

# The Ruins of Jeribo

This adventure can pull triple duty: it introduces starting players to the game, it gives them a balloon they can use for transportation, and it sets up a city they can repopulate and rebuild.

Copy these two Google Slides to help you run the adventure:

- [GM Adventure Map](#): Slides show the lay of the island, demarcate spans, and reveal where NPCs are located.
- [PC-Facing Map](#) of the above, enabling players to position their characters.

## Using the Maps

Share your copy of the PC-facing map with players. If you're on a videocall, you can screen-share this map as you play. (Make sure to keep your GM map hidden, so the players don't see where all the creatures are hiding!)

On the maps, NPCs are represented with circles labeled with the first letters of their names. Red circles indicate hostile characters or monsters, while beige circles indicate nonhostile characters. The purple circles (P1, P2, and so on) are for the PCs.

Use the "Action!" slide when combat or other tense situations break out. As PCs encounter NPCs, copy the NPC circles from your GM map and paste them into the player map. ↕ ↕

## Background

Jeribo is a small trading post on the frontier of Tel-Kanan. It's a one-street town that takes up about a third of its island. The street is a zigzagging dirt path up a hill, where a temple overlooks the rest of the island. A small skyharbor pond lies at the island's lower end. A crude earthen citadel tower stands watch over the forestcliffs.

Like many frontier towns, Jeribo has a minor imperial presence—and most native Jeriboans despise their Mazrian overlords.

## Dramatis personae

- **Ezra and Zubai**, married Kananite balloon traders who transport the party to the island.
- **Madenifel**, a Zordin dragonrider and part of a raiding party that just conquered Jeribo. Her dragon was badly injured.
- **Hotep**, a hippo-headed Mazrian imperial panjandrum, and **Tey**, his ibis-headed factotum assistant Hotep. Both are hiding in a cellar after being abandoned by their Kananite subjects.
- **Jebedoah**, an old Kananite priest, hiding within a giant statue of Lord Adod in the Temple.

## Enter the Heroes

The adventure starts on a hot-air balloon headed to Jeribo. The balloon is owned and operated by two married Kananite traders, Ezra (a **merchant**), and Zubai (an **artisan**). The traders hope to purchase purple dye and flying fish sauce from the Jeriboans, transport the goods to the larger island of Ushu, and sell them for a profit.

However, the traders are worried, verging on desperate, because *Jeribo is not where it's supposed to be*. After two days of increasingly desperate navigation and stingy fuel usage, the traders have finally spotted Jeribo drifting in the distance—almost as if something knocked it out of its orbit around Tel-Kanan's cyclone into a new trajectory.

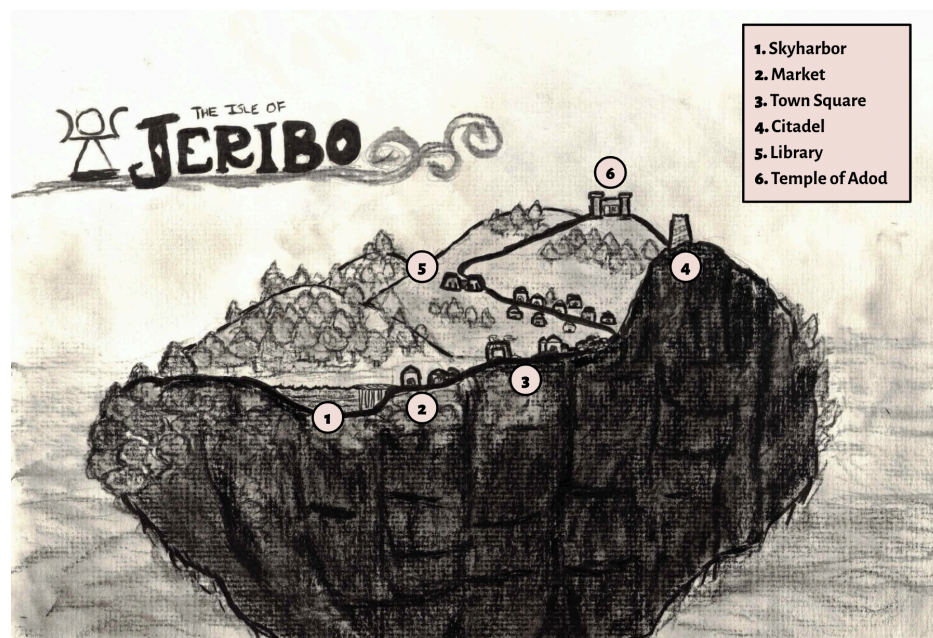
Several reasons can explain why any or all of the PCs are passengers on this balloon:

- The traders hired the PC(s) as bodyguards, guides, or consultants.
- The traders found the PC(s) stranded or shipwrecked by a mysterious disturbance in the Skysea's windcurrents.

- The PC(s) paid the traders for transport to Jeribo and destinations beyond.

Encourage the players to leave their characters' backstories as open as they like. In the troubled realm of Tel-Kanan, there are plenty of reasons for characters to stay tight-lipped about who they are and where they come from.

If any of the PCs know the *Balloons* lore, they can own and operate the balloon themselves. In this case, you can simply leave out the two traders from this adventure entirely—or have them appear in different circumstances. For example, Ezra and Zubai might own the ruined balloon in the skyharbor rather than local Jeriboan traders, and PCs might find the couple hiding in the forest.



## Jeribo Encounters

This table summarizes the encounters awaiting PCs on each location in Jeribo. Later sections go into more detail about each location.

Location	Encounter
<b>Approach</b>	Four <b>kulus</b> and a <b>girtablin</b> are sent to capture or kill the party when they land on the island.
<b>1. Skyharbor</b>	Two <b>elus</b> , disguised in imperial sentinels in heavy armor, await the party on the dock, beckoning them toward the Town Square.
<b>2. Market</b>	Five <b>kulus</b> lie in the Skyharbor's market. They've eaten all the fruit, olives, bread dough, and fermented fish, and are in a daze.
<b>3. Town Square</b>	A <b>kulu brute</b> , ridden by a <b>girtablin</b> , hide inside the imperial office. They can be sent to attack the PCs outside of town. <i>Survivors: imperial panjandrum and factotum.</i>
<b>4. Citadel Tower</b>	The <b>dragonrider</b> shoots arrows from atop the Citadel. If threatened, she relocates to the Temple to guard her dragon.
<b>5. Library</b>	In the Library, a <b>kulu brute</b> is holding up scrolls with its mouth wide open—letting its <b>isopu</b> mouth parasite read them.
<b>6. Temple of Adod</b>	The <b>indigo dragon</b> is recovering from a wing injury here, feasting on townspeople's corpses. <i>Survivor: Kananite priest.</i>

## The Story So Far

A day or so beforehand, Jeribo fell to a raiding force of Zordin **dragonriders** and allied monsters from the Chaos, who appeared like a bolt from the blue. As the invaders attacked, almost all the Jeriboans fled past the Skyharbor and leapt over the island's edge. The Zordin chalked this up to some kind of mass suicide. (In fact, the Jeriboans were simply retreating to the forestcliffs, where a system of concealed nets, now retracted, leads into a secret cave network within the island.)

Confident from their easy victory, the dragonriders decided to press onwards with their conquest of outlying Kananite islands. But one dragonrider, Madenifel, was left behind, since her dragon's wing was badly injured in the raid.

For the past day, Madenifel has tended to her wounded dragon, resentful of her comrades for marooning her, and increasingly paranoid that her hold over Jeribo is more tenuous than originally thought.

## Objectives

- Neutralize Madenifel and her force of Chaos monsters
- Find where the missing townspeople went

## Approaching the Island

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As the balloon drifts nearer to Jeribo, the PCs notice the following:

- Smoke rises from one of the Market stalls near the Skyharbor and a few buildings in the Town Square.
- A balloon with a collapsed gasbag is moored at one of the Skyharbor's two docks, as if it were hastily abandoned.
- The only people visible are two imperial sentinels standing guard at the town square's entry gate. The sentinels begin marching toward the Skyharbor, as if to meet the party upon disembarking.

Zubai angrily curses the Empire, assuming they've destroyed the town in reprisal for an uprising.

## Sentinel Shells

Imperial sentinels are elite Mazrian soldiers encased head-to-toe in gleaming bronze-and-silver plate armor, with helmets shaped to cover

their jackal heads. However, these two "sentinels" are actually **elus**—octopuslike monsters who wear the armor and use their amorphous tentacles to approximate the motion of a Mazrian soldier's arms and legs. PCs notice the following oddities:

- The "sentinels" carry light wicker shields. Any Mazrian knows that real sentinels carry heavy bronze shields. (The elus aren't strong enough to hold heavy shields.)
- The "sentinels" don't respond to any hailing signals or usual communication. (The elus only speak the Antediluvian language.)

**Additionally, have the elus make *Deceive* rolls.** On a failure, a PC notices the "sentinel"'s gait looks completely unnatural. On a struggle, a PC notices the gait is odd for an elite soldier, as if the "sentinel" had been badly injured. On a success, the elu passes for a Mazrian sentinel (from afar, at least).

## Landing Decision

Upon taking in the island's state, the traders can't decide where to land.

- Zubai is troubled enough to suggest landing the balloon in the forest, rather than the skyharbor.
- Ezra acknowledges that trouble is afoot, but doesn't want to risk damaging their precious balloon in a crash-landing.

After arguing, the traders look to the PCs to decide where to land. The traders can easily land in the skyharbor (see the following section).

If the party chooses the forest, have everyone make a challenge roll (Zubai pilots and Ezra assists):

## Crash-Land a Vessel

**THREAT: 3 | DIFFICULTY: 7**

**LORE:** Skyremes/Balloons (d10), Forestcliffs (d6)

The vessel's **pilot** must *roll Maneuver*.

- ◆ **Success:** You steer the vessel safely enough to avoid harming its occupants.
- ◆ **Struggle:** Subtract 2 from the threat's attack roll (below).
- ⊗ **Failure:** Roll **3d4** as a *massive* attack directed at all occupants, inflicting lethal damage and -3 Guard.

Before the pilot rolls, the vessel's **other occupants** can assist the pilot (or prepare themselves for impact with *Stand Fast* or *Evade*).

- ◆ **Success:** Reduce the challenge's difficulty by 1 for the pilot.
- ◆ **Struggle:** As above, but suffer -1 Awareness (for Maneuvers) or Stamina (for Braces).
- ⊗ **Failure:** Suffer -1 Awareness (for Maneuvers) or Stamina (for Braces).

A balloon can be salvaged and repaired in a few hours after a crash-landing. A skyreme is inevitably destroyed, but can be rebuilt if its parts are collected and taken to a skyharbor.

Landing in the forest provides the party plenty of *cover* to hide. Before they can rest, however, they'll have to contend with a **mobile force** (4 **kulus** and a **girtablin**) sent to capture or kill them.

- Kulus are hulking, fish-headed monsters wielding heavy clubs.
- The spindly, shrimp-headed girtablin commands the kulus.
- If the PCs put up even a modest fight, the girtablin will flee almost immediately, and the kulus will gradually follow it in retreat. They'll head toward the Temple.
- The monsters only speak *Antediluvian*.

Regardless of where the party lands, the traders will avoid combat and insist on staying with the balloon—though they can be compelled otherwise.

## 1. Skyharbor

This small natural pond has two small docks. One is occupied by the remains of a hot-air balloon. The balloon's gasbag has deflated and lies draped over its half-submerged wicker basket.

Two imperial sentinels wait silently on the dock.

The balloon belongs to a local family of traders who fled over the forestcliffs. (Madenifel would like to commandeer this balloon, but has no idea how to operate it).

If the party lands here, no challenge roll is required. Two **elus** wearing imperial sentinel armor wait for them silently on the dock (see "Sentinel Shells" above). Once the party disembarks, the "sentinels" beckon the party past the ruined marketplace—always keeping one span ahead of the PCs—and toward the Chief's Mansion, where an ambush awaits.

## 2. Market

The dockside market once had two storage buildings, one for perishable goods and one for durable goods. The latter has collapsed.

### Intact Warehouse

The still-standing building's door is closed. Based on other Kananite towns you've visited, you think it holds perishable goods: olives and oil, fruit, mana, Mazrian grain, fermented flying fish sauce.



Inside are five **slumbering kulus** who lie in a state of stupor after eating all of the above food. Their Guard and Awareness are zero. They awake at the sound of conflict. If taken by surprise, they flee rather than fight, leaping into the Skyharbor's water.

### **Destroyed Warehouse**

The demolished building once housed durable and luxury goods: shells, ingots of tin and copper, and Kotharian crystals, which now lie strewn among the debris. Several amphorae of purple dye have shattered, their contents staining the wreckage like violet blood.

If the heroes spend an hour or so looking through the debris, they find enough magic crystals and olive wood fuel to resupply their balloon.

## **3. Town Square**

A rectangular archway of rough stone leads up from the market. Nothing prevents you from walking around the archway rather than through it.

Beyond the archway is a rough pavilion in front of a large stone house—the Chief's Mansion. Beyond the house is a huge pile of rubble, the remains of what was once the Imperial Economic and Development Office.

Any Kananite character (including Ezra and Zubai) knows the arch symbolizes passing into the authority of the town's chief.

A Kananite corpse lies just within the archway, an arrow with bright, multicolored fletching piercing through the back of his neck.

### **Chief's Mansion**

One side is badly damaged from the explosion that destroyed the neighboring building. In normal times, the chief would stand upon the house's balcony to administer justice to parties below. Only half of the balcony remains attached to the structure. Papyrus scrolls from the house's interior flutter in the wind.

The door to the house hangs off its hinges, as if it was torn off and then reattached.

The two "sentinels," moving beyond the mansion and keeping their distance, gesture for the party to enter the mansion.

If the heroes walk past the door, they can see into the building's interior and notice the monsters, spoiling their ambush.

### **Ambush**

- As soon as any PCs knock or interact with the door, a **kulu brute** wielding a tree as a giant club bursts out of the building's wall and attacks, along with a **girtablin** riding on its back.
- The two **elus** make their stand here, while Madenifel the **dragonrider** rains down arrows from the Citadel.

If the ambush is successful, the combined force of monsters is likely more than a match for the heroes. If the PCs somehow manage to prevail, the dragonrider blows a horn from the Citadel, summoning the mobile force of four kulus and a girtablin, who emerge from the Temple.

### **Imperial Economic & Development Office**

A sign in glyphs, intact on the ground next to the debris, shows this building's name. A thin magic-powered canal runs from this building to the skyharbor, but rubble has clogged it.

Anyone with Intellect 2 or higher recognizes the devastation as a controlled detonation, not an external attack.

If the heroes defeat the monsters in the area, Hotep, the hippo-headed Mazrian **panjandrum**, peeks out from a trapdoor amidst the rubble, like a hippo emerging above the waterline.

- Hotep activated a magical device that (1) sent a distress signal to Mazr and (2) blew up the office in a controlled detonation.

- He immediately assumes the party is the assistance he summoned.
- He also asks if they can repair their malfunctioning crystal (see below).

Tey, an ibis-headed Mazrian **factotum**, lingers below. She worries that their communication crystal is malfunctioning—she can’t get any imperial “angles” to work.

- Tey finds Hotep, her boss, repulsive. She’s also dejected that the Kananite townspeople abandoned them. She had made friends with the local baker and was heartbroken to watch him run away without stopping to get her.
- The crystal angles stopped working three days ago.

If a hero knows the *Scrolls of the Sorcerer* lore, they can quickly determine that the crystal is working fine. The problem is that there’s no longer any signal being transmitted from Mazr. (Hotep will refuse to believe this is the case, especially if a Kananite PC delivers the news.)

## 4. Citadel Tower

This ancient earthen building tapers toward the top and is ringed by a blocky staircase. It rises 2 heights and has no interior.

The **dragonrider** Madenifel is encamped on the tower’s battlement, which provides *high ground* and *cover*.

At the base of the tower are two dead Kananite soldiers, pierced with arrows and broken from the fall. A third soldier’s corpse lies at the base of the cliff below the tower. All the soldiers’ light shields and all but one of their spears are broken, but all three shortswords are intact.

## The Dragonrider

Madenifel wears a helmet made of iridescent dragonscales and two long dragon horns. Underneath her helmet, her “dreamtouched” bright green hair waves and floats strangely, as if she were in freefall.

She also has a **Kotharian spear**. The *blue spear* spell cast from this magic implement would prove devastating to a balloon or skyreme skiff. However, Madenifel wants to preserve and commandeer any aircraft that approach the island. She also knows the magic implement has limited charges left, so will use it only in desperation.

Madenifel is ruthless and paranoid. She only speaks Zordin and the Antediluvian language of Chaos monsters, so communication may prove to be challenging. If she defeats the heroes, she’ll capture them and let them bargain for their lives in exchange for showing her how to operate a hot-air balloon. Otherwise, she’ll make a show of feeding prisoners to her dragon in the Temple.

## 5. Library

The library is a stout, square brick building that surrounds a small courtyard. Tablets take up the left side, and scrolls take up the right.

The wooden door leading into the library is busted off its hinges—but, strangely, replaced in its frame.

Two scribes once worked here, translating Mazrian bureaucratic scrolls into Kananite tablets and vica-versa, but they’ve fled.

- No flame is permitted inside the library, but the front desk has a small collection of Kotharian magic lamps.
- The left (tablet) side is dark. On the right (scroll) side, PCs can see a green glow from a lamp.

## Scholarly Brute

Standing in the stacks of scrolls is a **kulu brute**. It's unarmed, with Guard 5 and none of its *tree* club attacks available. It stands with its mouth wide open, holding a delicate scroll with both of its giant hands, as if it's about to eat it. But it just holds the scroll there. The scroll is illuminated by green light shining out from a lamp resting in its mouth.

Also inside the brute's mouth is an **isopu**, who is eagerly reading the scroll and puzzling over its contents. The isopu has control of the kulu brute and is oblivious to interlopers, but will defend itself.

## Oxhouse Scroll

The scroll is a copy of the *Wisdom of Adod*, written in Oxhouse. Characters who are literate in the Oxhouse writing system recognize it as such—and can learn the *Wisdom* lore by reading this text during Downtime.

Characters who don't know Oxhouse only recognize that it's written in Glyphs. If a character can read Glyphs but not Oxhouse, the text appears to be repetitive nonsense about how wise Lord Adod is.

# 6. Temple of Adod

Wide stairs lead up to the huge double-doors of this squarish brick building. Two obelisk-like columns flank the entryway, each plated in pitted bronze. One of the big double doors is smashed off its hinges.

At the bottom of the stairs, two soldiers lay dead. One has a shoddy wicker shield, which an arrow has stapled to his arm. The other soldier's shield is partially dissolved.

## Inside the Temple

The interior of the temple is dark, lit only by a few greenish magic lamps. Within, another wide staircase leads up to an altar of sorts. Atop the altar is a

huge bronze brazier. The bowl of the brazier once lay before the feet of a large, crude statue of Lord Adod—a muscular figure with a bull's head and a huge barrel-chested torso. This statue has been toppled over and now rests in several pieces beside the staircase.

An **indigo dragon** lies coiled beside the brazier. One of its wings is badly torn, so it can't fly. Occasionally it hisses and snaps at the statue's torso below. Several dismembered and half-eaten corpses lie tumbled around the dragon and the altar.

The **dragonrider** retreats here and awaits in ambush if her perch atop the Citadel is threatened, or if she sees the characters making their way to the Temple. She isn't particularly sentimental about her dragon, but will defend it.

## Hidden Priest

Jebedoah, the Kananite **priest**, is hiding within the big torso of Lord Adod's statue. If the dragon is defeated, he'll tap-tap-tap and say "Hello? Anyone out there?"

- If rescued, Jebedoah immediately launches into a jolly musical rendition of the *Covenant of the Lord*, praising both his rescuers and Lord Adod in equal measure.
- He's fascinated by Shinarians, eagerly interrogates them about their awakening, and jumps to the conclusion that they're chosen by Lord Adod.
- He's likewise fascinated by Messengers and instantly concludes that they are vessels for Lord Adod's will.

Of the survivors on the topside of the island, Jebedoah alone knows where the rest of the townspeople are hiding.

Unlike most Kananites, Jebedoah harbors no ill will toward Mazrians. But he hesitates to reveal the townspeople's hiding place to people from the empire—since the hideout is an anti-Mazrian rebel base.

# Wrap-Up

By the end of this adventure, heroes should acquire 5–10 experience points. If the heroes fight carefully and rest as needed—and especially if they gain new abilities with XP during the adventure—they should be capable of vanquishing Madenifel, her dragon, and her monsters.

Alternatively, the heroes may wish to treat with the Zordin raider. If the heroes are sympathetic to anti-Mazrian Kananites, or are hostile to the empire themselves, they may view the Zordin invaders who destroyed the Empire as potential allies, or at least “the enemy of my enemy.”

Madenifel is cold-hearted and won't hesitate to betray the heroes as soon as she has the advantage. Nor will her force of monsters resist the temptation to eat survivors. However, creative heroes may find a way to learn lore from her during Downtime.

After the Zordin and monsters are dealt with, the heroes will likely wish to find the missing Jeriboans hiding within the island. That adventure is detailed in the next section, “The Rebel Base.”

# Foes and Friends

The adventure’s NPCs are summarized here, ordered by their faction and **danger** ratings. Their full statblocks are presented afterwards in alphabetical order.

Kananites	Monsters
2 Artisan ( <i>Zubai</i> )	3 Girtablin
0 Merchant ( <i>Ezra</i> )	? Isopu
0 Priest ( <i>Jebedoah</i> )	4 Kulu
Mazrians	13 Elu
0 Factotum ( <i>Tey</i> )	35 Indigo Dragon (injured)
9 Panjandrum ( <i>Hotep</i> )	30 Kulu brute
23 Zordin Dragonrider ( <i>Madenifel</i> ) — foe leader	

## Danger

An NPC’s **danger** rating represents how much of a threat they pose to heroes. The higher the rating, the more dangerous the NPC is.

Danger roughly corresponds to a hero’s total experience points (XP). Heroes are expected to punch slightly above their XP-equivalent danger rating. NPCs with danger ratings in the low single-digits are appropriate to face off one-for-one against starting characters.

To determine the average danger a **group** of foes poses:

1. Add all the foes’ danger ratings together
2. Divide the sum by the number of heroes

For example, if four heroes face a kulu brute (danger 30) ridden by a girtablin (danger 3), the average danger is  $(30 + 3) \div 4 = 8.25$ —a tough fight for starting characters that will force players to think tactically.



**Artisan** | Kananite craftworker, clad in handmade laminate armor
 LIFE 4

ATTACK d6 | BRACE d6 | COMPEL d6 | MANEUVER d6
 ARMOR 1

Dagger. Melee attack. Close, lethal.
 AGI 1 Guard 2

**ABILITIES**

Repair item. The artisan can restore a broken armament to its original state during a convalescence.
 STR 1 Stam. 1

WIL 1 Spirit 3

INT 2 Awar. 3

LORE Balloons, Crafting

IDEALS Glory, Order SPEAKS Common
 DANGER 2

Artisans include craftworkers, carpenters, and other specialists, often employed by the empire. In these dangerous times, many wear handmade laminate armor under their tunics. ¼

**Dragonrider** | Zordin warrior in horned helm and laminate armor
 LIFE 6

ATTACK d8 | BRACE d8 | COMPEL d6 | MANEUVER d8
 ARMOR 2

Spear. Melee attack. Lethal.
 AGI 3 Guard 7

Bow & Arrow. Ranged attack. Lethal, blockable only with a shield.
 STR 2 Stam. 3

**ABILITIES**

Ride. Can roll brace to regain control of a wounded or spooked mount—or compel, for their own dragon mount.
 WIL 2 Spirit 3

INT 1 Awar. 3

LORE: Riding, Monsters

IDEALS Glory, Freedom SPEAKS Zordin, Antediluvian
 DANGER 23

Zordin dragonriders have achieved the impossible: taming some of the most vicious monsters from the Chaos realm. Mounted dragonriders present an almost unstoppable combination of range and mobility.

Madenifel's indigo dragon can't fly, but she's equipped with a **Kotharian spear**, taken as a spoil from her raids against the empire.

**Elu** | Octopuslike monster wearing an imperial plate armor shell
 LIFE 4

ATTACK d6-1 | BRACE d6-1 | COMPEL d6 | MANEUVER d6-2
 ARMOR 4

Sicklesword. Melee attack. Lethal.
 AGI 1 Guard 5

Carries wicker shield. Armor reduces Stamina by -2, Awareness by -1, and all action rolls except Compel by -1.
 STR 1 Stam. 0

**ABILITIES**

Squeezable. The elu can squeeze its body through an opening as small as its 1-inch beak.
 WIL 1 Spirit 2

Protective Coloration. The elu has compel advantage on Hide rolls if it's not wearing armor.
 INT 1 Awar. 1

IDEALS Freedom SPEAKS Antediluvian
 DANGER 13

Elus are large, intelligent octopuses that wear plate armor like a snail wears a shell. This armor makes them tough to damage, but the creatures aren't strong enough to wear it effectively. If an elu takes lethal damage, it flows out of its armor shell, retreats, and tries to hide.

**Factotum** | Ibis-headed Mazrian bureaucrat
 LIFE 4

ATTACK d4 | BRACE d4 | COMPEL d6 | MANEUVER d6
 ARMOR 0

Dagger. Melee attack. Close, lethal.
 AGI 1 Guard 1

**ABILITIES**

Keen Senses. Hiding from the factotum suffers a -2 penalty.
 STR 0 Stam. 1

Literate. Can read and write Glyphs.
 WIL 1 Spirit 3

LORE: Civilization
 INT 2 Awar. 3

IDEALS Truth, Order SPEAKS Mazrian, Common
 DANGER 0

**Factotums** are imperial bureaucrats, often mild-mannered and ill-at-ease at being stationed in Tel-Kanan, where everyone hates them. By coincidence or by some sort of selective pressure, most factotums have heads of ibises, ducks, herons, or other waterbirds.

## Girtablin | Shrimplike humanoid, many appendages, chitinous body

LIFE 2

ATTACK d6 | BRACE d4 | COMPEL d4 | MANEUVER d6

ARMOR 1

**Makeshift spear.** Melee attack. Blunted, -3L

**Pistol claw.** Ranged attack. Blunted, -1L.

AGI 3 Guard 5

STR 0 Stam. 1

WIL 1 Spirit 1

INT 0 Awar. 3

### ABILITIES

**Skitter.** Can move up vertical surfaces with its many little legs, without needing to *Climb*.

IDEALS Freedom, Power SPEAKS Antediluvian

DANGER 3

**Girtablins** are shrimplike bipedal monsters, about 4 feet tall, covered in brittle chitin, and fast on their many feet. They can walk like humans, skitter like shrimp, and hold makeshift spears in their claws—one of which is oversized and can shoot blasts of pressure. Their quickness makes them particularly deadly when *Outflanking* foes. ½

## Indigo Dragon | Large winged serpent with iridescent scales

LIFE 16

ATTACK d10 -1 | BRACE d10 -1 | COMPEL d4 | MANEUVER d6 -1

ARMOR 1

**Bite.** Melee attack. Lethal, -2G and foe is *held*.

**Tail.** Melee attack. Massive, blunted, -6L, -2G

**Tail Sweep.** -1 Guard. Make a *Tail* attack against multiple close foes, with a -2 penalty. Can't be countered.

**Chaos breath.** 2d4 special attack, -1 Stamina. Targets all foes in span, uncounterable. Blunted (-2L) and inflicts -1 Stamina, -2 Awareness, and -2 Guard. Requires shield to block and triggers a break roll.

AGI 2 Guard 7

STR 5 Stam. 6

WIL 1 Spirit 1

INT 0 Awar. 4

### ABILITIES

**Lateral Line.** The dragon can sense minute pressure changes with this line-shaped skin organ (+2 max Awareness).

IDEALS — SPEAKS —

DANGER 35 (50)

Indigo dragons are brilliant-blue serpents with hard scales and large, colorful wings. Along with their deadly bite, the dragon can exhale a pearlescent cloud of debilitating miasma that leaves foes dazed and vulnerable—and dissolves shields.

Madenifel's dragon is badly injured, reflected in its decreased danger rating (19): it can't fly and has -1 penalties on its attack, brace, and maneuver rolls.

## Isopu | Tiny, trilobitelike mouth parasite spellcaster

LIFE 1

ATTACK d4 | BRACE d6 | COMPEL d8 | MANEUVER d8

ARMOR 0

**Soulgaze.** Compel, -1 Awareness. The target suffers -1 Spirit and has compel disadvantage on all actions against the isopu. The isopu learns the target's ideals and has compel advantage on all actions against them.

**Attach.** Melee attack (close). The isopu harmlessly pierces their skin with some of its many legs and can make a free *Articulate* roll. While attached, the target is automatically under the effects of *Soulgaze*. Only works on organic beings.

**Articulate.** Brace, -2 Awareness. On the target's next turn, the isopu uses their body to make a free attack, brace, or maneuver of its choice, with -2 penalty.

### ABILITIES

\* **Tiny Target.** All attacks against the isopu suffer a -2 penalty, unless they're *close* range.

**Truthless.** Chaos has gifted (or cursed) the isopu with blindness to the difference between truth and falsehood. It adds its Will to Deceive rolls, but attempts to Deceive the isopu add +2.

AGI 2 Guard 2\*

STR 0 Stam. 2

WIL 2 Spirit 4

INT 2 Awar. 4

### TACTICS

The isopu prefers to stay inside the mouth of its kulu host. If its host dies, the kulu will surrender and say anything to survive long enough to Attach to a PC.

### TACTICS

Dream, Monsters

IDEALS Power SPEAKS Antediluvian, Zordin, Mazrian, Common

DANGER 21

Isopus are hand-sized parasites that take up residence in the mouths of kulus, after eating and replacing the kulus' tongues. (The kulus don't

seem to mind their passengers.) They resemble trilobites with snail-like eyestalks and speak multiple languages in a horrible chittering.

**Kulu** | Fish-headed humanoid monster, burly and slow

LIFE **5**

ATTACK **d6** | BRACE **d8** | COMPEL **d4** | MANEUVER **d4**

ARMOR **0**

**Club.** Melee attack, lethal.

AGI **0** Guard **4**

#### ABILITIES

**Protect.** -1 Awareness, intercept a melee attack against a nearby ally, as long as the ally isn't *Outflanked*.

STR **3** Stam. **4**

**Lateral Line.** The kulu can sense minute pressure changes with this line-shaped skin organ (+2 max Awareness).

WIL **1** Spirit **1**

INT **0** Awar. **2**

IDEALS Freedom, Order SPEAKS Antediluvian

DANGER **4**

Kulus are bulky, bipedal monsters with humanlike limbs and the heads, dorsal fins, slimy scales, and dead-looking eyes of a trout. They are fond of clubs and have a strong protective instinct. More clever Chaos monsters, like girtablins, often hide behind kulus.

**Kulu Brute** | Large, shark-headed, aggressive humanoid monster

LIFE **20**

ATTACK **d8** | BRACE **d10** | COMPEL **d6** | MANEUVER **d4**

ARMOR **0**

**Tree.** Melee attack. Lethal, -3G, breaking.

AGI **0** Guard **6\***

**Sweep.** -1 Guard. Make a *Tree* attack against multiple close foes, with a -2 penalty. Can't be countered.

STR **5** Stam. **7**

**Bite.** Melee attack. Lethal, -2G, and foe is *held*.

WIL **2** Spirit **2**

**Smash!** The brute takes an action to destroy a small building, wall, tree, or similar structure.

INT **0** Awar. **2**

#### ABILITIES

\* **Sturdy.** Only rolls of 6+ inflict Guard damage on the brute.

**Blood Frenzy.** -1 Stamina. If the brute takes lethal damage from a melee attack, can *counter* with a free *Bite* attack.

**Lateral Line.** The brute can sense minute pressure changes with this line-shaped skin organ (+2 max Awareness).

#### TACTICS

Don't let PCs hide up on high ground—smash any terrain features in the brute's way!

IDEALS Power SPEAKS Antediluvian

DANGER **30**

Kulu brutes, with the heads of sharks, are larger and much more aggressive than other kulus, and they bite. Brutes stand nine feet tall, and their massive bulk makes them difficult to stagger with attacks. Some are fond of tearing doors off of their hinges and using them as oversized shields.

**Merchant** | Kananite trader, clad in well-worn robes

LIFE **4**

ATTACK **d4** | BRACE **d6** | COMPEL **d8** | MANEUVER **d6**

ARMOR **0**

**Staff.** Melee attack. Blunted (-2L).

AGI **1** Guard **3**

#### ABILITIES

**Literacy.** The merchant can read and write Glyphs.

STR **0** Stam. **1**

LORE Trade, Civilization

WIL **2** Spirit **4**

INT **2** Awar. **3**

IDEALS Freedom, Order SPEAKS Common, Mazrian

DANGER **0**

Before the Mazrian Empire subjugated Tel-Kanan, it's said the realm was ruled by so-called merchant princes. Modern merchants, plying the windcurrents in their rickety balloons, may be shadows of their former glory—but they serve as primary conduits of knowledge and culture between Tel-Kanan's far-flung floating islands.

**Panjandrum** | Hippo-headed Mazrian authority, clad in scale armor

LIFE

5

ATTACK d6

BRACE d8

COMPEL d6

MANEUVER d4 -1

ARMOR 2

Sicklesword. Melee attack. Lethal.

AGI 0

Guard 3

ABILITIES

Jaws. Can hold a foe with successful unarmed attack.

STR 2

Stam. 3

LORE: Politics

WIL 2

Spirit 3

INT 1

Awar. 3

IDEALS Power, Honor

SPEAKS Mazrian, Common

DANGER 9

A panjandrum is an imperial authority figure stationed on Kananite islands. They're almost universally reviled by locals.

**Priest** | Kananite holy man, clad in white robes

LIFE

4

ATTACK d4

BRACE d6

COMPEL d6

MANEUVER d4

ARMOR 0

Staff. Melee attack. Blunted (-2L).

AGI 0

Guard 3

ABILITIES

Song of Praise. Once per convalescence, the priest can sing a prayer about a PC in the eyes of the Lord Adod, granting the PC the choice of +1 overflow Spirit or Stamina.

STR 1

Stam. 3

LORE: Lord Adod, Song & Dance

WIL 2

Spirit 3

INT 1

Awar. 3

IDEALS Fellowship, Power

SPEAKS Common, Shinarian

DANGER 0

Almost every Kananite island has a priest. Many priests have traveled to Syre, the holy city floating high above the center of Tel-Kanan's whirlwind, and returned with a more refined dogma about Lord Adod.

The empire tolerates priests as local figures of nebulous authority and even gives them free passage to Syre on imperial vessels. In return, most priests take a more nuanced view of their imperial overlords than most Kananites.

## ***Battle Station***

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Copy and paste active statblocks here, so you can easily keep track of their Life and defenses.