

LEGENDS OF KRĀLIS

Written in Betrayal

An Adventure for four to six Rank 5 characters

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Cry Havoc!! And Let Loose Your Imagination!!™

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WRITTEN IN BETRAYAL

Synopsis

Every year in the town of Aan'vashoor a festival takes place honouring and placating the souls of the departed. As the veil between the worlds draws thin at this time extra protections are needed to guard against unquiet spirits. These take the form of incantations and prayers written on strips of sacred papyrus which are pinned above doors and windows. However, this year the shipment of papyrus has not arrived, and the festival is only a month away.

Player Involvement

Upon arrival in Aan'Vashoor the players will find the town in a state of near panic. Rumours fly wildly around the streets; some claim that the gods have abandoned them, others lay the blame on the merchants that usually bring the papyrus, others claim that the mayor of the town is to blame. The atmosphere is one of suspicion, mistrust, and fear. Shortly after the players' arrival the mayor calls a public meeting in the town square. He stands on the steps of the small townhall and shouts to address the throng

Read the following aloud to your players.

My fellow citizens. As you all know the shipment of sacred papyrus upon which we usually rely during the Time of Shadows has failed to arrive. Additionally, though we have sent messengers to the monastery of Ia'vineth none have returned.

(This news will cause a significant stir and consternation

amongst the crowd)

Fear not however, the situation is not completely bleak yet! I have opened the town coffers and instructed several of our merchant houses to acquire as much sacred papyrus as possible from other sources, gods willing it should be here in time, and will be distributed free to every citizen.

(The crowd should break into scattered, subdued cheering at this)

However, even though we face our own travails it is our moral duty, as citizens of this world, to look out for others. I am seeking a group of brave and experienced individuals to travel to the monastery of Ia'vineth to make sure the good monks are safe. If you are interested, please come to the town hall in an hour, the reward will be substantial.

What the mayor knows

Assuming the players decide to take the mayor up on his offer the mayor, a small and extremely harried Ha'vatu, can impart the following information:

- The monastery is three days' travel from here and they've had no contact with it for over a month.
- The messengers they'd sent alone previously have not returned and are very overdue.
- The Abbott of the monastery is a Human in his 40s named Tahor.
- The reward is 500sp, with 100sp paid up front and the remainder on their return.
- The mayor is very uncertain that the alternate supplies will arrive in time and asks the players to recover as much papyrus as they can or deal with whatever the problem is so they can send more

people to collect it.

- The mayor will loan the players some horses, if they don't already have them to speed their journey.

Three Sleepless Nights

As the players travel each night they will be attacked by undead forces intent on preventing them from reaching the monastery.

Night one

First Impressions: After leaving the town of Aan'Vashoor and its surrounding villages the players will be travelling through a wide open plain of tall grass.

Description: Every twenty miles a campsite has been cut into the grass at the side of the road. The campsites are just small patches of cleared ground surrounded by a small drainage ditch. In the centre sits a ring of stones for fires, and a small number of trees have been planted to provide firewood and a place to tether horses.

Creatures: During the night the party will be attacked by 4 dark ravens.

Tactics: Two dark ravens will attempt to distract the players whilst the remaining two will go for the horses. If the players beat them but do not permanently destroy them, they will attack three times over the course of the night.

Game Master Notes: Make use of the ravens flight abilities and natural stealth to perform fly by attacks. The main focus of the players should be protecting the horses. If they have to deal with the ravens repeatedly over the course of the night then the

characters will need to make a stamina check at TS 2 in order to avoid exhaustion due to the interrupted nature of their rest.

Night two

First Impressions: A small inn on the edge of a dark forest rises out of the evening gloom. Bright firelight spills from its windows and a faded sign about the door depicts a reed warbler perching on a stalk of papyrus.

Description: This small inn is so placed to give travellers a place to rest before they venture under the ancient boughs. The one storey inn consists of a single common room and bar area, a kitchen, and a corridor with six rooms.

Creatures: The inn is run by a large Bahuul named Sinac "Rahdurahan" (belly-filler) who manages the entire place by himself and is warm, cheerful and good natured. There are two other travellers in the inn that night. Two Ha'Vatu named Sinha and Aratok, scholars headed to Aan'Vashoor to document the festival.

During the night a Ghurobu will enter the inn and attack the players. Additionally, if the Ravens were allowed to regenerate, should the Ghurobu fail they will attack the inn, bursting through windows and attacking players.

Tactics: The Ghurobu will move stealthily into the inn and attempt to steal their breath, infecting the players with their magical disease. If it successfully infects all the players, then it will depart. If not, it will fight until it falls. If it is not destroyed it will continue regenerating. If it is completely destroyed then the ravens will attack.

Game Master Notes: The Ghurobu is cunning and will wait for the right moment to strike. The aim here is to successfully infect the players. Play up the creeping dread and horror of the situation if the Ghurobu is discovered.

At the end of the night if the players' sleep has been once again disturbed give them a stamina check at TS 3 in order to avoid the effects of exhaustion.

Night three

First Impressions: The final campsite is in the woods at a crossroads where the road branches north and east.

Description: The trees surround the site which is situated just slightly off the path and cast long shadows in the setting sun. There is a permeant chill in the air and a smell of rotting vegetation. A small ditch has been cut around the site for drainage and in the centre of the clearing lies a small ring of stones for a fire.

Creatures: Nine undead consisting of two Pyrites, four animated skeletons, and three common zombies. In addition, if the dark ravens were not fully destroyed, they appear and join in the fray halfway through. **Tactics:** As the sun sets any creature which was successfully infected with the Black Breath will begin to feel its effects. Shortly after the undead will attack. This is a last-ditch attempt to stop the players reaching the monastery and the undead will fight to the death.

Game Master Notes: Run this as a horror scene with the undead emerging from the shadows of the trees and attacking en masse. If the undead are not fully destroyed they will keep regenerating and attacking throughout the night unless the players come up with a solution. By the time the characters move on towards the monastery they should be tired, exhausted, potentially dying of disease and in desperate need of respite.

The Lonely Abbot

First Impressions: The Monastery of Ia'Vineth is a small

wooden structure surrounded by a few outhouses and a defensive wooden palisade and ditch. As soon as the players cross the threshold of the gate which stands open, they feel a peace and warmth settle upon themselves.

Description: The monastery consists of one circular main hall in which the monks pray, eat, and conduct most of their day-to-day activities. Accommodation consists of one dormitory building and the abbot's personal house. Two extra outbuildings exist, one for storage of the monastery's farming equipment and the other for the monastery's brewing supplies.

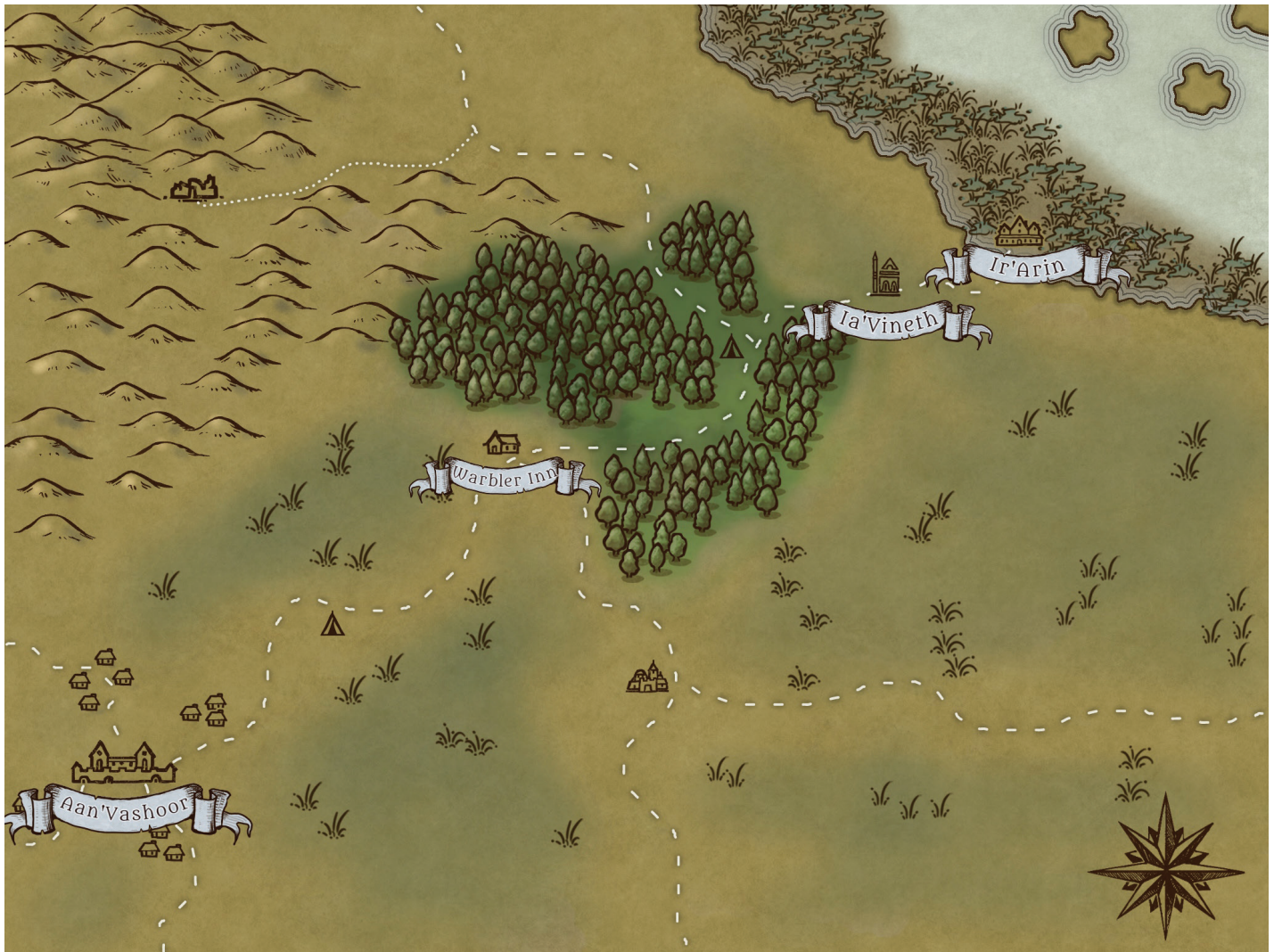
Creatures: Abbot Tahor is the sole remaining monk in the monastery.

Interaction: The Abbot of the monastery will come out to greet the players warmly and invite them inside for a meal and to rest after what must have been a difficult journey. The monastery is deserted apart from the abbot, if the player's ask questions, he'll say that he'll explain everything over a meal. The meal is very simple, bread, fruit and cheese with a weak beer brewed in the monastery to wash it down. As the players settle themselves the abbot begins to talk.

Read the following aloud to your players.

I'm guessing you're here about the papyrus. You're the first group of messengers to get through. One made it within sight of the monastery, but those creatures dragged him off his horse and into the forest before I could help. I would have gone after him, but as you can see, I'm all alone here and the protections of this place stop at the boundary. There used to be six of us, but the others went to the village when we lost contact and they haven't returned. That was over a month ago, and I fear the worst.

In response to player questions the Abbot has the following



information to impart:

- They only have a small amount of the sacred parchment on site, the parchment is produced in a nearby village and only brought here to be blessed, this year the parchment didn't arrive.
- The village nearby has just over one hundred people in it and was built on stilts in the middle of a papyrus patch over a mile wide.
 - If the players can bring him finished papyrus, he can bless it.
 - The Abbot has no idea what is causing the undead plague (a successful Scepticism or Wits check vs the Abbot's Convince check will reveal that he's hiding something regarding this point. See Sidebar.)
 - The Abbot can offer the players a safe place to sleep for the night, magical healing, and some provisions if they are willing to go investigate the village tomorrow.

Travelling there will take most of the day. The provisions offered include three flasks of holy oil, three flasks of holy water, and four healing potions.

Treasure: The abbots house contains; 448 bronze coins, 30 silver coins, 15 Gold coins, 6 x Malachite worth 5 sp, 4 x obsidian worth 5 SP, 2 x turquoise worth 3 sp, 2 x azurite worth 2 sp, 5 x Banded Agate worth 5 sp, A silver Armet with a brown-green garnet worth 150 sp, Rare potion of Alter Shape, Standard Basic Chain of Wounding +9 bleed damage.

To the village

First Impressions: The journey to the village will take most of the day. Half an hour before arriving at the village however, the players enter the papyrus patch. A thick sprawling mass of papyrus reeds

growing up to 16 feet high on all sides, cut through by a wooden trackway.

Description: The papyrus patch is on the edge of a great shallow lake and extends for about a mile along the lake shore in either direction. The papyrus grows between 13 and 16 feet high and is so thick it completely obscures vision (see sidebar for environmental effects). At the edge of the lake the path becomes a 10-foot-wide wooden trackway, and this continues up to the village itself. This part of the lake is very shallow, only a few feet deep with a thick layer of rich mud on the bottom. The air is hot and heavy within the patch, a constant breeze rustles the top of the papyrus creating a continuous susurrantion, but never seems to reach down to where the players are. The chirping of insects is constant,

as is the noise of unseen animals moving through the papyrus.

Game Master Notes: When describing this environment stress the claustrophobic nature of the papyrus patch. The Papyrus will tower over even the tallest character and should create a feeling of being very small within a vast and crowded space.

Sidebar: Whilst moving along the trackway characters may operate normally, although they can only see a maximum of 5 feet into the papyrus. However, stepping off the trackway is deeply hazardous. In addition to visibility being reduced to 5 feet in any direction, base movement is reduced by 15 feet, all attack and physical defence rolls have a penalty of -20, as do all physical skill rolls. The lake water and mud combined are around three feet deep. Characters who are up to their knees suffer a -50; those above the waist suffer a -75 penalty.

The Village

The village or Ir'arin was a small village of just over 60 inhabitants. This is where the sacred papyrus was gathered and made into strips.

First Impressions: As the players approach the village looks completely abandoned, no signs of people or life at all, many of the buildings look damaged in the fading light.

Description: In the centre of the village is a large communal building where the papyrus is stored and processed. To the outside of this building the bloodied bodies of three monks have been nailed to the walkway by thin papyrus reeds with an incredibly sharp point. A wooden walkway, about 10 feet wide, encircles this building, and on the outside edge of the walkway are the homes of the villagers. A small area of papyrus has been

cleared around the back and sides of each house and made into a water garden, where edible water plants are grown. Almost all of the buildings in the village appear to have taken some kind of damage except one house at the rear of the village. The sun is setting, the air is still and humid. The players can either use their last remaining daylight to do some investigation, or they can find somewhere to hunker down for the night and start in the morning.

Treasure: The monks' bodies do not carry much, but next to one of the bodies, lying where it fell is a common Holy Bhekart Sword, which does +6 bonus damage, which increases to +12 vs undead. Investigating the Village With successful search checks the players can uncover the following information.

- All but one of the houses and buildings in the village have been badly damaged, many walls have been pierced through by something very long, thin and sharp, while others have great claw marks torn in the side. (TS 1)

- Whatever happened to this village happened fast, there are limited signs of struggle, most people seem to have been caught completely unawares. (TS 1)

- The papyrus harvesting and processing seems to have been completed, large stores of it, more than the players can carry, are available in the warehouse. (TS 1)

- Whatever happened, occurred roughly six weeks ago. (TS 2)

- One of the houses has signs of more recent occupation, the food stored there is fresh, the house is completely undamaged compared to the others. Judging by possessions it appears to have originally been occupied by an elderly human woman and a younger human man. (TS 3)

- Blood marks indicate that

two more monks died with the others, but their bodies are missing. (TS 3)

- The following valuables and items are scattered randomly around the village houses for the players to loot should they so wish. 12 silver pieces, 14 copper pieces, a pair of leather boots with silver buckles worth 30 SP, a medium bag of rare spices worth 30 sp, a silver comb worth 10 sp, a painted glass goblet worth 6 sp.

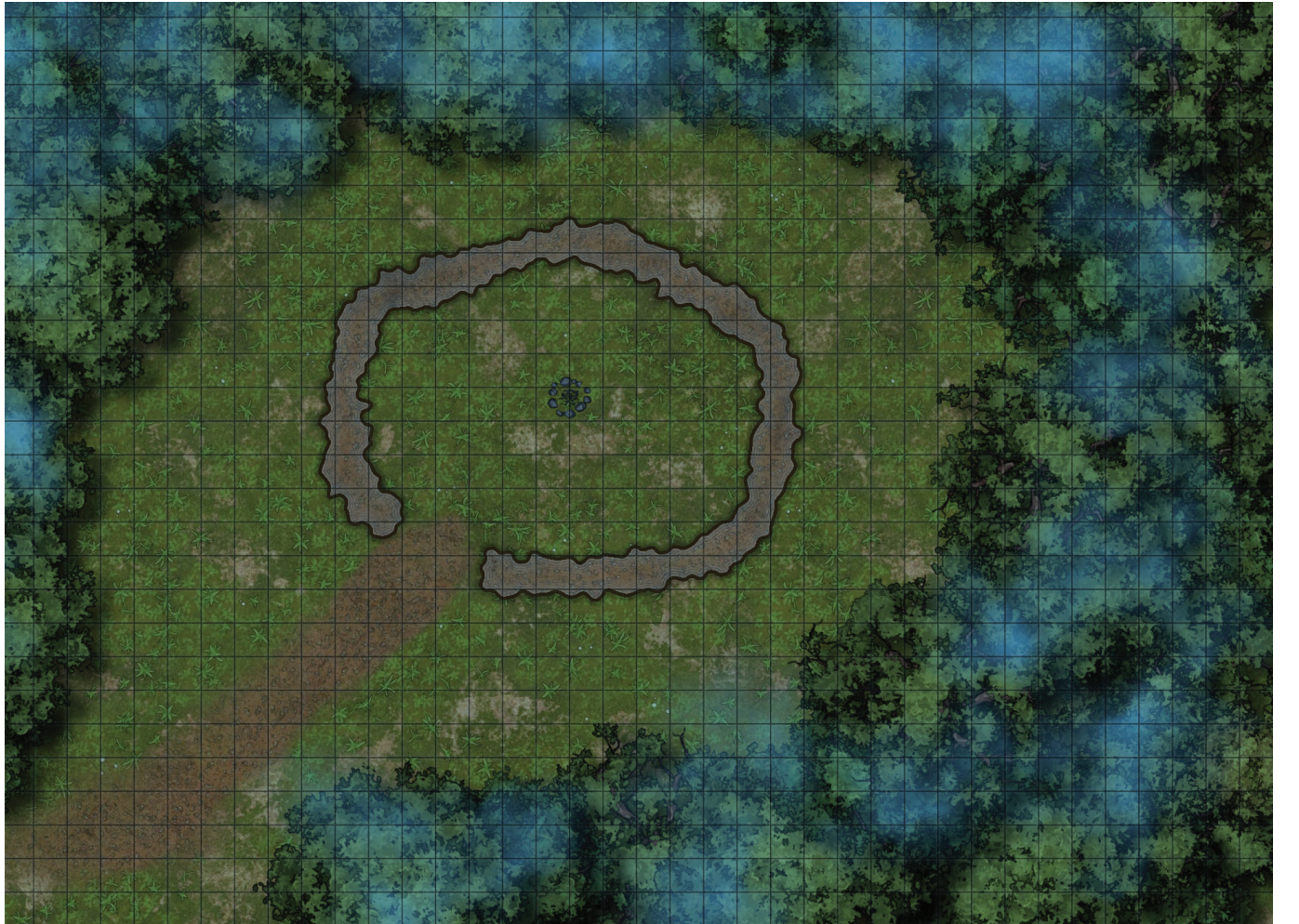
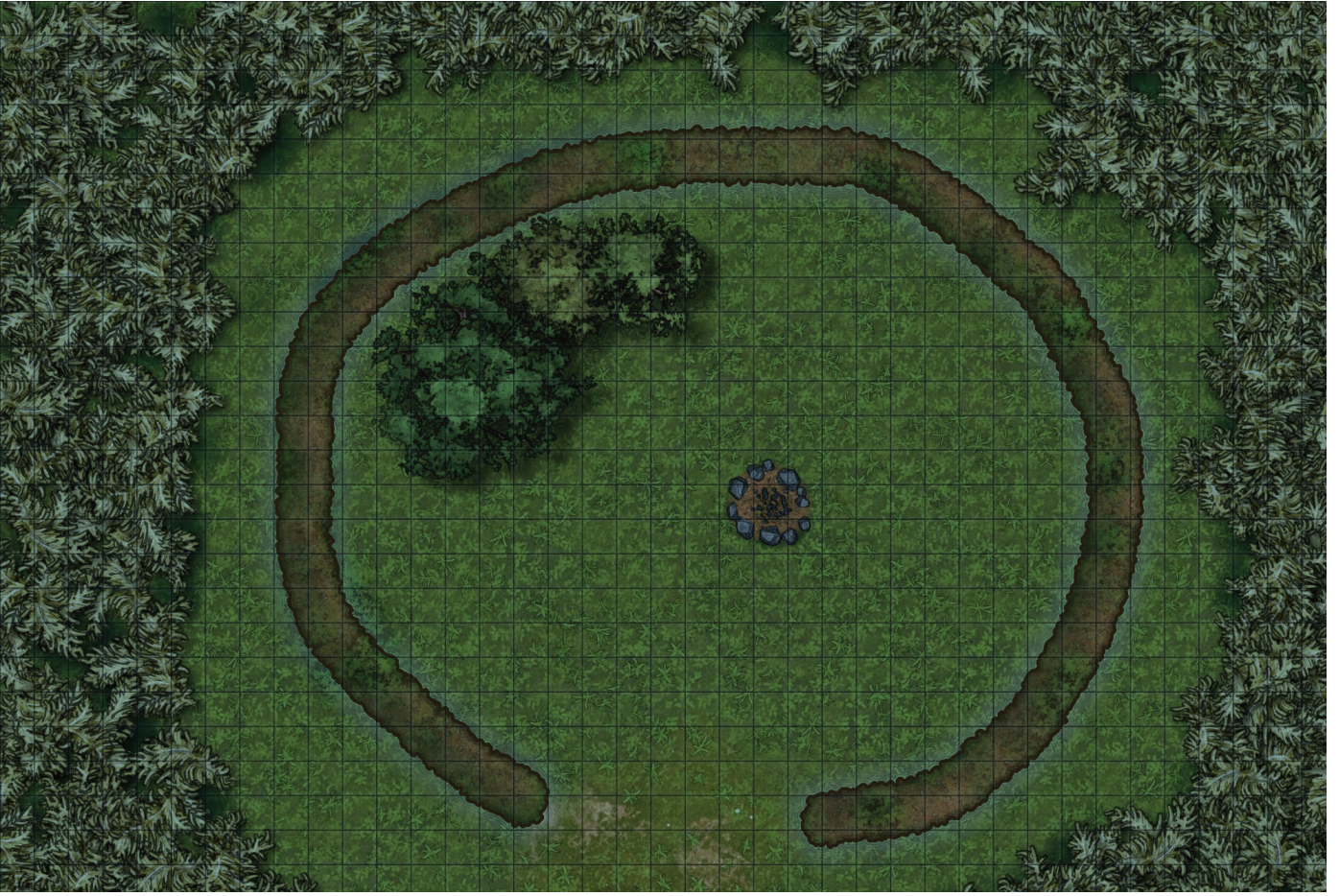
The Attack

During that first night the players will come under attack.

Creatures: A ghost appearing as a softly glowing point of light. A large force of undead, a mix of Pyrites, Skeletons, and Zombies.

Tactics: The ghost will attempt to lure the players from wherever they've holed up out into the village itself and if possible, into the papyrus. If the players emerge from their building, then undead begin to emerge from under the wooden boards on which the village is built and stagger out of the papyrus. They attack the players and attempt to separate them and drag them into the lake or into the papyrus. If the players do not emerge from the building the undead will gather outside and attempt to force their way inside. The only exception to this is the pristine house, which the undead will not attack or enter. Once enough of the undead have been destroyed, or the players have hidden in the pristine house, they break off the attack and fade back into the papyrus.

Game Master Notes: Numbers have been left deliberately vague in this section. The ghost still has around fifty undead remaining to throw at the players, but she won't waste all her resources on it. The point of this combat is for the players to run a desperate defence, have the undead forces break off once your players are on the brink of defeat, or the scene is no longer



fun.

The visitor

Early the next morning, either first thing, or after the players have completed their investigation, depending on what they chose to do the previous evening, a young man emerges from the papyrus at the edge of the village. He seems shocked to see the players, and the moment he sees them he bolts back into the reeds.

The Chase

The young man is sprightly and grew up here, he knows the best way to move through the papyrus, as well as being able to orient himself at all times in relation to the village. He will lead the players on a merry chase. There is an additional complication of the undead roaming around hiding in the papyrus and the mud. Use the following table to determine some random encounters for the players during the chase and remember the penalties associated with moving anywhere off the trackway.

Roll 1d10

1-3 – Nothing

4-6 – Three animated Skeletons

7-9 – Three common Zombies

10 – A Wight

I just wanna talk

The chase should leave the players exhausted, muddy, somewhat damaged and lost. Once they have given up on finding the young man, they hear a voice coming out of the reeds. The man claims he just wants to talk, he's throwing his voice around to confuse the direction that he's in, but other than that seems genuine. He'll offer to lead the players back to the village, on the proviso that they hear him out and talk. He's not responsible for the undead. A successful Wits or Scepticism check will reveal he's telling the

truth. The young man will lead the players to the pristine house in the village. "We should be ok while the sun is up." He says, "And even if not, she won't come in here, this is the only safe place in the village."

Sidebar: If the players decide not to chase Roric into the papyrus he will return a few minutes later, shouting into the village that he just wants to talk.

Finally, some answers

The young man introduces himself as Roric, this is the house he used to live in with his mother.

Read or paraphrase the following aloud to your players.

Someone finally arrived. I'm glad. What happened here, it isn't right. No matter how much she's hurting it isn't right. There's a ghost here, I'm sure you've noticed. She was my mom, I don't think she meant to become a ghost, she was just hurting, and afraid, and after she died, she was so, so angry. But she's killed so many people, the whole village, those monks that bastard sent. But maybe I should start at the beginning.

I never knew who my father was growing up, mom wouldn't tell me, she just said he was a powerful man, and it was better off buried. I could see asking about it hurt her, and she was such a wonderful parent that at a certain point I just stopped asking or caring. But a few months ago, mom got sick, nothing anyone could do, just one of those things. I think it scared her though, she was worried about me, what would happen after she was gone. She wrote a letter and sent me to deliver it to the Abbott. I delivered it to him without reading it, like I'd been told, but when he read it, his face went pale, he started sweating. He asked me if I'd read it, when I said no, he crumpled it up, threw it on a fire and sent me

back to the village saying there was nothing he could do.

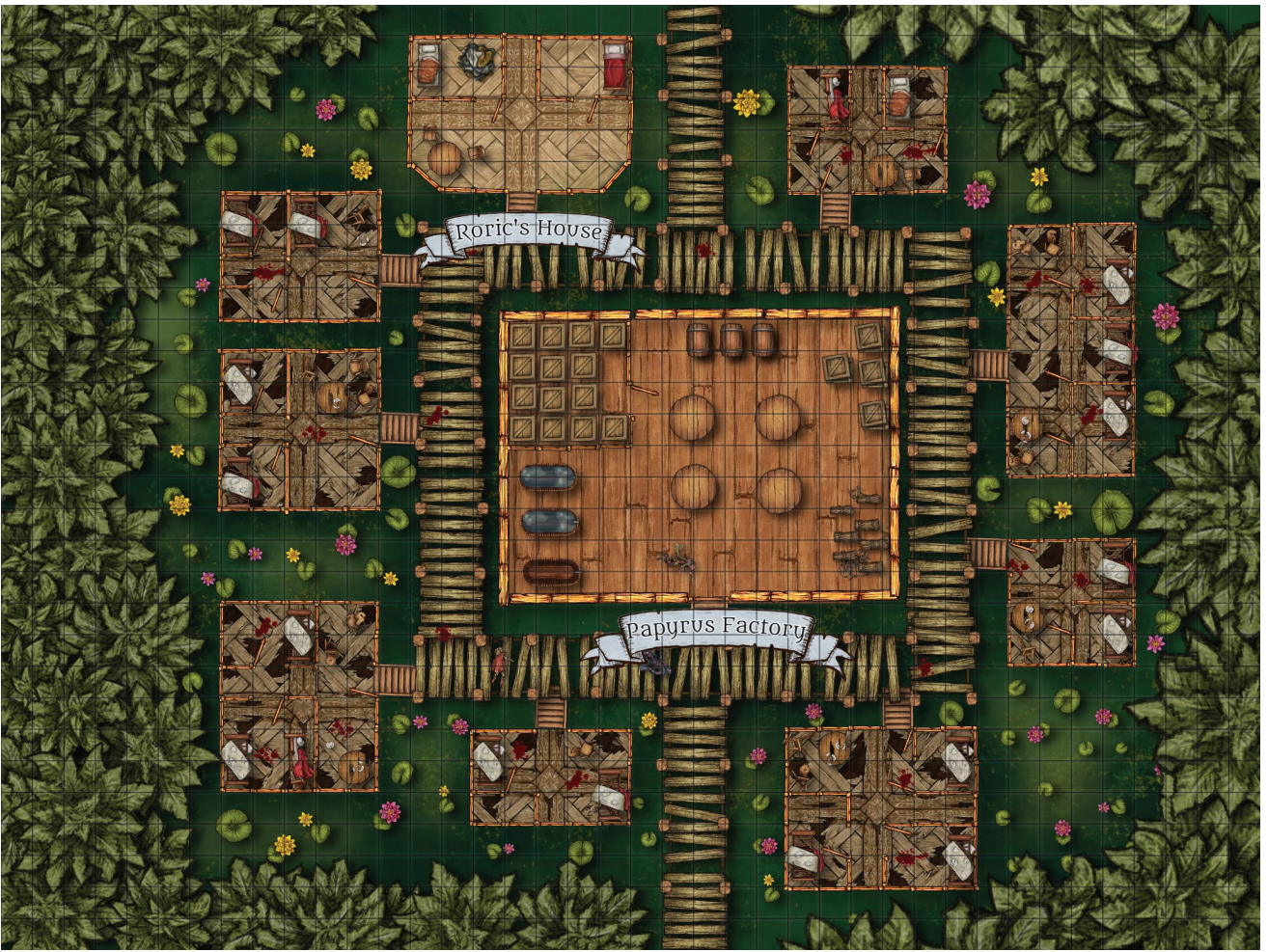
When I told mom this, it broke her heart, I could see something die inside her, something she'd held onto for so long. That night she told me the truth; the Abbott was my father. Twenty years ago, in defiance of his vows he'd fallen in love with my mother whilst visiting the village on monastery business. They'd spent a couple of years engaged in an illicit romance until one day he decided that he needed to rededicate himself to his god and focus on his work. Though my mother tried to stop him, make him see that he could leave the order and have a life with her here, or anywhere, he refused. He put her aside and never visited again. What he didn't know however was that when he did so my mother was pregnant with me. My mother was a practical, smart, and determined woman, she moved on with her life and raised me by herself. The night after she told me all that she died.

A few hours after that we held a vigil for her and went home. That's when I started hearing screaming and crashing and tearing. It all happened so fast, by the time I got outside to see what was going on it was over, and there was just this great ghostly beast, standing there watching as it made the villagers, my friends and family, walk with sightless dead eyes into the reeds. It turned and looked at me, and I recognised its face, it was my mom.

The next day I took her out by myself to the island where we lay our dead to rest. I thought that maybe that would bring her peace, but it didn't work.

By the time he reaches the end of his tale Roric is sobbing. After a few minutes he collects himself enough to answer questions, he can impart the following additional information.

- The ghost's body looks like a hunched over beast with bundles



Abbot Tahor

Priest of Albiorix; Human Dejah, Neutral Acolyte (Rank 8)
(Charming Aspect/Reputation Motivation)

HP:113 FP: 91

AS:73; Bhekart (5) +3 Str Mod;

Initiative: 8

Armor: Ring Armor (11) ;

PD: 65 MD: 60 DD:70 JD: 59

Move: 15' Luck Points: 15 Vision: Normal

Str 68 (+3), Sta 85 (+7), Agi 66 (+3), Per 63 (+2),

Int 67 (+3), Wits 67 (+3), Will 81 (+6), Cha 105 (+11)

Chanting 57, Convince 116, Divine Knowledge 101, Etiquette 82, Evade 53, Fabrication 63, Healing 53, Leadership 86, Lore (Divine) 73, Meditate 76, Skepticism 93, Weapon Craft (Swords) 73

Abilities

Beguiling Liar, Great health, Divine Presence (epic), Bless/Curse, Armour of Tathin, Blinding Valour, Holy Services - holy entropy, holy retribution, Craft Holy Item, Destruction of Valour.

Spells

curing touch, cure wounds, light, spiritual weapon, hammers of hurimbi, protection from energy, luminous faith, warrior of faith, holy word, blinding blast, sanctuary.

of papyrus stalks for legs and arms and the face of his mother. It tears into people with the stumpy claws at the ends of its reed arms and he's seen her fire off the reeds like projectiles only for them to regrow a moment later.

- He thinks his mother is entirely focussed on getting vengeance upon the Abbott and protecting him, she won't harm him at all or the house in which he's currently living.

- Her body is buried on a small island on the edge of the papyrus patch, he can take the players there by boat if necessary.

- There were over sixty people in the village and no one except him has survived, when the monks came, they started to fight and were quickly overwhelmed by the sheer number of undead.

Resolution

With Roric's story forming the last piece of the puzzle the players now have a choice in how to resolve it:

- They can destroy the ghost which will end the undead infestation and allow them to remove the papyrus from the village, get it blessed and save the

town. Roric will lead the players to the island where the village's dead are buried, it's the centre of the ghosts power and they will face off against the ghost and her remaining forces. (see final fight one for details)

- They can confront the Abbott, and if they exact a punishment on him that the ghost deems sufficient or remove him from the monastery so she can deal with him herself, she will consider her business resolved and depart.

This will allow them to get the papyrus, though they'll have to find someone else to bless it. (See final fight 2 for details)

- They can attempt to reason with the ghost. Although she is enraged and desperate for vengeance against the Abbott, this is motivated by the strength of her love and fear for her son. If the players can somehow convince her that they will take good care of Roric then she will consider her business concluded and depart.

Final Fight one:

First Impression: Roric takes the players via boat to a small mist shrouded island just outside the papyrus patch and leads the

players over a well worn path to a small cemetery.

Description: The cemetery is covered in grave markers in various states of age and decay. The village has been burying their dead there for at least two centuries. A stone fence surrounds the site and a few trees border it. The cemetery itself is atop a small hill and in full sunlight is a beautiful place to lay the dead to rest. Unfortunately the entire area is shrouded in an unnatural fog.

Creatures: Shortly after the party arrives Rhea appears. She will not attack while Roric is there unless the players attack her first. Most of her forces are hidden around the papyrus patch, though they will begin arriving in waves if a fight kicks off.

Interaction: The players have an opportunity here to end this without a violence. Rhea is an angry and broken spirit, but aside from her rage at the abbott her love for Roric is all that remains.

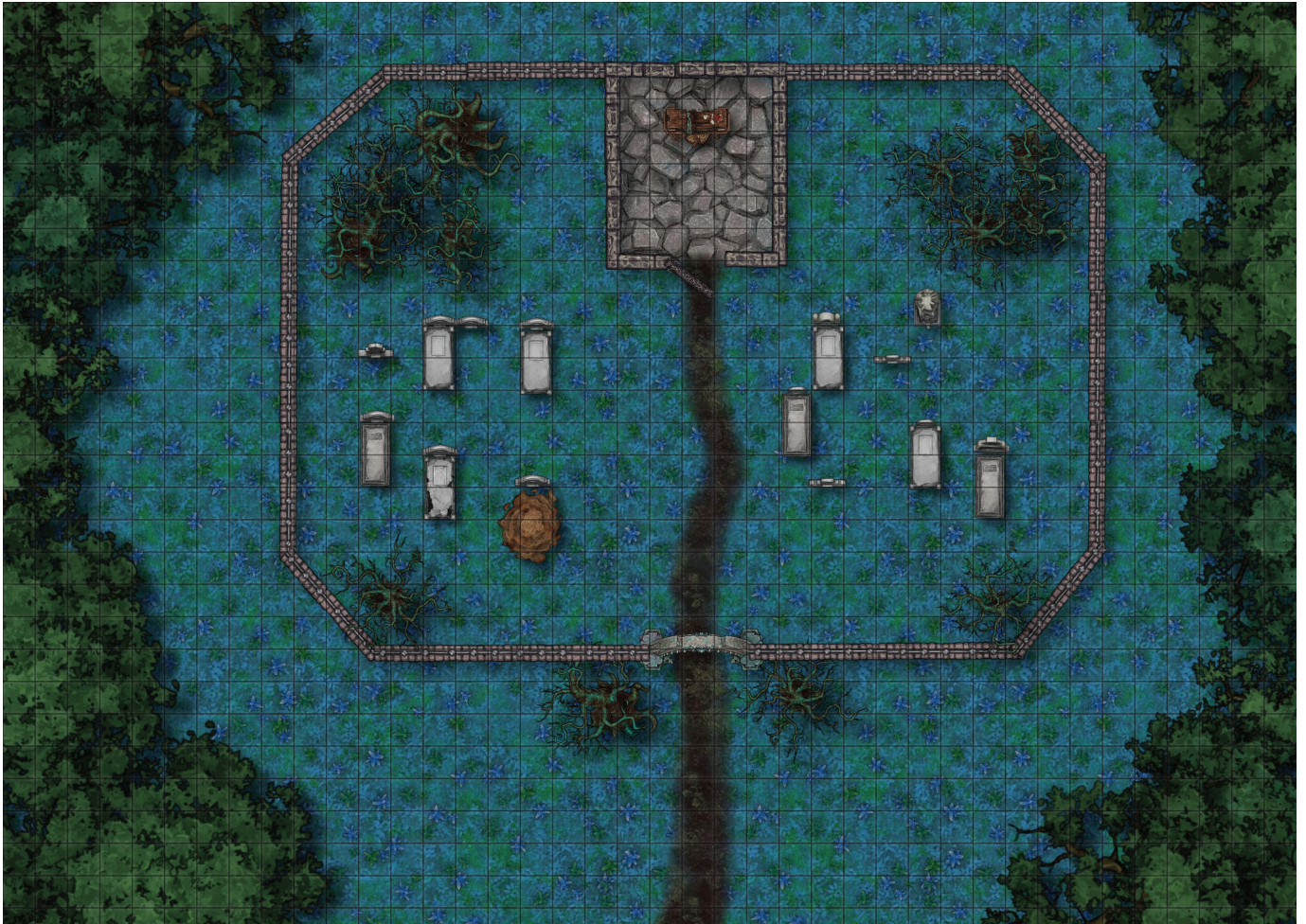
Through good roleplay and successful convince checks they may be able to convince her that they will take care of Roric. If not it will end in a fight.

Game Master Notes: Ghosts are powerful adversaries on their own and Rhea still has forces at her disposal. Every round, roll a D10. On a nine or ten, additional enemies arrive in groups of three composed of a mix of Zombies, Skeletons and Pyrites. They will attempt to distract and annoy the players. Should Rhea be destroyed all the undead in the area will be turned to dust.

Final Fight Two:

First Impression: The Abbott has been waiting impatiently for news of what's happened at the village.

Description: The monastery is exactly as it was before, although as the players enter



Roric

Human Dejah, Neutral
(Apprehensive Aspect/Pacifist Motivation)

HP:44 **FP:** 66

AS:73; Bhekart (5) +3 Str Mod;

Initiative: 8

Armor: Ring Armor (11);

PD: 36 **MD:** 34 **DD:**38 **JD:** 34

Move: 25' **Luck Points:** 14 **Vision:** Normal

Str 60 (+2), **Sta** 64 (+2), **Agi** 73 (+4), **Per** 6 (+2),

Int 60 (+2), **Wits** 74 (+4), **Will** 63 (+2), **Cha** 72 (+4)

Alertness 31, Brawling 33, Convince 33, entertainment 40, fabrication 31, navigation 33, skepticism 33, survival 34, swimming 31

Abilities

fleet of foot, reed dweller (Takes no movement penalties in papyrus reed beds and can always orient himself in the direction of his village)

there is a tension in the air, like a thunderstorm on the verge of breaking.

Creatures: The Abbott is waiting for the players. At the news of the death of his monks he will become distraught. When confronted with what he has done he will break down and confess everything. He knows he made a terrible choice, but has no idea how to atone in a way that would satisfy the ghost. Rhea has followed the players here and is hidden waiting for the Abbott to come out, she will attack the Abbott the moment he steps outside of the hallowed effect. Interaction: The PCs can attempt to convince the Abbott to confront Rhea or they can take him on themselves, maybe attempting to force him out of the monastery grounds where Rhea can join the fight.

Game Master Notes: The Abbott is a competent combatant and a powerful spellcaster. Use his spells and abilities to their best effect.

The Abbott

Additional notes: Due to his guilt and shame, the Abbott loses three successes from all rolls in any confrontation with Rhea.

Description: Abbott Tahor is a human in his mid forties with greying hair and a kindly demeanour. He has served at this

monastery for most of his life. Despite that he has kept himself fit and strong. He is an accomplished spellcaster and masterful orator. He is deeply tormented over how much his "youthful indiscretion" has cost him and blames himself for the deaths of his fellow monks. Normally he would be more than capable of dispatching the ghost himself, however his guilt and shame over the situation makes it difficult for him to confront her.

Rhea - Ghost

Description: Rhea died in fear and anger. All her life she's tried to do her best for her son and at the last she feels like she failed. Rhea's ghostly form scuttles on all fours with her face hanging down between narrow shoulder blades, partially hidden behind long hair. Her body is made of papyrus leaves and stalks held together by swirling ethereal energy. She can switch between this form and a will o'the wisp form.

Rhea uses the stats for a ghost.

Roric

Additional notes: Roric uses his fleet of foot to stay ahead of the players and his entertain skill to throw his voice.

Description: Roric is a young man in his late teens with brown hair and blue eyes. He has lived in the village all of his life. He is still distraught at the loss of his mother

and his entire village. He is furious at the Abbott and has no idea what to do now his entire world is gone.

NEW MONSTERS

DARK RAVEN

(MP: 925) (Uncommon) **1st Rank - Evil (Small; 3' high)**
(1st-3rd Rank Challenge)

Health Points: 13

Attack Skill: 63

Initiative: 11

Attacks: Bite/Claws (2;a5); +4 Str Dmg

Armor: Undead Toughness (25); -25 vs Magic or Holy Weapons; -15 vs Divine Magic; -15 vs. Cold Iron or Silver Weapons; -10 vs. Spirit or Fire Based Spells

Physical Defense: 71

Magical Defense: 43

Divine Defense: 51

Jinhu Defense: 50

Move: 5' (Fly: 50') **Luck Points:** 1 **Vision:** Heightened

Attributes: Str: 66 (4), Sta: 63 (3), Agi: 93 (9), Per: 91 (9)
Int: 78 (6), Wits: 72 (5), Will: 72 (5), Cha: 74 (5)

Skills

Alertness 42, **Evade** 45, **Search** 45

Creature Type: Undead

Treasure: Personal No; Lair No

Environment: any

Organization: solitary, pair, squad (3-6), flock (30-60)

Special Abilities

Aura of Unluck A dark raven radiates an aura that causes any target, other than creatures like itself, that is within a 20' radius to be unable to use any Heroic Luck nor gain Heroic Luck on a critical success for as long as they are within the area of effect. A dark raven can activate or deactivate this aura as a **Simple Action**.

Disease Magical, Undeath Whenever a dark raven successfully hits a target it can transmit a magical disease (Legends of Kralis pg. 225): Undeath; Injury; Character will die in three days only to rise again as a zombie (60%) or ghoul (40%) the next night. Targets gain a Stamina vs TS 2 to avoid the infection.

Fire Vulnerability A dark raven is vulnerable to fire damage more than others. This causes a dark raven to suffer an additional 30 points of Fatigue damage per 5 turns while in areas of fire. Fire damage deals +2d10+5 points of bonus damage. This is **curse** effect type.

Frightening Screech Three times per day as a **Basic Action** a dark raven is able to direct a frightening screech at a single target that is within 20' of it. The targeted creature gains a Stamina check vs. TS of 3 those that fail become **Troubled** for 2d10 turns. Those that succeed in their check cannot be affected again by the

same creature's croak for 24 hours. Creatures that are already troubled become **Scared**, those that are already scared become **Frightened**.

Undead Traits As an undead being a dark raven gains the following undead traits:

- undead resistance: cannot be killed by normal, non-magical, non-holy damage; At 0 Health crumble or vanishes
- immune to poison, paralyzation, or charm spells, charm like effects, and cannot be knocked out
- undead regeneration (able to regenerate from 0 health): regeneration time: 1 Hour
- Special Attack (Can cause any of the following per attack): Addt1 2 pts. cold damage per rank with successful damage attack and suffer -20 penalty to skills for 1d10 Turns

Standing about 3 feet in height dark ravens are large, grotesque ravens they have dark, with ragged, thin and bony bodies their wings end long in a mass of sharp, cracked bones. Their sharp talons are black dripping with green mucus infected with various diseases. Their dark eyes are shot through with red and green lines an indication that they are infected with something more than just disease.

They are frightening alone, but in large flocks they are terrifying shattering the resolve of even the hardest adventurer or the cruellest monster.

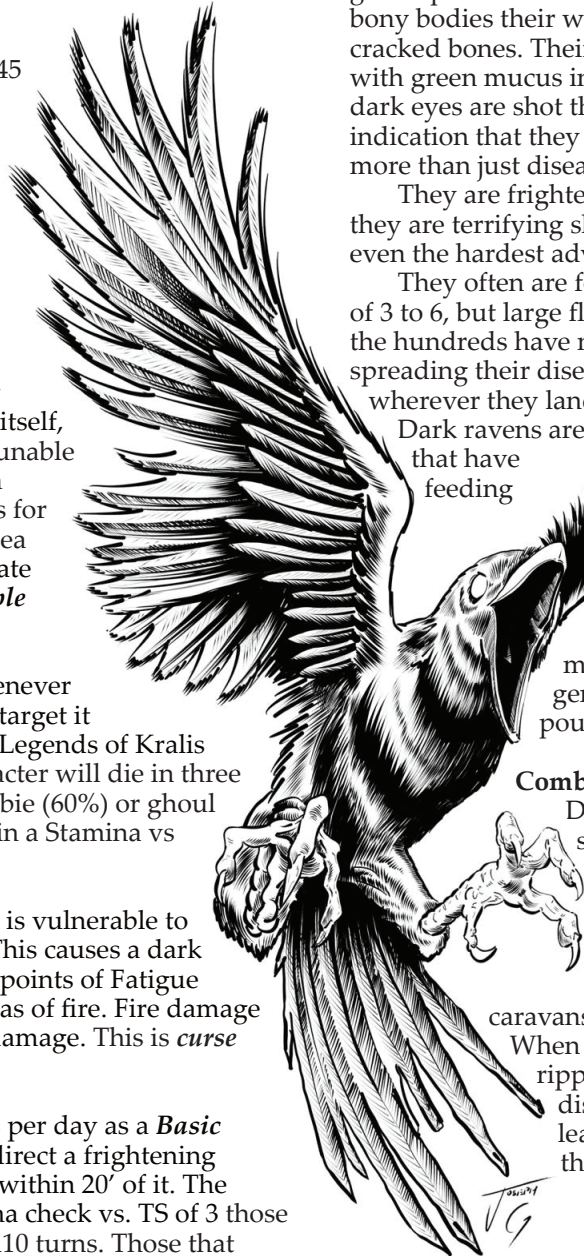
They often are found in small gatherings of 3 to 6, but large flocks numbering in the hundreds have not been unheard of, spreading their disease and negative energy wherever they land or infest.

Dark ravens are foul, undead creatures that have become undead after feeding upon the remains of such creatures as ghouls, zombies, and other physical undead things that have survived the attacks of good aligned folk but have not been destroyed by the means of holy powers. Dark ravens are generally about 18" tall, weigh roughly 10 pounds and have a 36" wingspan.

Combat:

Dark ravens are more ravenous scavengers than they are hunters. They tend to feed on the corrupt flesh of the undead, often attacking large groups of zombies, ghouls, or other physical undead, but they are not beyond attacking groups of adventures, small caravans or even villages or outlying farms.

When they attack they attack with claws and ripping beak attacks. They spread disease in these attacks, many times they leave behind the same type of creatures that they feed on: undead beings.



APPARITIONS

Apparitions are a range of evil creations that come from the death of creatures, they are ghosts, wraiths, specters and much worse. More often than not these creations are from the result of a violent death of some sort, negative emotional energy and some are created directly from Negative Energy.

Apparitions are the remnants of beings that have been in fused with Negative Energy, cursed to wander the world unable to find rest and peace for their souls. One common thread among all the apparitions is their overwhelming hatred of the living.

Apparitions are generally very vicious, mean and cruel. They are known to torment and attack the living. They cause havoc and disruption wherever they roam. Most apparitions are locale based within a range of 1 mile or so around the location of where it was created.

Stopping or defeating an apparition is similar to that of fighting normal beings, however, attacking and ultimately destroying the essence of the apparition can only be done through the means of Divine Powers. But this does not mean that an apparition cannot be driven off by the attacks of non-divine means.

Most apparitions are naturally insubstantial others are invisible, however, they must become corporeal or visible just before they attack.

As creatures of raw negative energy and spectral remnants of the living, apparitions fly, but do not fly in the same concept as dragons, birds or other living things do. They are able to simply move from one spot to another that is within their move. This could mean that they could go from one floor to another floor that is 30' above them in a single move.

Apparitions can be captured and contained through the use of *runes of containment* spell.

All attacks by apparitions ignore armor and cause damage directly to the target.

Creature Type: Undead

Treasure: Personal No; Lair Yes

Environment: any

Organization: Generally solitary or pair; Rarely squad (3-6)

APPARITION ABILITIES

Apparitions all share the following abilities:

Aura of Fear Any creatures, other than apparitions or creatures of an evil philosophy, that are within 15' radius of an apparition must make a Willpower check at a TS of 4. Those that fail are *Scared* (Fear). Defense needs to only be made once per encounter with an apparition type. This effect lasts until an apparition is slain or driven off. An apparition can activate or deactivate this aura as a *Simple Action*. This is a *charm* effect.

Holy Water Vulnerability An apparition is vulnerable to the powers of Holy Water. Holy water does 3 points of damage per oz of water per turn. This ignores armor absorption.

Insubstantial An apparition is primarily made

up of wisps of smoke, translucent clouds, or a shimmering image that can just be made out. This insubstantially grants an apparition a great number of defenses. First, it cannot be targeted by magic, or jinhu of any type, while in this form, including area effecting spells or powers. Secondly, it cannot be attacked by any form of non-magic melee or missile attack. Third, it gains +15 to its movement. However, in order to attack an apparition must become "real" the turn before it attacks, and must remain "real" for 2 turns after it attacks.

Iron Vulnerability An apparition is highly vulnerable to iron in any form. An apparition suffers an additional 3-30 (3d10) points of damage when hit with cold iron based weapons, including dust or filings. Additionally, an apparition can be blocked by iron shavings or dust and is unable to cross over it and must go around or find a different way through or around it. This is a *curse* effect type.

GHØSTS

(MP: 2865) (Very Rare)

6th Rank - Evil (Any)
(4-8th Rank Challenge)

Health Points: 100

Attack Skill: 95/85/75

Initiative: 11

Attack: Claws or Bite (4 a10); +8 Str Dmg

Armor: Undead Toughness (60); 20 vs Magic or Holy Weapons; 35 vs Divine Magic; 45 vs. Spirit; 50 vs. Cold Iron or Silver Weapons or Fire Based Spells

Physical Defense: 58

Magical Defense: 60

Divine Defense: 72

Jinhu Defense: 55

Move: 30'

Luck Points: 2

Vision: Nightvision

Attributes: Str: 87 (8), Sta: 90 (8), Agi: 62 (3), Per: 66 (4)

Int: 67 (4), Wits: 70 (4), Will: 90 (9), Cha: 76 (6)

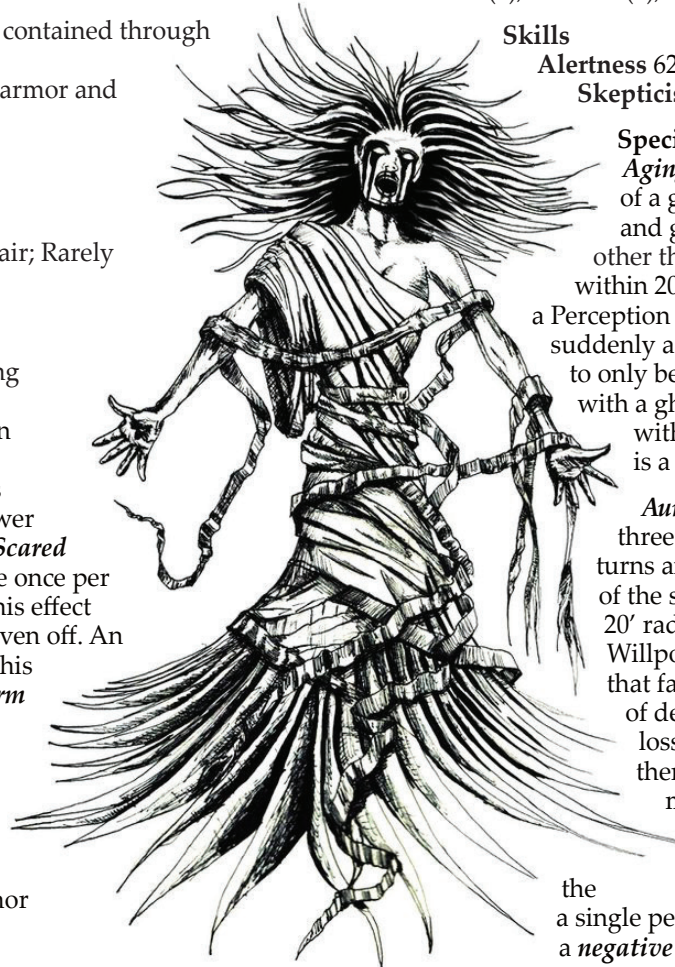
Skills

Alertness 62, Evade 61, Search 61, Scepticism 59, Track 61

Special Abilities

Aging Appearance The appearance of a ghost is that of such horror and gruesomeness that all targets, other than creatures of the same type, within 20' radius of a ghost must make a Perception check. Those that fail are suddenly aged 2d10 years. Defense needs to only be made once per encounter with a ghost. This aging is reversible with the spell *restore, greater*. This is a *curse* effect.

Aura of Grief As a *Basic Action* three times per day for up to 10 turns any being, other than creatures of the same type, that is within 20' radius of a ghost must make a Willpower check at a TS of 4. Those that fail being to develop feelings of depression, suicide, grief and loss and are unable to control themselves as they deal with this mental grief. This causes the targets to suffer 2d10+2 negative successes to all the targets skill checks and gain a single permanent insanity point. This is a *negative* energy type.



Cause Greater Fear Any being, other than creatures of the same type, that is within 30' of a ghost must make a Willpower check at a TS of 5. Those that fail are *Frightened*. Defense needs to only be made once per encounter with a ghost. This is a *charm* effect.

Chaos Wounds Any damage dealt by a ghost causes the target to erupt in festering like wounds spilling over with pus and ichor dealing an additional 2 points of chaos damage that permanently reduce the targets Health Points. This damage can only returned by a *restore* spell. Targets must make a Stamina check at a TS of 4. Those that fail are infected with the magical disease: Chaos Sickness. This is a *chaos* energy type.

Domination Once per day per available targets within 10' radius, a ghost is able to over power the soul of another creature and take over its body over for some time. A target gains an opposed Willpower check to avoid the domination failure allows a ghost to dominate and take control of the target.

Dominated targets can only be released in the following ways: a ghost leaving the target on its own, through exorcism or the target may attempt to expel a ghost once per day with a Willpower check at a TS of 1 (per 2 ranks of creature).

The exorcism must be made by a being with a Divine Knowledge score of 100 or more vs. a TS equal to the rank of a ghost. A ghost within the dominated target is then allowed to make wither a Divine Defense Check as an opposed roll in order to repel the exorcism. If the exorcist fails this, another exorcism may not be attempted for one day.

Undead Traits As an undead being a ghost gains the following undead traits:

- undead physical immunities: bleed, blindness, poison, stunning, paralyzation, critical hits, knock outs, energy draining, attribute reduction, death from massive damage,
- undead spell immunities: mind effecting spells, charm spells, sleep, illusions, charm like effects. They are able to "see" through invisibility by sensing the life force of a living creature
- undead regeneration (able to regenerate from 0 health): regeneration time: 45 Minutes
- Special Attack (Can cause any of the following per attack): Addt'1 2 pts. cold damage with successful damage attack per rank with successful damage attack and suffer -20 penalty to skills for 4d10 Turns; Addt'1 10 pts. Fatigue damage; All actions suffer a -3 Initiative Modifier to perform for 2 turns; Fear (Terrified) for 10 Turns; Lose 3 Fatigue Pts. per Rank of Undead; Deafness for 10 Turns

Ghosts are perhaps the most dangerous and aggressive of all the different apparitions, next to wraiths. This is because unlike other apparitions ghosts maintain a lasting connection with the living world. It is because of this connection that the ghost has enormous reserves of negative energy that it draws upon for attacking the living world. They hate everything, including other apparitions who often are in their service or flee from their presence. They are able to destroy other undead and absorb their energies and abilities temporarily.

Ghosts are the ancient undead apparitions and are respected even by the yaqu. They are fearless creatures of death. It is this aspect that garnishes the ghosts their reputation.

Ghosts take many different shapes. They can be found as vaporous clouds or swirling fogs. They can be found as brilliant points of light not unlike that of the will o'wisp. But perhaps the most common shape that they take is that of their appearance at the time of their passing. They will have well defined heads, torsos and arms. Though their legs are nothing

more than a vaporous trail. There are times that ghosts will take on a corrupted or distorted visage. Corrupted visages appear as their corpse does in its current state, rotting and decayed. Distorted visages are nightmarish reflections of life, they can range from a small child with overtly large ears and mouth to that of a contorted being in the shape of a dog or cat.

There are two types of ghosts: Lesser and Greater. Lesser ghosts have only a few abilities and are only 1/2 the rank of a greater ghost and thus are "easier" to drive away or destroy.

GHUROBU

(MP: 1090)(Uncommon)

3rd Rank - Evil (Medium)
(1st-5th Rank Challenge)

Health Points: 57

Attack Skill: 70

Attacks: Claws (3;a5) or Bite (5;a5) ; +8 Str Dmg

Initiative: 13

Armor: Undead Toughness (35); 10 vs Magic or Holy Weapons; 15 vs Divine Magic; 20 vs. Cold Iron or Silver Weapons; 25 vs. Spirit or Fire Based Spells

Physical Defense: 67

Divine Defense: 53

Magical Defense: 53

Jinhu Defense: 55

Move: 15'

Luck Points: 1 **Vision:** Normal

Attributes: Str: 87 (8) Sta: 89 (8) Agi: 75 (5) Per: 80 (6)

Int: 77 (6) Wits: 75 (5) Will: 86 (8) Cha: 49 (0)

Skills

Alertness 50, **Evade** 49, **Search** 50, **Stealth** 49, **Track** 50

Creature Type: Undead

Treasure: Personal Yes; Lair Yes

Environment: forest, hills, mountains, or underground

Organization: solitary, pair, squad (3-6), mob (6-15)

Special Abilities

Disease, Magical (Black Breath) Whenever a ghurobu successfully hits a target it can transmit a magical disease: Black Breath: Inhaled - This disease has an onset of 1 day. The character must make a Stamina check at a TS of 3. Those that fail begin to suffer a loss of 10 Stamina and Fatigue points every day. Should the character reach 0 Stamina then they die.

Paralysis This allows a ghurobu to cause paralysis in those that it successfully touches. The defender gains a check vs. Willpower at a TS of 1. Those that fail this check become *paralyzed* for 2+d10 turns.

Quick Strike A ghurobu can strike with such speed that those that are defending against them suffer a -10 to their Physical Defense. This only effects melee attacks and can be used once per turn.

Undead Traits As undead being a ghurobu gains the following undead traits:

- undead physical immunities: bleeding, blindness, poison, stunning, paralyzation, critical hits, knock outs, energy draining, attribute reduction, death from massive damage,
- undead spell immunities: mind effecting spells, charm spells, sleep, illusions, charm like effects. They are able to "see" through invisibility by sensing the life force of a living creature
- undead regeneration (able to regenerate from 0 health): 1 hour
Addt1 2 pts. cold damage per rank with successful

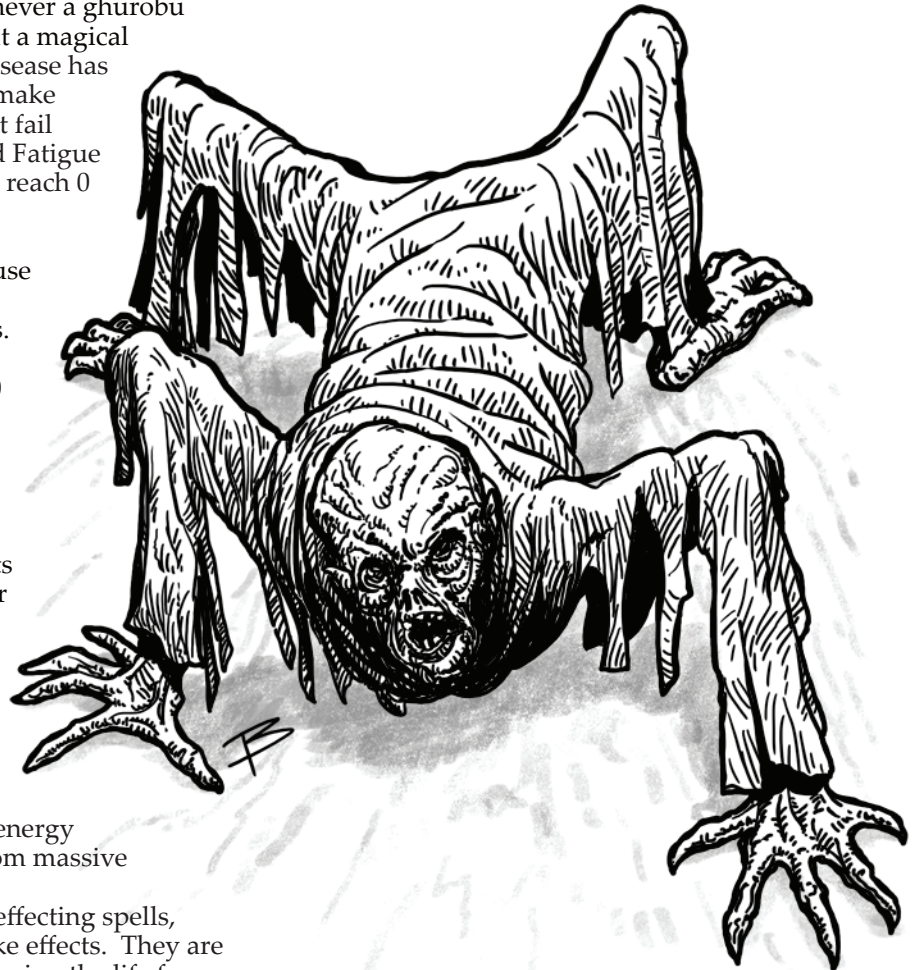
damage attack and suffer -20 penalty to skills for 2d10 Turns

Ghurobu are jealous undead that have risen from the dead that have died under circumstances that violated their precepts of their training, whether it be a priestly training, personal code of honor, or monastic vows. They have a deep desire to live again and to do so the feed upon the breath of mortals. They tend to do this by coming upon sleeping mortals and drawing their breath from them, though they can just as easily draw this breath from a victim that they wrap up in their arms. This feeding does not directly kill the victim, they can leave a foulness in their victims breath for several days that causes them to begin to suffer from the magical disease of the ghurobu.

Ghurobu tend to crawl on all fours in odd angles, their upper bodies flat to the ground and their legs and arms bent at odd angles to allow them to run on hand and feet.

Combat:

Ghurobu stay low to the ground and use this to their advantage to get under larger opponents or to quickly sneak up on other targets.



PYRITES

(MP: 475)(Uncommon)

1st Rank - Evil (Small)
(1st-3rd Rank Challenge)

Health Points: 46

Attack Skill: 66

Attacks: Claws (4;a10,f5) or Bite (6;a10,f5); +4 Agi Damage

Initiative: 16

Armor: Undead Toughness (25); -25 vs Magic or Holy Weapons; -25 vs Divine Magic; -15 vs. Spirit; -10 vs. Cold Iron or Silver Weapons or Fire Based Spells

Physical Defense: 58

Magical Defense: 47

Divine Defense: 69

Jinhu Defense: 53

Move: 10'

Luck Points: 1 **Vision:** Nightvision

Attributes: Str: 66 (4), Sta: 66 (4), Agi: 82 (7), Per: 86 (8)
Int: 69 (4), Wits: 70 (4), Will: 71 (5), Cha: 67 (4)

Skills

Alertness 41, **Evade** 46, **Search** 46, **Stealth** 46, **Track** 43

Creature Type: Undead

Treasure: Personal Yes; Lair Yes

Environment: any

Organization: solitary, pair, squad (3-6), mob (6-15)

Special Abilities

Abundant Leap A pyrite has the ability to leap and jump up to double its normal movement as a Move Action.

Cold A hit from a pyrite's attack causes the target to suffer numbing cold. The target must succeed at a Stamina Check TS of 5 or suffer -5 Initiative Modifier for the next two turns as well as suffer +10 bonus cold damage this damage ignores Armor Absorption. This is *cold* energy type.

Holy Water

Vulnerability A pyrite is vulnerable to the powers of Holy Water. Holy water does 3 points of damage per oz of water per turn. This ignores armor absorption.

Undead Traits As an undead being a pyrite gains the following undead traits:

- undead physical immunities: bleed, poison, stunning, paralyzation, critical hits, knock outs, energy draining, attribute reduction, death from massive damage,
- undead spell immunities: mind effecting spells, charm spells, sleep, illusions, charm like effects. They are able to "see" through invisibility by sensing the life force of a living creature
- undead regeneration (able to regenerate from 0 health): regeneration time:1 Hour

Pyrites are the result of unfortunate pygmies or small bodied species such as aelwyn, ha'vatu, goblins, etc. that were killed in large bogs, swamps, marshes or even the Void, where their bodies were preserved and turned into pyrites. Their skin is hard and leathery and is generally dark brown or black. While they are mummified creatures they are not true mummies. However, they have been known to be found with true mummies as pets.

These creatures spend most of their unlife moving in large clans from one area to another, causing destruction and death in their wake. A pyrite is generally 3-4 feet in height and weighs roughly 125 to 150 pounds.

Combat:

Two or three pyrites are no danger to many. However, these creatures gather in clans of 40 or more which makes them dangerous. They are small, quick creatures despite their undead status.



