

Samron's Ancient Underground Palace: Chapter 1, The Lost Child

A Beyonder Adventure

From Flying NightBear Games



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How to Read this Adventure Module

As the MODERATOR, everything in this module is for your eyes. We also include two kinds of callouts: **Read Aloud** and **Flying NightBear Says**. Each is clearly indicated in the text.

In **Read Aloud**, we suggest some sections to read to your players. Of course, feel free to share whatever else you think is helpful. The **Flying NightBear Says** sections provide you, the Moderator, with additional information that may be useful for the story.

Adventure Summary

Welcome! This adventure module is designed to be played by new players or new moderators. The story is set in and around the city of Tarnath, one of the three main starting locations for Beyonder adventures¹.

This adventure starts with your players' PCs coming to Tarnath to a special training from their Guild. Some may have come from far away, others from nearby. Your players' characters may know a little or a lot about Tarnath, depending on their backstory. If your players are new to Beyonder, it's always helpful to set the scene for them by giving them some information about Tarnath and the area around.

Flying NightBear Says

We encourage each of your players to create some background for their character. This is entirely optional, but makes the game more fun and helps the players to get more invested in their characters. It can also be fun to have Bill ask a question of each of the players in his casual (but pleasantly nosy) manner.

The PCs will be given the quest of finding a missing child. This will lead them to the ancient Underground Palace of Samron, built almost 1,400 years ago by the Emperor Samron. While in the Underground Palace, they will encounter some friends and some foes - it may not always be easy to tell which is which.

Feel free to use this information as you will! We recommend that you jump in, get started, and see where it leads. Most of all, have fun!

¹ The other two locations that have been set up for adventures are Naldrin City and the Region of Jowea. You can find background on Tarnath, Naldrin City, the Region of Jowea, and much more, in any of our three books: "Beyonder: The Science of the Six" (the Beyonder rulebook); "Imbelnhi's Bestiary"; and our quick starter book, "A Little Bit of Beyonder".

Background: What the PCs know

The information in this section will help you, the Moderator, to conduct the adventure, giving you some places and people/NPCs that will be useful for the story. It can also be useful for making up some interesting NPCs and places of your own.

Places

Tarnath

Tarnath is a city in the northern half of the Tamarran continent, with just over 250,000 inhabitants. It is well known as home to the largest and best equipped Guild houses on the Tamarran Continent. Because of their size and amenities, each of the six Guild Houses attracts some of the best Guild teachers, many of whom have trained some of the most famous adventurers of our time. Few people have the strength of will and constitution to complete the rigorous training demanded by the Guilds.

In addition to the six Guild houses (one for each of the Six Energies), Tarnath boasts many shops and eating establishments such as Bill's Bar, the Guild Masters Tavern, and establishments that sell the "tools of the trade" such as weapons, armor, potions, alchemical items, poisons, herbalistic items, energetic items, and adventuring gear. There are also markets that sell the more mundane things that make life enjoyable: clothing, household supplies, jewelry, and delicious foods both local and from elsewhere in the northern region of the Continent.

In the center of Tarnath is the Town Hall where Mayor Sympriono and other local government officials work. Slightly outside the town boundary are a number of small farms and some larger, more fortified houses where a few of the wealthier families live.

Here are some of the key places in and around Tarnath:

Guild Square

This is a neighborhood of Tarnath, near the center of the city. It was built during the time of the Emperor Samron, almost 1,400 years ago, in order to provide a Guild House - a permanent home - for each of the six Guilds. The "square" is actually a hexagon formed by the six Guild Houses. Surrounding the Square is a wide circular street called the Street of Channels.

Guild Masters Tavern

This inn is conveniently located just outside of Guild Square. It caters to the large number of new recruits who need access to low cost housing. Everything is just good enough to be worth the price. The rooms are small, but warm and

clean, the food is decent though without fancy frills, and you can't beat the price for such a central location.

Bill's Bar

Bill's Bar, an institution in Tarnath, usually has about two dozen patrons around the bar eating, talking, and laughing. The bar is simple: a dozen round tables spread around the main room, with a few chairs at each one. Along the right-hand side of the room is a long bar with some stools in front of it and Bill behind it. Bill is always behind it, all day every day.

A window behind the bar looks into the kitchen, and allows the cook to pass food to Bill. Three doors along the wall opposite the entrance to the bar lead to small private meeting rooms equipped with a table and chairs. A door at the end of the bar opens into the kitchen, where a set of stairs leads down to a cellar in which kegs are stored.

Underground Palace of Samron

Long ago the Emperor Samron ruled over the Sessmyreth Valley and beyond. He was a much beloved and respected ruler for many years, until he suddenly became paranoid and cruel. Around this time he began the construction of a massive underground system of tunnels and rooms below his palace. It grew so large that it was actually larger than his above-ground palace. After his death it was forgotten, but in recent years it was rediscovered. Some brave adventurers have discovered incredible feats of construction, full of mazes, lost treasures, secret passages, deadly traps, rivers of fire, and more. It is populated by many creatures, friendly and fearsome, powerful and frail, and everything in between.

Some of the NPCs of Tarnath

Every city and town, no matter how big or how small, has its celebrities. Below are a few well-known citizens of Tarnath that your players will most likely encounter during this adventure. They can be very helpful, if your players treat them well.

Bill

Bill, the local barkeep, is an older gentleman, always friendly and willing to help travelers and locals alike. He talks with an odd twang that seems to be purely his own - it's not one that anyone else has ever heard. He is a huge source of knowledge and local lore. He has a tendency to lose his train of thought and ramble on and on about his cousin's friend's sister Maran. Or was Maran his sister's friend's cousin? Bill is genuinely innocent and has nothing to do with the crime that the players' party is investigating. He just shares

information that he hears in the bar, and since he is generally trusted around town, he knows a lot.

Also, for reasons that will remain (for now) unknown, Bill is immune to any of the Powers or Talents of the Players.

Evonostros

Evonostros is a local adventurer. Over the years he and his companions have saved Tarnath and the surrounding area from many dangers. A kamari Soman, he is approachable, friendly, and powerful. He has worked closely with Sympriono, the mayor of Tarnath, on a number of occasions, and they have become good friends. Evonostros is presently on a mission in the Nossring Empire, located in the Rimmel Mountains several hundred miles west of Tarnath.

Over the years, Evonostros has become something of a living legend in Tarnath, especially among the young folk of the city. One of Evonostros' young admirers, Rodollo, is described below and plays a major part in this adventure.

Sympriono

Sympriono, the mayor of Tarnath, is well liked by his people and has helped to improve the quality of life in the town. He spent many years adventuring with the same groups as Evonostros, and has also worked to protect Tarnath from a variety of dangers. He is a commanding Human Charismatic, well respected by the Guilds for his skills of diplomacy. He is usually accompanied by his Minion, Uknah, a human. Uknah doesn't say much but is always on the lookout for danger.

Rodollo

Rodollo is the only child of the Karos family, rich ishiris who live in the City Center district of Tarnath (as does Evonostros). As Rodollo grew up, he often saw Evonostros coming and going. Awed by his adventures, Rodollo (like many children his age), looked up to Evonostros. Being a bold child, he went out of his way to introduce himself.

Rodollo had skill in caring for blades of almost any kind, and not long after he had introduced himself to Evonostros, he offered (begged would be more accurate) to sharpen and clean some of Evonostros' extensive collection. Evonostros found Rodollo's abilities helpful, and over the years the two have become quite fond of each other.

Creatures

In addition to the citizens of Tarnath and those who live in the area, there are creatures of many kinds to be found. Most either live outside Tarnath, or hidden in areas of the city where one would not (and should not) normally travel.

Below are some creatures that your players will likely encounter during this adventure. (The details for each, including their stats, can be found in Imbelnhi's Bestiary). We have also included their pre-made Character Sheets, to get you started quickly.

Scarecrows

Scarecrows are a race of Body daemons constructed long ago to bolster the numbers of an evil army of monsters. They are strong and tough, but neither smart nor brave.

Gamols

Gamols are a race of intelligent creatures who kidnap and eat children. Some people think they are a fabrication used to scare children into behaving, but they are quite real. They are not strong fighters and prefer to avoid combat whenever possible.

Tlixtin

Aside from their insectile appearance (they stand on two legs, but they have a brown exoskeleton, four arms, and two gossamer wings hidden under a shell on their backs), tlixtins are remarkable mainly for their networks of trade throughout the Tamarran continent.

The Adventure

Arrival in Tarnath

Your players' characters are just starting out as adventurers. After completing their initial training in their homelands, they have been sent to the Special Assignments Department of their Guild in Tarnath for more advanced training. They are eager to meet this new challenge; the city of Tarnath is renowned for launching epic heroes on their road to greatness. Leaving behind all they know, they set out for Tarnath, arriving after nightfall a few days later.

Tomorrow is the first day of spring, and with it comes the first day on assignment as official members of the Guilds. The Guilds have already assigned your players to a small group with whom they will be doing extra field training in the years to come. They are all to meet up at the Guild Masters Tavern.

The PCs find their way to the tavern. Tired from their trips (some of which may have been quite long), they get some food and go to their rooms, grateful for a comfortable bed to sleep in. The innkeeper has given them a suite in the back of the tavern; it's small but clean, with a common room for them all and a tiny room with a bed for each. They wake to early morning light shining through the window, perform some quick ablutions, and start toward the door before freezing in surprise. A dagger skewered through a note is firmly embedded on the inside of the door. The note reads:

Read-Aloud

"I offer you a chance to prove yourselves, young adventurers. There is a boy in the underground Palace of Samron who may need your help. You must find a way into the Underground and save him. Return him to Tarnath and you will be rewarded. The barkeep at Bill's Bar may be able to help you."

The note is not signed.

If the PCs try to find out more about this note, they will discover that the proprietors at the Guild Masters Tavern know nothing about it. They recommend that the PCs go to the well-known establishment in Tarnath known as Bill's Bar, where one may hear (or overhear) a great deal of information on many subjects.

Visiting Bill's Bar

Flying NightBear says

If the players ask anyone in town where Bill's Bar is, they will direct them to it. It appears to be a pretty popular place, and the barkeep, Bill, seems to be well-known and well-liked.

Bill's Bar looks to be nothing out of the ordinary. It accommodates over a hundred folk comfortably, and more than that on a busy night. It is a clean, well kept tavern, with a good number of patrons eating, drinking, and making merry no matter the time of day. As you walk in, the person behind the bar booms out, "Why hello there, stranger!"

Bill is a tall man in his middle years, and looks as if he might have been a force to contend with in his youth. He tells them that as newcomers to the bar their first drink is free, and they are welcome to find a table or sit at the bar.

If the players ask Bill to tell them about the underground palace or the boy he'll gladly agree, but will first make sure that all of his customers have what they need. He will call for his assistant to watch the bar as he leads the party to a back room. He tells them that Rodollo, the missing boy, is the only child of the Karos family, a rich ishiri family in town. He is rumored to be at odds with his family, especially with his father Dollorro, because of his father's occupation. Dollorro is one of the biggest "bosses" in Tarnath, and this is the source of his wealth. He controls Tarnath's docks and so has his finger in all the trade that goes through Tarnath, which is substantial.

Bill tells the players that they can find ruins that mask the still intact underground palace on top of the hill where the Ancient Palace of Samron once stood. According to Bill, who speaks with great assurance, it's one of Rodollo's favorite places to go when he's upset with his family. Bill has heard that there is a secret entrance to the underground palace at the top of the hill. It may be hidden, but there should be a switch somewhere that will reveal a set of stairs leading downward. He overheard Rodollo talking with some of his friends about this hidden switch only a few days ago. Bill is concerned that they may have found it and entered the Underground Palace, which is a very dangerous place.

A Stranger Appears

Bill calls out a short phrase in a strange language, and suddenly a tall, lithe kamari appears out of thin air in front of the party. He walks with a sense of confidence and grace, and the players feel that they would love to follow him into battle. They also know for a certainty that they would never want to be on the receiving end of the longbow that sits over his shoulder. The kamari introduces himself as Evonostros and explains that he is a friend and mentor of Rodollo. He mentions his strong attachment to the boy, and that he prefers (for reasons he does not state) that news of his disappearance and hopeful recovery should not get back to the Guilds. He tells them he expects them to honor this request, and makes it clear that it would be unwise for them to disregard this.

Evonostros explains that he regularly travels into the underground palace to battle the evil forces that now occupy some areas, which threaten to burst forth from below the hill to threaten those who live above. Rodollo always loved Evonostros's stories of these adventures, especially his tales of the "fire stone," a fiery red stone embedded in a large, black obsidian stone altar outside a temple in the underground. No one has ever succeeded in getting close enough to touch the fire stone; if someone could harness its strength, who knows what it could do. Perhaps it could be turned into a powerful Energetic Item; or used to enhance a Channel's Powers; or sold for a small fortune to the Guilds (or a slightly larger fortune to some less reputable folks). If Rodollo has gone down to the palace, Evonostros suspects that he will be there – and that he may be in hiding. He tells the party:

[NOTE: There is a map on the page following this text that shows you the layout of this part of the Underground Palace of Samron that Evonostros is describing to the players.]

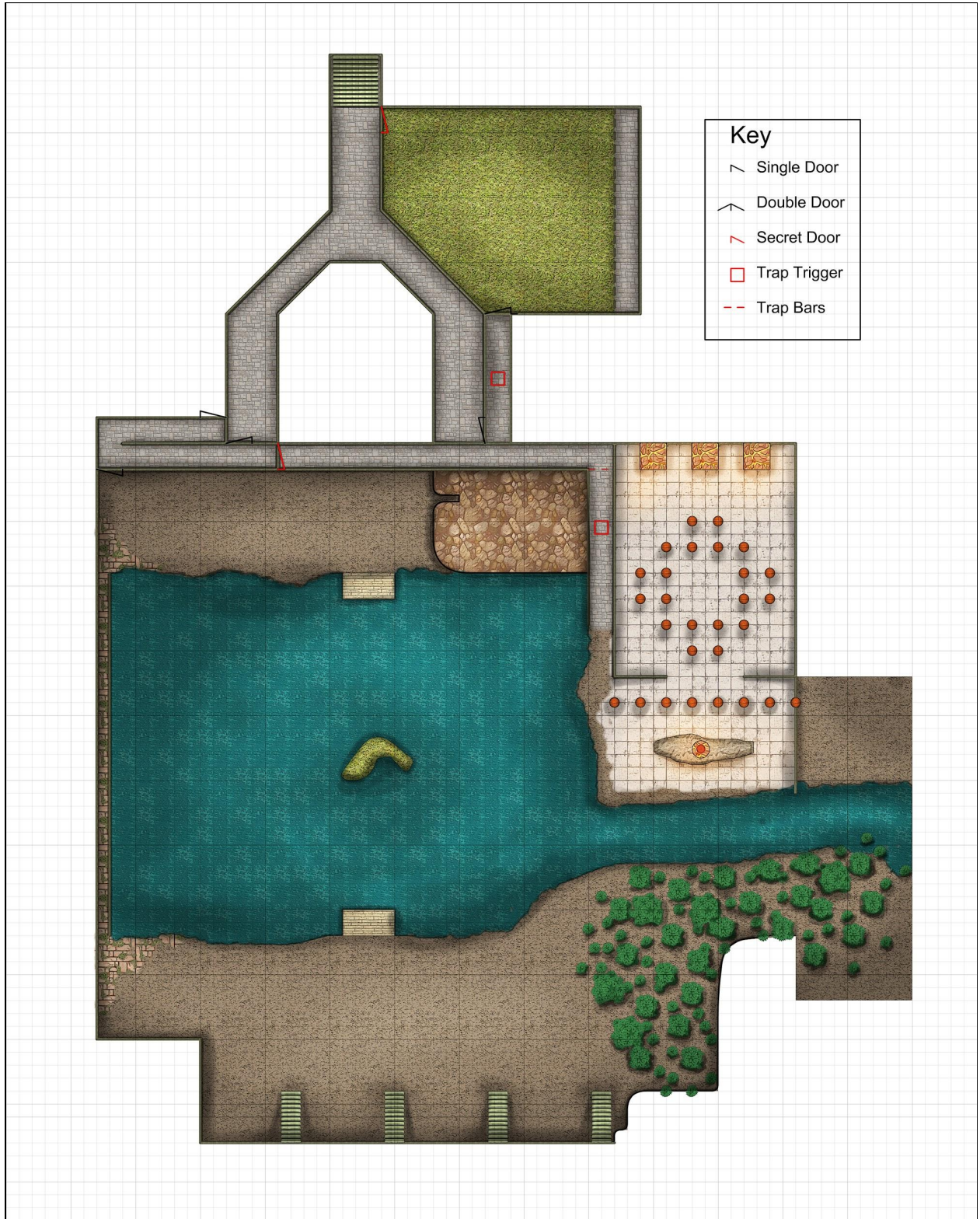
“If you go down the stairs to the palace, there will be a wide corridor going straight in front of you. Walk down that corridor, go to the right at the fork, and continue until it ends at a door. On the other side of the door you will find a corridor that proceeds to the left and to the right. Head to the right until it dead-ends, with an opening on the right and a door on the left. Go through the door on your left. You will need this key.”

He motions to Bill, who digs out a key from one of the many drawers in the wall of this back room, and hands it to them. When Bill hands them the key, Evonostros continues.

“Walk through the door and you will find yourselves in a small cavern under Samron’s Hill. Follow the wall on your right. You will cross a bridge that is built against the side wall of the cavern over a lake. Be very quiet. You may see some movement in the lake or whirlpools here and there, but pass them by. Whatever happens, do not fall into the lake! If someone does, help them out immediately.”

“At the far end of the lake, turn left and follow the shore until the lake turns into a stream that is shallow enough to cross. On the other side of the stream is a small temple with an opening in front and a short roof supported by pillars above that opening. In front of the temple stands a four-foot high platform of dark black stone, with dark gray sinews running through it. On the top of the stone platform is the Stone of Fire. Do not try to touch it! Look for Rodollo inside the temple, on the far side of the pedestal with the Stone of Fire.

“I am a friend to this boy, and would search for him myself, but I am in the Nossring Empire on a mission. I must trust you to save him. But do not worry. I have been to this place many times. Some malevolent creatures have made it their home, and further down, at the deeper levels, there are powerful, loathsome creatures you should absolutely avoid. But near this temple, on this level of the underground, there is nothing to fear.”



Map of the Entrance to the Underground Palace of Samron and a part of the first level.

Flying NightBear says

If your players have not yet figured it out, Evonostros explains that they are talking to a mental projection of himself. He says that before they start out they should ask Bill for the rough map he has acquired. They can equip themselves in town if they need to, and should then proceed to Samron's Hill and the Underground Palace. Also, as Moderator, feel free to abbreviate Evonostros' words or just give the information to the players, though it's always nice for players to hear words directly from an NPC to help get them involved.

Evonostros disappears.

The players can prepare for the adventure by visiting any of the shops to buy supplies. If they try to speak with the Karos family they are met by heavily armed dwarf guards at the entrance to their large house and are told that the family is unavailable. When they are ready they can head out of town to the hill Bill mentioned.

Finding Your Way In

Read-Aloud

You walk up the hill of the ancient Palace of Samron, past the tumbled down columns and broken apart walls, past the scrub brush and stunted trees, and come to the top of the hill. You see the remains of the ground floor of the once-great Palace of Samron. Searching through them, you discover a partial room, its floor a solid slab of rock. One wall remains in full; one is completely gone, and the other two are in various states of destruction. In the middle of the full wall is a doorway with no door.

If the players examine the doorway (requires a Perceptionv10), they will find a hole about halfway up the frame that is just large enough to accommodate someone's arm. Inside the hole is a handle. If the handle is pulled the floor slides back, revealing a stairway leading down into darkness. Your players will need to light some torches so that they can see as they walk down a long staircase. The halls at the bottom of the stairs are littered with rubble from centuries of disrepair and neglect. The walls are plain, but made from well-carved stone that appears to be the work of highly skilled crafts folk from long ago.

The Underground Palace

After walking down the wide hallway the path forks. **The players must choose which way to go.**

If they take the left fork:

The Passage dead-ends. There is a door on the left wall; immediately through it a 10 foot wide corridor runs 50 feet south to north, starting from where they entered at the southern end. At the end of the hall is a door. Twenty-five feet down the corridor is a pressure plate on the floor which lowers metal bars in front of them. As they walk up the corridor, they can spot the pressure plate before triggering it (by walking on it) with a Perceptionv18 check. It also sets off an alarm and a small group of scarecrows comes running up from behind them. The number of scarecrows is equal to the number of PCs in the group divided by 2 (rounded up). When the alarm goes off the PCs will also hear the whirring of some machinery. With a Perceptionv12 check, they will discover that the wall to their right was supposed to swing open, away from the corridor, and the wall just beyond that was supposed to swing out into the corridor. This would have blocked their forward progress and forced them into whatever was behind the wall on the right. It appears that this very old mechanism is broken.

After avoiding the pressure plate or dealing with the scarecrows, the group can go through the door at the far end of the hall. Through the door is a large room with a dirt floor covered in lush vegetation. The plants climb up the walls as well. Along the east wall of the room there is a three foot high ledge that is totally untouched by the plants. As the players move through the room, the plants will begin wrapping around their legs, slowly at first, and then more aggressively. To escape from the plants requires an Athleticsv10 check. If they fail the check they can't move until they make an Athleticsv15 check. There is a hidden door in the north west corner of the room. Finding it requires a Perceptionv20 check. It leads back to the main hallway where they arrived, at the bottom of the twenty-foot wide stairs. If they go through this hidden door it will close behind them after they go through.

Flying Nightbear Says

Fire will cause the plants to immediately release those they have caught. Also, players can be creative about using their Powers or other abilities to get themselves released.

If they take the right fork or after returning from the left fork:

At the end of the hall there is a dead end with a doorway. Through the door is a wall to their left and 10 foot wide hallway heading to their right, to the west. A Perceptionv15 check will show them a secret door on the wall to their left. **The players must choose which way to go.**

If they find the secret door and head east:

The 10 foot wide corridor goes for about 200 feet and dead-ends. On the right side, on the last 10 feet of the wall, is a series of bars. Stuck in the bars is a short, insectile creature with four arms. A Scholarshipv10 check will let the players know that it is a Tlixin, and that they are known for being extraordinary merchants. An Insightv10 check will show that the creature is quite frightened. If you approach it, it will beg you

not to hurt it. If you continue talking, it will introduce itself as Tolee. It tells you that it was down here with its performance troupe looking for some supplies to sell back in town when they heard creatures coming. Tolee tried to run, but he got caught in these bars, where he has been stuck for several days. He promises to repay you if you help him out: he has some valuables in his bag and more in town. He thinks that the trigger to release the bars must be down the hall on the other side of the bars.

Through the bars you can see a long hall; there appears to be a body of water to the right and a red glow to the left. With a Perception^{v15} check a player will notice that the floor about 20 feet down the hall looks to be a pressure plate. If they are able to hit it with a ranged weapon (Ranged Combat^{v20}) or similar Power it will raise the bars and free the Tlixtin. He will let them each choose one thing from his bag (see below). He also tells them where he sets up shop in Tarnath; he will be happy to get them a good deal on whatever he has in stock.

Tolee's bag has the following items in it:

- *Small dagger; Size(-2), +3 damage*
- *Several pretty rings; very attractive but not of great value*
- *Small box with some kind of powder in it. If investigated by someone with knowledge of herbs, they will discover it is sneezing powder that will cause a bout of uncontrollable sneezing for 10 seconds or more, depending on how much powder one inhales.*
- *Two scarecrow bone claws; Size(-1), +2 damage*
- *Silk scarf: very pretty but not of great value*
- *Eight ceramic six-sided dice*

Feel free to make up some more stuff.

Now that the path is open, the players can pass directly to the area with the Fire Stone. Otherwise, if they were not able to open the bars, they will have to head back the way they came.

If they turn right and head west or after returning from the east path:

The hall goes on for about 50 feet. To the right is a ten-foot wide opening into a ten-foot wide corridor that runs back to the east. To the left is a door that needs a key to open it. If the players have the key [REMINDER: Bill gave it to them in his bar] or are otherwise able to open the door with a Craft^{v10} check, the door opens and they can hear the soft splashing of water. **The players must choose which way to go.**

If they turn right:

The passage turns immediately right again, taking them back in the direction from which they just came. After 40 feet there is a door to the left. The door is locked and cannot be opened by normal or Energetic means at this level.

Flying NightBear says

An Evoker can sense that there is a locking spell on the door that is too powerful for them to open. If any of the PCs have an appropriate sensing ability they will discover that on the other side of the door is a room with something like a sacrificial altar in the middle of it.

If they go through the door on their left or after returning from the locked door:

The party finds itself in a cavern. It is dimly lit by some kind of phosphorescent growth on the walls and ceiling. As best they can tell the cavern is about 30 feet high at the height of the dome and about 300 feet across, and goes for a little over 200 feet to their left. The floor changes from stone to hard packed dirt as the room opens up and the ceiling gets higher. Off to the east they can hear an odd slurping sound.

The players have a choice between turning left to head east along the northern side of the lake or continuing south to the bridge. **The players must choose which way to go.**

If they turn left along the north side of the lake:

As they continue on, the sounds of water change from a gentle flow to a rushing, almost sucking sound. The closer they get, the louder it gets. The water is moving more rapidly. As they draw closer, they see a whirlpool.

Flying NightBear says

If the players succeed with a Perceptionv15 check they notice that as they get closer the spinning speeds up and bends slightly toward them.

The land ends 40 feet from the whirlpool, where the cave wall rises straight up from the lake. Across the water to the right, there is a faint red glow. If the players go into the water, they will be pulled toward the whirlpool. Getting away from the whirlpool can be accomplished with an Athletics check against a difficulty of 15. If they fail, they get sucked under the water through a series of tunnels. Roll an attack against their OD with a bonus of 10. They find themselves spit out at a random point around the lake. **The higher the damage they take, the farther along the tunnel they will be dragged.**

If they continue toward the bridge or after returning from the whirlpool:

Calling this a bridge might be overly generous. It might be better to call it a former bridge, more of a stone ledge about 4 feet wide along the wall. It is smooth and slick, and requires an Athleticsv10 check to keep from slipping. Players can pull themselves back onto the bridge with an Athleticsv15 check. It is a 60 foot swim to the south bank of the lake. They can try to swim to shore with an Athleticsv15 check. Failure means they get dragged back toward the whirlpool.

Flying NightBear Says

Players can aid each other by taking a -2 to their Athletics check and giving a +2 to an ally next to them on the bridge. However, if one of them falls in while doing this they both fall.

If they get across the bridge they reach a large open area with a hard-packed dirt floor. As they come off the bridge they hear, from off to their southeast, the voices of a small group of scarecrows.

At this point several scarecrows emerge from the stairs closest to the bridge along the south wall that leads down from this cavern. The number of scarecrows depends on the size of the PC group: there is 1 more scarecrow than the number of PCs. They seem to be arguing about something in their language. An Insightv12 check will tell your players that the one doing most of the yelling seems to be the leader, another one seems to be aggressively arguing back, and the others are largely standing back and waiting to see what happens. You can attempt to sneak by them or engage them directly. (*Stats for scarecrows are provided in the Appendix for NPC stats.*)

Note: Along the south wall of the cavern, there are four sets of ten-foot wide stairs that lead down from the cavern's floor. If the players, try to go down any of the four sets of stairs, they will hear the sounds of many more scarecrows below. If they go down the nearest set of stairs, the stairs from which the scarecrows emerged, the PCs will find themselves in a wide hallway, where a large number of scarecrows will attack; however, if the PCs retreat, the scarecrows will not follow them back up the stairs.

Flying NightBear Says

There is a creature that lives in the strange woods in this cavern. It's a quite powerful creature, though not one that has interest in harming the players. The only interest it has is to protect its forest, and it uses its not inconsiderable powers to fold space to keep out all intruders. As Moderator, feel free to allow the players to engage with this creature. It's a great place for some imaginative play. We (FNBGames) will have more to say about this creature later. If that's too long to wait, let us know and we'll see what we can do to get something to you earlier.

After the scarecrow attack, they can hear the running water of the small stream to the east with a Perceptionv10 check. If they head east, they will find some trees that seem to form a surprisingly thick forest. The trees have very dark, almost black, trunks; their leaves are deep green on top and a watery silver underneath. If the PCs try to enter the forest, they walk for a few minutes before coming out again -- only to find that they are back where they started, despite not having turned around. A strange voice in their heads as well as in their ears says, "Stay out of my woods!" Mentarchs will be able to sense a very strong source of Mental Energy, but won't be able to tell

where it is coming from. If they continue to try to enter the woods the same thing will happen. Eventually the voice will get angrier, and eventually it will use the Power “Hematoma” on them (see “Beyond: The Science of the Six”, page 197). Roll 2d10vID, and, if the roll is a success, it does 2/5/11/23 Inner Damage.

Along the north edge of the trees, the lake turns into a shallow stream. If they cross the stream they find a black, obsidian pedestal that appears to be the one that Evonostros described to them. The pedestal has a bright red gem at the top that glows fiery red and emanates heat.

Flying NightBear Says

Any evokers in the party feel a VERY strong Physic Energy coming from the gem itself and from the pedestal. If anyone tries to touch the stone they are blown back by an invisible force when they get within 1 foot of it. The gem rolls 2d10+10vOD and does 2/5/11/23 fire damage. This item is a much higher level of power than these beginning adventurers can handle at this point in their careers. Later, when they're more powerful, they may come back and try to deal with it.

Finding Rodollo

The players hear a child cry out, then a rough, semi-human, threatening voice speaking words they cannot understand. They see a gamol clutching an ishiri child who is struggling to free himself from its spindly grasp. Gamols are known for kidnapping and eating children. The gamol and the child are just inside the opening of the temple.

A Little Bit About Gamols (from Imbelnhi's Bestiary):

“Gamols are tricky. They look somewhat like old, human men except that their noses (or, if I've heard correctly, sometimes other body parts – it varies) are a good foot long. They are... quite different from actual old, human men. For a start, they eat nothing but children. They prefer human children, but any young creature will do in a pinch...”

Flying NightBear Says

The party can free Rodollo from the gamol in one of the following ways:

1. By fighting the gamol (stats provided in [Appendix: Creatures and NPCs](#))
2. By scaring it away (gamol are not terribly brave fighters)
3. By convincing the gamol that it would be in its own best interest to release the child. Gamols are cruel and monstrous, but they are sentient beings who will (sometimes) respond to reason.

Although they manage to free Rodollo, they find that he is reluctant to go back to his family. The boy tells them that he is afraid his family are “bad people”, and that they will do “bad things.”

Flying NightBear Says

There is more to Rodollo's story: his family is indeed planning something that poses great danger to Tarnath. They intend to use some of the monstrous creatures that live in the Underground Palace to invade Tarnath. In the resulting chaos, they plan to take over the city. The family is in league with a goblin kingdom not far from the Underground Palace of Samron, and has enlisted their help in this scheme.

The PCs can choose to ask Rodollo more about why he feels his family is “bad;” however, Rodollo is either unwilling or unable to give them more information. The PCs can choose to use a *Communication* v15 check to discover none/some/a lot/all of Rodollo's story.

If they fail, it will appear to the PCs that Rodollo was confused about it all, giving them the impression that he was just engaging in a bit of mischief, as children of that age often do.

The PCs lead Rodollo out of the underground palace. When they emerge back into the sunlight they see in front of them about two dozen armed guards, a mix of ishiri and dwarves, and a richly dressed ishiri man and woman.

The ishiri woman says the following to all: “Thank you for saving our beloved son. In addition to our gratitude we would like to offer each of you a reward for your heroism and your courage.”

The ishiri man, clearly someone of great wealth and importance, steps forward and says the following to the party; “If you are ever in need of work, we always have a place for talented young Channels. Rodollo dearest, come along home.”

Rodollo and his parents, and their armed guard then head back to their home in the wealthier part of Tarnath.

As their reward from the Karos family, each PC may add +1 to their current Wealth Rating to purchase any single item of their choice.

At this point you have a choice as a Moderator. You can either end the adventure here, or you can delve into this further with a new adventure from Flying NightBear Games that follows from where this one leaves off. This is also a great place for you, the Moderator, to create your own sequel to the adventure your PCs have just completed.

If you end the adventure here, then the plans being made by Rodollo's family can either be picked up later, or they can simply not ever happen.

Appendix: Creatures and NPCs

The stats below are taken from “Imbelnhi’s Bestiary”. In addition to the stats the Bestiary contains additional information on each creature.

Scarecrows

Type: Terrestrial Daemon

Artificial creatures. Body daemons constructed who-knows-how-long ago as the perfect front-liners in an army.

Scarecrows are brutish and ugly and nasty, rather like the sniveling little brothers of julkas or gurvcs. All reliable accounts I’ve heard peg them as artificial creations of a millennia-old Mystic-Soman who wanted a personal army of expendable grunts. He forced together a mishmash of souls and bodies into a strong but remarkably stupid and cowardly creature; it very much shows that their creator had never studied the Inner Energies.

Scarecrows range in color from greenish to grayish, and are about as attractive as that skin color would imply. A scholar friend of mine insists that their crafter, skilled as he must have been to create an entirely new race of creatures, did this on purpose – he wanted his fighters to startle and unnerve the enemy with their lumpy skin and irregular bone structure. Plus, it would be harder for the enemy to tell who was wounded if they all look as if they had broken most of their bones anyway. In their creation as Body daemons, scarecrows were given an almost irresistible desire for meat. It fuels them – they don’t need anything else, not even water. This isn’t to say that they compulsively eat every living being they see; they have some self control, but rather like a shark’s feeding frenzy, they can’t help themselves when they see blood and meat.

Affinities:

Body	4	Physic	1
Mental	1	Emotion	-2
Shadow	0	Spirit	-2

Size: Size (2) – Size(3)

Move Score: 3

DRs:

Outer	8
Inner	6

Ethereal	5
Combat	8

Soak	8 (5 + 3 armor)
Damage	6

Talents:

Talent	Energies	Bonus (progression)
Athletics	Body/Spirit	10
Communication	Emotion/Mental	7
Concentration	Mental/Spirit	10
Crafting	Physic/Shadow	7
Deception	Emotion/Shadow	7
Insight	Physic/Emotion	7
Leadership	Emotion/Spirit	10
Luck	Spirit/Shadow	5
Melee Combat	Body/Physic	10
Perception	Body/Mental	10
Presence	Body/Emotion	7
Ranged Combat	Physic/Mental	10
Scholarship	Mental/Shadow	5
Stealth	Body/Shadow	7
Survival	Physic/Spirit	7

Powers:

N/A

Special Abilities:

Two-Handed Blow: *use normal Melee Combat roll; no additional check*

The goblin makes a powerful, but difficult to control, blow. Their attack does an extra 2/4/6/8 damage but takes -2 to hit in the first place.

Battle Fever: *3-m action; Concentrationv10 check*

The goblin pushes itself into a psychotic rage, where it fights harder and stronger for the duration of the ability. During this time they do an additional +3/6/9/12 damage with all physical combat rolls, their Soak and DRs increase by +1/2/3/4, but they take a -4/3/2/1 penalty to all rolls. If there are no enemies left to kill, the goblin must make a Concentration check to resist attacking its allies or a similar aggressive action.

Special Qualities:

Improvisation:

A goblin is able to take almost any object in their surroundings and use it as a weapon, either thrown or in melee combat. They suffer no penalty for using improvised weapons.

No Surprises:

It is hard to surprise a goblin. They receive a +3 bonus to reaction time and other checks that revolve around awareness of surroundings.

Possessions:

Wealth (2)

Size (2) Blade (+7 damage, +2 to stunts and called shots)

3 Size (0) Javelins

Chain or Scale Armor

Tlixtin

(tl-IX-tin)

Type: Sentient Race / Animal

Insectile creatures very notable for their resourcefulness, whether in finding merchandise to trade with you or ways to kill and eat you.

Aside from their insectile appearance (they stand on two legs, but they have a brown exoskeleton, four arms, and two gossamer wings hidden under a shell on their backs), tlixtins are remarkable mainly for their networks of trade throughout the Tamarran continent. Considering their scant intellectual gifts, it never ceases to amaze me that so many tlixtin tribes have become trading hubs for those in the know. I suppose it comes from their resourcefulness, their knowledge of exactly where to get what they need with the minimum hassle, but I'm always impressed by the range of supplies a tlixtin broker can get you.

Of course, this doesn't mean every tlixtin on Tamarra is a merchant. I've met more than one tribe whose ingenuity went more toward making weapons for hunting prey. Like me. Let me tell you, it's unsettling to see creatures throwing fragments of shed exoskeleton at you like spears. I still haven't decided whether that was worse than their houses.

Affinities:

Body	-2	Physic	-1
Mental	3	Emotion	4

Shadow	1	Spirit	0
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Size: Size (-3) - Size(-2)

Move Score: 3

DRs:

Outer	5
Inner	8
Ethereal	6
Combat	6

Soak	7
Damage	4

Talents:

Talent	Energies	Bonus (progression)
Athletics	Body/Spirit	7
Communication	Emotion/Mental	10
Concentration	Mental/Spirit	10
Crafting	Physic/Shadow	7
Deception	Emotion/Shadow	10
Insight	Physic/Emotion	7
Leadership	Emotion/Spirit	10
Luck	Spirit/Shadow	5
Melee Combat	Body/Physic	5
Perception	Body/Mental	7
Presence	Body/Emotion	7
Ranged Combat	Physic/Mental	7
Scholarship	Mental/Shadow	10
Stealth	Body/Shadow	7
Survival	Physic/Spirit	5

Powers:

N/A

Special Abilities:

Shell Splinters

3-m action, RangedCombatvCD check

The tlixin uses fragmented of its shell as javelins that do +1 damage. As seeing a tlixin snap off a piece of itself to use as a weapon is... unsettling, to say the least, this can give an unsuspecting target a CD penalty up to -3 due to surprise. After the first 2 uses, this does 2 damage to the tlixin per spear.

Special Qualities:

That's My Final Offer

Tlixtins receive a +4 bonus to COmmunication, Deception, and Insight checks when haggling.

Exoskeleton

The tlixtin's natural exoskeleton acts as +3 soak armor.

Possessions:

Wealth (2-7)

Small(-2) dagger (+3 damage)

Trunk

Gamol

(GAM-ohl)

Type: Sentient Race

A race of child-eating bastards. Still, the ones we see may be nothing but the castaways from the race as a whole.

Gamols are tricky. They look somewhat like old, human men except that their noses (or, if I've heard correctly, sometimes other body parts – it varies) are a good foot long. They are... quite different from actual old, human men.

For a start, they eat nothing but children. They prefer human children, but any young creature will do in a pinch: ushens, squirrels, calves, and I wouldn't be surprised if they ate young gamols, too. They're not vicious or sadistic in the same way as, say, a julka, but they're completely amoral. If they need to eat and there's an innocent 1 year-old, they won't feel the least bit of guilt about eating it. On the other hand, they wouldn't hurt the child at all if they were full.

Given their diet preferences, gamols have had to get good at kidnapping. They're extremely persuasive – I believe they have some supernatural Inner connections – and have a knack for lulling children away from their home. Leading the entranced kid to a nearby secluded area, they proceed to devour it. If you're traveling with children, you don't need to worry about this as long as you're prepared; gamols may be

dangerous, but they'll only get into a physical confrontation if they have no other choice. Make it clear that you'll put up a fight, and you only need to watch out for the most desperate hunters.

Affinities:

Body	-3	Physic	-2
Mental	3	Emotion	3
Shadow	1	Spirit	-4

Size: Size (0)

Move Score: 3

DRs:

Outer	6
Inner	8
Ethereal	5
Combat	2

Soak	4
Damage	4

Talents:

Talent	Energies	Bonus (progression)
Athletics	Body/Spirit	5
Communication	Emotion/Mental	10
Concentration	Mental/Spirit	7
Crafting	Physic/Shadow	5
Deception	Emotion/Shadow	10
Insight	Physic/Emotion	5
Leadership	Emotion/Spirit	7
Luck	Spirit/Shadow	5
Melee Combat	Body/Physic	5
Perception	Body/Mental	7
Presence	Body/Emotion	7
Ranged Combat	Physic/Mental	5
Scholarship	Mental/Shadow	10
Stealth	Body/Shadow	7
Survival	Physic/Spirit	5

Powers:

N/A

Special Abilities:

Lullaby: *time varies (see text); Communication* *VID*

The gamol tells a children's story or sings a children's song in a soft and compelling manner, causing a child to fall asleep within five minutes/1 minute/5-m/1-m.

Poor Old Me: *2-m action; Communication* *VID*

The gamol plays on its appearance as a helpless old man to stop attackers. Offensive actions against it sugar a -2/4/6/8 penalty for the next minute.

Special Qualities:

Words of Wisdom:

The gamol receives a +3 inherent bonus to all checks dealing socially with children.

Possessions:

Wealth (2)