



LEMURIAN CHRONICLES

Adventures & Background for *Barbarians of Lemuria*

Sample file

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LEMURIAN CHRONICLES

BARBARIANS OF LEMURIA

Mythic Edition,

a game created by **Simon Washbourne**, published by **Filigree Forge**.

This Sourcebook is the English translation of *Chroniques lémurienes*, published in November 2017 by **Ludospherik** ©.

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Foreword

by Simon Washbourne
designer of *Barbarians of Lemuria*

I was delighted when I received a request from Vincent Basset to write a brief foreword to the English translation of *Chroniques Lemuriennes*, because, when I first saw the artwork of the French edition (and in particular Emmanuel Roudier's gorgeous cover), I felt that us English speakers would be deprived if there wasn't an English version of this fantastic book. Not only is the volume filled with glorious illustrations and laid out beautifully, but the quality of the tome itself is outstanding.

Lemuria is a great place for sword and sorcery adventure - a wild, untamed, almost prehistoric world built upon the ruins of much older civilizations and filled with strange beasts and a wide diversity of peoples. Reading through the five adventures and the additional background I am pleased to see that the authors have not only kept to this original vision but have also built brilliantly upon those foundations to make such a wonderful addition to the *Barbarians of Lemuria* story. It's also great to see the Kalukan (one of my favourite races in any rpg setting) having centre stage, not only on the front cover but also in one of the scenarios.

This book gives you many hours of great gaming and is a work to treasure. Every fan of *BoL* should own at least one copy. If you've never played *BoL* before, this work is probably the best reason to start. Thank you Ludospherik for producing such a fine piece of work.



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Bored to Death

28

On their way to Liu, the Heroes get stuck on the Island of Shelang when early winter storms prolong their stopover. After taking up lodgings in the fortress that broods over the small, wind-swept isle, they quickly find themselves overrun by nasty zombies with pierced foreheads. The lady of the keep has decided to spice up her humdrum existence by dabbling in necromancy! Will the Heroes manage to root out the Bloodless sorcerer that has been walled-up in the deepest chamber of the daunting edifice, and who has been whispering impious spells in the ear of the deranged lady? Or will the entire island become a horrific bloodbath?

Männ's Oldest Dream

42

Our Heroes are preparing to settle into their winter quarters in a small Valgardian village at the foot of the Axos Mountains when the unexpected arrival of a young woman, Joanna Männ, upsets their plans. A tribe of Winged Men has attacked the small mountain fort where she lives with her uncle, forcing her to flee. Joanna is looking for a few brave souls to escort her back up the mountain to learn her uncle's fate. The Heroes will soon discover the eldritch obsessions of old Zacharias Männ and his niece, and have to deal with the (justified) hostility of the Winged Men of Axos.

The Serpent Bride

58

The Heroes have been invited by Turmar Latia to celebrate his marriage to the ravishing Jil Sendak, a young heiress from one of the noblest families in Satarla. But his fiancée is secretly in love with Eormo, a dashing sky-pilot from a poor jungle tribe. Eormo decides to throw caution to the wind and listen to his heart: following the customs of his people, he kidnaps Jil just before the ceremony as the stunned guests look on in disbelief. Our Heroes will be asked to hunt down the fugitives, who've fled to Eormo's tribal village. They'll soon discover the bizarre wedding rites of the jungle people, who are ruled by a creature that is even more bizarre...and much deadlier than they could've ever imagined.

The Tower of Ajhaskar

76

The wizard Ajhaskar, trusted advisor to King Colmus of Lysor, has not shown his face at court for many days. Servants were dispatched to his tower with a royal summons, but once they passed through the wizard's front door...they never returned. The Heroes are "asked" (or you might say "forced") to enter the feared magician's lair to find out what happened to him. But they'll soon discover that the mysterious tower is only the beginning of their adventure...

The Three Chests

102

A detachment of Kalukan Sentinels belonging to the Witch Queen have been sent to Halakh on a temporary assignment to serve Rutgarr, a Grey Druid from the Cult of Nemmereth. He orders them to deliver three chests to mysterious destinations without bothering to explain why. It's only at the climax of the adventure that the Heroes will learn the terrible truth: Rutgarr is in fact the sworn enemy of their queen, and he's manipulated the unwitting Kalukan to recover a magic artefact which, once in his possession, may lead to the downfall of Methyn Sarr, the Witch Queen of the Fire Coast.



Background Information

THE CALENDAR OF SATARLA

A common calendar has never been established in Lemuria due to the many different peoples and countries that dot the continent. Some regions simply mark the time by the phases of the Moon or the changing of the seasons, while other regions have adopted more sophisticated dating systems. The calendar of Satarla is now widely used due to the city's power and influence, but some of the other cities, such as Tyrus, are vehemently opposed to adopting the Satarlan calendar.

| MONTH | SEASON |
|---|----------------------|
| Viskha Istha Sadha Vana | Season of Renewal |
| Pada Vina Tika Sha Pausa | Dry Season |
| Magha Phal Chatra | Rainy Season |

Satarla uses a calendar based on the solar year, with twelve months of thirty days. There are also five “floating” days, for which the date is different each year. The city’s college of astrologists assembles at the start of the year to determine the precise date of the five floating days. They’re considered to be “special days” that are inserted between two days in the normal counting of the month. These are holy days to celebrate various divinities, and it’s considered to be a very bad omen if the astrologists make a mistake in their arcane calculations. Every four years, the calendar includes a sixth floating day that the entire city awaits with dread. And of course, Satarla has many other holidays throughout the year that always fall on the same date.

The first four months of the year (Viskha, Istha, Sadha and Vana) are the season of clement weather when nature begins to bloom. These are the most auspicious months for marriages and newborns. The next five months (Pada, Vina, Tika, Sha and Pausa) are the hottest time of year. It rains little and the heat is suffocating. The year comes to a close with a long rainy period (Magha, Phal and Chatra); the last month, Chatra, is often filled with foggy days and cool evenings.

THE FLOATING HOLY DAYS

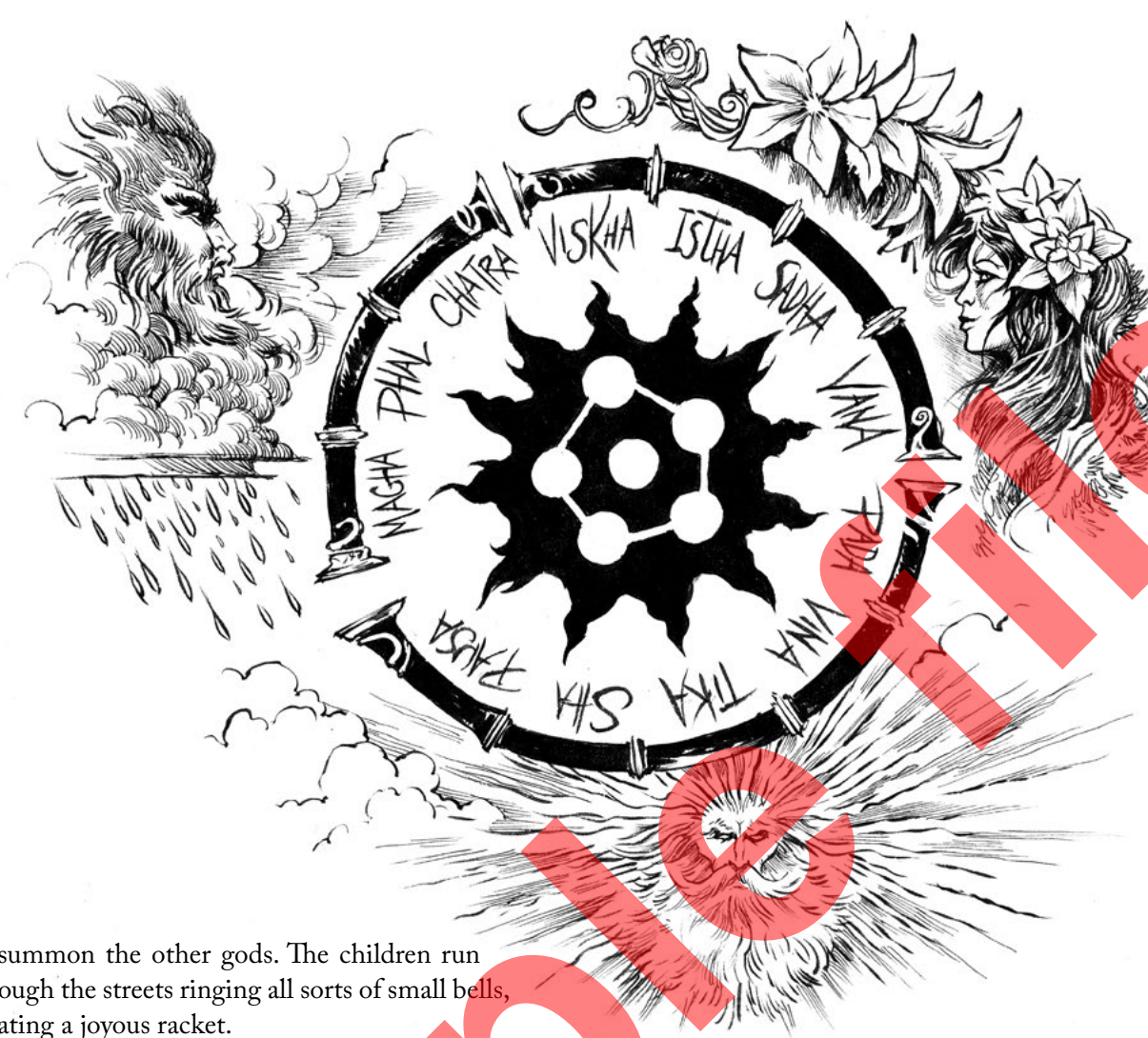
The Day of Veils

This holiday, which may occur in any month of the year, is dedicated to Nemmereth. It’s a day of veneration for the deceased, with fasting and silence to honour the memory of those who have begun the long sleep. The people don veils and visit the graves of their ancestors to leave small offerings. At nightfall, life returns to the city. Joyful celebrations fill the streets and large banquets are held. It is said that the souls of the departed return to the world of the living for one evening to attend the many feasts.

Hurm’s Day

This holiday, which usually takes place during the month of Vina, is dedicated to Hurm, the Father of the Gods. Wrestling tournaments are held in Satarla and the surrounding villages, along with other demonstrations of physical strength and agility that Hurm is said to delight in. The bells in the city ring throughout the day in honour of Hurm’s Great Bell, which he strikes with his sceptre





to summon the other gods. The children run through the streets ringing all sorts of small bells, creating a joyous racket.

Great Harvest Festival

This floating holiday is the yearly peasant festival to celebrate the coming harvests. Its date depends a great deal on the weather, and may take place during the month of Pada, for the first harvests, or during the month of Pausa to celebrate the year-end harvests. There are often heated debates amongst the astrologists to decide which period should be chosen.

Fire Festival

This festival day is in honour of Zalkyr the Bright, the Lord of Light, and should take place, if the astrologists hit their mark, on the hottest day of the year. This floating day is normally inserted during the months of Tika or Sha. It's traditional for each home to keep a fire burning and for everyone to dress in white. If by some mischance the weather turns sour during the Fire Festival (or, heaven forbid, if it should rain), the Satarlans consider this to be a bad omen.

Day of the Five Rains

This day is associated with the Thunder Lord Dyr, the God of Storms, and is supposed to take place on the wettest day of the year. It's usually during the month of Phal. Beginning a voyage on the Day of the Five Rains is generally considered to be unlucky. To ward off ill fortune, it's customary to drink a glass of water mixed with a few drops of boughon bile, which is said to represent the stormy nature of the gods.

Dark Day

Every four years, a sixth floating day, a day dreaded by all, is added to the calendar. The Dark Day is dedicated to infernal powers and to the Dark Gods, who receive sacrifices to appease their anger. It's a day of bedlam when all notions of law and order are thrown out the window. On the following day, everything returns to normal. For the space of twenty-four hours, the entire



city anxiously holds its breath: the Satarlan city watch deserts the streets and any crimes committed on this day go unpunished. Despite the reigning chaos, there are actually fewer problems than one might expect. The honest folk stay home behind locked doors, and any would-be thieves are faced with a conundrum: how do you rob people when they're keeping close watch over their valuables and expecting you to come at any minute? Mercenaries fill the city during the weeks leading up to the Dark Day, as work is easy to find. The wealthy families, shopkeepers, merchants and even the temples are all looking to hire someone to protect their possessions. Even so, the city is often in chaos, as quarrels amongst neighbours degenerate into violence or noblemen wage bloody vendettas. In Satarla, telling someone you'll "see them on the Dark Day" is considered to be a death threat.

FIXED HOLIDAYS

The floating holy days figure among the most important festivals of the year, but the Satarlan calendar also has many holidays that fall on the same date each year, either to honour one of the Twenty Gods or to celebrate a member of royalty or an important civic event. The following are just a few examples.

The Day of Waves

On the fifth day of Vishka, the people of Satarla throng the streets with processions leading down to the port. Important sacrifices are made to Shazzadion, the Sea Lord, to beseech his good graces in hopes that he will grant them more clement weather after the long and rainy winter, when the dense fog often makes travel difficult. Fishing boats, merchant galleys and warships fill the bay of Satarla with a dazzling display of their colourful sails. Sacrificed animals and all sorts of offerings are thrown into the waves, as the deep notes of conches reverberate in the air.

It's said that, in the old days, a galley slave was sacrificed to the Sea Lord on the Day of Waves, but luckily this practice no longer exists.

Founding of Satarla Festival

The eighth day of Istva is the date (according to the legends) when Satarla was founded. It's also the feast day of Grondil the Builder God. Long processions of his priests walk through the streets sprinkling the walls of houses and public buildings with the blood of animals sacrificed to the god. The meat is then distributed to the people for merry banquets.

All Moats' Day

This holiday, celebrated on the seventh day of the month of Sadha, is in honour of Afyra, the Goddess of Life. Garlands of flowers adorn every balcony and the women of the city don their finest clothing and jewellery. The name comes from an ancient legend that says one day Piandra, the mother of Afyra, was walking along the moat of a palace in Mezzechesh, the realm of the gods, when she had a revelation that she was expectant with child. But some popular folktales give a much more colourful explanation for this evocation of a damp and deep place in association with Afyra...

King Davym's Day

This festival was only recently added to the calendar to celebrate the Satarlan army's victory over the forces of Tyrus about twenty years ago. On the 25th day of Vina, the city commemorates the triumphant return of its king, Davym Tarv, from his victorious campaign with a military parade through the streets of the city. Afterwards, an important archery competition takes place. The competition is in fact Satarla's way of thumbing its nose at the famed longbow men of Tyrus, renowned for their prowess. It goes without saying that this new festival has done nothing to help patch things up between the two rival cities.



ADVENTURE SEEDS

The Satarlan holidays can mainly be used to add more background details to your escapades in Lemuria, but why not make one of them the focal point for a full adventure? The following are a few ideas to get you started.

For Whom the Bell Tolls

A sect of fanatical druids have rebuilt an abandoned temple in Satarla and used their unholy magic to corrupt the bells of the old edifice. When they're rung during the Hurm's Day celebrations, their haunting tolls provoke unpredictable and violent behaviour amongst the people in the neighbourhood, resulting in wanton bloodshed and scenes of panic. Who can step in to silence the accursed bells?

A Fisful of Seeds

A few days before the upcoming harvests and the Great Harvest Festival, hordes of purgats (see *Barbarians of Lemuria*—referred to as *BoL* for the remainder of the book—page 118) invade the fields of crops around Satarla and start to wreak havoc. The astrologists hold an emergency meeting, and foretell that the scourge will only end “when the mother of evil has been destroyed.” Mercenaries are hired by the king to discover what's behind the curse before Satarla is ravaged by famine.

The cause of the disaster turns out to be a humongous female purgat that's spawning wave after wave of the small rodents. But is the monster merely an abomination of nature, or the handiwork of some nefarious witchcraft?

Broken Arrow

The winner of the archery contest held on King Davym's Day is to receive a golden arrow encrusted with precious gems. A group of longbow men from Tyrus, offended by the competition held to mock their defeat, decide to humiliate King Davym of Satarla by stealing the golden arrow from the shop of the jeweller who crafted it. The Heroes are asked to bring back the precious prize without arousing any suspicion before the archery competition takes place...or maybe it's the Heroes themselves who were hired to steal it in the first place?

Catch Me If You Can

A pair of star-crossed lovers from two feuding merchant families decide that the Dark Day, when chaos reigns in Satarla, will offer them the perfect diversion to elope. They dream of a better life far away from the city, where the blind stupidity of their respective families will no longer keep them from each other's arms. A ship awaits them in the port to carry them away to a new world filled with love and happiness.

A group of mercenaries, who'd originally been hired by one of the two feuding families to protect their possessions during the sinister holiday, now find themselves hastily dispatched to hunt down the young lovers. The rival family does the same, and a headlong chase begins through the streets and along the docks of the city, where the most vile and reprehensible acts play out before the Heroes' eyes on this dreaded day.







Background Information

KHANATE

OVERVIEW

Imposing natural boundaries enclose the Khanate region in the northeast of Lemuria. The massive Axos Mountain chain separates Khanate from the Plains of Klaar to the south, while the Frozen Tyr River forms the border with Valgard to the west. Its exposure to the Eastern Ocean makes the weather in Khanate a bit more clement than in Valgard, but it's still a frigid and unforgiving climate with long, bitter winters.

The south of Khanate is covered with endless leagues of treeless grasslands. Further north, beyond the Wise Man's Wood, these steppes progressively give way to barren peat bogs that extend all the way to a vast subarctic forest bordered by permanently frozen tundra.

Khanate was undoubtedly settled in successive waves during the First and Second Ages of Man. It's remained relatively isolated from the southern countries. The local populations have always had dealings with the rest of Lemuria (to varying

degrees) throughout their history, but for people from the South, Khanate remains an exotic land with strange customs.

Three different ethnic groups inhabit the region. The Ghatai are a nomadic people from the southern Steppes. They never established any cities of their own, but many generations ago they conquered their neighbours, the Xi Lu, who were earlier inhabitants of the region. The Xi Lu originally established a brilliant urban civilization before falling into decadence under a series of petty kings known for their cruelty and corruption. They had been easy pickings for the Ghatai in their thirst for conquest. The third group, the mysterious Wei, eke out a meagre existence in the harsh Northern Ice Wastes, where they've rarely been bothered by the ambitions of their southern neighbours—after all, who would be crazy enough to want to fight over a country buried under ice and snow, where the endless winter is the only true sovereign?

