

Power Nap

(John Taber, Updated: 12/30/01 4:55 PM)

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1 Adventure Summary

In the last Melderyn adventure (i.e. “The Peanut Gallery”) Obris of Ueld, leader of the Shea-al-Accor, was mind controller by Sleepwalker, an evil high priest of Naveh, into summoning an evil demigod. This demigod is known as Krasula, The Hunter of Dreams. Krasula is one of the many incarnations of Naveh. Now that Obris has regained his senses he must convince the fabled Council of the Eleven to aid him in returning Krasula to whence it came. Dealing with an evil demigod is not an easy task.

2 Copyright Information

This adventure is made purely for personal use. All references to Champions, Harn, or Earthdawn are purely for fun only. Enjoy!

3 Player Information

Characters will be provided.

The party is composed of powerful beings who have a desire to stop Krasula. The various characters will have different motivations for undergoing this dangerous mission. Characters are very high point Fantasy Hero mystics. All of the characters will have some type of magical ability so it is important that players have at least some experience with the Fantasy Hero magic system. I’ll try to make the spells easy to understand.

This adventure will take four gaming session to complete.

4 Character Information

This section details the characters that will be used for this adventure.

4.1 *Obris of Ueld (Primate of Save K’Nor)*

4.1.1 General Information

Obris is your typical old hermit arch-mage. He wears his hair in loose dirty braids. Many often accuse Obris of having lice like several of the unsavory monster types that he studies. Obris is the cause of this adventure.

4.1.2 Player Details

Obris of Ueld is a powerful summoning mage. He has a particular affinity with Harnic Ivanshu. Many of his spells mimic abilities possessed by these strange monster races. Sultan Ahmet (i.e. the flying carpet) will be with Obris. The Sultan is the only player character from the last game who will be in this session. In my opinion Obris is probably the most powerful mystic of the group.

4.1.3 Starting Situation

The game starts with Obris flying away from the collapsing tower aboard the Sultan.

4.2 *Darum the Gray (Sindarin Wizard)*

4.2.1 General Information

Darum the Gray embodies the elven spirit. He is tall, thin, pale, and reeks of underlying power. Darum dresses in light green silks from far away lands and speaks in a lilting, almost arrogant fashion. Darum’s hair is a beautiful shade of gray. Some think his hair is the cause of his pseudonym others think it is his reputation. Darum, surprisingly, has the reputation of being extremely vengeful. It is not wise to be on Darum’s “bad side” for elves have very long memories.

Darum’s magic skills are based around the fabled Earthmaster sites. Unknown to the other mages Darum has secretly learned the ancient art of their use to travel the realm of Harn.

4.2.2 Player Details

Darum believes that to succeed you must put your thoughts to the future. Living long and out lasting your peers will deliver you to greatness. Anything that stands in your way of continued long life is dangerous and should be exterminated. Period.

Darum is a masterful researcher. His study contains some of the most rare and valuable tomes ever collected. Darum knows all of his books by touch he has studied them so much. Besides this wealth of knowledge Darum's other mystic skills are in the realm of magic travel and magic artifacts. Darum actually "created" the Sultan when the Sultan stole away his current romantic interest.

4.2.3 Starting Situation

Darum's most recent conquest has been with a lovely concubine brought in on a foreign ship from Sarkum. Darum has always had a soft spot for the woman of that part of the world and this beauty is no different. Dehlila is a flower of the most delicate nature. She is a wisp of a girl who is always adorned in precious silks and jewelry. Her hair is a black pearl and her eyes are deathly pale. After days of flirting Darum finally won her attention and attracted her away from her current associate, a merchant of some type. The next morning Darum awakes to an empty bed and a note! The note suggests that a man known as Nelan has taken back his concubine and some of the books from Darum's library as payment for the services of the mistress. PAYMENT?!? This man's head should be on a platter!!!

4.3 *Chunel Toron (King of Melderyn)*

4.3.1 General Information

Chunel Toron is the King of Melderyn. Chunel inherited the crown from his father Etobron Toron four years ago. In the past four years Toron has turned Melderyn into a thriving power. Part of King Toron's success is his study of magic. His study of magic and acceptance by the Council assured him a place of power and importance. Historically only Chunel's grandfather, Lodros, was on the Council of the Eleven AND the King. Chunel is known master of spells that control the weather.

Chunel is burly, tough, and speaks in a booming voice. He sports a well-kept black beard and mustache with slight gray highlights. His eyes are a deep blue. King Toron wears regal garments with his family's symbol. The family symbol is a diagonally split black and red standard with a rearing white stallion. Chunel is a noble with a strong sense of personal honor.

4.3.2 Player Details

Chunel is a powerful mage. In raw power and damage he may be one of the most potent forces on all of Harn. He can control weather in large areas, call lightning, cause floods, and summon earthquakes!

Chunel has risen to the ranks by making no enemies and playing no favorites. Hosgril is his closest friend and ally. Chunel knows that Hosgril is conniving and out for money but he also knows that Hosgril gets what he wants. They have saved the others life on many occasions.

4.3.3 Starting Situation

Chunel is performing his daily duties as King of Melderyn. This morning Toron plans to take a long ride along the coast to relax. The pounding waves, which Toron seem to feel represent just another of nature's devastating spectacles, always feel better after a ride down the coast. He will be up eating some bread and cold mutton when Obris arrives.

4.4 *Hosgril (King's Jester and Merchant Lord)*

4.4.1 General Information

Hosgril is the King's Jester. He stands at a mighty four feet tall and does not weigh more than 90 pounds. Hosgril has rat like features, a thin long nose, and hair that is blond and braided down his back. He wears bright green and red diagonally striped silk jester's threads. His ensemble includes a two-colored hat with long tendrils. There are no bells on his travelling hat. ☺

Not only is Hosgril the King's Jester but he is also known as the King's most trusted advisor and confidant. Hosgril has a way of getting on people's good side and making them do what he wants.

4.4.2 Player Details

Hosgril is a shrewd and masterful businessman. He has learned the art of manipulating men's minds to further his own nefarious games and scheme's. To Hosgril everything is one big game. By playing with your own set of rules you are bound to win.

Hosgril has mastered the art of illusion and manipulation. His spells reflect his control of others thoughts and actions. Many of Hosgril's spells are very subtle.

Hosgril is also the hidden owner of many business ventures. In some form or another Hosgril actually owns around HALF of Melderyn and its environs.

The King and Hosgril have an interesting relationship. In the beginning both the King and Hosgril understood that Hosgril was just riding Chune's coat tails. Hosgril was using the Chune and his strong political family for his own ends. After several dangerous encounters they have become much more than partners. Although Hosgril would never admit it, and often verbally bucks the King, both realize that the other is their closest friend.

4.4.3 Starting Situation

Hosgril has been out all night dealing with a powerful foreign merchant named Nelan. It appears that this merchant from Golotha has arrived in Cherafir and has brought a large supply of precious silks and spices. Normally this would be a welcomed site for Hosgril and the Merchant's Guild but recently Hosgril went through a lot of trouble and expense to arrange a delivery from Golotha and Sarkum. This shipment will drastically slash the exorbitant prices that Hosgril planned to charge for his own stash of silk and spices. Hosgril will go to the King's side to complain when he finds Obris in the King's company.

4.5 *Bazral (The Beard Slayer)*

4.5.1 General Information

Bazral, The Beard Slayer, is one of the most feared men in Harn. He is known to hunt down mages for a profit. It takes guts and a LOT of power to have a reputation like that and not be deceased.

Bazral is heavily muscled and stands a huge 6' 8" tall. He has long dark hair which he leaves loose until things get dangerous. Bazral often gets drunk at the Church Bell between missions. When things get dangerous Bazral ties back his hair and becomes deathly serious. In this mode Bazral is an unstoppable hunter. He wears ringed leather armor and wields a unique dual sided two-handed maul and net. On his mail are tied over 50 pieces of hair. These are trophies from previous "kills".

4.5.2 Player Details

Bazral is actually a powerful mage in his own right. His spells and research focus on the dilution of magic not it's focus and control. With this in mind Bazral spells are almost entirely prepared and launched with simple gestures. He also carries a magic net that nullifies magic energy of those it holds.

Bazral is a dominating force in the Melderyn underground. Almost everyone respects his authority. Any big deal must go down through Bazral. He is a brilliant magical warrior and well versed in the various mages in Harn.

Mentally Bazral has some unique motivation. A powerful mystic known as Merina secretly raised him. Merina focused on magic in its healthy and beautiful form. Baz, his name before the tragedy, loved his mother and their life. In a fatal twist of fate his mother was tortured then killed by a Gargun shaman that would later become Lothrin Foulspawn. This played on Baz's ego. How could anybody do this to something so innocent? It seemed like all mages has some type of greed for power. This must be stopped. Bazral studied until he was powerful enough to take on Lothrin. Bazral with a party of other power warriors banished Lothrin at Araka-Kalai. Until this day Bazral believes that magic is like some sort of addictive drug. The more you have the more you want. The more you get the more dangerous and unstable you become. In Bazral's own mind he has sold his soul to the devil.

Since this time Bazral has had two motivations. His first motivation is money. Sturgard, the owner of the Church Bell, often jokes that Bazral's "one true god" is the "God of Gold". Removing mages that get out of control is his other passion. He especially hates mages with some sort of "power plan". Bazral maintains his mother's sense of moral code and honesty. He will keep his word at whatever cost.

4.5.3 Starting Situation

Bazral is hanging out at the Church Bell. He has just taken a new job for a man known as Nelan. Nelan fears that a mage might be after him and has hired Bazral to protect his interests. Bazral has been hired to protect Nelan from harm. Nelan does not realize that this is the extent to which Bazral is committed. Nelan could get completely robbed and looted and Bazral would not raise a finger to stop the robbers. Immediately after the deal Nelan will move to the bar and quickly start drinking. At that moment an angry elf will enter the scene...

5 Adventure Details

5.1 Introduction

This adventure is the dramatic conclusion to the chain of events that started in “The Peanut Gallery”. Party members will journey to another dimension to let loose the only thing that can stop a rampaging demigod...it's mother!

With the focus on other dimensional travel and far away lands it should reduce the characters dependence on their support organizations so they can focus on the mission at hand. It also makes it less likely that the GM will have to deal with how many men-at-arms the King can muster for example. ☺

5.2 Obris Flees The Scene

The adventure opens on the outskirts of Melderyn. As Obris, Bartholomew, and the rest of the gang flee into the morning light away from the collapsing ruined tower that has just crumbled inward on the appearance of the fabled Krasula, Hunter of Dreams. The ruined area pulses with an eerie blue light as the sun rises over the magical city of Cherafir.

At this point Obris will be in command. Here is how the situation stands at this point.

- Obris has summoned Krasula from the realm of dreams. Krasula is an evil angry god which was actually imprisoned in the land of dreams. More than likely he will NOT be happy on his escape. That is about all that Obris knows of Krasula.
- Obris is a demigod and capable of unknown levels of power. Somebody should be warned. It makes sense to call a meeting of the Council of the Eleven.
- Bartholomew and the others need to return to the tower so that they can return with some of his books. After landing at the city Bartholomew and the others can return to the tower on the Sultan. (The Sultan alone will return with the books as there are several and they are quite large and heavy.)

5.3 Pleading With The Council

5.3.1 Brief Meeting With King Toron

At this point Obris will approach Caer Cherafir and order an emergency meeting of the Council of the Eleven. As an active member it is in his right to call a meeting. Meetings are called by the council's official chamberlain, Eldrod. Eldrod is a tottering old mage who has magical resources which can be used to contact the members of the council. Eldrod will react slowly but when he sees the concern on Obris' face he will start rushing around very nervously.

After declaring the meeting Obris will immediately be shown into the council chambers of King Chunel. At this point Obris can plead his case with King Toron who will be having his morning repast. After about 5 minutes Hosgril will enter carrying a strange document. See above for details. Allow the PC to talk for several minutes. When they finish have Eldrod enter and let them know that the others are arriving.

5.3.2 The Summoning from the Church Bell

At this point Bazral and Darum have not been hooked into the game yet. This is a brief scene to get them hooked into the game. The scene involves Darum speaking with a member of the “underworld” at the Church Bell. Bazral will be present and watching the scene. The PC starting situations detailed above help open the scene. Darum has just entered the bar and spotted the man who spurned his latest interest and grabbed some of his ancient tomes. At this point let the scene run...

Bazral will know of Darum and his reputation without having to make a roll. With a roll he will know that Darum is extremely nasty and not someone to openly oppose. It appears to Bazral that Nelan will get a lot of action for his money if things go “bad”. When things start to get “heated” and Darum is about to blow up have him get a message in his brain from Eldrod. Eldrod will say, “Um...your most majestic sir...this is Eldrod. You are summoned to an emergency meeting of the Council. Please come to the chambers immediately. Sorry to interrupt your grace.” At this point let Darum react and the scene end. Note that Bazral is still not in the adventure yet but this scene will add to the flavor of the game.

5.3.3 In the Council Chambers

The council meeting will open with Eldrod calling the council to order. Let the player do all of the action and call the council to order. As the King calls the council to order the various members will take their seats. At this point the group will be surveyed. Start the introductions at King Toron and moves around the council room to his right as Eldrod announces their titles. When the players are reached let them give the descriptions and any reactions on their faces. The members include:

1. King Toron – King of Melderyn. Current council chair.
2. Hosgril – King’s jester. Master merchant and magician.
3. Erech of Werthade – Astronomer. Pessimist by nature. Middle 50 with blond curly hair.
4. Obris of Ueld – Harnic Primate of Save-K’Nor.
5. Sunoril Thabel – Earl of Nurisel. Political powerhouse and dabbles in magic. Straight laced, dressed in fine purple silk.
6. Merena of Sinarael – Most skilled harper in the land. Singer. Short cropped blond hair. Perky and spunky type. Youngest member of the council.
7. Deryk of Pharcaras – Fyvrian (life cycles) mage. Talented physician. Late 60’s man with black hair and gray at the temples. Calm soothing voice. Not one to scare easily.
8. Yebisi of Netoshi – Jmorvi (metal) mage. Skilled weapon smith. Burly man with a bald head.
9. Ronic of Merkenos – (Not in attendance.) Cartographer. Away on exploring trip.
10. Darum The Gray – Elven Lord.
11. Vensit of Kelede – Svoryian (spirit) mage. Ghostly thin man with white fu-man-chu mustache. Wearing dark blue flowing robe.

When the meeting starts Obris will be asked to address the council. At this point the PC playing Obris should try to convince the group that there is real danger in Krasula being released. Obris is NOT a convincing charismatic person so his speech will not convince some of the members. In fact, Yebisi will be angry for being summoned on such a “trivial” matter. Vensit will claim that Obris does not have the power to summon Krasula. Since it does not look like the council can be motivated to take direct action now King Toron or one of the other PC should push for an investigation into the issue.

5.4 PC Start Gathering Information

At this point the council meeting has broken up and the PC are starting to gather information about Krasula. A logical place to meet is at Darum’s house. The library there is more extensive than anywhere in Melderyn. At the house the Sultan can arrive with the books that he was sent to fetch.

Give them this information only if their rolls reach a certain level. Note that the comments that start with “high” should only be given if the PC make exceptional rolls. The PC should be allowed to combine research rolls and skills as appropriate.

Information that starts with “rumor” are not confirmed by fact. PC should be allowed to know that information is suspect. It will help plant some fear in their minds.

5.4.1 Krasula Legends

Here are some facts that the party can gather about Krasula and the worship of Naveh.

- Naveh is an evil deity that manifests himself in several forms. One of those forms is known as Krasula. Krasula appears to mortals as a naked male child with one eye of pale blue and one of the deepest black.
- Krasula is known as the “Hunter of Sleep” and it is said that his visage brings terrible fear. It is also rumored that Krasula’s imprisonment in the realm of dreams is what cause mortal men to have nightmares

- The priests of Naveh gain power at night. (Rumor.) Many feel that the priests of Naveh are powerless during the day.
- Naveh priests use symbols of a black knife and a transparent skull. Priests wear black robes with red sashes and skull like masks.
- Naveh temples are hidden and very secretive. Little is known about the church by outsiders.
- (Rumor.) Naveh worshipers are said to be so devout that they are rumored to have unfaithful followers commit a form of ritual suicide when they commit sins against the church. Another more interesting ritual is called Herth-Akan. This ritual involves tracking down and murdering an offender after giving him a three or four day head start. If the hunted person escapes the pursuers for a given amount of time he is allowed to live and the assassins that are hunting him must commit ritual suicide!
- The church is strongly connected with the Lia-Kavair (i.e. Thief's Guild). The Lia-Kvair has acknowledges that some of the greatest assassins of Harn are high priests of Naveh.
- (Rumor. High.) One ancient tome has a piece of a log from an ancient scribe whose name is lost in time. This piece of log looks like this...

...(ripped and torn page)...blackness is reaching out like a knife. From the tip of the blade a skeletal form as pitch as night is emerging. This specter is ghastly! It appears to wield a translucent sword of some type. It moves in total silence but it's wake...(faded text)...there might be some hope to ending this madness. We are going on four nights...(test faded with water spot)...how will we get him to return?!? The demon appears to fear the dimensional doors created by Ver...(page ends)...

5.4.2 Information About The Realm Of Dreams

Most of this information is gained from the book provided by Obris. It will take pouring over the massive books to get even this limited information.

- (Rumor.) The Realm of Dreams is a dimension that contains the things of dreams and nightmares. Any dream on Harn is said to originate from the mind's journey to the Realm of Dreams.
- The Realm of Dreams is in a perpetual state of dusk. Not totally dark and not totally light. The flow of time in this dimension is not understood.
- The terrain has been observed by dimension traveling mages. The research notes from these mages reveal a landscape of cold wind swept plains. Some that have ventured into the realm say that the cold actually numbs the mind as well as the body.
- (Rumor. High.) A long forgotten Sindarin ballad speaks of the Prince of Nightmares and the Queen of Fantasy Thoughts. This ballad is from a time before the Sindarin mastered the ability to avoid deep sleep. The Queen is said to be a being of pure light who brings dreams of love and comfort. The Prince is described as a petty creature who haunts the minds of the weak. The ballad speaks of a time long ago when the "Child Prince" rebelled by sending evil to men's minds. The Queen was forced to drag her son from the "Realm Of Man" to the "Realm Of Dreams".

5.4.3 Fabled Information About The Queen Of Fantasy Thoughts

If Bazral makes his knowledge skill regarding "Good Magic" he will remember a story that his mother, Merina, taught him. (Rumor.) The fable speaks of an earthly woman of immeasurable beauty, goodness, and purity. Never did a thought of violence enter her mind. Her purity was so deep that she attracted the attention of the "Creator". The "Creator" is often known as the "King Of The World" and the maker of man. As his wife they ruled the heavens. A son was born to the "Queen". The son was petty and contained all of the hatred not found in the mother. The "Creator" explained this as a sense of balance to the world. The fable describes the Queen sacrificing her freedom by locking them both in the "Realm of Dreams".

5.4.4 The Ruined Watchtower

The party may decide to return to the tower where Krasula was summoned.

If they return to the tower during the day they will see a pile of stones. In one area the pile of stones reveal a small opening. Inside the opening the party will hear the sound of digging and cursing. Inside the crag is Iko. Iko is the initiate of Naveh that was found in the jail cell during the last adventure. He will be searching for any money and any sign of “his” religion that he feels is just returning to power. Iko has no spells and will be deathly afraid of the party. He knows their reputation and realizes the reason they must be returning to the tower. If pressured he will tell the group that he is searching for money or any artifacts that might be left in the pile.

By digging with Iko the party can discover a journal from Sleep Walker. In Sleep Walker’s journal he describes getting a message from Krasula. Krasula tells Sleep Walker in a nightmare that he will be the one who will finally return Krasula to the “Realm Of Man”. Krasula also tells Sleep Walker that Obris of Ueld is the one who will open the doorway and ultimately be the instrument of his return. Sleep Walker’s journal then follows his disjointed series of thoughts on how difficult it will be to capture Obris. It also describes how Sleep Walker sends off Iko to his death in an attempt to capture Obris. It also describes Sleep Walker’s surprise that Iko actually pulled it off by hiring Bazral! The journal ends with Sleep Walker’s fears that even though Krasula will return the prophecies tell that a “presence from the Realm Of Dreams” will be the tool that ultimately returns the world to its present state of balance.

If the party returns to the tower at night they will note that the stones pulse with a faint blue glow that seems to ebb and flow with the crashing waves of the inlet. Nothing more can be discovered on a nightly visit.

5.4.5 The Pagan Prophecy

One of the most interesting pieces of research involves an old set of scrolls that Darum has called the Pagan Prophecy. It is written in Jarinese. Darum has attempted to read the document but it is very disjoint and hard to follow. Darum has concluded that the writer was obviously quite mad. When Darum starts to search for the scrolls he will be unable to locate them. Darum will realize that Nelan must have them!

5.5 *Night Of The Dream Knights*

This scene can lead into the first attack by the Dream Knights and the first fight for the PC. It should be an interesting affair as the PC and most of the city will be left in chaos after the initial attack. It turns out that Krasula is acting quickly and dangerously. It is also a chance for the PC to gain the services of Bazral.

This scene also depicts the first real attack by the Dream Knights and a precursor to the dangers that lie ahead. The last scene in this adventure section should be another meeting of the Council and a plan of attack from Toron. The plan will involve a group of mages attempting to slow and if possible stop the Dream Knights and another attempting to return Krasula to the Realm of Dreams. The PC will be in the second group.

5.5.1 Attack By The Dream Knights

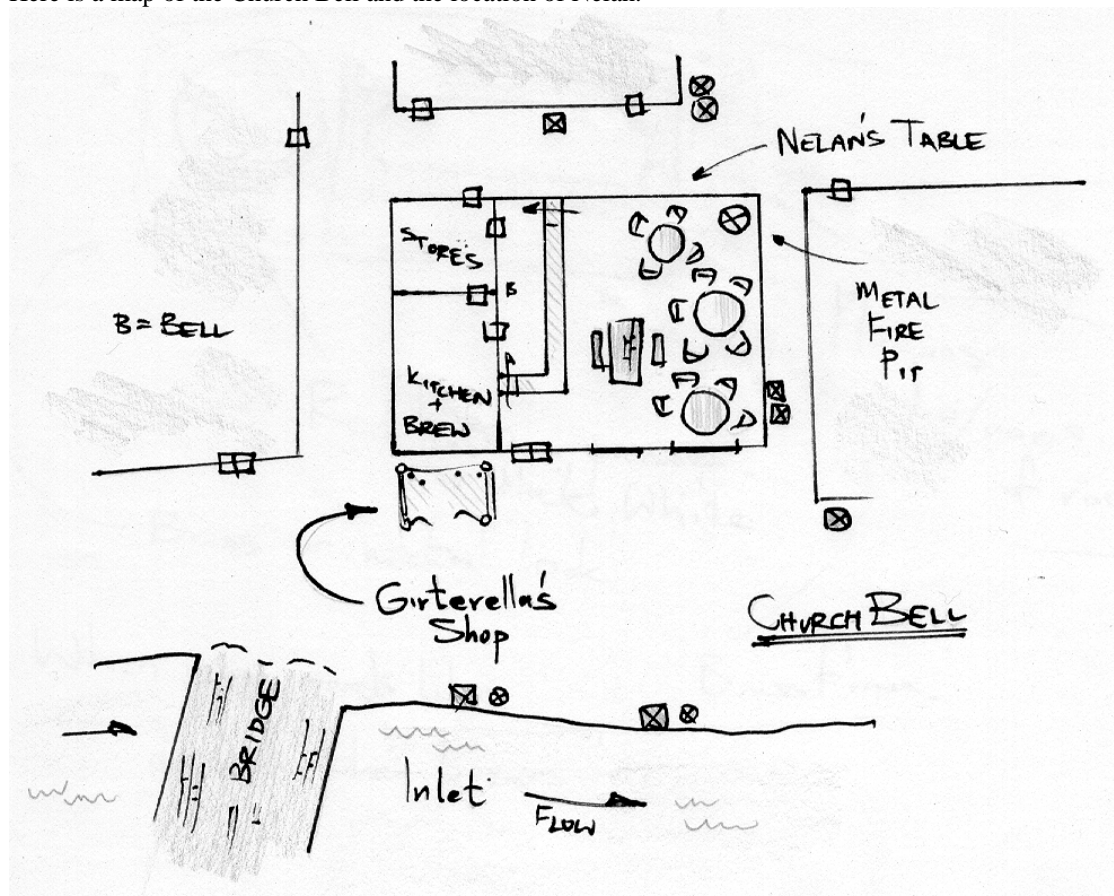
When the PCs arrive at the Church Bell it is dusk. The Church Bell is busy as dusk is one of the best times to do “business”. Sturgard, the bartender, will be busy serving drinks. Nelan will be sitting with Dehlila and Bazral at a small round table. Nelan’s arm will be around his concubine and his feet will be resting on the table. (There is a bag under the table with the scrolls that the party requires. Nelan’s chair rests on the bag.) Nelan will be extremely worried when he sees the party. He will set down his feet and get really tense. Bazral should be calm and collected. Let this scene play out. Nelan will stick by what he feels are his possessions. He is a trained and expert merchant. Nelan will quickly realize that these scrolls must be extremely valuable. This will toughen his resolve. Just as things start to get ugly or the PC start to grab the book have the Dream Knights attack the Church Bell.

At first they will hear screams and from a sleeping man in the corner a dark shape will emerge. As the shape emerges the man’s skin will turn an ashy gray color. The creature that emerges is a horrific ghostly skeletal knight, which is wielding a huge two-handed blade that releases a mist when moved. The creature makes no sound as it moves. As soon as it appears it will send out a wave of fear then start swinging! Quickly thereafter other knights will appear and start attacking the party.

Note that the Dream Knights are quite interesting. Since the party is very observant and many of them are experts in combating and researching magical monsters here is some information they can gain about the Dream Knights.

- The Knights are automatons. They are programmed to either pillage or attack. Often Knights of similar “programming” will form small bands to more efficiently conduct their raids.
- When someone falls asleep a knight emerges from their body. If the sleeping person (a.k.a. Sleeper) is awakened the Dream Knight that came from that person is put into considerable agony (see the susceptibility on the character sheet).
- When the sleeper is waking the Dream Knights are programmed to return and kill the sleeper! Note that killing the sleeper will also banish the formed Dream Knight.
- If a Dream Knight is killed and his sleeper is STILL asleep in seconds ANOTHER Dream Knight will form. The only way to completely stop the generation of more specters is to wake the sleeper.
- The Dream Knights can be caught by Bazral’s net. When trapped in Bazral’s net the specters will not be able to go Disolid. This will confuse them as their programming is not advanced enough to handle this condition.
- The Dream Knights only sense is to detect “awake minds”. If a active mind passes a Knight his skull will slowly rotate to follow the source. They are not fooled by Invisibility.

Here is a map of the Church Bell and the location of Nelan.



As the fight starts to turn to the party have them hear screams from the city streets. At this point they will want to bring Nelan and the books to Caer Melderyn. From there the party can examine the scrolls, decide the fate of Nelan, and call another meeting of the council. At dawn the Dream Knights will vanish.

5.5.2 Information In The Pagan Prophecy

When the party gets a chance to examine the Pagan Prophecy scrolls this is the information that they will uncover.

- The scrolls are very ancient and delicate to the touch. They are comprised of a large set of over 100 sheets. The hand scripted passages ramble from one place to another with little sense of order or organization. (Rumor.) According to Darum the author was a priest of Save K'Nor who was driven quite mad when he witnessed Agrik in one of his demonic forms.
- The party should examine the scrolls and make complimenting Intelligence rolls to perform the analysis. If the roll is not made by a large amount truncate the information given in this section. (Rumor. Hard.) "Every child yearns to escape from the womb. HATE! Some mature quickly and others grow up slowly. PAIN! Some children are so immature that even a taste of life of freedom drives them to tantrums. DESTRUCTION! In these cases only a mother's touch can return them to peace. BLACK EYE OF KRASULA!"

5.5.3 The Council's Plan Of Attack

It should now be obvious to the party that a more active plan of attack is required. With that Toron and the party should summon Eldrod and call another meeting of the council. Bazral will be asked to stay but Toron should realize that his presence in the meeting will not be accepted lightly. This time as

the other members arrive at the chambers in various states of disarray. It is obvious that they have not slept last night. Several are talking in worried tones.

Toron should then call the council to order. Using the chart above describe the other members of the council and their states of distress. Yebisi will be VERY angry. He will start raving at Obris for this deed. The party will need to convince him to calm down. Persuasion, Oratory, or Seduction rolls should be used to calm him down after the supporting role-playing is performed. After he is calm Erech will comment that he does not think it is wise for Bazral to be at the proceeding. Vensit will agree and state that Bazral apprehended one of his apprentices. Again the group should calm down the council and attempt to get the focused on the matter at hand. Make rolls after playing out the scene.

When the council presents the information to the group the others will chime in with the occasional question. Let the PC come up with a course of action but the obvious decision will be to enter the Realm of Dreams to find the mother/queen mentioned in the prophecy. The NPC will point out the uncertainty in the provided information. Several of the NPC included Soneril and Deryk will insist that their interests in Melderyn must be protected. Deryk has noble visions of helping the sick and Soneril sees this as a chance to lead and gain more political clout. Try to get the group to split and send one group to the Realm of Dreams and the other to protect Melderyn from the Knights. Maybe they can work on a spell that will at least hold them at bay.

5.5.4 If PC Don't Enter The Realm Of Dreams Right Away

If the PC do not want to enter the Realm Of Dreams right away then the following information can be used to describe what is happening to Cherafir. Note that the goal is to get the party to enter the Realm Of Dreams. If the above information is not enough to convince them of this goal then start leading them by the nose. Have council members start begging for action. Suggest other sources of information that can be used. Make stuff up to convince the group that they need to enter the Realm Of Dreams or Melderyn will be lost.

The first night should be filled with attacks. Gangs of Dream Knights will attack people while others are bent solely on destroying property. The attacks are horrific and terrifying to the populace. Buildings will burn and hundreds will die. The second night the attacks will lessen but the ground will pulse with a strange blue glow. Evil is building.

5.6 *Entering the Realm of Dreams*

In this scene the party enters the Realm of Dreams and progresses towards the Ice Castle. Their way will be perilous and filled with dangers and obstacles. Make a scene on the way to the castle then several challenges and maybe some magical traps in the castle grounds. Have the throne room guarded by magical servants of the Queen, The Frost Warriors.

5.6.1 Getting Through The Door

First the party has to get to the Realm of Dreams. This will involve Obris casting his Summoning Gate spell to open a doorway. Obris knows that entering the realm is not easy as he will describe that breaching the door causes a gale force wind of cold to emerge. Obris will also explain that the last person through the door will need to place a Morning Glory flower at the doorstep. At this point the party should be allowed to devise ways to get into the doorway against this force. Allow them to draw the circle needed for the spell wherever they wish within reason. Let them be creative. Once the spell is cast and the door is open here is the result of the winds. When approached an icy cold in will be felt from the door. The wind deals frost damage and forces the player away. The wind starts at 4d6 EB against ED and a Strength roll at -2. It increases to 6d6 EB and -6 to the roll. The last level is 8d6 EB and -8 to the roll. Leverage and other physical aids (tables, etc...) may be used to reduce the damage and add to the Strength roll.

5.6.2 Traveling In The Realm Of Dreams

Once through the door the party will have entered the Realm of Dreams. The Realm of Dreams is a place of eternal dusk. The landscape is a windswept icy plain. Initially the party will find themselves in a sort of box canyon. There appears to be only one way out of the canyon. As the party nears the lip of the canyon they glimpse a barren landscape similar to what you might expect on Mars. Great purple mountains

lie to the right and left. Ahead of the party lies a swirling maelstrom of gasses and thunderclouds. This maelstrom is obviously some type of nexus in the realm and will obviously attract the attention of the party.

Travel to the maelstrom will be slow going. The terrain and climate between the box canyon and the maelstrom is very rough. It is filled with crevasses and ravines. At the bottom of the ravines are small rivers. The sky is constantly in a state of shifting winds so flying is possible yet dangerous unless the pilot is quite skilled. Travel can be aided if the party uses a flyer as a sort of aerial guide. Toron can reduce the winds if he uses a wind manipulation spell.

As the party starts the journey they will realize that it will take a little less than two days (~40 hours) to reach the maelstrom over a ground route. If the group is really creative this can be reduced. As the party travels spirits should waver as the terrain is very tough. Near the end of the first eight or so hours the party will need to rest. If a player thinks to ask about sleeping in this dimension give them an easy roll to figure out that it is not a good idea to sleep in this realm. Very likely dreams and nightmares will become reality! If Obris makes a roll he will assure the party that sleeping is a bad thing. The lack of sleep will cause the party members to lose concentration. After each 8 hours stint the characters will need to make Con rolls. For every point that they miss the roll this will subtract 1 End from their maximum. For every 5 End lost in this fashion the character will be required to take a -1 roll on all skill rolls, OCV, and DCV. If the character does not have to sleep they will get +4 to their Con roll. The Elf sort of waking sleep will give a +2 bonus to the Con roll. After 16 hours the Con roll is made again but this time it is taken at a -1 to the roll. An extra -1 is applied to the roll for every 8 hours traveled. This continues until the party reaches the maelstrom.

5.6.3 Attacked By The Snow Gibbons

After around 24 hours the party will reach a large ravine and hear a strange howling sound. Experts can make a roll to determine that the howl is apelike in nature. From the sides of the cliff several white winged gibbons will attack. They are hungry and are looking for a meal. The gibbons are excellent pack attack creatures. They will force a frontal attack then have a smaller group fly up from behind the characters and attack from surprise. Toron should get a tactics roll and Obris can get a roll if the player comes up with the idea. They bite as an attack. Use enough Snow Gibbons to make the fight interesting but not difficult.

5.7 *Waking Queen of Fantasy Thoughts*

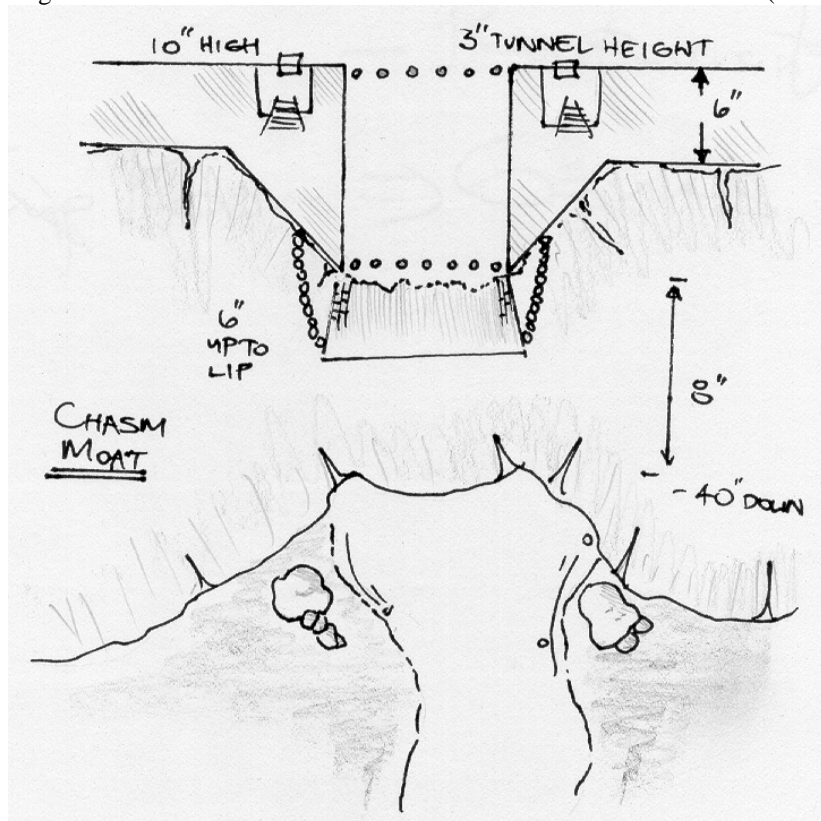
In this scene the party enters the Queen's castle and awakens the "Mother". At this point she tells the characters what they must do to stop Krasula and the Dream Knights.

5.7.1 Passing Through The Maelstrom

As the party approaches the maelstrom that surrounds the castle they will feel a strange sense of unease. Closer examination of the clouds that surround the castle reveal that they are filled with bizarre and twisted images of black horses, thunder, sarcastic laughing faces, snakes, and other horrific visages. The ghost like images appear to almost barraging or attacking the castle. Around the castle a white aura appears to be repelling the phantoms. The goal of the party will be to get past the mists and enter the castle. By using some experimentation the party can analyze the mists. Here are some facts about the mists. See the map following this information for details about the entry to the castle.

- The visages do not seem to pass through solid objects although they appear to be non-corporeal. The ghosts only appear to travel inside the mist. This will be hard to divine unless the party attempts to move the mists with some type of wind power. If Toron attempts to move the mists the amount of images that will be able to attack is reduced by half.
- Phantoms will swarm around anything living that enters the field. Living creatures that enter the field will spin and fall out of control. Players might be able to realize that the creature is actually being mentally assaulted. If the carpet (i.e. the Sultan) enters it will be attacked by the images. If a mind enters the field it will be attacked by 1d6 individual Ego Attacks of 1d6 each.
- The aura the surrounds the castle on the other side of the chasm moat can be penetrated by objects and living creatures. There is a very small landing before the portcullis that form on the other side of the moat. Four or five characters have room to stand on the landing and still be narrowly protected by the aura.

- The moat around the castle is a deep chasm with sharp rocky stalagmites. Any who fall in the pit will drop 240 feet (i.e. 40") onto spikes. Falling is certain death.
- The portcullis built with 4" round cylindrical bars (Def 18 Bod 10). They are spaced 6" apart. If Hosgril makes a contortionist roll he will be able to squeeze through the bars to enter the castle.
- The chains that control the drawbridge and portcullis are composed of 2" thick metal links (Def 12 Bod 8). The controls for the drawbridge are found just behind the second set of portcullis. The controls use weights and pulleys to make moving the massive wooden structure simple. Only a Strength of 10 is needed to move the portcullis or drawbridge.
- The drawbridge itself is formed of wooden beams. One beam is around 2' across (Def 5 Bod 12).

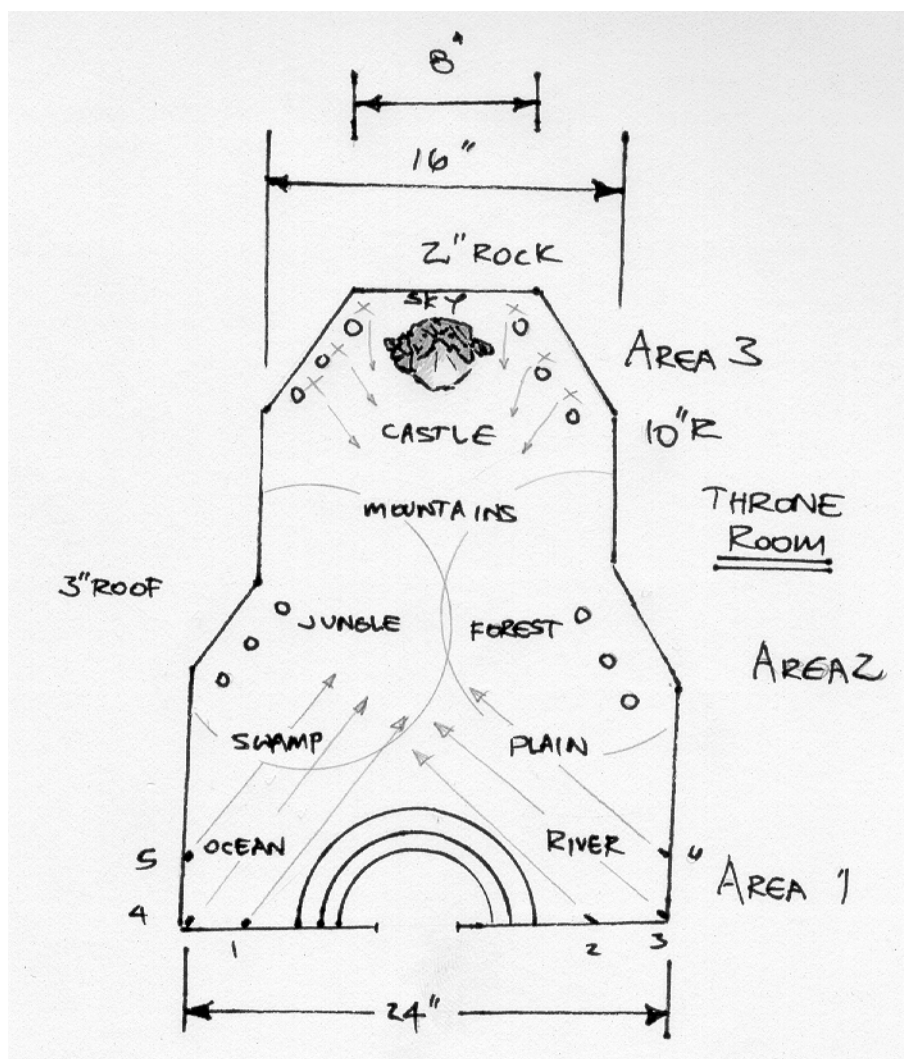


5.7.2 The Castle of the Queen

Once the party has entered the castle they will feel a sense of ease and peace. If the group has any "tired penalties" they can be cut in half or eliminated entirely. As they search the castle immediately behind the courtyard is a large open throne room. At the end of the room is a large glowing crystal. The growth appears to be jutting out of the castle floor. The stone is translucent and radiates with an angelic resonance. Inside the crystal is a beautiful female figure. The woman has long curling blond hair with silver highlights and is wearing a white silk gown with brocade trim. Her eyes are closed.

The floors of the throne room are decorated in small brightly colored mosaic tiles. The tiles show beautiful woman and forest creatures in secluded valleys and glens. The walls and adjoining columns are a bright white marble. See below for more information on the pictures depicted in the mosaic tiles.

As the party attempts to enter the room the crystal will glow with a silky radiance then a huge astral face of the queen will appear. Her eyes will be closed. The queen will say the following, "Please watch your path mighty heroes of prophecy. My throne room has been enchanted by my son, Krasula. I cannot aid you for my vision has also been enchanted. I sense that you have great power and possibly the ability to release me from my imprisonment. Fare the well." At this point the party will need to start investigating the traps that exist in the room. The map is marked with the location of the queen and the traps that exist in the room. Details will be provided after the map.



5.7.2.1 Area #1 – Water Jets

The tiles in this area actually start on the southern wall. They start with a dark blue against the roof then slowly move into wave patterns on the western side and a meandering river on the eastern side of the room. The wave turn into a swamp that is teeming with creatures of the mire. The River ends in a plain and peaceful valley.

When this area is entered magical water jets will blast out of the walls and shoot towards the center of the room. The purpose of the jets is to force creatures in the area into the next area. Three water jets are located on each corner of the room as marked on the map. The jets are placed at a height equal to their number x 3'. The jets sweep forward then move up towards the roof until the water stops. The water blasts have an OCV of 8 and can be dodged. The water is considered a 6d6 EB against PD with 2x the knockback (52 active points). For purposed of this scene use Champions knockback rules to determine the final location of the players. The jets can fire every 2 seconds at Dexterity 5.

5.7.2.2 Area #2 – Grasping Trees

The tiles in this area depict trees from a jungle on the western side and a coniferous forest on the eastern side of the room. As the scene moves north it narrows and merges into tall and majestic looking mountains.

When the circular areas marked on the map are entered the pillars in the center of the circles turn into animated marble trees. The trees reach out and grasp at party members swept into the area by the

rushing water. After grabbing creatures the tree hold them so that the Guardian Warriors can finish them off. The tree are large and have effective OCV of 6 (with grab subtractions already applied). They hold objects with a 30 Strength. The arms have DCV of 5 (with grab subtractions already applied). Trees attack on Dexterity 11 with a Speed of 3. Each grasping arm can be broken to free the held person but breaking the holding limb will not reduce the ability of the individual tree unless at least 6 limbs are broken for each pillar. The limbs are considered objects of Def 6 Bod 4.

5.7.2.3 Area #3 – Gray Guardian Warriors

The last area contains the true active defenders of the room. Behind the pillars are six immortal Guardian Warriors. They are legendary mystical creatures that are usually summoned to guard crypts or tombs. They are formed from dead Larani warriors who were slain in defense of their castle. They fight in groups of three in perfect combination. They fight in shield/sword, spear, and bow combinations. The first rank is held by a mystical shield bearer, the second uses a magical pike, and the last uses an ash colored bow. They are rumored to be powerful warriors. If a good roll is made about these legendary Gray Knights the party has heard that the creatures are only powerful if they are in the vicinity of the crypt that they are guarding. See the Gray Guardian Warrior character sheets for details.

5.7.3 Releasing The Mother

At this point the party will have to free the Mother from her crystal prison. As the group approaches the crystal it will hum and glow with a faint gray light. The party must break out the mother without damaging her. Let the party get creative. If the party analyzes the crystal they will discover that it is magically being held together. The best way to “shatter” the crystal would be to disenchant it. This can be done by using a combination of Bazral’s net and Wipe Out. It will take 50 active points to nullify. After the fields are reduced or eliminated the stone can be shattered. Before the spell is disenchanted the crystal has Def 20. After the spell is disenchanted the crystal has Def 4 to blunt attacks and Def 6 to sharp or magical attacks. The crystal has 12 Bod. Make this a fantastic scene of magical prowess. If the party easily reaches these limits then raise the limits so that the goal is narrowly achieved.

5.7.4 The Quest Of The Mother Of Fantasy Thoughts

When the Queen of Dreams awakens she will at first seem stunned. After being helped by the characters she will thank the party then ask what her son has done. As the party relates the current situation she will get a very concerned look on her regal face. The Mother will let the group know that there is only one way that Krasula can be stopped once he has entered the realm of the living. The party must recover an ancient veil that was given to her as a gift from her husband. (The Mother of Fantasy Thoughts will only refer to her husband as either “husband”, “mate”, “he”, or simply “The Maker”.) She will describe the artifact as the Veil Of Waking Visions. The Mother says that the Veil can be used to cause complete daylight and sleeplessness for a short period of time. During this time Krasula will be vulnerable to attack by normal means. Her “mate” needed a way for the Mother to control her son lest he escape her grip. According to the Queen, “he thinks of everything”.

After describing the Veil she will convey that the veil is currently located in one of her long lost temples in the city known as Golotha. According to the Mother her priests in the land have been eliminated and their temples long since lost but the “true ruler of Golotha” has the means of aiding the group in their search. Telling the party more would tempt the Lords of Fate so she cannot reveal more information.

She then tells the party that she has to clean up the damage Krasula has done in the realm of dreams. After that she will watch the progress of the mages on their dangerous quest. With a wave of her hand the party appears in a desert land. Off in the distance will be a city wall and road. In the wind they hear only... “the more time your world sleeps the more powerful Krasula will become”.

5.8 Finding the Location of The Veil of Waking Visions In Faraway Golotha

On a quest given by the Mother the party travels to Golotha in search of an artifact known as the Veil of Waking Visions. This scene includes the party visiting the King, getting caught in his machinations, fighting a river monster, and finally raiding the royal treasury to get the information about the Temple of the Maiden where the Veil resides.

5.8.1 Entering the City

Sultan Attaturk and Darum know a good deal about the history and climate of the faraway land known as Rethem and the “Freetown” city known as Golotha but their information is hundreds of years old. The Sultan was in command of Sarkum around 200 years ago and Darum was a mere traveler from the sylvan woodlands. Here is what the Sultan and Darum can convey about the city.

Two hundred years ago Golotha was a wonderful and mystical place. The street were filled with songs of strange faraway lands and the goods were unequaled anywhere else in hard. Rich spices, oils, and art were the stock in trade. The city was also the hub of many religious organizations. The home sects of The Order Of Hyvrik (Larani Fighting Order), The Hyn-Aelori (Save-K’Nor sect), and a small sect of merchants that prescribed to the Order Of The Fuming Gate (Agrikan fighting order).

As the party nears Golotha they see a city of Arabic design. Towers stand over the city as well as ancient minarets bespeaking allegiance to some arcane gods. The city is walled and sits apart from the mainland on an isolated island. See the map on the Golotha page of the Harndex for details. The Sultan, now called the King, lives at Caer Chaftar, which also acts as a lighthouse for incoming ships.

As the party moves through the Golotha they are approached by beggars, merchants, prostitutes, temple initiates from several sects, and even a camel trader! It is an exasperating experience and appears nothing like what the Sultan has described. The streets are thin, dark, and dirty. Beggars line several streets. Most people walk around letting nothing distract them from some unknown duty. The priests that approach the party are from several Agrikan sects (The Fuming Gate, The Order Of The Copper Hook) and most notably a burly member of The Order Of Chaos (Morgathian religious order). The party members have probably never seen a member of the sect of Morgath in the open until this meeting. By asking a local peasant the party will learn that only mere MINUTES seem to have passed during their journey to the Realm Of Dreams!

Performing a streetwise roll will be possible at a –2 for lack of familiarity with the environment. On a successful roll the player will be able to find the following information.

- Golotha is VERY corrupt. Merchants are given lots of freedom. This means trade flourishes but crime is rampant. Only the Merchant’s Guild attempts to keep order.
- The various religions have run amok as they are not being controlled or monitored in any way. Only policing by rival sects keeps them in check. There are currently FIVE Agrik orders in Golotha. These include the headquarters of The Fuming Gate, The Company Of The Copper Hook, Mamaka the Master of Steel, and the Octagonal Pit. The Agrikan sect of the Eight Demons has a small following. Other major religions include an order of Halea known as the Silken Voice and The Order Covert of Naveh. The only other seat of note is a cult of Morgath called The Lords Of Chaos. The Lords of Chaos are the ONLY open temple of Morgath in all of Harn!
- Politically the current head of state is King Asuman, an extremely wealthy merchant leader, who rumor has it, acquired the position by following the advice of his brilliant wife. Asuman’s wife and queen is Guzeem, High Priestess of Halea, Grand Mistress Of Pleasure. She is rumored to be a shrewd and cunning woman who knows thousands of ways to cause a man pleasure and pain. On a really good roll the PC can learn that the greatest wealth of history and literature about the city is stored in the King’s treasury.

5.8.2 Meeting With The King of Golotha

In this scene the party meets with King Asuman and his wife Guzeem. After this meeting the party will have several ways of locating the Veil Of Waking Visions. How the party deals with the situation should be very free flowing. Allow the party to be creative in how they decide to handle the scenario.

King Asuman’s caer is extremely defensible as it rests atop a natural rock outcropping on the western edge of the city. The causeway for Caer Chaftar extends from the city proper to the Caer’s high walls. Both the city entrance and the caer gates are heavily walled and guarded. Caer Chaftar is Arabic in design and sports three high minarets. These minarets are said to bring the caer closer to the gods and act as great lookouts for the King’s archers.

When the party approaches the gate to Caer Chaftar on the city side they are met by a guard wearing a white tunic with a yellow ball insignia. It is the insignia of the Merchant’s Guild. The man will ask what business the party has with King Asuman. At this point the party can be creative. If they claim to be King’s from Melderyn the man will laugh and not believe them. A show of force would convince of the

parties intents. The guard can be bribed. Note that there are SEVERAL spies watching the city gate to Chaftar. In fact if the party makes a shadowing roll for every 2 points they make the roll they will spot another watchers. There are at least 4 people watching the gates at every moment!

After convincing the guard of their needs to see the King they will be lead across the causeway to a council chamber with a large oaken desk with a white marble top, lavish carpets, and expensive incense burning. It obviously cost quite a lot to furnish this chamber. Behind the desk is a tapestry of two golden spheres on a yellow field with a sea horse rearing. It is the symbol of Asuman. After waiting for around 5 minutes the party will be met by a larger man in a loose fitting tunic. He is slightly unshaven and two of his front teeth are yellow. Let party members with conversation or similar skills make a roll. Even though he first comes across as uncivilized his eyes reflect a very keen intelligence. The man's name is Vushu-Nu. He is the chamberlain for King Asuman and Queen Guzeem. Vushi-Nu will start out by asking the party their business at Caer Chaftar. He will take his time and take a careful look at all of the party members closely. Vushu-Nu is very shrewd and will notice the regal bearing of several of the group. In fact, he will comment as such if provoked. Vushu-Nu will not allow the group to see the King and Queen unless they give him good reason to proceed. Vushu-Nu can't be bribed. After he is convinced Vushu-Nu will have guards enter and ask that the party remove their weapons or stow them securely in tied bags. There are many assassins about and "one cannot be too careful". While the PC stow their weapons Vushu-Nu will be careful watching their reactions. He is looking for any sign of fear or non-fear. If party members easily give up their bags it will almost scare him more than if they hesitate slightly. Remember that Vushu-Nu is a smart cookie! After going through all of these machinations he will say that the King and Queen are quite busy and can't be interrupted! It should really make the more noble PC cringe. The entire waiting game is a ruse that Vushu-Nu uses to both test the nature of the guests and gather more information about their intentions. After giving this directive he will exit from the room and head to the inner chambers. He will then update the King and Queen. Around 20 minutes later he will return. During this time allow the PC to attempt a Magic Roll at -10. If anyone makes it they feel a slight wave of magic wash over them. If a party member makes it by 15 they feel an Astral "being" watching them. It is the Queen examining the party in the Astral Plane. At this point the party has waited for quite some time. Vushu-Nu will approach the party careful and say that his majesty will now see them. At this point he will lead the group into the royal throne room.

The royal throne room of King Asuman is extremely lavish. It is decorated in ancient carpets depicting historical victories and age old symbols of wealth and power. The large brass urns in the room provide a dim light and produce a pungent smell of some long gone spice. The dias where the King and Queen rest is covered in brightly colored silks and translucent veil like material. They sit on large ornate mattresses and many throw pillows rest at their easy reach. In front of the dias are several pillows and a large hookah. King Asuman is a middle-aged man with jet black hair that extends down his back to his waist. It is tied in a neat ponytail with a silk knot. His face is wrinkled from the sun and small crows feet on his eyes reveal a man that has seen many things. When the party enters he will be looking at his nails. Queen Guzeem is quite enchanting. She is a small woman, about 5'2" tall, with long straight black hair that goes down to her waist. Her eyes are large and of the darkest brown. The Queen is wearing a skimpy dress with layered silk folds and gold threaded cords. A veil on her face is pulled back to reveal her perfect features. She is laying on the pillows as if she carries no weight.

As the party approaches the royal pair Vishu-Nu will leave and the King will speak. He will first introduce himself and the queen. He will then welcome the party to Caer Chaftar, ask them to partake of his wine and hookah, then ask them their business. At this point the scene should be pretty free flowing. King Asuman should come off as very emotional and mercurial. Note that the Queen and King have never heard of the Queen Of Fantasy Thought or the Veil of Waking Visions but he will convey that his treasury houses many ancient documents and city maps that detail the long and historic past of their infamous capital city. As the party mentions their "goal" the King will at first look skeptical then suggest that some type of "agreement" be reached. At this juncture the Queen will speak and suggest to the King that maybe the group of obviously experienced adventurers might be able to help them out with their "river menace". At this remark the King will get a large grin then gently kiss the hand of the queen giving her high praise as being such a "brilliant creature". To his reply the Queen will merely bat her eyelashes and look sheepish.

Note that the Queen is actually a brilliant thinker and an adept priestess. She has spells that allow her to detect mental powers (Mental Sense), and move into the Astral Plane (Desolidification). If she senses mental powers on the party she will flinch (Conversation rolls at -2 or well made Perception rolls (-5) by

the party) and will whisper it to the King if it persists. The King will ask the party to cease this or the conversation will end immediately.

The goal of this scene is to give the PC a couple of possible ways to find the lost temple of the Queen Of Fantasy Thought. The most likely method for the group to find the lost temple is to gain access to the King's treasury. This can be achieved by either breaking into the vaults or by ridding Golotha of the river menace. These two options are described in detail below. Note that other creative options should not be ignored. Let the party be creative but keep them in control.

As the party finishes their conversation with King Asuman and Queen Guzeem the King will again welcome the party to his city and offer them residence in his finest inn. (Of course the inn is filled with spies for the royal family.)

5.8.2.1 The King and Queen's Proposal

If the party decides to take the King up on his deal he will explain the situation to the party. This section details what the King and Queen will tell the party.

The King and Queen will explain that for the past several months they have been openly trying to setup a trade agreement with Thiri, the closest neighboring city up the river Thard. Since this is such a vital trade route strong merchant agreements are essential to good business. The problem is that the last two attempts to send a peace treaty have resulted in the loss of the carrier. King Asuman will mention that his sources suggest the last several trips were stopped by river pirates. The Queen will then suggest that with the last two attempts local spies must have leaked the information. This time they want to send the documents in secret with a normal looking river transport. This way the local spies will not be tipped off on the important nature of the trip. Note that there are several lies in this story. Characters who make very good Conversation rolls will be alerted to the fact that the "royal pair" is obviously not telling the entire story. A good Deduction or Trading roll can be used to deduce that someone in the position of the King and Queen should be able to handle this problem without using a group of strangers.

5.8.2.2 Pressure From The Party

The party may pressure the King and Queen by stating that their land is in peril and that only the information from their treasury can help. If the party puts a lot of pressure on the King and Queen they will not want to appear uncaring so they will agree to help the group. Note that this will not short circuit the plan of the "Royal Couple". In this case have the King and Queen listen to the analysis of the poem and map. After the analysis have Queen Guzeem explain that they would like the party to deliver a peace treaty to a local merchant prince who happens to be along the route the party must take to the ruins. Play out the scene with the information provided.

5.8.2.3 The Real Story

The real situation is quite complicated. Note that King Asuman and Queen Guzeem do not know all of the facts themselves! Here is a brief description of the tangled mess that the party will get sucked into addressing.

The rulers of Golotha have no desire to setup a trade agreement with Thiri. Instead their goal is to get rid of the river pirates on the Thard, which are threatening their vital trade business, and, if possible, kill the Ruler of Thiri! When they see the group of powerful mages that are gathered before them they have no doubt that the river problems can be handled. As soon as the party leaves Golotha with the fake trade documents Queen Guzeem will use her underworld contacts to leak information that this particular trading mission is secretly loaded with rare spices. This will make it a target for any river pirates. When the river pirates attack the barge the mages will get rid of the pirates and the problem. All of this for a mere look at the library! Great deal!

What the King and Queen do not know is that the "river pirates" are actually a monster! One of the high priestesses of Morgath has received a "special gift" from her god. This gift allows the priestess to transform into a hideous being which brings death to anything it touches! By using this gift the priestess has been able to raid the shipping lanes in efforts to gather money to further their evil missions. This time the priestess will run into much more than she can handle.

After the Morgath priestess, Kariss, is stopped by the party they will probably want to proceed to Thiri. When the deliver the message to Lord Marite, Ruler of Thiri, it will let loose a form warping spell

when opened! By some quick thinking the group may be able to halt the effects of the curse to save the Lord of Thiri. Together with the ruler of Thiri and the demon priestess the party can decide how the rulers of Golotha should be “handled”. At this point Kariss and Lord Marite will be willing to aid the party in breaching the vaults of Golotha. They both have considerable influence in Golotha that can be used by the party but the characters should be allowed their own plan to deal with the situation. Maybe the group can use the aid of the strangers to distract the King and Queen? The next few sections describe these scenes in detail.

5.8.3 The River Journey

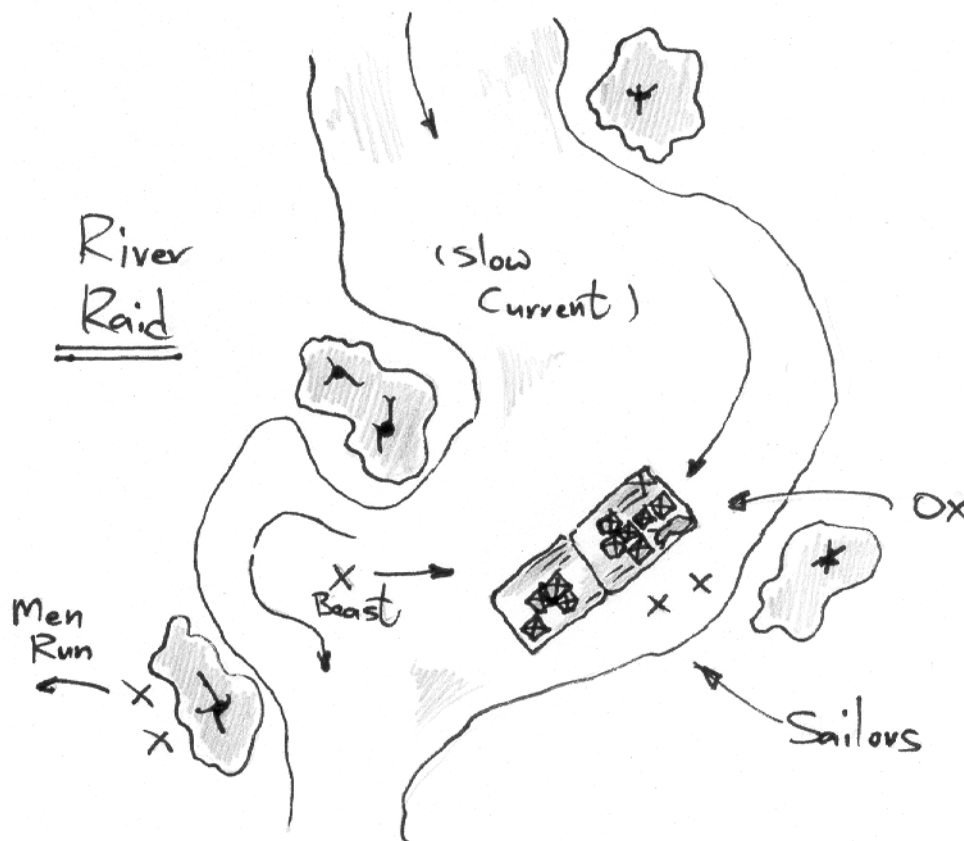
The following morning the river journey will begin. As the party approaches the docks it will be very early in the morning. In the soft morning glow the city takes on a strange feeling of peace and beauty. There are not a lot of people on the streets at this time of the morning. Along the way to the docks one of the party members will be signaled by a street vendor. The man will deftly hand the party member a sealed scroll tube with a royal insignia. The insignia is that of King Asuman. After handing off the scroll the man will continue on with his business.

The parties transportation consists of two rafts. These rafts are constructed of logs that have been tied together using ropes and tar. Two 12' x 12' rafts are lashed together to make a single longer barge. On the barge are stacks of boxes. The crates and boxes are filled with a variety of trade goods. The crew consists of three dirty looking men. One of the men mans the till and the others use punts to propel the barge. Their names are Gaz, Pheroni, and Sheph. On the barge is also a large ox that is fitted with a stout looking harness. The crew members will explain that the ox is used if the barge gets stuck on a sandbar or needs to move up stream in quicker currents.

5.8.3.1 The Attack By Kariss, High Priestess of Morgath

After about 10 hours of travel and a couple of pulls by the ox then party will be only about a half day out of Thiri. As the barges rounds a slow and gentle curve in the lazy river it jars and stops on a sandbar. The sailors grumble for a while and prod with their punts. After a few minutes they grunt and start to ready the ox. Two of them jump into the stream and start to lead out the ox. At this point some trees on the bank will stir and out of the shallow water a large creature appears. The creature has a huge gaping maw at the top of a pitch black torso. Around the mouth are four flailing black arms. The beast attacks by grabbing a victim then either biting them or grabbing another person letting the death touch take it's toll. Note that this creature will not be known by the party.

An observant party member or a valid Tactics roll will make a character think there is not way a creature that large could have been hiding under the water unless it was buried or something. Here is a map of the area where the beast will attack and the tree where the men hide.



The creature is Kariss, the High Priestess of Morgath. After the fight with the party the creature will transform back into a lovely pale woman. She may be laying in the water when beaten so the party should have to pull her out. As the fight nears a close the party will hear horse beats trailing away in the distance. The riders should be allowed to escape.

When the priestess awakens she will be able to converse with the party. She is very tired but will tell the party that her name is Kariss. Kariss will not tell the group that she is the High-Priestess of Morgath. She will attempt to lie to the party by telling them that she was cursed by an evil priest of Morgath. Now she must obey the priest and change into a horrible demon creature at his beck and call. Kariss is a fairly good liar but party members with Conversation skill may attempt to see through her lie. Note also that the presence of the escaping riders is another tip that points to the truth. After being pressured Kariss will reveal that she is a Priestess of Morgath who was informed of the "precious nature of the cargo" by a local spy.

5.8.3.2 A Message From Eldrod

In the middle of the fight scene of the raft Eldrod will contact the party members telepathically. Eldrod's message is as usual very loud and at a very inopportune moment. He will explain that Krasula and his demonic knights have destroyed everything except for the castle. Cherafir is in ruins. The remaining townsfolk and mages have gathered at the castle in an effort to repel the nightly attacks. Their only means of survival has involved casting a powerful moon barrier spell constructed by Erech of Werthade (the Astronomer) and Deryk of Pharcaras (the "Life Mage") over the castle each night. Casting the spell is very dangerous and taxing on the two mages. Eldrod does not know how many days they can continue. During the day Sunorol's men-at-arms aided by Yebisi's weapons and Vensit's detection spells attempt to locate Krasula and dispatch him. So far they have not had much success. After this explanation Eldrod will bade the party to complete their quest and return to Melderyn.

5.8.4 Meeting With Lord Marite, Ruler Of Thiri

After defeating the demonic creature the party will be able to proceed up the river to their destination of Thiri. When they reach Thiri their first goal will be to deliver the scroll to Lord Marite so that they may return quickly to Golotha to retrieve their “rightfully earned” information.

5.8.4.1 Reaching Thiri

As the slow moving barge reaches the small town known as Thiri it is greeted with a busy waterway. Small flat bottomed boats move up and down the docks selling goods from open boxes. Many merchants and sailors barter for transport services of some variety. The party is allowed to dock where they wish.

The small village is quite interesting. It is situated in a small dense collection of very tall trees. The trees provide not only obscurity from the river but also a place to setup very tall watchtowers. These towers look out of the desolate terrain that looms to the south. The buildings that form the town center are made of wood then neatly covered with a thin layer of stucco. The roofs of the older houses are covered with a light layer of moss.

5.8.4.2 Visiting Lord Marite

One of the first things that the party will want to do on reaching Thiri is visit Lord Marite. Lord Marite’s keep is actually more akin to a hunting lodge than anything else. The building is a small house with white stucco walls. It is very similar to the other houses in Thiri. The interior walls are planked and decorated with a variety of wild game trophies. The prominent trophies are a lion, wolf, water buffalo, and large buck.

When the group enters the Lord will be talking with a local merchant. Lord Marite is a stout looking man who appears to be in his mid twenties. He sports rough looking sandy blond hair and a worn looking felt hunting cap. On his side is a large horn made of some type of animal horn or tusk and a broad sword. Marite appears to be instructing a portly looking man that selling goods in Thiri requires a simple tax. Everyone is subject to the same rules and he should be no exception. Marite will tell the man that if he can’t pay then a small quantity of his trade stock can be used to pay the tax. The merchant will feign ignorance in the laws which Marite will revoke by signaling for a scribe who will present the merchant with a signed city entry agreement detailing the city merchant laws. The man will leave in a tiff with the scribe close behind. As the man leaves Marite will laugh then apologize to the group for his rude visitor.

At this point the party will have an audience with the amiable Lord Marite. Marite should come off as a good natured “man of action”. At first Marite will be curious about the party and will lightly probe them for information. Even though Marite has a rough exterior he is a very smart and observant individual.

When the party hands Marite the scroll tube he will make a comment like, “How long will it take for ‘their royal majesties’ to realize that all I want is a fair deal??? What have the got to say this time...”. With that Lord Marite will open the scroll. As soon as he starts to quietly read the scroll his lips will quake and a tan light will start to emerge in his eyes! Fur will then start to form on his hands and face and his body will start to contort. Lord Marite will yell out in pain! At this stage the group will be allowed to make magic rolls. Those that make the roll by 5 will realize that a transformation curse is running on Marite. Let the party react. If they react with quick actions (i.e. destroying the scroll and/or casting dispels) they will be able to halt but not reverse the effects of the curse.

The curse is intended to change the target into a rat. Lord Marite should be left unconscious and in the partial form of a rat after the curse is stopped. His head will be rat shaped but not fully rendered. Marite’s body will be covered with a dense brown fur and a tail. His eyes will be large, black, and very sensitive to light. His appearance will be hideous! First aid rolls should be made to make sure that his physical condition is stable and not deteriorating.

After the Marite’s transformation has halted the party should realize that they are in part responsible for his apparent fate. The group should now be allowed to research the effects of the spell. Darum’s library will probably be the most useful way to gather information. Let the party make a combined magic roll based on research. Complimentary skills should be allowed if the players are creative. The party will come to several conclusions after the research has completed.

- Marite's condition is permanent. The only way to reverse the change would involve using a SECOND transformation to return his original form. Performing this reversal would take a master transformation mage to accomplish and even then it would be difficult.
- The party does not know of a transformation magician.
- The scroll is based on an ancient Hlean curse. It is actually religious in origin. The curse turns the reader into a "mundane creature which the beautiful fear".
- The cursed scroll was covered with a careful illusion that would only disappear after the scroll was touched by Lord Marite. The illusion script was erased when the scroll was read by Marite so it's origin can't be traced.

When Lord Marite awakens and hears this news he will be very upset. He will immediately start screaming in a slurring speech that Guzeem will pay! Marite will scream that only her head on a spear will justify this type of behavior. He will then yell accusations at the party. Marite will claim that they are traitors and should be hanged. The party should be forced to sedate and/or reason with Lord Marite. After Lord Marite is calmed he will be open to any plan that will allow him to gain some form of revenge on the rulers of Golotha. At this point let the party scheme as they want. Use the information in the following section to conduct the "raid" on Asuman's keep. Before starting the next section be sure to remind the party of their time restrictions. Their goal will probably be the treasury as this is the only lead that they have to the information about the veil.

When planning the move against the "royal pair" in Golotha, Lord Marite will offer to supply the party with horses, river transportation, and/or men-at-arms. Marite will let the group know that his men are able archers because they have received a lot of practice shooting at distant targets from precarious tree perches.

If Kiriss is in attendance at these discussions then she will reveal her "true nature" if she thinks the party might have already figured it out. Kiriss will explain that she will help the party take down the troublesome "Rulers of Golotha". She can offer information from local spies as well as the ability to raise spirits of the dead and the "River Beast" if needed. Note that the information Kiriss gains from the spies can only be gained after she returns to Golotha.

5.8.5 Breaking Into The Royal Treasury Of Golotha

If the party decides to break into the treasury and take the information this section has the details. This should be a tough assault for the party. Allow them to be creative when conducting the raid on Golotha. Note that some type of recon mission will probably be the first course of action.

5.8.5.1 Golotha Information

This section details the information that the party can gain about the Caer and it's defense in the city itself. It includes map scans and information on city guard and merchant spies.

5.8.5.1.1 Golotha and Surroundings

The appendix contains a map of Golotha. There are three areas of the city that will be important to the party if they are planning a raid on Caer Chaftar. These are the River Thard, the Inner Loch, and Northhaven Wharf. These areas may all be involved in some degree on the raid of the keep.

5.8.5.1.1.1 *River Thard*

The River Thard is slow and calm near the castle. It merges with the delta in a slow constant flow. The water that flows from the west to east is dirty and filled with silt from the deserts. Near the Caer green reeds protrude from the collected silt. The tides wash over the causeway in gentle splashes. On high tides the causeway will be under 6" of water. In low tides it will be exposed by 12". The causeway is comprised of mortared stones and has stood for centuries. The water around the caer starts at about 6' deep. As you move west the water gets slowly deeper. Note that quite a large sand bar has formed just below the easternmost tower.

5.8.5.1.1.2 *Inner Loch*

The Inner Loch is the second line of defensive walls used to protect the city. The inner walls have been used in the past to ward away evaders. Currently the environs of the inner loch are very plush. Most of the buildings are two story wood framed stucco covered structures with flat wood planked roofs. The area is taken up with merchant houses, high-end spice shops, rug vendors, and two high priced hotels. The hotels are called The 9th Veil, or just “The Veil” by locals, and Unicorn’s Folly. The Veil is owned by the Queen and is a known high temple of Halea. The Veil has 20 rooms of various sizes. The Unicorn’s Folly is a smaller hotel but it features the cuisine of Bon Gurt, a mage rumored to be the finest cook in all of Harn. Dinner at the Unicorn’s Folly is treated as a very serious event. It takes a lot of prestige and costs a pretty penny to dine at the table of Bon Gurt.

The Inner Loch is sealed each night. This is done as both a tradition and as a security measure for the wealthy shop owners inside. The defenses of the Inner Loch are controlled by the city guard which is almost entirely hired by the Merchant’s Guild. The security includes frequent patrols of the city streets. The Inner Loch guards are very well paid and are extremely efficient. Many of them have encountered mages and are will not be frightened by paltry shows of force. Note that they are smart enough to sound alarms before investigating. Alarms are sounds be yelling to the nearest patrol who then immediately passes on the alarm. Use the Cherafir city guards but exchange Brigandine armor with Hardened Leather and the Horns with Clubs.

5.8.5.1.1.3 *Northhaven Wharf*

Northhaven Wharf is a bustling center of merchant trade in Golotha. Men load and unload creates from river and ocean going craft. Street hawkers sell foreign delicacies amid throngs of grungy sailors. Along the waterfront are several warehouses. One of the these warehouses contains a stained white pennant with a yellow ball. It is owned and operated by the Merchant’s Guild. At any given time from 5 to 50 men will be inside the Merchant’s Guild hawking their goods to others or consorting with the local officials. All arrivals and departures are logged with the Merchant’s Guild.

Northhaven Wharf has a spectacular view of Caer Chaftar. From the piers the party can easily view the southern approach. Castle water traffic can also be viewed from this vantage point. It appears that only food or supply traffic is allowed to enter via the small docks on the caer’s southern face. It will also be apparent that the castle guards carefully inspect all shipments that enter in this fashion. Any river traffic that approaches Caer Chaftar from the docks is carefully scrutinized by all guards in the area. An observant party member can note that this could be used as a distraction. Tactically the castle dock courtyard area is surrounded by many archers and men-at-arms. This would not be a good place to attack the caer.

5.8.5.1.2 *Resources In The City*

Material resources of almost unlimited variety can be obtained in Golotha. It is a trading mecha and raw material good flourish at reasonable prices. Use the Harn price index with a 25% discount if there a question on the price of a certain good. For the most part the party should be assumed to have cash to purchase any reasonably costing supply. Note that flashing a lot of money will make the group instantly a target of local thieves and spies.

Kiriss’ tailor shop can be used as a meeting place for the party. The shops is found in the northern part of the main city. The shop is a two room two story house that resembles the other shops in the area. Note that Kiriss does have secret exit through a trap door in the floor that can be used to secretly exit from the shop. Note that the Temple of Morgath is NOT in the tailor shop. Kariss will not reveal it’s location even unto death. Note that she will not attempt to visit the temple with the party in her presence as she knows that they are powerful mystics and can very likely track or divulge her location.

There are a lot of very good spies that frequent the Inner Loch. It is rumored in many of the guilds that, “nobody who works the loch has only one master”. The party should be very careful as they will be obvious strangers to the land and could draw a lot of attention from spies in the area. In fact one strategy could be to misinform the spies spreading a rumor to the parties benefit. This is a great tactic if employed carefully. Let the party be creative in this area. Here is the information that the party can gain from local spies who they “convince” (i.e. in most cases bribe) to give information.

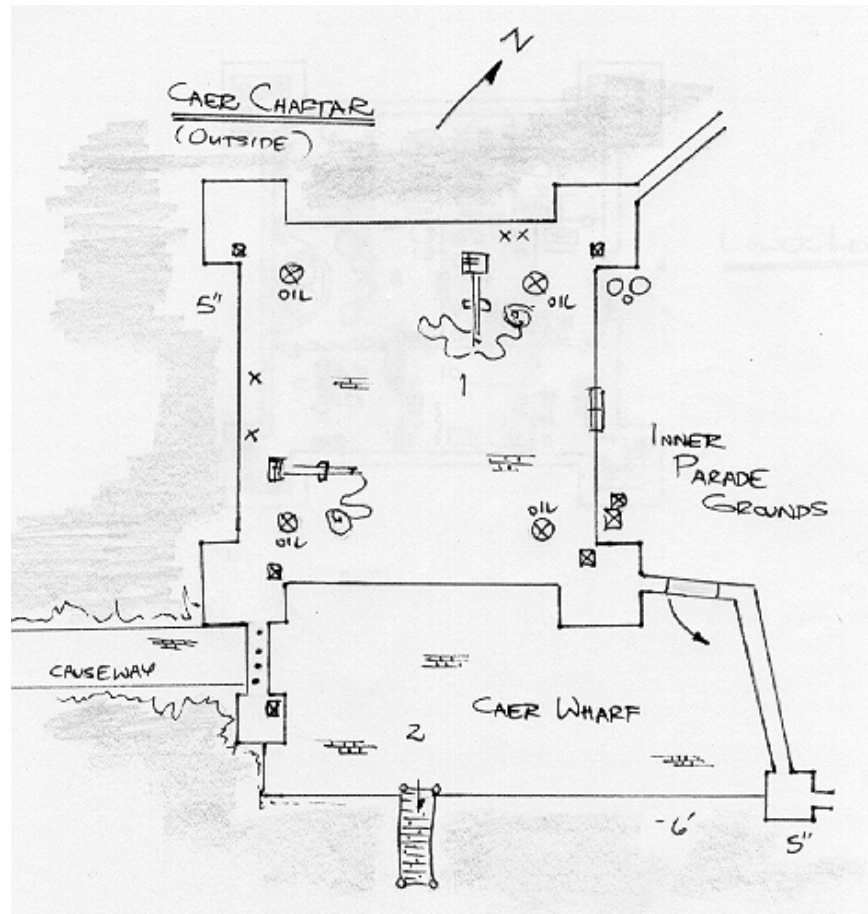
- Over the last few days (i.e. since the raid on the raft) Queen Guzeem has not been seen at The Veil or at any of her usual “haunts” outside the castle. Some of the more curious spies are wondering if there is something troubling the Queen.
- There are still raids being conducted on river boats. Most say the attacks are contributed to a mystical creature of great stature. On a good streetwise roll the party will find a thief who has determined that only the rich and/or easily transportable spice laden ships are being attacked. This fellow feels that the attacks are not random as most people believe.
- If the party asks about passageways under Caer Chaftar they will be told that there are no known passages under the castle. In fact rumor has it that the King and Queen, like many others before them, attempted to build such a passage only to discover that it is impossible to dig under the Caer because of the dense bedrock foundation then looses sandy like qualities of the surrounding waterways. In fact there are little underground constructions anywhere in the city.
- There are some secret tunnels that allow one to enter the Inner Loch after nightfall. Most of these are hidden and carefully controlled by the local religions. For a price it is rumored that one can be lead through a gate controlled by the Temple Of Naveh. The trip includes many switchbacks, blindfolds, and basement trap doors.
- Guards that patrol the Inner Loch are very astute. They form regular patrols and man the walls and gates. Some of the more vocal thieves and spies claim that these gentleman are sometimes quite a hindrance and at times appear to be as thick as a “sand storm”.
- There are maps of the main level in the castle that can be obtained for a price. This option should only be given to the party if they are struggling or if they are particularly creative and specifically try to uncover this information. The map will be just a rough sketch but it should be fairly accurate.
- Rumor has it that the royal treasury is legendary. The current ruler of Golotha were both very rich individuals BEFORE becoming the rulers! The treasure is rumored to be vaulted in the main building under heavily guard.
- One spy the party talks to will reveal information about a beggar named Baluse. According to the spy this cripple was once a castle guard and at one time even stood watch on the royal treasury. When the party finds Baluse he will be sleeping in an alley covered with rags and smelling of cheap ale. His left leg and arm are removed to the elbow and knee and the left side of his face is disfigured. When they wake Baluse he will become scared then start mumbling. He mumbles to himself things like, “Big trouble now...very big...lots of trouble...no harm...” Baluse will NOT look any of the party members in the face. Instead he will look down and away to cover his left side. If the party offers him a hot meal Baluse will tell them a story of his time as a guard at Caer Chaftar. Baluse will start his story by describing the duty as regular but full of excitement. Dignitaries would come from far away lands and the political intrigue of the castle always meant something new. Baluse will seem curious about the party and often touch their clothes then back away. Baluse should come off as a very curious fellow. He will then describe his first shift as a Corporal. He was assigned to guard the royal treasury. The thought of the riches intrigued him. All that opulence! Then his story will start to get confused and jumbled. Baluse will say things like, “You can talk?!? NO, more than talk...stop it...quick...must leave...can’t be found...must leave...my leg...not my leg...” While Baluse is mumbling he will pull at his arm and leg stumps. With that Baluse will start muttering completely incomprehensible thoughts.

5.8.5.2 Caer Chaftar Details

Caer Chaftar is a beautiful stone structure that speaks of ancient architectural mastery. It is composed of granite. The main structures in the caer proper include the main building, the three minarets, and the castle walls. These are detailed in the following text.

5.8.5.2.1 Main Building

The main building is composed of granite and stands to a height of 30 feet. The two stories of the main structure include a barracks, bed chambers, a kitchen, a foyer, the treasury, a waiting room, and the throne room. These areas will be described briefly below.

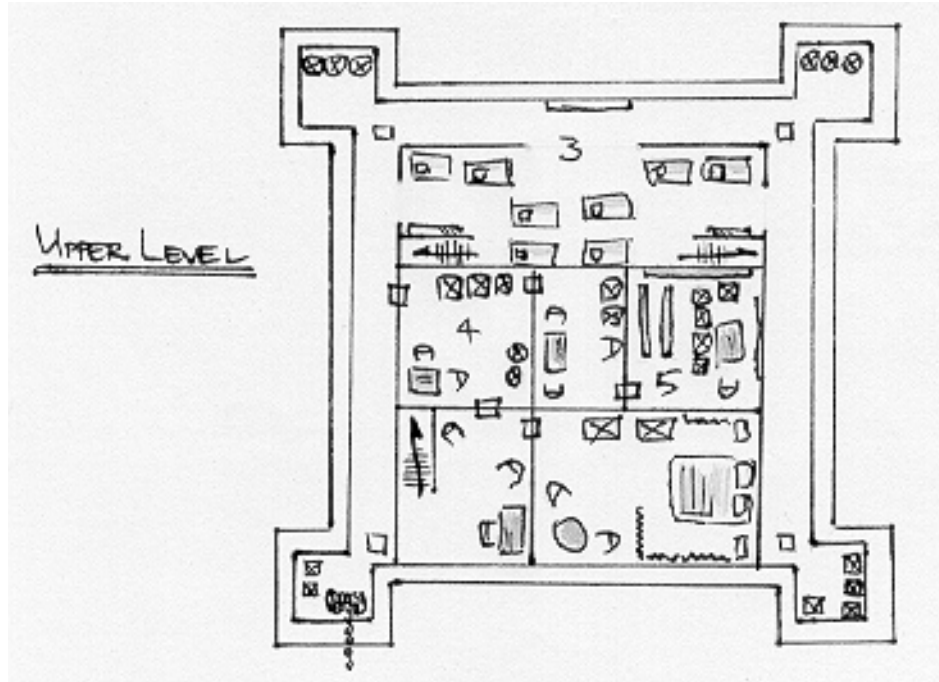


5.8.5.2.1.1 Castle Roof

The castle roof is linked to the walls which lead to both the gatehouse and the minarets. On the roof of the main building are two catapults and four large oil kettles. The oil kettles are filled with flammable tar which can be used as ammunition for the catapults or archer's arrows. Trap doors lead down into the upper level of the main structure.

5.8.5.2.1.2 Caer Wharf and Inner Parade Grounds

The caer wharf can be entered through the causeway gate or the river. It is composed of placed stone blocks. The riverfront rests 6' above the water level. A wooden gate leads to the inner parade grounds. The inner parade grounds include a stable, a small smithy, and several merchant tents.



5.8.5.2.1.3 Barracks and Corner Rooms

The barracks occupy a large part of the second floor. During night shifts there will be at least 4 guards in the barracks. On day shifts there will be from 6 to 8 guards in the area. Weapon racks are found near the entries to the large room.

The four corner rooms are used to hold arrows and oil for the various roof weapons. The south western corner contains a winch for the causeway portcullis. Ladders lead to the roof.

5.8.5.2.1.4 Inner Sitting Rooms and Bed Chambers

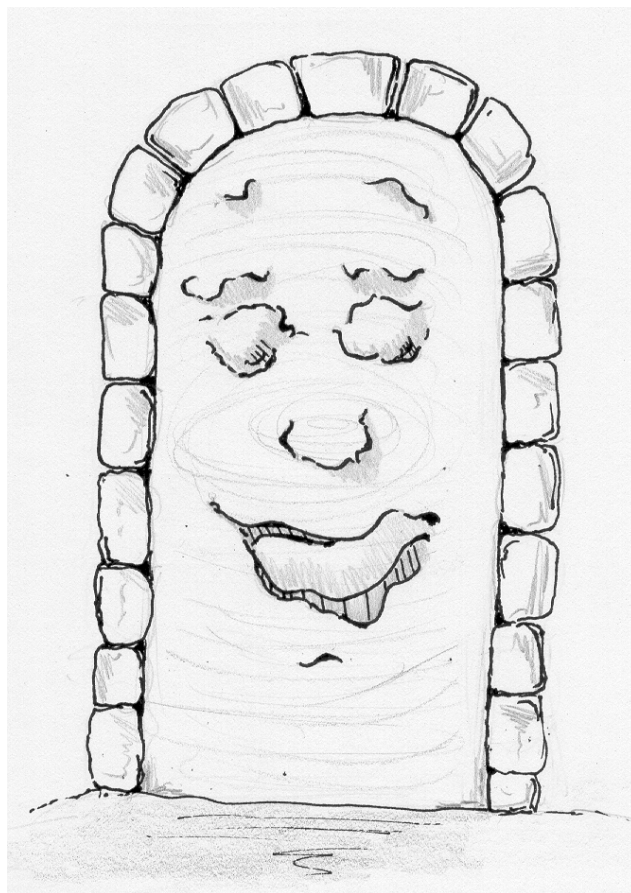
The Caer Chaftar sitting rooms and bed chambers are very plush. They are adorned with intricate Arabic rugs and expensive hand carved furniture. The bedroom contains two armoire that are filled with fine silk clothing, a small table, and a very large goose down stuffed bed. Silk curtains separate the room into smaller areas. Small urns burn expensive incense. All doors leading into this area are locked (-1 Lockpicking roll). Only King Asuman, Queen Guzeem, and Vishu-Nu have keys to this area of the castle.

5.8.5.2.1.5 Royal Treasury

This section details information about the royal treasury and it's "magical guardian".

5.8.5.2.1.5.1 Gaining Entry To The Treasury

The door to the vault depicts a large face. The face has large closed eyes and a mouth with a peaceful smirk. Here is a picture of the door.



If the party examines the door invisibly they can discern that the face is not carved but looks almost molded out the wood. When the door is approached by a visible person or object the face will animate. The eyes will open and the door will start to address the situation! First the door will yawn then say to the opener in an uninterested tone, “Who goes there?” The door is actually a tree creature (i.e. an Ent) named Birch. The Ent was captured and carved into the shape of a door to act as a protection device for the royal treasury. Birch is very old but has spent the last several hundred years as a guardian to the royal treasury in Golotha. King Asuman owns a magical ring that is used to control Birch. The ring prevents Birch from “directly” speaking or acting out against the King.

At this point the party will have to get by the “guardian”. There are several ways that Birch can be passed. Some methods are more “physical” than others. If the party attacks the door or attempts to force Birch to open he will attack. Birch has the ability to cast a very powerful spell. This spell transforms the target into a plant! Birch and the spell are described in an attached character sheet.

If Birch is conversed with he will start by asking about the people he can observe. Birch is old but he can be fooled or at least distracted from setting off an alarm. His enslavement dulled his senses a little and has given Birch a longing to see the sun again. If the party speaks with Birch they should be able to divulge his desire to see the outside. If they ask him directly why he can’t leave Birch will say that doesn’t have legs and that he can’t disobey his master or his master will cause him pain. If the party agrees to free Birch he will let them into the room as long as they can come up with a “reason” why the King would not mind them entering the room. This should take some time as Birch can’t act directly against King Asuman. He must be convinced that letting the party into the room will NOT hurt the King. If the party suggests that they want to view a document but will NOT take anything Birch will acquiesce only if the party agrees to free him or at least show him the sun.

5.8.5.2.1.5.2 Contents Of The Royal Treasury

Inside the treasury will be gold and jewelry beyond imagination. Gold is actually piled in large stacks with accurate counts contained on scrolls under the left most table. Gems and jewelry are present in small locked coffers. Furs and spices can be found in other larger cabinets.

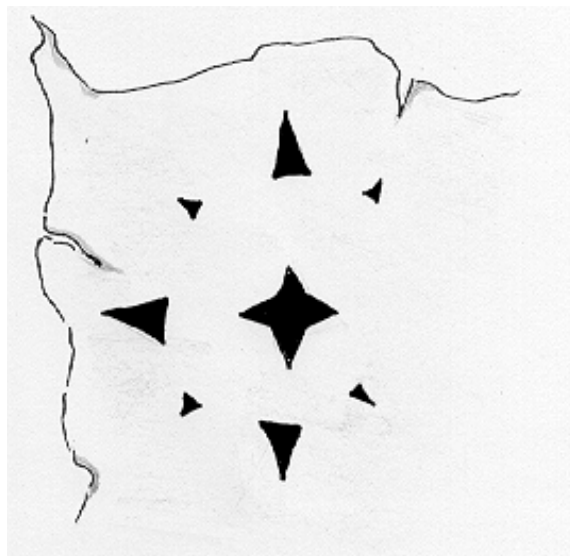
In one corner of the room stands a large bookshelf with over 8 rows or large tomes. The shelf stretches from the floor to the ceiling. One end of the shelf has small wooden cubby holes that contain numerous ancient maps and scrolls. There is an index and tally of the maps and scrolls on top of the rack in a small bound ledger. The ledger contains not only a list of the library but also a general description and a monetary value. (This practice may come across as annoying to some of the more intelligent party members. The value of the information in the books is probably immeasurable but they are converted to cash by these “simple” merchants.)

The party will need to make Intelligence, Research, or Library skill rolls to go through the library using the index. If they make good rolls allow them to collect the information quickly. If the party accesses the vault using stealth and the rolls are not that good or the party dallies have a pair of sentry make rounds to check on the vault. Also remember that if Queen Guzeem is tipped off about the raid she can check on the vault astrally then call guards to the vault if she fears that there might be a break in. After gathering the information the party will need time to digest all of the translations and data.

The main information is gained from three ancient scrolls written on a form of animal hide. (If the party is curious Obris can discern that the hide is from a bull or other such thick-skinned mammal.) The three important scrolls are detailed below.

The three scrolls that contain information about the veil are listed under the reference, “Lost Temple Of The Maiden”. A side note attached to the listing says, “Age of scroll and inaccuracy of map suggests no readily apparent monetary gain. Possible religious reference? Suggest selling to local noble.”

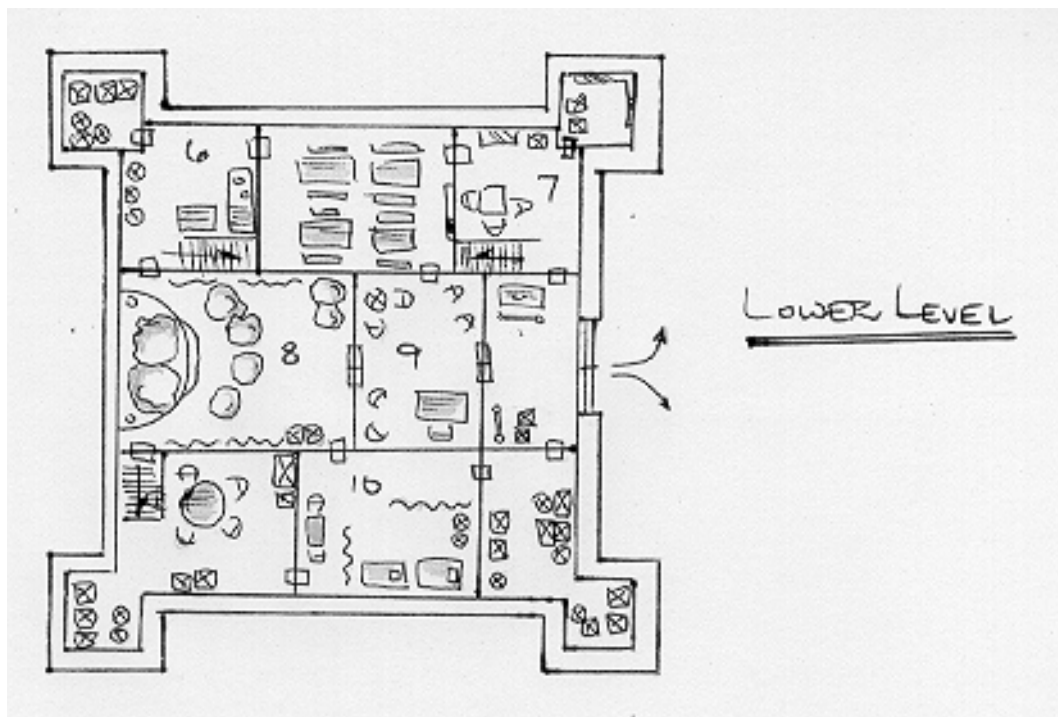
The first scroll has a map with a small amount of very ancient text. The text is in ancient Jarinese. Note that Darum has skills at reading Jarinese and will be able to decipher the text. The text actually translates to, “Lost Temple Of One Who Births”. The fragment of the map is shown below. It can be used with a fairly modern map of the area to locate the location of the temple.



The location described by the fragment is approximately a half days ride out of Golotha to the southeast. This direction is directly into the vast desert heath that encompasses the entire southwestern edge of Harn. If Marite is still with the party he will offer one of his assistants as a guide. Marite himself will claim that now is the time when brave men must act against the throne.

The second and third scrolls contain information that will not only allow the party to enter the temple but also allow them “unlock” several of it’s mysteries. This part of the adventure will be similar to that done in “Indiana Jones and The Last Crusade”. The information in this case is presented in the form of a poem. Note that this poem is also found in the appendix.

Once ancient and old, now young and new,
 Our Lady leads is to light and life,
 Hair flowing and flaxen,
 Golden and bright.
 Uncover her eyes to reveal the veil of vision,
 Hail our Lady, The Queen Of Fantasy Thoughts!



5.8.5.2.1.6 Kitchen and Dining Areas

The kitchen and dining areas are manned by a cook and two helpers during meal times. At night the three sleep in cots in the back room.

5.8.5.2.1.7 Ready Room and Guard Armory

The Ready Room is manned by 2 guards at night and least 6 guards and 1 commander during the day. The corner room near the ready room is locked (normal Lockpicking roll) and contains weapons (spears, swords, and bows) for the troops. The caer commander and one junior officer carry keys to this room.

5.8.5.2.1.8 Throne Room

The throne room is decorated in lavish tapestries. The floor is a polished marble which has been imported from a faraway land. Guests are seated on large pillows and will be served hot beverages of their choice by beautiful serving woman. The throne is actually just a raised dais (3' high) with two large pillows. The height of the dais puts the guests at a level where they are actually looking up at the King and Queen. This is by design of the royal couple.

5.8.5.2.1.9 Waiting Room and Foyer

The foyer contains a water trough and a hitching post for horses. An external door leads to the parade grounds. This door is barred from the inside at night and open during the day. The waiting room includes a simple desk, chairs for guests, and a tapestry. This is described in detail above.

5.8.5.2.1.10 Inner Bedrooms and Store Rooms

The inner bedrooms are used by guard commanders and visiting dignitaries who do not wish to stay in the city proper. Storerooms contain food and raw material for the castle. There is enough raw goods in the castle to last for a prolonged siege.

5.8.5.2.2 Minarets

The three minarets that survey Caer Chaftar are impressive. They reach a height of 75' and are topped with teardrop shaped stucco roofs and vibrant pennants. The top of each minaret is composed of two levels. The upper level is a simple 12' diameter circle with four pillars. Around the edge of the circle is a low 3' wall. In the center of the circle is an oil burning fire urn which is used as a beacon for water traffic. The only other feature of the upper level is a trap door that leads to the lower floor. The lower level consists of arrows slots used for the archers, a stairway leading down the neck of the tower, and a narrow staircase leading up to the top floor. At any given time there will be three or four guards present in each minaret. Guards posted in the minarets have varying degrees of diligence. Guards in the towers use curved swords and long bows that can be dipped in the flaming oil urn and fired at ships. The minaret guards have +1 with bows instead of the normal +1 with swords.

5.8.5.2.3 Castle Walls

The castle walls are 12' thick and reach a height of 30'. Near the main building the parapet joins with the roofline. At any given time there will be four guards on the roof of the main building and only two patrolling the walls. When on alert the amount of guards on the main building will jump to six and there will be six guards on patrol. For the most part the minaret guards are instructed to watch the various entries. The main building roof guards are instructed to watch the docks.

There are two gatehouses that survey the causeway. One rests against the main building and the other sits alone on the city side. In the gatehouse near the caer is a winch that can be used to raise and lower the portcullis and "murder holes" which can be used to pour hot oil. The inner guard house is manned by at least two guards at all times. The city side guard house is manned by four guards during the day but is not guarded at night. At night the portcullis are lowered.

5.8.5.3 King and Queen's Reaction

The party may make the decision to walk right up to the castle and chat with the King and Queen. If this happens the party will be subjected to the same treatment that they encountered in the first visit. Note that Queen Guzeem will definitely scan the party in her astral form before allowing them to enter the throne room. If she detects anything that will alert her that they are onto their scheme she will return to her normal form, tell the King of the problem, then tell Vushi-Nu that the party be escorted out of the caer. At this point the King and Queen will be on guard for retribution that may come from the party. See the complications section for more information.

5.8.5.4 Possible Complications

This section contains some ways that the GM can throw a wrench into the plans of the PC. If everything went as planned it wouldn't be as challenging or rewarding now would it?!? ☺

- **Non-planned Partners** – If the party decides to raid Caer Chaftar in any type of direct confrontation and Kiriss, or any local spy is privy to the plan, the party will notice that several armed men will start attacking other buildings in the city at the same moment! It appears that some of the local Agrik guilds have been unhappy with the King and Queen and have chosen this moment to hold a raid. This attack will mean a split in the guards and less patrols handling other assets in the city. A perfect time to attack. Have the party see fires and other commotion during the raid.
- **Hosgril Spotted** – One of Hosgril's "employees" will notice his boss. Unfortunately the man will not be subtle as he is very surprised to see Hosgril so far from Melderyn. His first reaction will be to yell across a crowded bizarre, "Hosgril!" This could alert local spies who will now be watchful of the master merchant from Melderyn.
- **Queen Sends Assassins** – If the party approaches the castle and the Queen has any inkling that the party is aware of their scheme she will send assassins after the party. The assassins consist of

three beautiful women who have the ability to turn into mist! These women are priestesses of Halea and are fanatically loyal to Queen Guzeem. The assassins approach at night using pointed daggers dipped in deadly poison. They always attack as a trio in case there is trouble. If the party is staying in separate rooms they will attack the smallest group first.

5.9 *Braving The Temple Of The Maiden*

This scene details the dangers that must be faced to recover the infamous Veil Of Waking Visions.

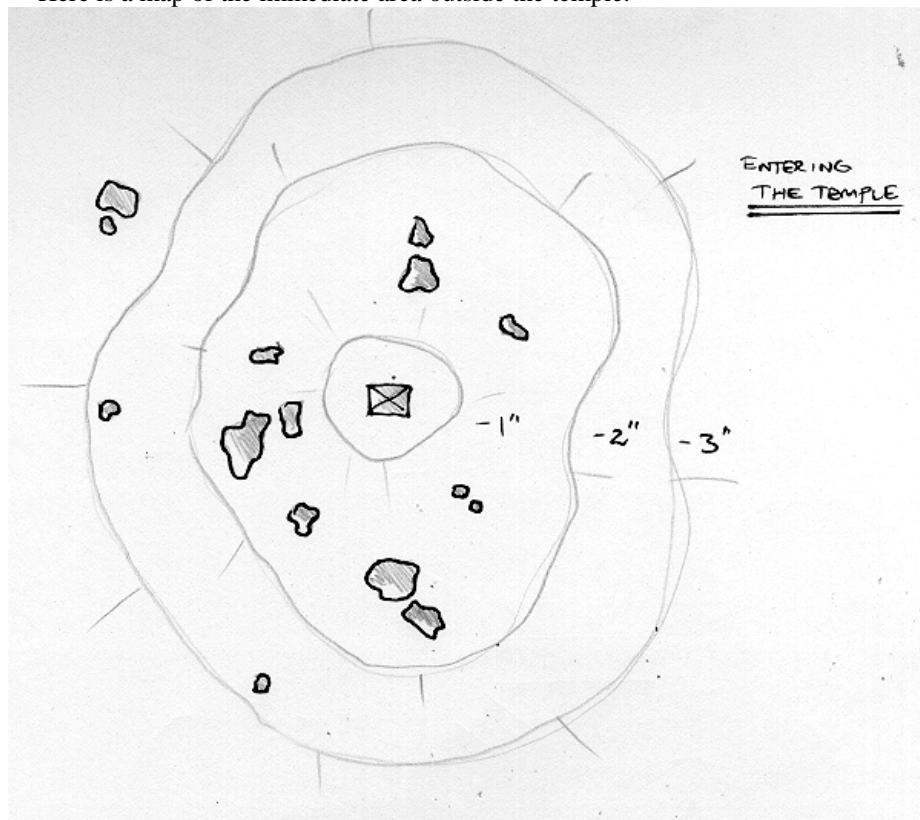
5.9.1 Entering The Temple

The desert that surrounds the temple is hard and barren. A light dust drifts over the desolate land as the party approaches the area designated on the map fragment. The entire trip the party has rode in silence. The sky seems to boil and surge in an attempt to push the party down and slow their progress. The sun is almost always obscured by the billowing black clouds. Any local guides that accompany the party will inform them that these clouds are not natural and normal at this time of year.

As the party nears the hillside they see the strange rock formations atop a small hill. The rocks appear more as pillars than natural forms thus the obvious notice of the local scouts. Most of the pillars have fallen but a resemblance to the map fragment is obvious when viewed from above. The party will have to dig down about 1' in loose sand in the center of the star. They will see tightly fitted stone blocks and mortar. The group must break this barrier (Def 6, Bod 9).

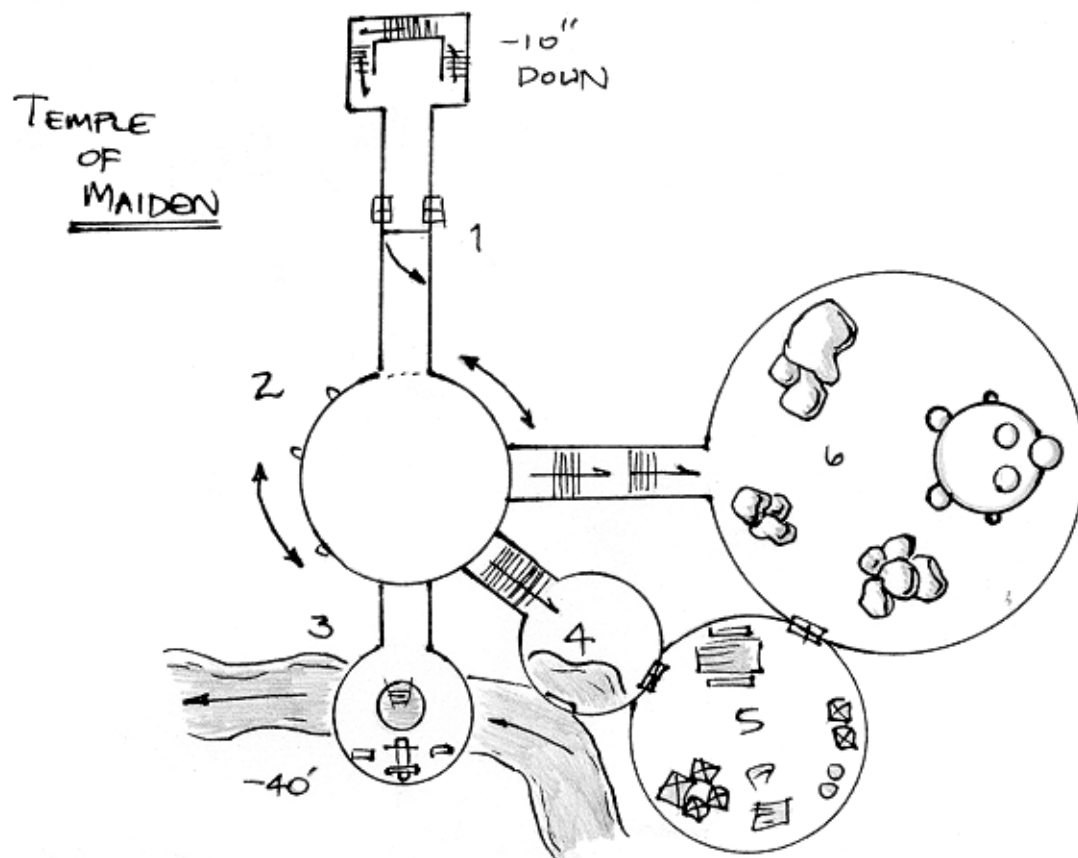
When the barrier is broken the party hears a moan then a gasp of breath. The clouds will start to churn and cover the sun. Shadows from the rocks will stretch into the opening from all angles then snap back to form black wolf like creatures of death. They are called Shadow Wolves. There will be a total of 7 wolves. One emerges from each stone star point. The entire scene that just occurred will fill the party with doom. At this point every character has to make a Pre roll. Any who fail the roll will be at -1 OCV/DCV and all skill rolls until these creatures are defeated. Do not immediately tell the players of these penalties until they start performing actions.

Here is a map of the immediate area outside the temple.



5.9.2 Detailed Encounters In The Temple Of The Maiden

Here is a map of the temple. Each room and encounter will be detailed after the map.



5.9.2.1 The Entry Chamber

Once the seal on the temple is broken the party will see an open stairwell leading down into the darkness. The stairwell descends 60'. At the bottom of the stairwell it is very dark and the party will need to produce torches or some type of light source. If any scouts accompany the party they will not enter the temple. The party will hear the scouts mumble something about, "ancient curses being left alone".

The hallway to the south (i.e. the top of the map is considered north for all the descriptions that follow) is adorned with very intricate stone bas relief. The bas relief stick out 4" from the walls. The images cast grim shadows in the light used by the party. The bas relief form a picture that can be read by starting on the west wall, then the southern wall, and finally the east wall (i.e. right to left). This fact should NOT be told to the party. The left wall depicts a scene of a kneeling woman with a child in one arm and open palms that stream with water from a stream that passes by her feet. The woman is wearing a robe from the waist down and shows naked breasts. The woman faces to the southern alcove. The back wall shows men facing each other in combat. In the eastern foreground is a bare-chested man holding a spear which projects through the chest of a man on the western foreground. The man on the right is on his knees and has his head craned back to the west in agony. The scene on the west wall depicts a bearded sitting man with a long robe and a book on his lap. His left hand is outstretched facing the northern entry chamber.

Here is what the party can learn about the area. This information should only be given out if the party specifically details that they are going to check these areas.

- Searching The Walls - With concealment rolls at a -2 the party will be able to detect seams in the left, right, and back walls. (Note that the seams are not large enough for Obris to pass through in rubber form.)

- **Searching The Bas Relief** – With a concealment roll at –2 the party will be able to detect that the outstretched hand of the woman on the east wall and the bearded man on the west wall can be moved.
- **Searching The Floor** - There is a lot of dust and stone fragments on the floor so it is impossible to detect any movement in the past. There is also quite a lot of sand from the environment outside the temple.

The end of the southern hallway is a trap that was placed to guard the entrance to the temple. There are three ways that the party can attempt to open the doorway. These three ways are detailed below. Only one of them will correctly open the door to the rest of the temple.

Method #1 – Arm of Man Then Quickly Arm of Woman (Correct)

To disable the trap the party must move down the arm of the bearded man then the arm of the woman within a few seconds. When this is done the trap will be unset and the wall to the south will swing back with a huge mechanical sound. The path of the swinging door is shown on the map above. Note that after pressing the arm of the man a loud mechanical sound will issue. The arm will stay in the down position. On a perception roll by –5 the party will also hear the faint sound of a gong. If the party quickly presses down the arm of the woman another mechanical ratcheting sound will occur and the wall will start to slowly swing open.

Method #2 – Arm of Man Then Arm of Woman (Not Correct)

If the party presses the arm of the man then waits too long before pressing the arm of the woman this is what will happen. After pressing the arm of the man they will hear a loud mechanical noise then nothing. On a perception roll by 5 the party will also hear a faint gong sound. After several more seconds they will hear another mechanical noise then nothing. As the party continues to wait they will hear a second noise and the man's arm will raise. At this point the hallway will be reset so that the group may attempt to open the door again.

Method #3 – Arm of Woman (Not Correct)

If the party presses the arms in the wrong order the trap will trigger. The trap does two things in rapid order. First a stone wall will drop from the ceiling closing off the last 10' of the hallway. When the wall is down the walls on the east and west will start to close. Anyone who is standing under the place where the wall drops have a chance of getting hit. It will hit PC standing in the area on a 50% chance. PC standing in this area should roll to see which side of the wall they end up on (i.e. either north or south). Anyone caught under the wall take a 15d6 normal attack and will get thrown to the floor. On a 1 on a d6 the character will get caught under the wall! The wall descends quickly then continues to press down with a 40 strength. It will take a contested strength roll against a 40 to lift the wall. Note that quick acting party members that are not trapped under the wall and are standing close to those that are hit may make dexterity rolls at –2 to push PC away so they will not be trapped under the wall. On a dexterity roll by 8 the pusher will completely get the other party member out of harms way.

Once the wall falls the east and west walls will start to close in. They completely close after 4 actions by all party members. When the walls are completely closed they are 3" apart. When the walls close they do 60 strength of damage for 4 continuous rounds. If a party member is knocked out they are considered dead on the following round unless there is action by the party. (Note that Obris can "transform" in his rubber body form and not be damaged by the trap. Hosgril may make a contortionists roll by 4 to take no damage and by 2 to take half damage each round. Note that Obris can't use his stone shape powers on any of the walls or ceilings in the temple for fear of collapsing the structure. He will not use this power on the moving walls as it is not "loose stone".)

There are a couple of ways that the trap can be escaped. The party can attempt to break or lift the fallen stone wall or they can attempt to push back the walls and break the mechanism inside.

Dealing With The Fallen Wall - The stone wall can be lifted with a combined strength roll against a target 65 strength (accounts for weight of wall and mechanism pushing down). The wall itself is defense 8 and body 11. After breaking the wall one section will be broken out and the PC will be able to scoot out of the trap.

Dealing With The Closing Walls - The east and west walls can be suspended with a combined strength roll against a target 60 strength. If the party wins the walls hesitate and the gears creak. On two rolls beaten by the party the walls will stop moving with a large mechanical shutter. After a few seconds the trap will reset.

After the party figures out the door they should be allowed to make intelligence rolls to figure out how the walls are read. Right to left in that room. More importantly the walls are read as if you were talking with the characters in the bas relief. This information may be useful in the next room.

5.9.2.2 Turning Room Puzzle

After braving the first trap the party will be led down a short corner into a very interesting circular room that is again filled with bas relief. All figures on the bas relief in this room face in a clockwise direction (i.e. thus the room is read from NE to NW). The relief goes to a height of 8' leaving a clearance of 2' to the ceiling of the room (i.e. 10'). If the party searches for seams and makes a good roll they will find them around the top of the 8' section and around the floor of the entry way into the room.

The NE wall starts with a picture of a beautiful woman wearing a veil with outstretched arms who gestures to the north. The woman's hair trails down behind her head forming a sun in the form of a fiery ball. Continuing down the wall are a series of trees, birds, animals, crops, and fish. At the end of the menagerie the scene shows a small boy fishing in the stream. The boy's head glows with a light shown as extended rays. Over the boy's head is the indentation to the SW. The stream and a fish are under the indentation to the west. The last bas relief figure is that of a woman with jewelry and a fine robe laying in a prone position as if she is in a funeral pyre. A sun is shining down on her from above. The woman is under the NW indentation.

There are three indentations in the western wall. The indentations are small fonts that are set back in small niches. They are shaped like teardrop with the bottom of the indentation forming a small bowl around 6" in diameter. If the party carefully examines the bottom of the bowls there are mystical inscriptions. Darum can detect that the magic is "detection" in nature.

The goal of this puzzle is to fill the various niches with various things. When the correct things are placed in the various fonts the room will spin allowing the party to enter the inner chambers. Here is what must be put in the various fonts to make the room open. In the SW niche the party must put some lit oil, a lantern, or a small bit of kindling. In the W niche there must be water. In the NW niche there must be something metallic and shiny or gemlike.

Once all of those tasks are accomplished the room will start to slowly spin in a counter-clockwise direction. The mechanism that turns the room will make a lot of mechanical noise to the south. When the first doorway to room 3 is halfway revealed the mechanism will make a large wrenching sound and the room will stop turning. At this point the party will have to fix the mechanism in the next room to continue.

5.9.2.3 Wheel House

[Note that all of this information should be given out only if the players carefully mention what and how they are examining the room.]

The party must now figure out how to get the room to spin the rest of the way or figure out a way to get upstream into the rest of the temple. The room appears to be powered by a large water wheel that rests below the room in a sunken chamber. The wheel turns several linked gears that spin the room. The water in the river appears to be moving quickly.

On the southern wall is a bell and control levers that appear to engage and disengage the gears near the paddle wheel. Each lever and the bell are inscribed with runes. The runes read as detection. The runes on the levers appear to be the targets of the ones seen in the font bowls. The party can tell from the gears that there are 4 stopping points for the room. These would put the doorway on the N, S, SE, and E walls. The group can also discern that the room can ONLY spin in a counter-clockwise direction. The big wheel will sound if the man's arm is pulled in room 1. Note that the bell in the kitchen can't be heard from here.

As the party looks down the well they will immediately see the main reason for the failure. It appears that the main gear has been thrown off its axle. The paddle has been partially broken. The broken pieces of the paddle do not appear in the immediate area (i.e. they have been washed downstream). A stout looking ladder leads 40' down the well to the side of the paddle axle.

At this point the party has to figure out a way to put the paddle back in place and fix the broken blade and/or turn the gears. Make sure to make this a tricky feat as the leverage from the ladder is not good. Let the party be creative with ropes and such to make this work. If the task looks too easy have the paddle slip from the rig and start to fall. Make the PC think on their feet. Try to let everyone come up with something creative in this area.

Note that if a party member is willing to go under water up the fast moving stream there is a very small chance that they will be able to find the opening into room 4. This could occur if the party is having trouble fixing the wheel,

5.9.2.4 The Well

This room contains a well and kitchen that is used by the temple residents. The well is actually under the surface of a small pool in the southern corner. The pool is flooded and the floor in the southern area appears sunken. An observant party member might note that it is somehow fitting that probably the only real underground water source in the desert is in a temple dedicated to life and birth. The temple was obviously well situated.

5.9.2.5 Kitchen

This room is the kitchen and dining area. There are several very old cabinets and box fragments. The cabinets are full of dried food and oil bottles. Carpet remnants make walking difficult. Deteriorated tapestries line the walls. Several tables fill the room. The NE wall contains a set of double door that lead to the main prayer room of the temple. Above the doors is an inscribed bell. The runes on the bell analyze as detection in nature. If the mans arm in room 1 is pulled this bell will sound. Note that the bell in the wheel house can't be heard from here.

5.9.2.6 Main Chambers

The main chambers are immense and very intricate. There are several things to look at in the chamber but the gigantic statue to the west take most of the immediate attention. The statue depicts a featureless pregnant woman lying on her back. Her body, feet, hands, breasts, and head are large formed of large perfectly round stones that appear to be melded into a solid form. The stones are veined and appear to be made of a type of black marble. The entire statue is very reminiscent of something you might see at an African modern art exhibit today.

The walls of the room are filled with bas relief of woman dancing, men having large festivals, and children playing. The floors are littered with decaying piles of pillows and bedding. It appears that most of the temple prayed and slept in this room. Again this fits with the theme of the deity.

As the party takes in the room they begin to feel a presence of evil. The party will likely approach the statue as it is referred to in the poem. When the first party member nears the head of the statue an image of a child with one black eye and one bright blue eye will appear. From the black eye a beam will emerge that strikes the ground around the party. Where the beam strikes three strange horrific creatures appear. The creatures appear to be demonic malformed monsters. They reek of decaying flesh and a strange ooze leaks out of open sores all over their naked forms. With some knowledge in monsters or demons the party will be able to determine that these creatures are Gytevisha. Gytevisha are higher servants of Naveh. They are formed of dead souls that have died with pure malice in their minds.

After defeating the creatures the party will be allowed to investigate the statue. If they examine the head they will note that the eyes of the statue are actually engraved into the surface of the head. If a PC touches the eyes they will see a glow around objects in the room. The glow will appear stronger around several of the party members. While touching the eyes a PC will be able to sense the good in creatures. Obris and Chunnel will glow with a steady light. Darum and Hosgril will glow with a faint dimmer. Bazral will glow with traces of light that appear to pulse. If the PC look at the bas relief in the room one part of the wall glows brightly. The eyes of a particular bas relief woman glow the brightest. The woman is dancing with a larger group and appears to be winking at the viewer. If the winking eye is touches a panel on the floor below the woman will unlatch. Inside the party will find a velvet bag. In the bag is a piece of silver silk material. Around the edges of the silk are rune sewn into the fabric with golden threads.

When the party recovers the veil a vision of the Queen Mother will appear. She will inform the party that they must return to Meldryn with the veil. When they are ready to face Krasula they should open a dimensional gateway then hold up the Veil Of Waking Visions and beckon for the sun. The Queen Mother will inform the party that they should try to get the gate and veil as close to Krasula as possible before performing this rite. At that point she will come forth and deal with her son.

5.10 Banishing Krasula, Sleepwalker, and the Dream Knights

This will be the final scene. It involves the party traveling back from Golotha and the night that ends the reign of Krasula's terror.

5.10.1 Returning To Melderyn

The party will have to quickly return to Cherafir. The best way to return to Melderyn is to use Darum's teleport spell. Note that this may be the first time the party realizes that Darum can teleport across the span of Harn in a very quick period. The PC should be very impressed when Darum pulls out this spell. Note that Darum's spell takes a long time to perform and is quite taxing but the other party members should be allowed to compliment Darum on his magic roll for the spell as they can aid in the preparation. Note that players get -4 on their magic rolls when attempting to help Darum as Earthmaster magic is not known by any of the other PC. Note that the last teleport will put the party into Melderyn just before nightfall.

During this time the PC will also have a chance to analyze the veil. Darum is actually particularly good at detecting magic in items so he should be able to compliment his roll for the veil. Here are the stats for the veil.

"The Veil Of Waking Visions"

| Real | Active | Description | End |
|------|--------|---|-----|
| | | Note that all powers have Independent (-2), Only Works If Under Good Graces Of Queen Mother (-1/2), and Focus OAF – Veil (-1). | |
| 11 | (80) | Make Sunlight During Night (Change Environment – 32768" (37 mile) radius, No Range (-1/2), 1 Charge That Lasts For 1 Minute (-1), Costs 16 End To Start (-1/4), Concentrate – ½ DCV (-1/4), Extra Time – Full Phase (-1/2), Gestures (-1/4), Incantation (-1/4), (Total Limitations = -6 ½)) | 16 |
| 3 | (15) | Detect Good Aura (Detect Good Aura – Sense - Has Range - Discriminatory, (Total Limitations = -3 ½)) | 0 |
| 12 | (75) | Light To Destroy An Evil Heart (4d6 RKA, ½ End Cost (+1/4) (6 End), Gestures (-1/4), Incantation (-1/4), Only on beings with evil souls (-1), No Knockback (-1/4), (Total Limitations = -5 ¼)) | 6 |
| 9 | (56) | Light To Benefit A Good Soul (6d6 Aid – Healing, Ranged (+1/2), ½ End Cost (+1/4) (4 End), Gestures (-1/4), Incantation (-1/4), Only on beings with good intentions (-1/2), (Total Limitations = -5)) | 4 |

5.10.2 The Current Situation

The PC will appear a few miles to the west of Cherafir at Gelimo. Gelimo is the closest Earthmaster site that can be used as a target for Darum's teleport spell. At this point the party will have to quickly travel to Caer Cherafir. The party should arrive at the castle near nightfall.

As the party approaches Cherafir they see huge piles of rubble. The entire city is in ruins. A light mist rests over the ground. Every now and then small masses of people slowly move over the various piles of rubble collecting belongings. As the sun begins to set the small groups begin moving towards Caer Cherafir.

When the party enters Caer Cherafir they are not greeted by a welcoming party. In fact they are greeted by sadness, grief, and tears. Women, children, and the elderly line the walls in small bundles. They are huddled together to conserve warmth. Children approach the party asking for food. It should sicken the PC and provide lots of motivation.

As the PC reach the inner chambers of the caer they are greeted by Eldrod. Eldrod looks extremely tired. His eyes are ringed with black circles. Eldrod first bows to Chuneil then closes his eyes for a second in pure exhaustion. Instead of speaking Eldrod simply leads the party to the inner chambers. Suneril (the local Earl and political genius), Yebisi (the metal mage), and Vensit (spirit mage) are present. The appeal to be discussing the current situation when the party arrives. Suneril is exclaiming that they are out of places to look for Krasula. They have searched everywhere using magic and manpower. Vensit will concur and will also add when he eyes the party that the spirits have fated an end to this "stalemate". At this point the trio of council members will welcome the party and tell them the current situation. Here are the details that they will convey.

- Suneril, Yebisi, and Vensit have been trying to seek out survivors and the evil forces during the day. They have had good luck rescuing townsfolk but bad luck fighting the ghostly warriors.

- Yebisi has developed a weapon enchantment which causes a bright flash of light to strobe when the weapon is struck against something. It only lasts for one shot per weapon but it should be very effective against the ghost knights. They need to figure out a way to best use the spell.
- Erech (the astronomer) and Deryk (the life mage) are really the heroes of the defense effort. Their life shield is the only reason why everyone is still alive. The two mages are completely exhausted as the spell is very taxing. In fact as the group speaks these two are readying the next nights casting. The three mages present do NOT feel the Deryk and Erech can last another night.
- Near midnight Krasula himself attacks the shield at the caer gate. Each night as more die his power grows as does his confidence.

At this point the party needs to decide how they want to bait a trap for Krasula. The party should be allowed to be creative and think of an interesting way to lure Krasula to the doorway and veil. Note that the doorway spell requires prep work so the plan must be determined before Krasula arrives. Krasula will also have some tricks up his sleeve which are detailed below.

To assist the party in their planning here is a list of the aid that can be provided by the various mages currently at Cherafir. Note that many of the powerful mages are spent with their efforts in the last several days. The players should be reminded of this before figuring out what they want to do.

- Ybisi = Ybisi has provided a powerful enchantment spell for the men-at-arms provided by Sunoril and Chuneil. The spell causes a bright flash on the first strike of the enchanted weapon. This will cause great damage to creatures of darkness like the Dream Knights. Note that the spell only works on the first attack so it will be critical to make this first attack accurately. This may pose a problem that the party will have to address. Let the party be creative when they try to figure out a way to make this spell effective. Note that the spell effectively produces a 2D6 KA that only effect creatures of darkness. The Dream Knight damage reduction power still applies to this damage but their 3d6 susceptibility disadvantage does as well. A hit with one of these enchanted weapons will almost assuredly kill a Dream Knight in one hit. The Dream Knight Dream Fade power will not protect them from this attack.
- Erech and Deryk = These two are committed to maintaining the shield that protects the caer. They must be able to hold the shield up long enough for Krasula to arrive. No other action will be possible for these mages.
- Vensit = Vensit spells focus on the ability to probe and travel quickly in the astral plane. With this ability Vensit can alert the party to the approach of Krasula and the locations of the Dream Knights during the final attack scene.
- Sunoril = Sunoril has both spells and resources at his call. About half of the men-at-arms in the castles are his people. He has also rallied the guards to follow his command. During the attack assume there are 18 warriors that Sunoril can bring to bear at the gate courtyard. Sunoril's spells are very subtle and are based on fate and luck. Unfortunately they are focused on his person only. This could play out in a later scene. For the purposes of this game if Sunoril is attacked assume that he CAN'T be struck by any attack because of these spells.
- Eldrod = Even though Eldrod is physically weak he will act as a communication resource for the team if that is needed. Eldrod can send messages to anyone in the council.

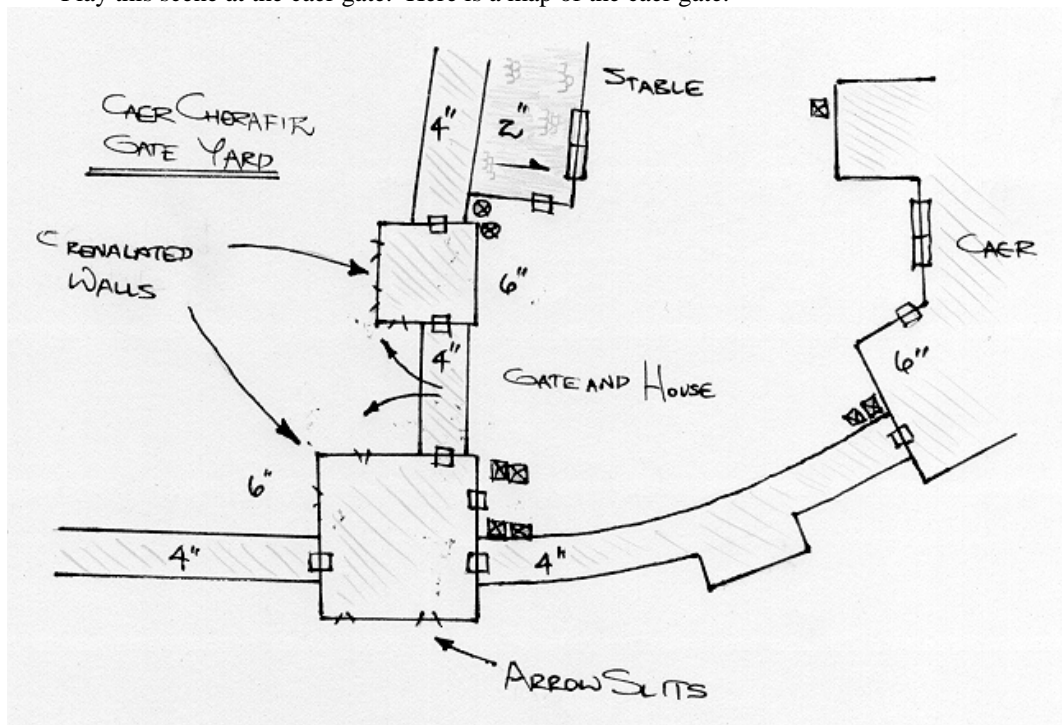
5.10.3 The Final Attack

The final attack will be very "free flowing". The PC should be allowed to concoct their strategy then have the bad guys arrive at nightfall. Note that this will not leave the PC a lot of time to perform any major construction as nightfall will only be a few hours away.

The first part of the attack consists of a platoon of Dream Knights who will start hammering on the magic shield. Even though the shield will be strong enough to withstand their attacks the effort will be taking a toll on Deryk and Erech. At midnight Krasula will float in from the darkness in a roll of thunder. A black light surrounds his small naked form. (Note that for the final attack assume that Krasula is immune to all attacks thrown by the PC.) PC will immediately feel the sense of power that emanates from the small form. (At this point make a presence attack assuming Krasula has a 30 presence.)

As Krasula flies over his warriors and approaches the shield beam will shoot out of his eyes and strike the magical barrier. After three shots from his eyes the shield will fall. Krasula will order his knights forward towards "eternal night" with a mental communication that can be "heard" by everyone in the group. Note that at this time 15 Dream Knights will be available for the attack.

Play this scene at the caer gate. Here is a map of the caer gate.



When the party springs the doorway and veil on Krasula he will not react emotionally but he will climb slightly away from these objects. When the sun rises Krasula will feel threatened and will act. Krasula will first summon Sleepwalker. This should surprise the party as the last time Obris and the Sultan saw Sleepwalker he was under the ruins of the tower. When Sleepwalker appears he will mind control Ybisi. Sleepwalker will mentally command Ybisi to attack the veil holder and the verbally command the Dream Knights to attack Obris and the doorway. At this point Sleepwalker and the Dream Knights will be attacking Obris and the doorway while Ybisi attacks the holder of the veil. The Dream Knights will begin to take damage when the sun comes up so they will start attacking madly.

After the doorway is opened the Queen Mother can be summoned. It will take her a while to emerge from the doorway. The effect should be exactly like that observed when Krasula was first summoned. The vision through the doorway will be that of a barren landscape with the Queen Mother floating forward in a bright halo of silver light. Her long blond hair will be flowing as if being moved by an unfelt wind. The idea here is to delay the appearance of the Queen Mother until the PC are really starting to become hard pressed. When that happens the Queen Mother will completely move into this dimension and take control.

When the Queen Mother moves into this dimension she will turn towards Krasula. In a passive voice she will state, "My son...you try my patience at every turn not realizing the chaos you bring. Your father would not be happy with the way you are acting. As your mother and the protector of this dimension I again bid you to return with me to the Realm of Dreams. Although men feel your touch they must not feel your hand. Come with me now!" With the final sentence the Queen Mother points to the doorway and a beam of light drags the form of Krasula to the doorway. When Krasula enters the door a tear appears under his blue eye and a slight frown appears on his face. The Queen Mother will then turn to the party and say, "This land is full of valiant men; heroes of a stature that I have not seen in many years. May you dream of a future full of peace and love." With that she turns and floats through the doorway. After she enters the doorway it will close with a snap. The forms of the Dream Knights and Sleepwalker will vanish but the destruction caused by them remains.

5.11 Conclusion

The adventure should end with PC's victorious. Krasula has been clastised by the Queen Mother and returned to the Realm of Dreams. Cherafir must be rebuilt but this is a task that should be easy to undertake for men of virtue and grace.

6.3 *Poem Found In Royal Treasury*

Here is a copy of the poem found in the Golotha treasury.

Once ancient and old, now young and new,
Our Lady leads us to light and life,
Hair flowing and flaxen,
Golden and bright.
Uncover her eyes to reveal the veil of vision,
Hail our Lady! Hail The Queen Of Fantasy Thoughts!