilities

Attack with bite +4; d6 damage
Attack with 2 claws +2 per attack; d6 damage (Attack with all 3 attacks +1)
Defence: 3
Protection: 1 (tough hide)
Lifblood: 20

BANTH

Banth are huge triceratops-like beasts, living on the Plains of Klaar. They can be domesticated as a beast of burden and is used to pull the caravans of the Ceruleans as they move around the plains.

Attributes

Strength	9
Agility	-3
Mind	-2

Combat Abilities

Attack with horn +2; 2d6 damage
Attack with 2 hooves +0; 2d6-1 damage
Defence: 0
Protection: 4 (very tough hide)
Lifblood: 40

BLOOD VINES

Blood vines are thorny tree creepers that entangle their victims and feed on their blood. They are found in the Jungles of Qush and Qo. If a blood vine attaches to its target, it starts to suck blood at a rate of 1 Lifblood per round until killed or removed. It only attaches to resting or sleeping prey and, because it also injects

a small amount of a natural numbing drug, the target does not generally notice until it is too late.

BOUPHON

The Bouphon are large, horned, bison-like animals that make good eating and have tough hides. They are useful as beasts of burden and, in the wild, generally live on the edges of rivers, lakes and marshlands.

Attributes

Strength	5
Agility	-1
Mind	-2

Combat Abilities

Attack with horns +2; d6 damage
Attack with 2 hooves +0 per attack; d6 damage
Defence: 0
Protection: 1 (tough hide)
Lifblood: 20

BEHEMATHON

The Behemathon is the largest sea-monster known. It is a colossal squid-like beast with ten tentacles long enough to drag down the largest war-galleys. The biggest of these creatures is reputed to exist in the Vhendis Sea. Although the creature has 10 tentacles, in combat it generally only grabs with two of them, whilst the others just thrash about violently.

Attributes

Strength	18
Agility	-4
Mind	-2

Combat Abilities

Attack with 2 tentacles +0; 4d6 damage
If both tentacles hit, the Behemathon will swallow whole whatever it has a hold of.
Defence: 0
Protection: 6 (very tough rubbery hide)
Lifblood: 100

CATHGAN

Very small scarlet vipers found in the southern deserts beyond Malakut and Halakh. They have very poisonous bites. If it hits, the cathgan injects venom into its prey. This venom will immediately paralyse anything of man-size or smaller. Heroes get to make a “Formidable” strength roll to avoid paralysis. Once paralysed, the victim will die within an hour. Heroes get to make a “Formidable” strength roll to avoid death.

Attributes

Strength -2
 Agility 4
 Mind -4

Combat Abilities

Attack with 1 bite +4; damage d2+poison
 Defence: 4
 Protection: 0
 Lifeblood: 2

CHARK

The dread ‘Jungle-Dragon’, a massive monster of the Qush and Qo jungle lands. Possibly similar to what we now call a tyrannosaurus rex, although far larger. The chark’s entire existence is an unending quest for food, to fill its huge belly. The chark has cavernous jaws containing rows of fangs, each of which is longer than a Valgardian’s broadsword.

Attributes

Strength 10
 Agility 0
 Mind 0

Combat Abilities

Attack with 1 bite +3, damage 2d6
 Attack with 2 claws +1, damage 2d6
 Defence: 0
 Protection: 4 (very tough hide)
 Lifeblood: 50

DEODARG



These are the terrific dragon-cats of the Jungles of Qush and Qo. They are one of the most feared land-beasts of the entire continent. It is believed they were created by the Sorcerer-Kings to guard their ziggurats and citadels. When the Sorcerer-Kings were destroyed, the deodarg escaped into the wild where they now flourish. They have two hearts and two brains and so are virtually un-killable, except by the mightiest heroes. They are superb trackers.

Attributes

Strength 6
 Agility 2
 Mind 1

Combat Abilities

Attack with 1 bite +4; damage d6+2
 Attack with 2 claws +2; damage d6+2
 (Attack with all three attacks +0)
 Defence: 4
 Protection: 5 (tough hide, few vital areas)
 Lifeblood: 60

ORAKK

Drakk are huge scaly lizard-like flying monsters, found in mountain regions. They may be a type of pterodactyl. Drakk have a scaled and writhing body and gigantic bat-like leathery wing about 40’ from tip to tip. Its head is hide-

ous almost beyond belief, at the end of a long snaky neck, with a monstrous hooked beak and cruel scarlet eyes beneath a blue crest of bristling spines. A long snake-like tail floats behind it and cruel taloned bird-claws reach out from beneath the creature's yellow belly.

Attributes

Strength 8
 Agility 0
 Mind -1

Combat Abilities

Attack with 1 bite +3; damage 2d6-1
 Attack with 2 claws +1; damage 2d6-1
 (If both claws hit, the Drakk will try to carry its prey away to its nest)
 Defence: 2
 Protection: 2 (tough hide)
 Lifeblood: 35



DREAM LOTUS

Dream Lotus is a mauve-coloured flowering plant. It is found in jungles and produces a dream-inducing drug. For this reason is highly sought after by magicians, priests and alchemists.

ELDAPHON

The Eldaphon is a massive, long-haired mastodon-like beast, with a long trunk and great curved tusks, up to 15' in length. The Blue Nomads sometimes ride them into battle, although they are notoriously difficult to train and hard to control.

Attributes

Strength 11
 Agility -2
 Mind -1

Combat Abilities

Attack with 1 tusk +1; damage 2d6
 Attack with 2 hooves +0; damage 2d6
 Defence: 0
 Protection: 4 (very tough hide)
 Lifeblood: 50

JALLALLABAR

The jallallabar are very tall trees, growing over 200', found in the deepest parts of the jungles of Qush and Qo.

JEMADAR

Jemadar are great man-eating creatures with thick crimson-coloured hides. They have six legs ending in sharp claws, barbed tails and deadly fangs. They generally live in the foothills of the Beshaaroon.

Attributes

Strength 6
 Agility 1
 Mind 0

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Combat Abilities

Attack with 1 bite +3; damage d6+2
Attack with barbed tail, +3, damage d6+2
(Attack with both of the above +0)
Attack with 2 claws +2; damage d6+1
Attack with 4 claws +0; damage d6+1
Defence: 3
Protection: 2 (thick hide)
Lifeblood: 30

JIT

A jit is a tiny spider of a yellow colour, with red spots. It likes steamy damp conditions and lives in jungles and swamps. It bites its living target and injects its eggs into the wound. A few days later, hundreds of spiders hatch out, chewing their way into and out of the flesh of their host, usually killing it as a result.

Attributes

Strength -4
Agility 4
Mind -4

Combat Abilities

Attack with 1 bite +5; damage 1 (+special)
Defence: 5
Protection: 0
Lifeblood: 1

JONDELLE

These are gazelle-like animals that are hunted for their meat and hides. They live in the flatland areas of Lemuria. They don't fight unless they have to, preferring to rely on their speed to escape predators.

Attributes

Strength 2
Agility 2
Mind -2

Combat Abilities

Attack with butt +2; damage d6-1
Attack with 2 rear hooves +0; damage d3

Defence: 2
Protection: 0
Lifeblood: 10

KALATHORN

Kalathorn are gigantic sea serpents, twice the size of a Lemurian war-galley, and with virtually impervious scaly hide. The creature is similar in form to a prehistoric plesiosaur.

Attributes

Strength 14
Agility -1
Mind -1

Combat Abilities

Attack with 1 bite +1; damage 3d6
Defence: 0
Protection: 5 (very tough hide)
Lifeblood: 70

KROARK

A kroark is a greenish-grey reptilian creature that stands upright on two powerful hind legs. The beast can be trained for riding, although they are difficult to train, so a well-trained kroark is worth a considerable sum of money. There are no horses in Lemuria at this time.

Attributes

Strength 3
Agility 1
Mind -2

Combat Abilities

Attack with bite +1; damage d6
Defence: 2
Protection: 1 (tough hide)
Lifeblood: 20

PHONG

Phong are scarlet blood sucking bats the size of small cats. They hunt in great packs.

Attributes

Strength	0
Agility	3
Mind	-2

Combat Abilities

Attack with bite +3; damage d3
Defence: 3
Protection: 0
Lifeblood: 5

POAD

Poad are enormous river dwelling serpent-dragons. When hungry (which is often) they tend to attack anything on the river, capsizing barges and galleys. Their thick skins are a wide range of colours.

Attributes

Strength	12
Agility	0
Mind	-1

Combat Abilities

Attack with 1 bite +2; damage 2d6+2
Defence: 0
Protection: 2 (tough hide)
Lifeblood: 60

RALIOISH

This is both the name of a tree and the fruit it bears. Also known as the water-fruit, it is found in Lemurian jungles. Its pale-skinned fruit is pulpy and refreshing and can be a lifesaver to lost travellers.

SANÖ-RUNNERS

Big ostrich-like birds of the Beshaar Desert, sand-runners tend to have sandy-red plumage and powerful legs. Trained as riding beasts by the desert tribesmen, they are impressively fast.

Attributes

Strength	2
Agility	2
Mind	-2

Combat Abilities

Attack with bite +2; damage d6-1
Defence: 2
Protection: 0
Lifeblood: 10

SNOW APES

Snow Apes are large yeti-like bipedal creatures of the Northern Ice Wastes and high mountain ranges. Some are known to have an extra set of arms beneath the first pair.

Attributes

Strength	5
Agility	0
Mind	-1

Combat Abilities

Attack with bite +0; damage d6
Attack with 2 claws +1; damage d6-1
Defence: 1
Protection: 1 (tough hide)
Lifeblood: 15



SNOW WORMS

These are big white-furred snake-like creatures that live in the Northern Ice Wastes and in high mountain ranges. They are slow moving, so have to rely on not being spotted to get close enough to their prey. However, they can shoot a fine, sleep-inducing mist

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from their mouths up to a range of 10'. Once the prey is asleep they wrap themselves around it and slowly constrict it to death.

Attributes

Strength 3
Agility 0
Mind -1

Combat Abilities

Attack with 'mist' +4; damage (special)
Attack with bite +2; damage d6-1
Constrict +2; damage d6-1
Defence: 0
Protection: 0
Lifeblood: 10

SLITH

Slith are vampire flowers, found in the jungles of Qush. The petals exuded a narcotic vapour that stuns its prey (men and animals). Then its fanged blossoms drain its victim of blood.

TURALON

These are fabulous black, dark red and deep purple roses of Lemuria's jungles.

URLD

Urld is a very hard black wood, similar to teak. The Urld tree grows in the cold tundras of the Northlands.

UZEC

The Uzeg is naked white rat-like creature with lambent green eyes and long venomous fangs. It can grow to the size of a small dog although there are tales of larger ones in some of the sewers of the great cities of Lemuria. It can be found virtually anywhere.

Attributes

Strength -1
Agility 2
Mind -1

Combat Abilities

Attack with bite +3; damage d3
Defence: 3
Protection: 0
Lifeblood: 5

XOLAC



These carnivorous plant-animal hybrids, fungoid in nature, are capable of limited movement and can capture small animals – even unwary men, using their long flexible frond-tentacles, of which they have two.

Attributes

Strength 2
Agility -1
Mind -2

Combat Abilities

Attack with 2 fronds, +0; damage d6-1
Defence: 0
Protection: 0
Lifeblood: 8

XOLTH

Xolth are the immense, hideous worm-like monsters that breed in the many caverns, catacombs and buried cities beneath Lemuria. They are blind and slug-like and absorb their food by enveloping their prey within their pulpy, amoeboid flesh. The biggest ones are almost un-killable; the Xolth continue to grow as long as they remain living. One titanic specimen

was worshipped by the depraved cult in the Catacombs of Queb. It was 100' long although bigger ones are suspected to exist. According to the *Crimson Edda*, Xolth fear fire but little else.

Attributes

Strength 16
 Agility -3
 Mind -3

Combat Abilities

Enveloping attack +0; damage (special)
 Once enveloped, you either have to kill the beast and cut your way out or be absorbed, taking d6 damage each round you are inside the creature.
 Defence: 0
 Protection: 6 (no vital spots)
 Lifeblood: 85

YORTH

Yorth are great horned and scaly serpents with sharp spiny ridges along their backs. They grow up to about 8' in length. They vary in colour depending on where they live – which is mainly in the jungles but can be into the foothills of the mountain ranges or even onto the Plains of Klaar.

Attributes

Strength 4
 Agility 2
 Mind -1

Combat Abilities

Attack with 1 bite: +3; damage d6
 Defence: 2
 Protection: 3 (tough hide & spiny ridges)
 Lifeblood: 20

ZANNIBAL

The zannibal is a tall tree that makes up much of the jungles of Lemuria. The wood is used for just about everything, from furniture to house and boat building, to making charcoal.

ZATHOC

This creature is a hideous swamp-dwelling reptile, a little like a huge crocodile. It has exceptionally tough grey-green or grey-brown hide and a huge mouth filled with rows of sharp poisonous fangs.

Attributes

Strength 8
 Agility -1
 Mind -2

Combat Abilities

Attack with 1 bite: +2; damage 2d6-1 + poison
 Defence: 0
 Protection: 3 (tough hide)
 Lifeblood: 40

ZULA

Zula are moths that grow to the size of a bat or small bird. They have gauzy colourful wings. Harmless and beautiful, they inhabit the jungle lands.

Attributes

Strength -2
 Agility 6
 Mind -2

Combat Abilities

Attack: none
 Defence: 6
 Protection: 0 (none)
 Lifeblood: 1

THE GODS OF LEMURIA

*“By The Twenty Gods”
An oft-used oath in Lemuria*

The Twenty Gods of Lemuria are listed below. There are actually more than twenty gods listed, because over time some fell out of favour and became less important as others took their place and rose in popularity. Some of the Gods are now just remembered as names or records in various chronicles but little more is known of them.

Most priests and scholars would find it difficult to agree on the exact names of all twenty original Lemurian gods although there are several that would undoubtedly appear on everyone's list.

It is uncertain whether The Dark Lord and the other Gods of the Void should figure amongst the Twenty Gods of Lemuria or whether they should be classed as demons. The debate continues to this day.

THE TWENTY GODS

Afyra: Goddess of Life; Lady of Healing. Worshipped by many physicians and women everywhere who want children.

Charkond: God of War; Lord of Battle. Worshipped by soldiers and mercenaries.

Chiomalla: Goddess of Crops, Lady of the Harvest. Worshipped by farmers and anyone reliant upon grain or other crops for their livelihoods, such as innkeepers, bakers and so on.

Dyr: God of Storms, The Thunder Lord. Worshipped by just about anyone.

Fillana: Goddess of the Stars, Lady of the Night Skies. Worshipped by many who conduct their business at night and also by anyone

reliant on the stars for navigation, such as sailors and sky pilots.

Fyrzon: (Unknown)

Grondil: (Unknown)

Hurm: The King of the Gods, Father-God. Worshipped by all.

Iondal: the Carouser, Lord of Song. His followers tend to be minstrels and bards, tavern-keepers and many nobles.

Karyzon: The Wind Lord; The Messenger. Does not really have much of a following amongst men but to the gods is indispensable.

Knothakon: God of Wisdom, Lord of Aeons. Worshipped by scribes and scholars everywhere.

Kryphondus: (Unknown)

Lilandra: the Seductress, Goddess of Love. Worshipped by many – especially by courtesans. Lilandra's temples tend to resemble very high-class brothels.

Nemmereth*: of the Long Sleep, The Death God; worshipped by Lemurian priests in his guise as one of the Twenty Gods. Nemmereth is considered by Grey Druids to be a Dark God

Piandra: The Goddess of Luck, Lady of Fortune. Worshipped by gamblers and anyone who needs some luck, when all other gods have failed them.

Quathoomar: Lord of Travel, The Pathfinder, Originally a god of the Ceruleans; many other travellers worship him now.

Sa'Tel: The God of Stars. Sa'Tel created the Star-Orb and sent it to earth for Yrzlak to forge the blade that he gave to Hrangarth to defeat the Sorcerer-Kings.

Shazzadion: the Sea Lord, God of the Oceans and Ruler of the Waves. His followers are sailors and pirates everywhere.

Yrzlak: the Godsmith, the God that forged the Orb-Blade. His forge is within the volcano of Mount Kolvis. Worshipped by blacksmiths, armourers and even some alchemists (who, as men of science generally do not worship the gods).

Zalkyr: the Bright; Lord of Light, Sun God. Worshipped by all.

Zarymphyxos: (Unknown)

THE DARK GODS

Hadron: Lord of the Void, The Dark One; worshipped by the Black Druids and the Sorcerer-Kings.

Morgazzon: The Demon of Madness; worshipped by the Yellow Druids. Said to reside in the Festrel Swamp. Morgazzon's followers are becoming highly ambitious of late.

Nemmereth*: of the Long Sleep, The Death God; worshipped by the Grey Druids in his guise as a Dark God.

Tharungozoth: the Slaughterer, the Pain Lord. Worshipped by the Black Druids and some torturers.

Zaggath: The Lord of Fire; worshipped by the Red Druids. Said to reside on the Fire Coast where his devoted agent is Methyn Sarr, the Witch Queen.

Zylidith: Lord of Blood, God of the Sacrifice; worshipped by the Crimson Druids. Zylidith always requires his Druids to perform a human sacrificeto receive their spell benefits.

A GLOSSARY OF LEMURIAN TERMS

Allanium: Allanium is a lighter-than-air metal when put through an alchemical process known only to a few alchemists. Used to make the Sky Boats of the Satarlan Sky Navy.

Black Druids: These evil cultists dwell in Zalut (The City of Magicians). They emulate the evil ways of the Sorcerer-Kings and worship the Dark Lords, Hadron and Tharungozath.

Crimson Druids: Evil cultists that like to perform human sacrifice to their dark god, Zylidith; Lord of Blood. They have secret cults in Malakut and Halakh and possible elsewhere too.

Crimson Edda: An ancient and legendary tome of lore. It is housed in The Great Library of Satarla. Scribes would love to get their hands on this, but usually have to make do with copies of individual pages, which themselves are very rare.

Glory of Parsool: The magnificent flagship of the Parsool Fleet.

Grey Druids: The cult of the Death God, Nemmereth. The Grey Druids worship Nemmereth as a Dark Lord, saying that if you are sacrificed to Nemmereth, then you should consider it an honour that you have been chosen to die. Needless to say, the Assassin City of Halakh is the centre of this cult.

Janium: The strongest and one of the rarest metals. It is dull black, silk-smooth and very dense. The secret of its manufacture has been lost; alchemists continue their search.

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

THE BARBARIANS OF LEMURIA

Jemadar Guard: The female bodyguards of Queen Suria of Malakut. They are known for their skill with the *Khastok* (a fighting spear) and their loyalty and devotion to the protection of their queen.

Jesharek's Grimoire: Another legendary tome of lore, written by Jesharek and kept in his tower near the Mountains of Axos.

Khastok: The fighting spear of Malakut. Famously used by the Jemadar Guard.

Kir: A wavy-bladed knife used by the assassins of Halakh.

Raku-wine: Good, but expensive wine made from raku-berries.

Oomis Chronicles: The history and records of the rise of the city of Oomis. They are held in the Library of Oomis.

Orb-Blade: The legendary blade made from the Star-Orb. The original was used by Hrangarth, but was lost in the Festrel Swamp by Lord Kylarth. The sword was found again by Lord Thangard of Oosal and used to defeat the Sorcerer-Kings a second time. This time however it was broken and believed to have fallen into the black depths of Hydral Chasm.

Priests: Priests worship the Twenty Gods of Lemuria and there are temples to them in every city. They differ from Druids insofar as Druids worship only the Dark Gods and perform human sacrifices. One of the gods, Nemmereth, is worshipped by both Priests and Druids. Druids believe that death should be visited upon as many people as possible as that is the way that the god will come to full power. Priests believe that death is natural and comes to people when the time is right but should not be visited upon people wantonly and cruelly.

Parsool Records: The history of Parsool, held in his palace by the current King of Parsool.

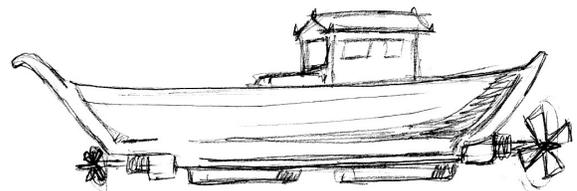
Red Druids: Worshippers of Zaggath the Lord of Fire.

Rhadathmazar: A dark grimoire of power, held by the Magicians of Zalut.

Satarla Volumes: The records of the history of Satarla; they are held under guard in The Great Library of Satarla.

Scribes of Ygddar: Olden Scholars tasked to record the histories of the Lemurian cities of Ygddar, Oosal, Qeb, Qiddesh and Qar. They wrote many volumes, including the lost Ygddar Codex.

Sky Boats: Flying boats made of Allanium. Dondar Thule, an alchemist from Lysor built the first of these craft, and later the King of Satarla had him build a whole squadron, at great expense. The boats are about 30' long, from pointed prow to pointed stern. They are driven by powerful spring-powered rotors. One set at the rear, propels the boats forward and a second set just beneath the prow, pushes the boat backward. Other rotors in the centre of the deck and beneath the keel force the floater either up or down as desired. The engines are set in action by four levers, located in the craft's small cabin, which are labelled with the directions that they govern. The higher the levers are pushed, the stronger the rotors drive the craft. The craft are able to reach speeds of around 50 mph.



Star-Lore: The knowledge of astronomy, astrology and navigation.

Star-Orb: The Star-Orb fell from the heavens, directed to the earth by Sa'Tel and from the metal the legendary Orb-Blade was forged. The Witch Queen, Methyn Sarr, is reputed to hold the Star-Orb within her fortress on the Fire Coast.

Urceb Rolls: Histories of Urceb; many of the chapters are believed lost in the catacombs below the city, but some are to be found in the libraries of magicians and the wealthy.

Void Manuscript: The ancient manual of the lore of the Sorcerer-Kings. It is written in sorceric so is completely unintelligible to most.

Yellow Druids: These druids, believed wiped out with the fall of the Sorcerer-Kings, still practice their worship of Morgazzon, Demon of Madness, in their hidden temples in Oomis and Lysor.

Ygddar Codex: A lost account of the expansion of man during Kylarth's time, written by generations of the *Scribes of Ygddar*. It is an account of the death of Kylarth in the Festrel Swamp and the eventual fall of all of the olden cities of the east. It is believed to contain some of the secrets of the ancients.



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“The tattered map was old, yellowed and spotted with patches of mould. There were irregular holes where uleg must have gnawed whilst it lay in some deep crypt, forgotten and left to rot. But someone had brought it out and sold it to the merchant. Now Molina Goth held it in his hands and studied the crabbed and faded script. The writing defeated him, but the shapes and lines of the land seemed strangely familiar. 50 gold coins was a lot to pay for a piece of old parchment but if what the merchant had said was true, this map would lead to great adventure and the wealth of the kings of old”

The Urceb Rolls

OVERVIEW

Lemuria is a land full of peril and adventure. Here are some ideas to whet your appetite:

- There is madness on the once-tranquil streets of Lysor; the Yellow Druids have returned in force. They have discovered an old grimoire that contains a spell to bring Morgazzon back to the world

- A ancient treasure map has been discovered showing the entrance to the catacombs under Urceb
- An alchemist hires the characters to guard him in his venture to the Axos Mountains in his Sky Boat, to find the hidden race of Haklaton. The Heroes are unaware that the alchemist is planning to capture one of the birdmen for his experiments.
- A wizard has discovered a tome that describes how the Orb-Blade was forged. He wants the Heroes to travel to the Fire Coast to recover the Star-Orb that is guarded by Methyn Sarr, the Witch Queen.

SAMPLE ADVENTURERS

Whilst creating a Hero is not too lengthy a process, some players just want to leap straight into the action. There are seven characters here that can be used in the adventures that follow. If you want to alter them a bit, you are more than welcome to do so.

KRONGAR THE MIGHTY

Krongar is a powerfully built barbarian from the northern lands of Valgard. When outlaws massacred his family, Krongar set out with just his father's blade in his fist and tracked down and slew the outlaws one-by-one. This was three years ago. Krongar is now 18.

In those three years, Krongar headed south through the Axos Mountains (where he had a minor disagreement with a Snow Worm over which of them would be sheltering in the cave) and met and befriended the Wizard, Jesharek (despite Krongar's distrust of magic).

He later headed further south and east through Tyrus (where he stopped and became a thief for a while) and on to Satarla where he joined the city guard. After a recent run-in with some of his officers - whom Krongar slew in a slightly one-sided fight (there were only three of them), he has been thrown into the arena to fight for his life.

Attributes		Combat	
Strength	3	Brawl	1
Agility	1	Melee	2
Mind	0	Ranged	0
Appeal	0	Defence	1
Careers			
Barbarian	2	Lifeblood:	13
Thief	1	Hero Points:	6
Soldier	1		
Gladiator	0		

Armour 2 (Battle harness & boots)
 Weapons Sword d6+3, spear d6+3

Languages
 Spoken Valgardian, Lemurian

Traits
Marked by the Gods: The gods favour Krongar. He has an extra Hero Point.

Valgardian Blade: Krongar is skilled in the broadsword of the Valgardian warrior. He uses an extra die whenever he is fighting with a genuine Valgardian Blade.

Flaws
Distrust of Sorcery: Krongar will not knowingly use sorcerous powers or items. When dealing with wizards and alchemists, he rolls an extra die.



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ARGOL ARRAN

A friend of Sharangara; Argol can turn his hand to almost anything. When Oomathax the Quill discovered Argol stealing from him, he couldn't bring himself to summon the guards to take him to the arena; there was something about this young man that he saw in himself when he was younger.

Oomathax wondered whether he could take this wayward lad and turn him into a competent alchemist. Argol took to it like the proverbial *poad* to water and Oomathax schooled him in the arts of making potions, acids, powders and to learn how to smith exotic metals.

One thing with Argol is that whilst he can turn his hand to anything, he also gets bored very quickly. Pretty soon he was slipping out from Oomathax's care and hitting the road for adventure, with his new found skills. It didn't take him long to hook up with Sharangara and for now they travel together until it no longer suits them to do so.

Attributes

Strength 1
Agility 1
Mind 1
Appeal 1

Combat

Brawl: 1
Melee: 1
Ranged: 1
Defence: 1

Careers

Thief 1
Alchemist 1
Blacksmith 1
Mercenary 1

Armour 2 (Battle harness & bracers)

Weapons Sword d6+1, Knife d3+1

Languages

Spoken Lemurian, Ygddari
Written Lemurian, Sorceric, Ygddari

Traits

Thieves tools: Argol has a set of finely crafted thieves tools. Roll an extra die whenever doing something where such tools are useful.



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MOLINA GOth

Molina Goth started out as an honest but poor farmer, then became dishonest and is now rich. Discovering that his heart was simply not in farming when he inherited his father's lands, Molina sold up and moved into the city.

In Parsool, Molina lived the high life for a while until his money ran out. He then realised that he could make money more easily by taking it from other people rather than working till he dropped, like his father had done.

Molina then fell foul of the city guard and, fleeing the city by ship, ended up after a series of escapades, in the Pirate Isles. Here he quickly reached the position of second mate to the old rogue, Ballik Boram.

Later, for the reward money, he double-crossed his shipmates and led them into a trap where they were destroyed by three Parsool war galleys. Ballik Boram escaped though and won't forget this treachery.

Attributes		Combat	
Strength	1	Brawl	1
Agility	2 (1)	Melee	2
Mind	0	Ranged	0
Appeal	1	Defence	1
Farmer	0	Lifeblood	11
Thief	2	Hero Points	5
Pirate	1		
Merchant	1		

Armour 4 (Leather coat, boots, bracers)
Weapons Sword d6+1, Knife d3+1

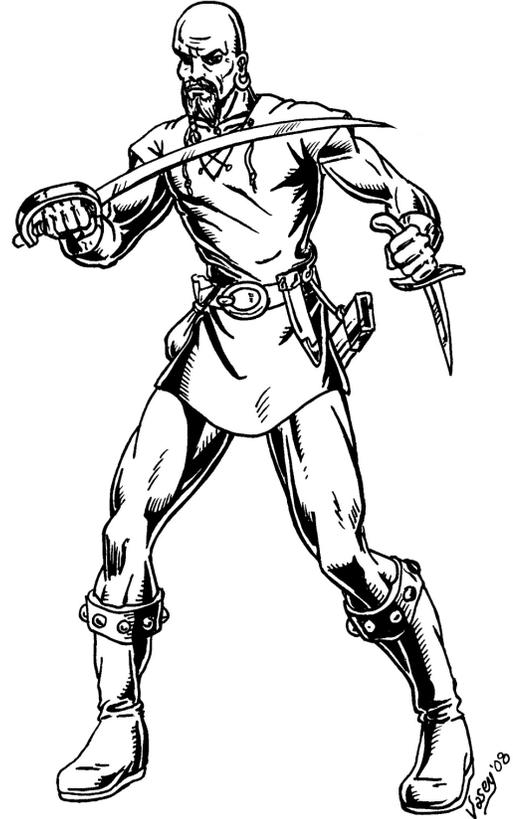
Languages

Spoken Lemurian, Sea Tongue

Traits

Great Wealth: Molina is incredibly wealthy. He owns lands around Parsool, a house in the City and a galley in the port. Roll an extra die

on any attempt to obtain any goods, services or items you need whilst in Parsool.



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PELLEM PHARN

Pellem was once a rich lord of Urceb, who ran afoul of an agent of the Witch Queen. Manipulation of the Urceb royal court and certain less than honest merchants has caused him to fall on hard times because of massive debts.

He was sold into slavery but managed to prove his worth to his new master as a warrior and fought for several years in the arena. When he had earned enough to buy himself out of slavery, he tracked down and slew Uthor Kaho, the agent that had caused his downfall.

The Witch Queen's agents now hunt Pellem Pharn. Their instructions are to capture him alive for a special sacrifice to the Witch Queen's dark masters.

Attributes		Combat	
Strength	1	Brawl	1
Agility	2 (1)	Melee	2
Mind	0	Ranged	1
Appeal	1	Defence	0

Careers			
Noble	1	Lifeblood	11
Slave	0	Hero Points	5
Soldier	1		
Gladiator	2		

Armour	4 (Mail shirt and helm)
Weapons	Mace d6+1, dagger d3+1

Languages	
Spoken	Lemurian
Written	Lemurian

Traits
Mace Fighter: When using his specially crafted mace, Pellem uses an extra die.

Flaws

Hunted by the Witch Queen: There is a chance that agents of the Witch Queen will turn up whenever Pellem ventures into any city (roll 1 on a d6).



SHARANGARA OF OOMIS

Sharangara of Oomis is an attractive woman, well versed in lore and seeking even greater knowledge. Sharangara was born to a minor merchant family and regularly met with some of the Cerulean merchants to trade for the rare hides and ivories that the Blue Nomads are known for.

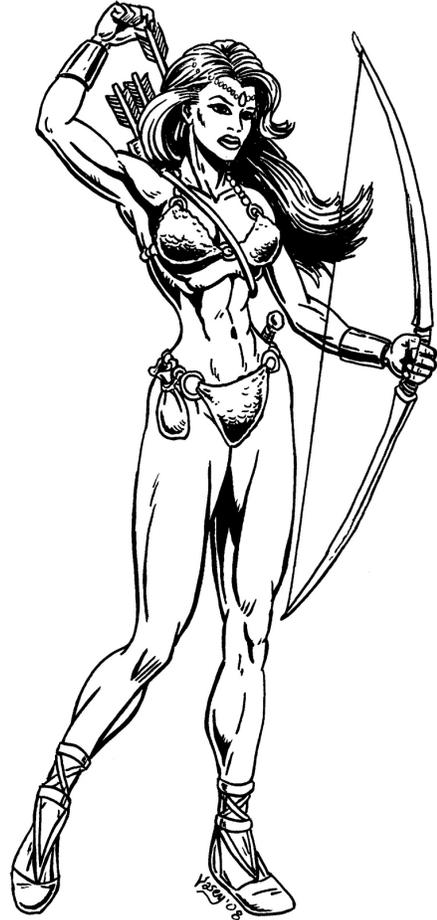
Later Sharangara met the magician, Oomathax the Quill and persuaded him to teach her some of his secret arts. She was a naturally gifted magician and learned quickly.

Here her beauty caused trouble as Kall Koltis, a noble of Satarla, became besotted with her and insisted on employing her in his household. She refused, so in his anger he slew her mentor Oomathax, who had rushed to her aid, and burned down his home. Fleeing, she hooked up with Argol Arran, whom she had known from his time under Oomathax's wing; together they have made a pact to return some day to avenge his death.

Attributes		Combat	
Strength	0	Brawl	-1
Agility	1	Melee	0
Mind	1	Ranged	2
Appeal	2	Defence	3
Careers			
Merchant	1	Lifeblood	10
Scribe	1	Hero Points	5
Physician	1	Arcane Power	11
Magician	1		
Armour	2 (Chainmail bikini and bracers)		
Weapons	Knife d3, Bow d6		
Languages			
Spoken	Lemurian, Cerulean, Bashaari		
Written	Lemurian, Cerulean, Sorceric, Bashaari		

Traits

Giant-Friend: Sharangara gets on particularly well with Ceruleans. Use an extra die when dealing with the Blue Nomads.



THE BARBARIANS OF LEMURIA

JANĀAR JOṬḤ

Sold into slavery at an early age, Jandar eventually escaped his cruel master some years later, and ended up in the Qush. This is where he actually started to come into his own; it was as if he should always have been here. He found he had a natural affinity for the outdoor life and soon hooked up with a famous hunter Blunt Orlaq, who taught him the way of the plants and the beasts.

Attributes		Combat	
Strength	1	Brawl	0
Agility	2	Melee	0
Mind	2	Ranged	2
Appeal	-1	Defence	2
Careers			
Beggar	0	Lifeblood	11
Thief	1	Hero Points	5
Slave	0		
Hunter	3		
Armour	0 (none)		
Weapons	Knife d3+1, spear d6+1, bow d6		

Languages

Spoken Lemurian, Grooth, Valgardian

Traits

Beast Friend: Easily domesticated creatures are not afraid of Jandar and he is able to train them more easily. Ferocious animals are less likely to attack. Whenever dealing with animals, roll an extra die.

Jungle Tracker: Jandar is skilled in hunting creatures that live in the Qush Jungle. When tracking creatures in this environment, use an extra die.

Keen Scent: Jandar has a better than normal sense of smell. Whenever he makes a mind check to perceive something using his sense of smell, you may roll one extra die.

Flaws

Feels the Cold: Jandar has difficulty coping in very cold conditions. Roll an extra die for any tasks undertaken in a cold environment.

Illiterate: Jandar cannot read or write.



RORK KOZAAR

Rork is massive, even for a Cerulean. He is the second son of the chief of the Kozaar Tribe. He is a better merchant than he is a hunter and frequently visited Oomis, where he met Sharangara. Rork heard of Sharangara's recent disagreement with the noble Kall Koltis and has come to lend a hand. Kall has been impolite towards Rork on several occasions too.

Attributes		Combat	
Strength	4	Brawl	2
Agility	-1	Melee	2
Mind	1	Ranged	0
Appeal	1	Defence	0

Careers

Barbarian	1	Lifeblood	14
Noble	0	Hero Points	5
Merchant	3		
Hunter	0		

Armour	2 (Thick skin & bracers)
Weapons	Knife d3+4, Sword d6+2+4

Languages

Spoken	Lemurian, Cerulean, Haklatii
Written	Lemurian, Cerulean, Haklatii

Traits

Cerulean Strength: Rork is especially strong. He has an extra 1 to his strength. His maximum strength is 6 rather than 5.

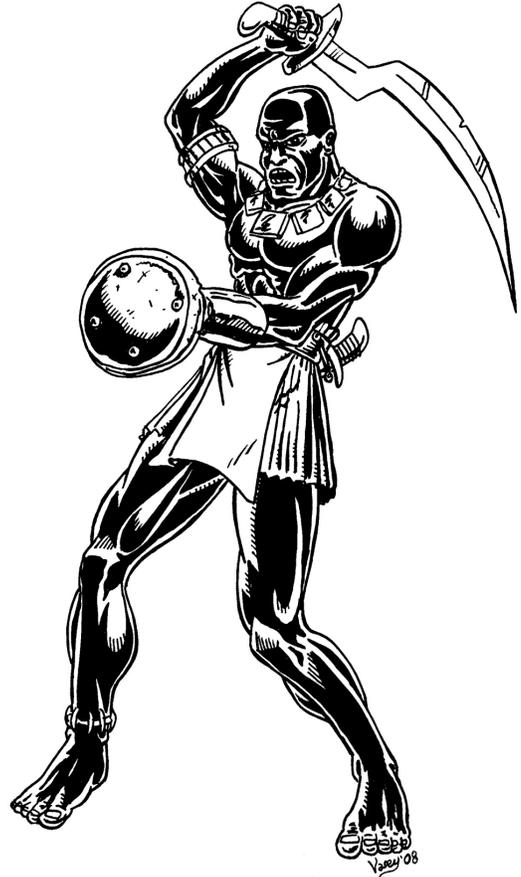
Strength Feat: Rork can focus his size and muscle into things where brute force is all-important. Add an extra die when breaking, lifting, pulling or pushing things.

Thick skin: Rork have a particularly leathery skin, which gives him one point of protection from damage, even when not wearing armour.

Flaws

All thumbs: Rork's chunky fingers are not great at very fine manipulation. Roll an extra die when picking locks, firing a bow or cross-bow or when doing fine work.

Lumbering: Rork is not particularly nimble on his feet. Roll an extra die when balance is important – crossing a narrow bridge or standing on a mountain ledge.



{KRONÇAR*} THE GLADIATOR

*insert one of the character's names here

Adventure overview

This beginning adventure is a simple way to get the characters together. It is set in Satarla, although you could change the location with a bit of work if you wish. It throws them all in a prison together and the plot is a relatively straightforward one: escape or die. It is a slightly railroaded opening adventure, but this is in a good cause!

From the dungeon cell, the characters can explore opportunities for role-play and learn something about one another. They can also search their prison to see if they can discover a way to escape.

When escape proves futile, they are thrown into the gladiatorial arena and have to fight for their lives against a ferocious beast from the wilds of the Qush Jungles. Even if they manage to kill this monster, their futures look bleak until an opportunity to escape presents itself.

Prisoners!

The characters are all together in a large dungeon-like cell. It is dark, dank and smells of ages old rot, human waste and decayed. The characters are the only people in the cell.

One wall is completely filled with a heavy bronze grill, green with verdigris. This looks to be the only way out. It lifts like a portcullis, by a winch outside the cell.

Through this grill a small amount of light filters from a torch set on a wall across the other side of the room beyond, which is clearly a guardroom. Next to that is a solid wooden door. There is a table and a couple of chairs in the guardroom room and bronze grills are set in two of the other walls, seemingly also barring the way to two more cells full of men.

Introductions

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

Some good examples would be:

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

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

Looking around

Let the players explore their cell; they could test their strength on the bronze grill and try to lift it. (It is very heavy requiring a *demanding* Task resolution roll (-4) to lift.

There is little in the room itself, just some bedding straw in the corner and some scratches on the wall (a previous prisoner marking down the days). The walls are solid stone blocks and are immovable by any means. It is apparent that the characters are underground.

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

Getting out of the cell

The Heroes might actually find a good way to escape the cell at this point. If they escape by

THE SAGAS

lifting the grill (or some other method) then they will be able to get into the guardroom beyond. This will arouse the interest of the men in the other two cells and the noise levels will begin to rise. The wooden door leading out is solidly locked and is again a demanding task, not to mention noisy, to batter down or force.

A thief could attempt to pick the lock, which is a hard task (-2) but he will require a long pin or some other thin piece of metal. A magician character might also be able to open it, with a suitable spell.

However, any rise in noise levels will bring the attention of the guards in the corridor beyond.

If the Heroes manage to open the door, they will see that it leads to a long corridor, leading left and right, lined with well armed guards (figure about 4 guards (rabble) per Hero – details are set out at the end of this adventure) and lit by torches set in wall mountings. There are many sounds to greet their ears - shouts and applause from a packed crowd of people, savage roars and growls from angry beasts and cries of pain from their victims. What is quite clear though, is that escape at this point would seem to be impossible (the characters do not even have weapons) and so the characters may be better to bide their time until an opportunity arises, (which it will).

The Heroes might come up with a brilliant plan (or might burn through there Hero points with a reckless escape) to get past the guards lining the corridor. If they head right along the corridor, you can let them know that they find themselves following a passage and then up some steps, only to find they are at the gate into the arena itself! In this case, they will see a young girl tethered to a post, with a savage jungle-beast just being let out of a gate at the opposite side of the arena. Heroes would, in these circumstances, leap into action to save the girl.

If the characters go in the other direction along the corridor, they will find themselves at another door (unlocked), which leads into a guardroom. There will be more guards in here – up to half a dozen or so. From here, it is up to you, but some possibilities could be:

- They follow a corridor that leads to the area where the wild beasts are kept and some of them have got loose, because of all of the hubbub of the escaped prisoners
- They follow a corridor that leads up into the royal boxes (which will be heavily guarded by well armed and well-trained guards)
- They head downwards to some underground passages that lead to the city sewers – maybe there are some ferocious beasts down here that escaped from the arena years ago

Obviously, taking these routes means that the rest of the adventure is largely irrelevant, so it is up to you to wing it from here. Good luck!

Awaiting their fate

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

Later on, the door will again open and the prisoners from the other cell will be led away. Finally the guards will come again for the Heroes. There are six guards with leather jerkins, helmets and spears in the room and another six outside, two of whom have crossbows ready. The Heroes are unarmed and so any attempted escape at this point would seem futile.

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Into the Arena!

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

Once the Heroes have picked up their weapons, a great noise comes from behind a gate at the far end of the arena. The gate opens and hurtling out of it comes a dreaded jemadar. It is hungry and angry as it has been prodded and poked with spears to enrage it. It will launch itself straight at the characters. The crowd cheer. (Note: If there are more than three characters, or the characters are still uninjured and have plenty of Hero Points, you could have them attacked by two jemadars)

Once it is dead leave the Heroes with an opportunity to escape. These are some possibilities:

- Perhaps the gate at the far end of the arena was not shut properly?
- Maybe one of the Heroes has friends in the crowd who will create a diversion or throw down a rope for them to climb out?
- Or there is a magician in the crowd, who needs the characters to do something for him so he stages a rescue (a Sky Boat with a rope hanging down, like a modern-day helicopter rescue)?
- If one of the players suggests something plausible you could always run with that - especially if they use a Hero point.

Of course, if the characters stand around dithering too long, a bunch of at least a dozen arena guards will come towards them and the crowd will be baying for more blood.

THE ENCOUNTERS

The arena guards

The arena guards are classed as rabble:

Attributes		Combat abilities	
Strength	0	Brawl	0
Agility	0	Melee	0
Mind	0	Ranged	0
Appeal	0	Defence	0

Career

Soldier	0	Lifblood	3
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Armour	3 (Leather coat & helm)
Weapons	Spear d6, crossbow d6+2

The Jemadar

Jemadar are great man-eating creatures with thick crimson-coloured hides. They have six legs ending in sharp claws, barbed tails and deadly fangs. They generally live in the foothills of the Bessaaroon. This one is a large example and has been captured specifically for use in the arena.

Attributes

Strength	6
Agility	1
Mind	0

Combat Abilities

Attack with 1 bite +2; damage d6+2	
Attack with barbed tail, +2, damage d6+2 (Attack with both of the above +0)	
Attack with 2 claws +1; damage d6+1	
Attack with 4 claws -1; damage d6+1	
Defence	3
Protection	2 (thick hide)
Lifblood	35

(KRONÇAR*)
AND THE ISLAND OF DOOM

*insert one of the character's names here

Adventure overview

The adventure starts as many good ones do, with a brawl in a tavern. This leads the characters to a man with a ship and a treasure map. The characters will be needed to lend their sword-arms in a venture to find a temple ruin on the Island of Doom.

On route to the island, the ship has a one-sided run-in with a huge sea serpent and one way or another the survivors will find themselves on the beach of the Island of Doom.

Whilst exploring the island, the characters will be attacked by cannibals and assuming they get through all of these hazards, they will find the lost temple. The treasure is guarded by hidden traps and a massive monster, known as a Xolth.

The Tavern of Arsag Jorn

It is a portside tavern in Parsool and Arsag is well used to his patrons smashing the place and each other to pieces. It is an unspoken rule in his tavern that anyone who is killed or knocked unconscious gets looted to pay for the damage.

How the characters get into the brawl is largely up to the GM. It will involve Ballik Joram in some way, however. He is currently first mate on the pirate ship Wave Forager (having lost his own ship to treachery); the captain is Korim Karthon.

The Heroes could for example come to the aid of Ballik, who is being beset by pirates of another ship or by local mariners. Or, Ballik and a couple of his men might taunt the characters into a fight as a means of testing their mettle. Another alternative, if one of the Heroes has a career rank in pirate, is to have that character

replace Ballik Joram as the Wave Forager's second mate.

If one of the players is using Molina Goth, you could change the opening premise a little and have Molina leading the expedition in his own ship. Maybe he has been beset by pirates who have learned who he is and are seeking revenge for his treachery against Ballik Joram. Or they have learned that he has an ancient treasure map and are trying to rob him for it.

The Wave Forager

The ship is a reasonably good one and about average size for a pirate galley (or merchant galley, if Molina Goth is heading the expedition). It would probably have to run from a fully armed war galley but could take on most merchant vessels or smaller fighting ships.

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

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

The Island of Doom

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

that comes right up to the edge of the narrow strip of beach.

The only way through the dense foliage is to hack a path. It is slow going and very hot work. Anyone in armour will be slowed and may require strength rolls (start at *easy* on the Task Resolution table and move it up one rung each hour) to keep going. Otherwise they fall down exhausted.

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

The cannibals attack

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

Then the cannibals attack. There are four cannibals per Hero, plus one for each pirate left. They are armed with blowpipes with mildly toxic darts and clubs or spears. This is a chance to kill off any remaining pirates. Then it is down to the Heroes to fight off the cannibals – which they should be able to do with relative ease.

The ruined temple

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

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

Into the darkness

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

The trap can be spotted by a mind roll (plus any appropriate career, say thief) as a *demanding* Task (it is well hidden and it is also dark down here). The block will be avoided by an agility roll plus career (say barbarian for natural danger sense).

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

A slithering doom

The passage continues deeper and deeper underground. It eventually ends in a large cavernous under-temple. There are huge cyclopean pillars of dark stone supporting the ceiling. There is a slithering sound in the darkness at the outer reaches of the light source. It is coming closer. Coming towards them, the Heroes will see a Xolth! It isn't the biggest Xolth there is, but nonetheless should be a horrendous job for the Heroes to kill.

Assuming the Heroes (or some of them) survive, the centre of the chamber contains a huge statue to Tharungozoth the Slaughterer, before which are piled a king's ransom in gold coins, silver and gold bracelets and necklaces, rubies,

THE SAGAS

sapphires and opals. There may even be an ancient tome, useful to a wizard or alchemist character.

THE ENCOUNTERS

Ballik Joram

An old sea-dog, Ballik is a typical pirate. Still swift, despite his 50 years, he easily commands the respect of his crewmates.

Attributes

Strength	1	Brawl	2
Agility	2	Melee	1
Mind	0	Missile	0
Appeal	1	Defence	1

Careers

Pirate	3	Lifeblood	11
Thief	1		

Armour	2 (battle harness & boots)
Weapons	Cutlass d6+1, knife d3+1

The Pirates

The pirates are classed as rabble.

Attributes		Combat	
Strength	0	Brawl	0
Agility	1	Melee	0
Mind	0	Missile	-1
Appeal	-1	Defence	1

Career

Pirate	1	Lifeblood	3
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Armour	0 (none)
Weapons	Cutlass d6, knife d3

The Cannibals

The cannibals are classed as rabble

Attributes			
Strength	1	Brawl	0
Agility	0	Melee	0
Mind	-1	Missile	0
Appeal	0	Defence	0

Career

Hunter	0	Lifeblood	4
--------	---	-----------	---

Armour	0 (none)
Weapons	Spear d6+1 Blowpipe 1(+special)

The Kalathorn

Kalathorn are gigantic sea serpents, twice the size of a Lemurian war-galley, and with virtually impervious scaly hide.

Attributes

Strength	14
Agility	-1
Mind	-1

Combat Abilities

Attack with 1 bite	+0; damage 3d6
Defence:	0
Protection:	5 (very tough hide)
Lifeblood:	70

The Xolth

Xolth are the immense, hideous worm-like monsters that breed in the caves and caverns beneath Lemuria. They are blind and slug-like and absorb their food by enveloping their prey within their pulpy, amoeboid flesh. The biggest ones are almost un-killable; the xolth continues to grow as long as it remains living.

Attributes

Strength	12
Agility	-3
Mind	-3

Combat Abilities

Enveloping attack	+0; damage (special)
Once enveloped, you either have to kill the beast and cut your way out or be absorbed, taking d6 damage each round you are inside the creature.	
Defence:	0
Protection:	5 (no vital spots)
Lifeblood:	65

THE BARBARIANS OF LECMURIA

NAME

DESCRIPTION

ORIGINS

ATTRIBUTES

COMBAT

CAREERS

STRENGTH

BRAWL

FIRST

AGILITY

MELEE

SECOND

MIND

RANGED

THIRD

APPEAL

DEFENCE

FOURTH

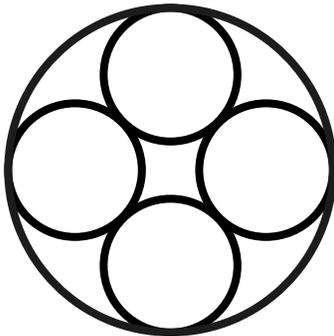
(FIFTH)

(SIXTH)

HERO
POINTS

LANGUAGES

ARCANE
POWER



ADVANCE.
POINTS

TRAITS

LIFEBLOOD

FLAWS

WEAPON

DAM.

ARMOUR

PROT.

Master list of traits & flaws

Traits

When rolling dice and you have a trait that would come into play, roll 3 dice instead of 2 and drop the lowest.

Artistic: Roll an extra die when appraising or creating items of art.

Arrogant: Roll an extra die when dealing with people of other cities, where your arrogance might annoy or offend them.

Attractive: Roll an extra die in situations where good looks might be important.

Beast Friend: Whenever dealing with animals, roll an extra die.

Born sailor: When dealing with ships or carrying out physical activities on board ship (other than fighting), you may roll an extra die.

Carouser: Use an extra die to gain information, make contacts or acquire goods and services whilst in a tavern.

Cerulean Strength: You may add 1 to your strength. Your maximum strength is 6 rather than 5.

Detect Magic: Roll an extra die when trying to spot or track a wizard or magical effect or artifact.

Etiquette: You gain an extra die on any task where good form is important.

Fearsome Looks: Use an extra die whenever you are trying to force somebody to give you information or do something they don't want to do.

Fighting Knife: If you are using a genuine Halakhi Kir, you may roll one extra die.

Fighting-Spear: If you are using a genuine Malakut Fighting Spear, you may roll one extra die.

Giant-Friend: Use an extra die when dealing with the Blue Nomads.

Great Wealth: Roll an extra die on any attempt to obtain any goods, services or items you need whilst in your home city.

Giant Weapons: You can use two-handed weapons in one hand or use giant-sized versions of two-handed weapons.

Haklaton Agility: You may add 1 to your agility and your maximum agility is 6 instead of 5.

Hard-To-Kill: Add +2 Lifeblood to your total.

Jungle Tracker: When tracking creatures in a jungle environment, use an extra die.

Keen Eyesight: Whenever you make a mind check to perceive something using your eyesight, you may roll one extra die.

Keen Hearing: Whenever you make a mind check to perceive something using your hearing, you may roll one extra die.

Keen Scent: Whenever you make a mind check to perceive something using your sense of smell, you may roll one extra die.

Learned: When recalling a fact from your area of specialty, you use an extra die.

Magic of the Sorcerer-Kings: You can roll an extra die when casting spells although you must take an extra flaw too.

Magic Resistance: If a spell is cast at you, roll a d6. On a roll of 6 it simply does not work on you.

Marked by the Gods: You have an extra Hero Point.

Night Sight: Roll an extra die when darkness causes negative modifiers to see things.

Pirate killer: You can use an extra die whenever in combat with pirates.

Plains Tracker: When tracking, trapping, or hunting creatures in a plains environment, you may use an extra die.

Poison Immunity: Roll an extra die whenever you are resisting the effects of drugs, venoms, toxins and even alcohol.

Power of the Void: You have two extra Arcane Power.

Quick Recovery: When recovering after a combat, you regain an additional Lifeblood, on top of the half you recover normally.

Rock Tracker: When tracking, trapping, or hunting creatures in this environment, you may use an extra die.

Sand Tracker: When tracking, trapping, or hunting creatures in this environment, you may use an extra die.

Sling: Roll an extra die when firing a sling.

Sneaky: Roll an extra die where stealth is important.

Snow Tracker: When tracking creatures in this environment, use an extra die.

Strength Feat: Add an extra die when breaking, lifting, pulling or pushing things.

Swamp Tracker: When tracking, trapping or hunting creatures in swamps, use an extra die.

Thick skin: You have a particularly leathery skin, which gives you one point of protection from damage, even when not wearing armour.

Thieves tools: Use an extra die when attempting to open locked doors or remove mechanical traps.

Tyr Longbow: If you are using a genuine Tyr Longbow, you may roll one extra die.

Valgardian Blade: Use an extra die whenever you are fighting with a genuine Valgardian Blade.

Flaws

When rolling dice and you have a flaw that would come into play, roll 3 dice instead of 2 and drop the highest.

All thumbs: Roll an extra die when picking locks, firing a bow or crossbow or when doing fine work.

City dweller: Roll an extra die in situations to do with outdoor survival.

Combat paralysis: Roll a d3. This is the number of rounds that you freeze and during which, you can only take defensive actions.

Cravings: You are addicted to something and require it every day to function fully.

Delicate: Deduct two from your Lifeblood total.

Distrust of Sorcery: When dealing with wizards and alchemists, roll an extra die.

Drunkard: Roll a die when you are required to do something important for the rest of your companions. If a '1' comes up, you are drunk and unable to do anything until sobered up.

Fear of Fire: You still have no concept of fire and what makes it. You need to make a mind task check in the presence of fire, or cower away from it.

Feels the Cold: Roll an extra die for any tasks undertaken in a cold environment.

Feels the Heat: Roll an extra die for any tasks undertaken in a hot desert environment.

Illiterate: You cannot read or write and you cannot choose a career with literacy as a requirement.

Landlubber: Roll an extra die on activities whilst at sea.

Lumbering: Roll an extra die when balance is important – crossing a narrow bridge or standing on a mountain ledge.

Morgazzon's Curse: Work with the GM to determine how this manifests itself.

Missing Eye or Ear: Roll an extra die whenever the GM feels it is appropriate to the situation.

Missing Limb: Roll an extra die whenever the GM feels the situation is appropriate.

Poor eyesight: You use an extra die when trying to observe or spot something.

Poor Hearing: Whenever you make a mind check to perceive something using your hearing, you roll one extra die.

Poor recovery: You require medical attention to restore lost Lifeblood and recover nothing from normal rest.

Ugly & brutish: You are socially inept. Use an extra die in all situations where you are dealing with other people.

Unsettling: Roll an extra die in social situations.

Untrustworthy: Roll an extra die when the situation calls for someone to believe or trust you.

Rules options, additions and changes

Chapter 6: Playing the Game

For those of you that want to make life a little tougher for your Heroes, you can use the following Task Resolution table, instead of the one presented in *Chapter 6: Playing the Game*:

<i>Action difficulty</i>	<i>Missile fire range</i>	<i>Modifier to dice result</i>
Easy	-	+1
Moderate	Close	0
Tricky	Medium	-2
Hard	Long	-4
Tough	Distant	-6
Demanding	Extreme	-8

Damage with a negative modifier

Some creatures and some weapons cause d6-1 damage. Where an attack results in 0 (or even minus damage) the result is always a minimum of 1 point, before taking into account of the protection rating of the target.

Mighty Success

When a character achieves a Mighty Success against non-rabble, damage is the maximum for the weapon being used plus the roll of a d6.

Legendary Success

When a character achieves a Legendary Success against non-rabble, damage is the maximum for the weapon being used plus 6 plus the roll of a d6.

Two weapon fighting

Option 1: Fighting with two weapons is really a matter of style and provides no specific bonuses or penalties (the advantages largely outweigh the disadvantages of this fighting style). However, against human or human-like opponents, the style might initially be difficult to adapt to. Specialist fighting men, like gladiators or mercenaries might receive a bonus against non-fighting types or even against fighters of lower career rank, for a few combat rounds. This, as always, is at the GMs discretion.

Option 2: A character fighting with two weapons can attack twice or attack once and parry once each round. However, he receives a -2 modifier to each roll.

Chapter 8: Magicians, Priests & Alchemists

Except for cantrips, casting a spell of any magnitude always requires at least one casting requirement (for the initial Arcane Power cost). That is to say, a sorcerer attempting a spell of the third magnitude uses 15 Arcane Power and must take one of the requirements. For the second requirement, he can reduce the cost to 14 Arcane Power.

Chapter 9: Gazetteer

Movement rate for creatures

If using the optional movement rates rule, then the base movement for creatures depending on size is as follows:

<i>Creature Size</i>	<i>Base Move</i>	<i>Example</i>
Tiny	15'	Jit
Very small	20'	Zula
Small	25'	Uzeg
Medium	25'	Yorth
Large	30'	Andrak
Very large	30'	Deodarg
Huge	35'	Banth
Massive	35'	Chark
Enormous	40'	Poad
Gigantic	40'	Kalathorn
Immense	45'	Xolth
Colossal	45'	Behemathon

Snow worm's sleep mist

The sleep mist affects only those within about 10' in front of the Snow Worm, so will only generally affect one or two Heroes. Heroes caught in the cloud immediately feel groggy for two rounds after the mist hits, attacking at -2 effectiveness and moving at half speed during that time. After two rounds they need to make a *Hard* task check (using strength to resist) or fall unconscious. If they succeed, they shake off the effects in another two rounds (or immediately with a Mighty or better success).

Zathog poison

When a Hero is bitten by the Zathog, the Hero must immediately make a *Tricky* task roll (using strength to resist) or suffer an additional d2 points of poison damage. Each round thereafter, the Hero automatically suffers an additional d2 points of damage. For every point of damage suffered, the Hero is at -1 on all activities until the effects of the poison is contained and the poison extracted (by a Physician making a *Tricky* task roll).

Options for armour protection

The BoL armour rules were always intended to cater towards players who play to the spirit of the swords & sorcery genre. However, you may find that your players are unfamiliar with the genre and they end up encasing their characters in huge amounts of cumbersome metal. Therefore I present some options:

Option 1

Simply increase the penalties for wearing heavier armour.

Option 2

Only allow characters with appropriate careers (soldier, mercenaries, gladiators) to wear metallic armour types (maybe even setting the limit for armour penalties at the rank in the career – so a soldier of rank 2 could wear 2 points of protection before he starts suffering from the armour he is wearing).

Option 3

Any character wearing protection with a value of over 3 will become exceedingly hot and uncomfortable. For every hour wearing the armour, make a task resolution roll. If they fail, they are at (an additional) -1 agility, until they remove it.

Option 4

Armour is “generic” and absorbs a variable amount of damage. This allows for the fact that a character will not wear armour that provides total coverage; there will be places where the armour is thicker and better and there will be unprotected or less well protected areas.

Very light armour: This represents maybe just some light leather protection – a pair of boots and bracers or a padded jerkin. You might even allow it to represent thick or good quality clothing.

Protection d2-1

Light armour: This armour might represent the above protection plus a helm or similar. It might be a battle harness or chainmail bikini. It might be a leather jerkin and bracers or a leather helm, bracers and greaves.

Protection d3-1

Maximum defence 3

Medium armour: Medium armour represents robust leather protection covering most areas, especially the torso area. It might represent thick or boiled leather over just a few of the most vulnerable parts of the body. Or it might be a simple light mail shirt and perhaps leather bracers or a helm.

Protection d6-2 (min 0)

Maximum defence 3

-1 Agility

Heavy Armour: This armour would be a fairly heavy leather or studded leather brigandine with a helm, bracers and greaves. Or it might be a light mail shirt, helmet, greaves and bracers. Or a metal helm, greaves, gauntlets and a studded leather or mail shirt.

Protection d6-1

Maximum defence 2

-1 Agility

Very heavy armour: This would be predominantly mail and plate armour, including a breastplate or heavy mail shirt, metal bracers and greaves and a full helm.

Protection d6

Maximum defence 1

-2 Agility

Adding a shield adds +1 protection

Option 5

Armour absorbs damage depending on three different generic “armour types”

Light (leather, battle harness) +1

Medium (chain, battle harness with helm) +2

Heavy (Plate Cuirass with helm) +3

Medium and heavy gives a negative equal to their armor rating to any task that is not combat. Shields add +1 but you cannot use 2 handed weapons whilst using them.

*With thanks to various members of the BoL Yahoo group for some of these suggestions.

BARBARIANS OF LEMURIA

"IT IS AN AGE OF WARRIORS, WHEN STRONG MEN AND BEAUTIFUL WOMEN, SOLDIERS AND SAVANTS, MAGICIANS AND GLADIATORS BATTLE TO CARVE A BLOODY PATH TO LEAD TO THE THRONE OF THE LEMURIA. IT IS AN AGE OF LEGENDS AND VALIANT SAGAS TOO. AND THIS IS ONE OF THEM"

The highly acclaimed swords & sorcery roleplaying game The Barbarians of Lemuria finally comes to print! Inspired by Thongor, Conan, Brak, Elric and Fafhrd & The Grey Mouser, the free version has been acclaimed by many as one of the best free roleplaying games of this genre. This print version updates and expands on the original rules to make one of the simplest yet most true-to-genre swords & sorcery roleplaying games on the market.

"Don't miss this one! The Barbarians of Lemuria is one of those rare rpg gems which manages to be simplified, streamlined, rules-transparent AND incredibly fun, all at the same time"

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