



THE BRAZEN BEAST

An advanced siege-engine, centuries ahead of its time, lies unclaimed on a bloody battlefield. But when heroes set forth to salvage the Brazen Beast, they discover a festering evil, much worse than the mundane horrors of war—and it wants the Beast for itself!

The Brazen Beast is a brief Sword and Sorcery adventure for use with the Barbarians of Lemuria and Everywhen systems. Three pre-generated characters are included.



Cover

Peter Frain

Art

Bartek Blaszczec, Diego Castro, Daniel Comerci, Peter Frain, Jeff Freels, Pawel Parol, Dean Spencer

Cartography

Glynn Seal

Writing & Layout

Garnett Elliott

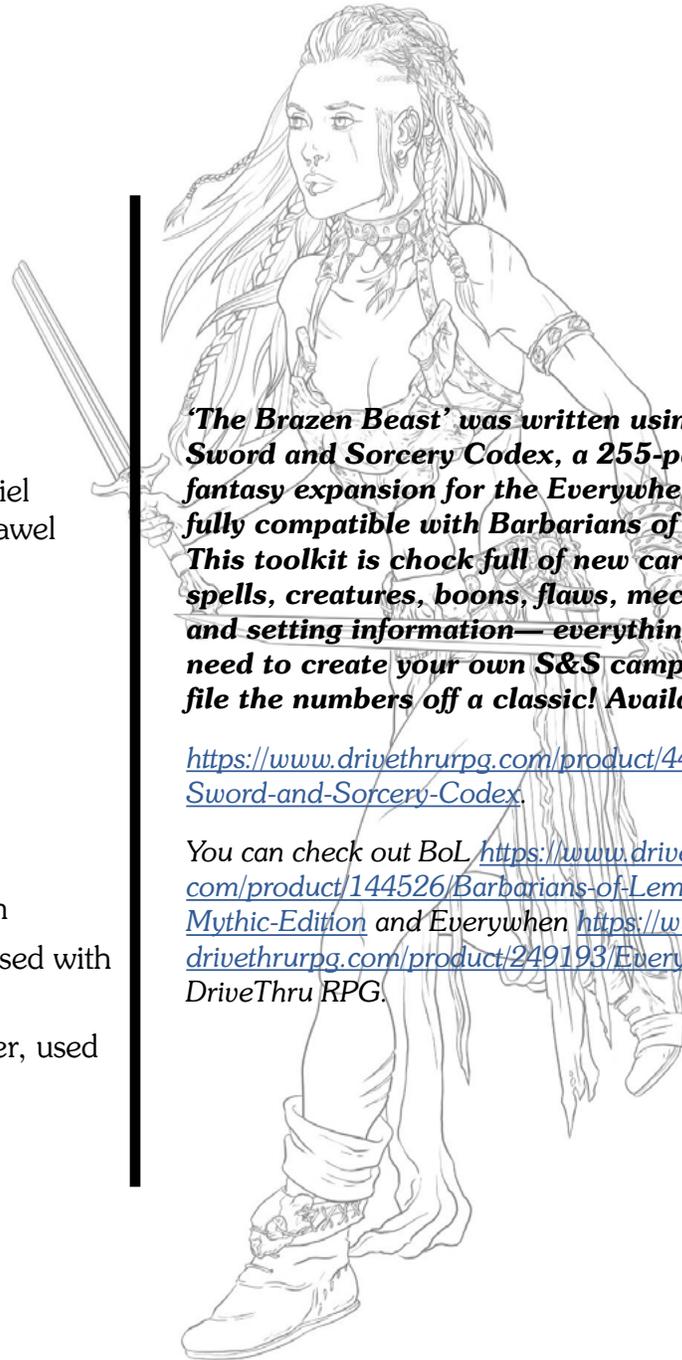
Special Thanks To

Lemmy Kilmister

Daniel Comerci - danielcomerci.com

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'The Brazen Beast' was written using The Sword and Sorcery Codex, a 255-page fantasy expansion for the Everywhen system, fully compatible with Barbarians of Lemuria. This toolkit is chock full of new careers, spells, creatures, boons, flaws, mechanics, and setting information— everything you need to create your own S&S campaign, or file the numbers off a classic! Available here:

<https://www.drivethrurpg.com/product/445007/Sword-and-Sorcery-Codex>

You can check out BoL <https://www.drivethrurpg.com/product/144526/Barbarians-of-Lemuria-Mythic-Edition> and Everywhen <https://www.drivethrurpg.com/product/249193/Everywhen> at DriveThru RPG.

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OVERVIEW

PCs find themselves trapped in the besieged city of Locri, awaiting attack by a massive battering ram called the Brazen Beast. However, crafty **General Clytus** leads the garrison in a desperate sally out, and manages to sabotage the siege engine before it can reach Locri's walls. Now the Beast lies unclaimed on the battlefield, a steam-powered weapon of war centuries ahead of its time. Clytus hires PCs to secure this valuable spoil, though warns enemy forces could still be in the area. Heroes soon discover something far worse than lingering troops; the war-worshipping cult of Chorax is using the battleground for their bizarre, blood-soaked rituals. And the cult's vampiric high priestess, **Lucretia Vayne**, wants the Beast for herself!

(Beast is a siege adventure set within a giant siege machine, and easily the most 'metal' entry among the SC series. Grimdark in outlook, the scenario's themes borrow heavily from British fantasy, including a certain influential wargame. The adventure's open nature allows for varied outcomes, though as is often the case, PCs who go head-to-head with the main antagonists in a 'straight-up' fight will probably lose. Note that a hard-driving soundtrack pairs especially well with this one!)



FEAR AND RESOLVE

This adventure makes use of the resolve mechanic from *Everywhen*, which may be unfamiliar to veteran *Barbarians of Lemuria* players. Resolve is similar to 'fear' or 'sanity' systems used in horror RPGs, and serves mainly to heighten tension. **Appendix A** on pg. 16 explains how Resolve Checks work. If the GM doesn't want to bother with tracking resolve loss, other options for simulating fear are presented.

The resolve rules are completely optional. Removing them won't derail this adventure.



START

For their own reasons, PCs were caught in the siege of Locri when the city-state came under attack by a rival's army. Perhaps heroes volunteered or were hired to bolster the garrison in the settlement's defense. At some point they met General Clytus, a clever old brewmaster tasked with organizing Locri's forces.

Citizens were terrified by rumors that the invading army possessed an advanced siege engine. Dubbed the 'Brazen Beast,' this massive machine was said to be possessed by a demon, enabling it to breathe scalding steam and move under its own power.

Undeterred, Clytus sent out a guerilla force to dam a nearby river, causing it to flood the main road to Locri. The resulting mud hopelessly mired the siege engine when it approached. The guerrillas then snuck into the Beast under cover of darkness and managed to hole its boiler, killing both themselves and the engine's crew in a blast of escaping steam. The Brazen Beast, however, remained intact.

Clytus sallied out to engage the invading army. Though he was victorious, both sides suffered heavy losses before the enemy quit the field. Now the Beast lies masterless among the carnage, a valuable spoil of war.



THE CITY-STATE OF LOCRI

This ancient, inland city plays host to around 9,000 inhabitants. Known mostly for its flax, wine, and ale production, Locri is a commercial rival to the equally ancient city of Moryllus, several leagues to the south. Stout walls and towers constructed centuries earlier have kept Locri safe from invasion, which has lulled its citizens into a false sense of security. When an ambitious warlord seized power in Moryllus, Locri's council responded by shoring up its defenses and strengthening the gatehouse. Citizens again felt untouchable . . . until they got wind of Moryllus's new siege engine.



A PINT AND PROPOSITION

Clytus invites PCs for a drink in the cool cellar beneath his taproom. He breaches a cask of Old #22, a foamy, brown ale with just the right amount of body.

"I've asked you here to pitch a bit of business. That accursed war-machine is just sitting in the mud out there, about a league from the city. I've got barely enough troops left to man the gate, let alone send a scouting party to secure the thing. So, I'm wondering if you might be up for the job."

"Not for free, of course. The way I see it, that machine is priceless, given the innovations it must've taken to build it. If we can drag the Beast back intact, so much the better. If not, you can fire the interior and we'll claim the scrap. There must be enough metal on that thing to outfit an army!"

Clytus takes a pull of beer, his face growing somber. *"Now, I suppose you've all heard the rumors. Myself, I don't believe there was any 'demon' inside that siege engine. What I've been given to understand, the machine was powered by boiling water—though how something like that could move a giant hunk of metal is beyond me."*

He frowns. “Weird thing is, none of the gleaners—those are the dregs who loot dead soldiers, right after a battle—have returned. Their wagons went rumbling out before the fight was even over. So, there could be some danger. I’m thinking the enemy might have scouts near the machine. But I repeat, there’s no supernatural threat. Don’t get superstitious when hard facts can account for a situation, I always say!”

Clytus puts up his own money to fund the recon expedition, offering a generous share of any profits from selling or scrapping the Beast. Of course, his assertions of strictly mundane danger likely makes players suspicious!

GENERAL CLYTUS (TOUGH)

Attributes	Combat Abilities
Strength 0	Attack +1 melee
Agility 0	Damage d6L
Mind 2	Defense 0
Appeal 0	Protection 0
Lifeblood 5	Resolve 7

Though in his late 60’s, Locri’s most successful brewer is still plenty spry. He served as a squad commander when younger, having read all the classical treatises on strategy and military campaigns he could get his hands on. This knowledge, coupled with the infinite patience required for his craft, has served him well in the defense of his beloved city.

An older character, Clytus has 2 ranks in craftsman and 1 in soldier, with the *Tactician* boon and *Out of Shape/Elderly* and *Skeptic* flaws.

THE RUNNING OF THE GHOULS

Though large, the Brazen Beast is not visible from Locri’s walls. Reaching it requires a 2-mile hike south of the city, before the road rises and dips into a plain where the battle was fought. From this elevation PCs

can get a good view of the carnage; bodies and banners lie trampled amidst the muck. On a Moderate (0) Mind check, the siege engine’s humped silhouette can be made out, its bronze gleaming faintly in the evening light. A Hard (-1) Mind Check spots what could be an encampment in the middle of the field, closer than the Beast but harder to discern among all the human wreckage (see **Map**, pg. 4).

However, just as heroes are noting this grim tableau, a dark cloud of carrion birds suddenly takes flight. Waves of black-furred, pink-tailed rats come scampering up the road, to rush squeaking past PCs as if fleeing a fire.

Then, the most sinister omen occurs: a horde of humanoid shapes flee from the gore-streaked plain in all directions. Some run, some lope on all fours in their haste. The breeze carries a scent like the doors of a charnel house thrown wide. *Ghouls!*



These eaters of the dead are clearly terrified. Though several (2x PCs number) are making straight for the heroes, their intent is to flee rather than fight. Unless stopped, they hurry past just like the rats. If accosted, the fear-maddened creatures fight back with a bonus die on their Attack Rolls. Treat as Rabble with 3 lifeblood apiece.

After the last ghoul has fled, a final, finishing touch echoes up from the plain. Strains of some eerie, unearthly sounding music, originates from somewhere in the dim distance. This is organ music, though PCs have likely never heard such before.

The entire experience calls for a Tough (-2) Resolve Check, with d6 normal damage on a failure.

GRUE-PALOOZA

Despite Clytus's assertions, there is something supernatural going on here. However, it isn't a demon freed from the Brazen Beast. Priests of Chorax, a powerful Duke of Entropy, are using the battleground for their infernal rites. Devoted to conflict eternal, Chorax takes especial delight in the misery caused by war's aftermath (see **Appendix B**). Thus, his cult wanders the continent, seeking out fresh theaters of devastation to venerate their master. Though utterly repellant to ancient eyes, these ceremonies would strike modern spectators as familiar—along the lines of a 'shock' rock concert, but with real props!

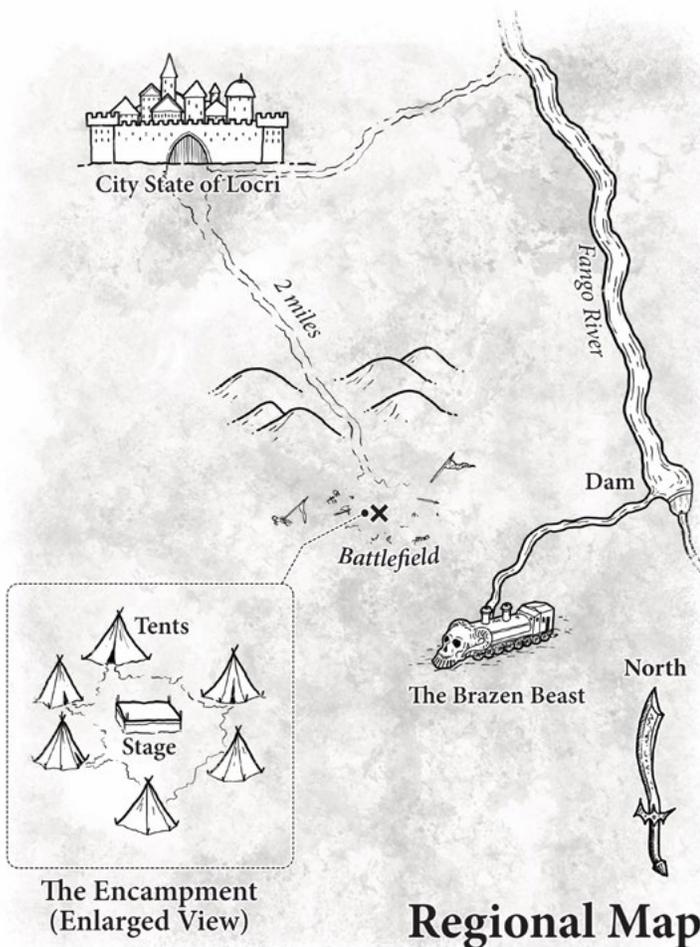
Unfortunately for the usual scavengers of war, Chorax's followers enslave ghouls and capture human looters as live sacrifices. This is why none of the 'gleaners' Clytus mentioned have returned. And though the priests haven't paid much attention to the Brazen Beast yet, they soon most certainly will . . .

LAMBS FOR THE SLAUGHTER

As PCs descend onto the plain, they discover a horse-drawn wagon, sans horse. Suits of bloodied chainmail, pikes, and bent swords lie heaped inside, all presumably stripped from the fallen soldiers. However, the looters are nowhere to be seen.

Heroes inspecting the wagon can make a Moderate (0) Mind check to notice a pile of armor moves slightly. Hiding underneath is **Poulaki**, a terrified 12-year-old girl originally brought along by her parents to help scavenge. She'll try to bolt if discovered, but a successful Appeal check calms her down. Tearful, Poulaki explains how her mother and father were captured by "knights in spikey armor" soon after they arrived. "There was a woman leading them, in a chariot drawn by . . . creatures. She had a parasol for shade, but I could see her bright eyes, even in the shadows. Like silver coins. I had to look away, or else I would go to her . . ."

Poulaki is describing Lucretia Vayne, an elder vampire and high priestess of Chorax. She senses her parents were dragged off for some purpose too horrible to comprehend. She begs PCs to rescue them; whether



they agree or not, Poulaki will either remain in hiding or flee back to Locri. She's too terrified to accompany. Treat her as Rabble with 2 lifeblood, 1 rank in peasant, and 1 point of resolve remaining.

Just as the girl is finishing her story, sinister organ music again resounds across the plain.



AMONG THE FALLEN

PCs attempting to locate the source of the strange music eventually discover the **Encampment** (see pg. 8). They may also blunder across the site while heading straight for the Brazen Beast. Along the way, several encounters are possible as heroes skirt piles of broken bodies and bloodied equipment. The GM can roll a d6 or simply pick from the choices, opposite.

1) Carnage Chariot

A scythe-bladed chariot rumbles amidst the human ruins, pulled by a dozen hooded, loping ghouls! Lucretia Vayne is driving, accompanied by 1 Tough warrior priestess, on the lookout for potential sacrifices. Because the chariot makes so much noise, PCs have a chance to take cover/seek concealment before they can be spotted.

If heroes want to fight, Lucretia is happy to oblige. She charges the chariot straight for them, while her handmaiden throws poisoned spears. Avoiding the whirling scythe-blades requires a PCs action for the first round—otherwise, they must make a Hard (-1) Agility check or take 2d6L damage. After the initial charge, Lucretia casts *Vex the Dead* (see **Appendix B**, pg. 17), raising 2d6 Rabble zombies with 3 lifeblood apiece to fight for her. The ghouls drawing her chariot won't join the combat under any circumstances.

As soon as the fight starts going badly, Lucretia burns a Rival/Villain Point to make a Timely Escape. She'll be seeing the heroes again soon enough!

Note: This encounter only takes place during late evening or night. If the former, Lucretia is at half-strength (Strength 2, Agility 1, Lifeblood 15/14) until darkness falls.

LUCRETIA VAYNE (RIVAL/VILLAIN)

Attributes	Combat Abilities	
Strength 4	Initiative 0	Lifeblood 17/16
Agility 2	Melee 2	Resolve 11
Mind 1	Ranged 0	Rival Points 5
Appeal 1	Defense 2	Protection d6

Boons/Flaws

Various (See **Appendix C**)
Heirloom Weapon
Arrogant

Careers

Noble 0
 Priest 3
 Scholar 0
 Sorcerer 1





Known by the epithet ‘The Reflection of Evil’ (since she doesn’t have one herself), Lucretia is an elder vampire at least 2 centuries old, though she claims to be much older. Memories of her previous warm existence are dim—she recalls old castles, waning family fortunes, and treachery. After her ‘rebirth,’ she came upon disciples of Chorax looting a city ravaged by plague. The vampire and demon-worshipping cultists got along well, and Lucretia soon found herself appointed a high priestess of the order.

Lucretia very much resembles an archetypal ‘goth girl,’ with long, raven-black hair. She wears spiked leather harness and carries a great sword called *Tenebris Est* (her *Heirloom Weapon*), a replica of Chorax’s sword, *Orifice*. *Tenebris Est* does 2D6L + Strength damage and has the Penetration 1 quality. Lucretia has 12 Arcane and 3 Fate Points.

See **Appendix B** for an elder vampire’s powers and limitations. Note that vampires in this setting don’t crumble to dust in direct sunlight, though they do lose all their powers and take a penalty die on most actions.

WARRIOR-PRIESTESS (TOUGH)

Attributes	Combat Abilities
Strength 1	Attack +1 melee/ranged
Agility 1	Damage d6L
Mind 0	Defense 1
Appeal 0	Protection d6-2
Lifeblood 6	Resolve 5

Warrior priestesses form the light infantry/peltasts of Chorax’s faithful army. They wear spiked leather straps reminiscent of bondage gear (their *Aesthetic Armor/Battle Harness* boon), carry round shields, and two barbed spears apiece. These last are coated with fire venom; targets struck must pass a Hard (-1) Strength check or take an additional d6 fatigue damage from wracking pain.

Treat as rank 1 warriors, rank 1 priests with 1 Faith/Fate Point, typically invoked in combat (“*Grant me your divine favor, Lord Chorax!*”)

2) Knights of Chorax

PCs encounter the cream of Chorax’s ‘chivalry,’ a squad (1.5x PCs number, round up) of Tough warriors busily looting the dead. They wear baroque plate armor replete with spikes, horned helms, and carry great swords or two-handed flanged maces. These brutes happily drop what they’re going to attack PCs ‘defiling’ the sacred battlefield of their master, mighty Chorax.

KNIGHT OF CHORAX (TOUGH)

Attributes	Combat Abilities
Strength 2	Attack +2 melee
Agility 1	Damage d6H+2
Mind 0	Defense 0
Appeal -1	Protection d6
Lifeblood 7	Resolve 5

The knights form the heavy infantry of Chorax's army, fighting dismounted because of their weight. All have been recruited from among the most violent, bestial followers of the arch-demon, with tempers to match. Their *Born in Armor* boon offsets Agility penalties.

Treat as rank 2 soldiers, rank 0 priests with the *Savage* flaw.

3) Ghoulmaster

An unarmored knight of Chorax (use the stats above) guides 3 Tough ghouls, all hooded and tethered, as they snuffle over the field searching for survivors. The ghouls have been muzzled for good measure. If accosted, the 'handler' attempts to stall PCs by talking to them as he unlocks each muzzle with an ornate key, at the rate of 1 per round. Once all are unlocked, or if attacked, the handler will sic any freed ghouls on the heroes and join the fray with a dirk (d6L+2 damage). The hooded ghouls fight by sense of smell (they have the *Blind Fighting* boon).

HOODED GHOUL (TOUGH)

Attributes	Combat Abilities
Strength 2	Attack +2 melee
Agility 0	Damage d6+1
Mind 0	Defense 0
Appeal 0	Protection 0
Lifeblood 7/10	Fear 1

These creatures have been hand-picked for their size and ferocity. Once captured, they are 'consecrated' to Chorax by having their eyes burned out with hot irons. The ghouls are then thrown into pits, starved, and encouraged to fight one another using their sense of smell and touch, eventually developing the *Blind Fighting* boon.

Hooded ghouls wear steel 'dentures' called war-maws to enhance their bite attack (d6+1 damage). These also function as muzzles when locked. Though they are sometimes used as shock troops, hooded ghouls more commonly sniff out survivors on a battlefield with their *Keen Smell* boon.

4) Drunken Revelers

Chanting and off-key singing heralds the arrival of 2d6 Rabble initiates of Chorax (2 lifeblood apiece). These cultists wear white cotton robes, which become increasingly crusted with gore as they cavort among the dead. They draw knives and attack if approached, but will flee after losing half their number.

5) Prime Loot

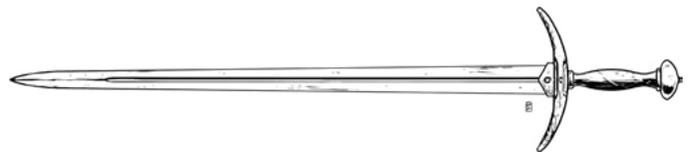
PCs spot the body of a noble, dressed in polished armor with a crested helmet. The deceased's gear is particularly valuable (roll d6):

1-2: An *Heirloom* sword (see **Appendix C**).

3-4: Upgraded medium armor (provides d6H-2 protection)

5-6: A gilded steel shield, granting a Defense bonus as per a large shield, but with no Agility loss.

Unless the noble's body is given a proper burial after being relieved of its property, there is a 1 in 6 chance it will return as a revenant (see *Sword and Sorcery Codex*, pg. 173) and try to reclaim the gear.



6) Survivor

PCs hear faint moans, coming from beneath a pile of bodies. **Eudoxus**, a wainwright from Locri, lies dying of a spear-thrust to the belly. A Tough (-2) Mind check, modified by ranks in healer will stabilize him. He is severely dehydrated and gasps for wine or water. If successfully treated, Eudoxus eventually recovers and will seek out heroes to reward them with gold.

THE ENCAMPMENT

Making their way past mounds of corpses, PCs following the organ music eventually come upon a ring of military-style tents. At the center stands a gilded platform; a stage, where a gaudy sacrificial rite is slated to begin soon!

The area bustles with Chorax cultists preparing for the big event. If PCs approach the camp at night or late evening, the darkness and activity make stealth checks Easy (+1). A failed check brings d6 Rabble cultists (2 lifeblood each) to investigate. If dealt with quickly, heroes can avoid raising an alarm. The general idea is that cautious PCs should have a chance to witness the upcoming spectacle, potentially intervening if they wish (see **Fight for Your Rite!**).

All told, the camp houses 2x PCs number Tough knights of Chorax, a like number of Tough warrior-priestesses, 1.5 x PCs number hooded ghouls (round up), and 5x PCs number Rabble cultists, with 2 lifeblood apiece. These numbers can be reduced if heroes defeated similar forces in previous **Among the Fallen** encounters. For example, if PCs slew 4 knights of Chorax earlier, then these 4 would be deducted from the camp roster. As subsequent encounters will be drawn from this pool of cultists, it's a good idea for the GM to keep a running tally.

Attacking the encampment head on almost certainly means a glorious death for PCs. Chorax's disciples are well-armed, armored, and skilled in tactics (see sidebar)—they are a *warrior* cult, after all. If PCs start a fight early, the cultists can appear in waves, 'herding' or chasing heroes towards the Brazen Beast encounter rather than killing them outright (see **Run Rabbit, Run!** on pg. 10).

Lucretia's tent is at the southernmost edge of the ring. This contains her coffin, extensive wardrobe, and collection of props she uses during her rituals. It also contains Poulaki's terrified parents, **Magda** and **Yiannis**, shackled to a wooden post. Lucretia has the keys, though resourceful PCs can try picking or forcing the locks. The high priestess herself is busy getting the stage ready, if not alerted to the heroes' presence.

Note that heroes can opt to skirt the camp entirely, heading straight for the **Brazen Beast** encounter if they wish. Doing so means that Poulaki's parents will be sacrificed at the upcoming ritual, bolstering the cult's forces with an avatar of Chorax (see pg. 9) in the process.



TACTICS

Chorax's followers know how to fight as a small army. If possible, the heavily armored knights engage enemies directly, while the warrior-priestesses approach from the flank or rear, throwing one of their poisoned spears before closing. Rabble always attack using the horde option (see *Everywhen*, pg. 63, or *Barbarians of Lemuria, Mythic*, pg. 157).

FIGHT FOR YOUR RITE!

As fate would have it, PCs sneaking around the encampment have arrived just in time for the sacrificial ceremony. The gilded platform has been set up like a stage at a rock concert; the music is coming from a massive pipe organ played by a masked cultist. A team of freshly reanimated dead pump the bellows. Nearby, a series of battered and bloodied shields hang like gongs. A second masked musician begins beating these with a human thighbone, lending percussion.



Lucretia saunters onto center stage, wearing a bloodied burial shroud. She ‘sings’ in an inhumanly high-pitched voice, causing hairs to stand to end. Her undead condition allows her to hold notes far longer than a breathing mortal. As a melody (of sorts) emerges, the assembled crowd begins swaying side to side, shouting a chorus:

“All praise Chorax, Lord of War!
All praise Chorax, blood and gore!”

Lucretia then dances off stage as the first ‘number’ winds down, to reappear moments later wearing a black mourning dress with a lacy veil over her pale face. She drags Magda and Yiannis, bound by silver chains, with her. The high priestess begins croaking in an alien tongue as she spreads her arms to the night sky. PCs with ranks in sorcerer or witch will recognize this as the beginnings of a spell. When her evocation is finished, the organ-player and ‘drummer’ move directly behind Poulaki’s parents, each holding a length of shiny silver wire. Unless prevented by PCs, the two sacrifices are swiftly garroted and the spell ends.

As Lucretia has the *Inherent Magic* boon (see *Sword and Sorcery Codex*, pg. 152), she doesn’t need to make an Activation Roll. The stars directly above the stage warp violently into bizarre constellations, and a nimbus of purple light appears alongside the priestess. As torrents of violet ectoplasm suddenly rain down, the nimbus coalesces into an armored, humanoid figure—with the head of a cockroach! This is a minor avatar of Chorax, either a Lesser Entity (see *Everywhen*, pg. 95) or Lesser Demon (see *Barbarians of Lemuria*, pg. 131), depending on which ruleset the GM is using.



AVATAR OF CHORAX (LESSER ENTITY)

Attributes	Combat Abilities	
Strength 4	Initiative 0	Lifeblood 14
Agility 0	Melee 4	Resolve 10
Mind 0	Ranged 0	Rival Points 5
Appeal 0	Defense 0 (1)	Protection d6-2

AVATAR OF CHORAX (LESSER DEMON)

Attributes	Combat Abilities	
Strength 4	Initiative 1	Lifeblood 20
Agility 1	Melee 4	Resolve 11
Mind 1	Ranged 0	Rival Points 5
Appeal 0	Defense 1 (2)	Protection d6-2



A mere shadow of Chorax lent to his followers across the void, this avatar appears as a slimmer, less rotting version of the original. Despite possessing only a fraction of the arch-demon's power and intellect, he is nevertheless quite deadly in combat. The avatar carries an ornamental sword (d6+4 damage) and a shield (+1 Defense). He has the *Armor* and *Special Knowledge* (soldier rank 4/6) powers.

At the GMs option, Chorax's avatar can use his *Special Knowledge* rank in soldier as a *negative* modifier when PCs check for priority, simulating massive tactical ability. This means forces accompanying the avatar (including Lucretia) are much more likely to act first.

Hopefully, PCs opt to intervene *before* the sacrifices are killed, thereby botching the spell. Both Lucretia and the crowd of cultists will be distracted during the rite, giving heroes 2 free rounds to rush the stage and disrupt the ceremony. Lucretia won't be carrying her sword; she'll use her fists (d3+4 fatigue damage) if forced to fight, and likely retreats once ganged up on, realizing she is at a tactical disadvantage. PCs can then flee the stage post haste (see **Run Rabbit, Run!**).

Heroes who *don't* intervene can sneak away unnoticed for the Brazen Beast. However, when Lucretia shows up at the adventure's climax, she will have Chorax's avatar with her, making the fight much more difficult (see **The Reflection of Evil**, pg. 15).

RUN RABBIT, RUN!

Rushing the stage or otherwise disrupting the ceremony gains the cultists' full attention. After their initial surprise wears off, they attempt to mob PCs en masse. Luckily, heroes on stage can retreat out the back before being surrounded, potentially with Magda and Yiannis in tow.

In the ensuing pursuit, the mob (unintentionally) 'herds' PCs in the general direction of the Brazen Beast (see **Map**, pg. 4). With a couple Strength or Agility checks, heroes can put enough distance between them and the

cultists—some of whom are heavily armored—to disappear under cover of night. Temporarily, anyways. The cultists will show up later at the Brazen Beast and attempt to claim it (see **Siege Within a Siege**, pg. 13).



CHASE RULES

The *Sword and Sorcery Codex* has optional rules for chases on pg. 106. If the GM wants to dice out the scene, 3 rounds of checks are required to reach the 'finish line'—in this case, the northernmost edge of the encampment. Treat pursuing cultists as having an average Agility of 0.

IN THE BELLY OF THE BEAST

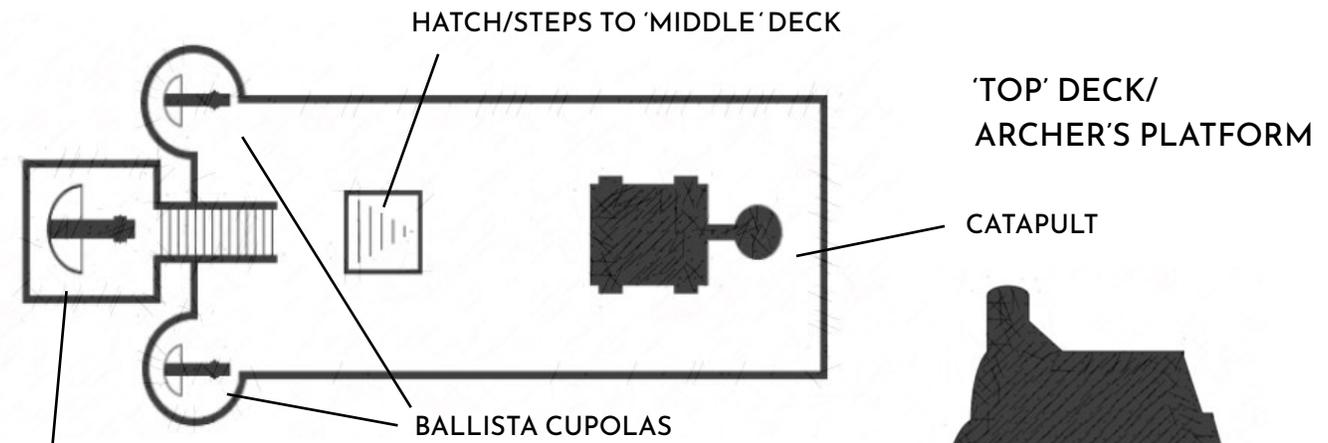
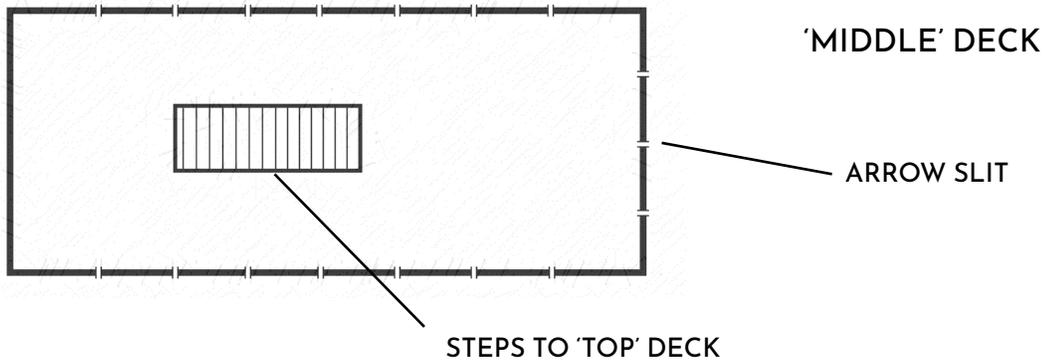
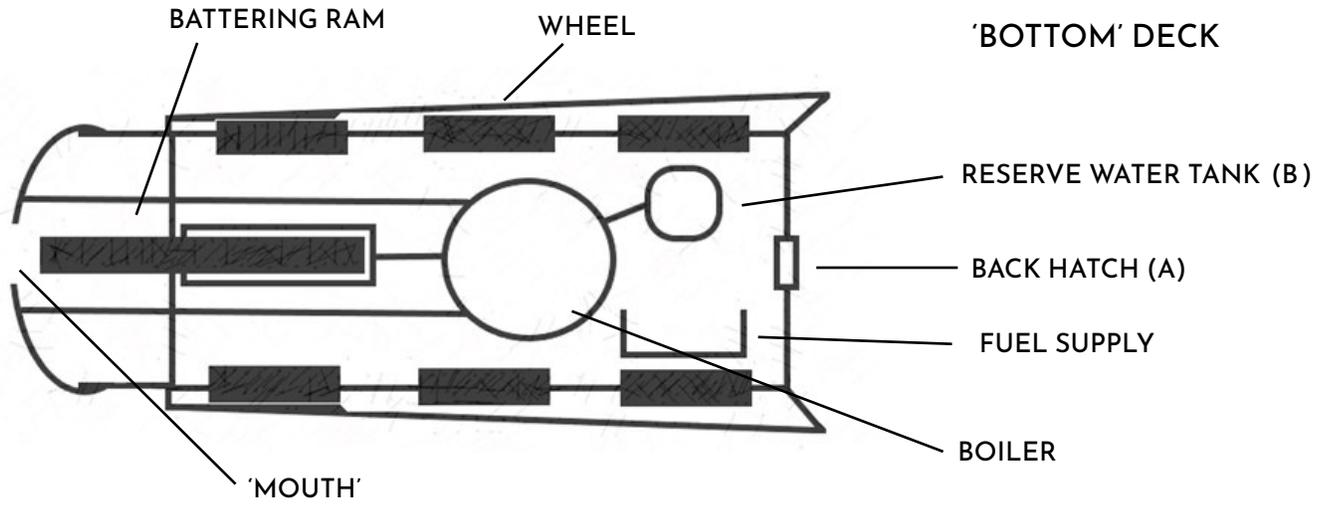
Whether escaping from the encampment or avoiding it entirely, PCs eventually reach the looming hulk of the Brazen Beast. The great siege engine leans slightly in the surrounding mud, unguarded and unclaimed, a prodigy of Iron Age warfare.

The Beast is roughly 90' long by 35' wide, with the ballista tower (see **Map**, pg. 11) its tallest point, some 60' above the ground. The whole contraption rests on six grooved wheels, now partially sunken. Its 'face' is a skeletal demon mask, with two upturned horns reminiscent of a boar's tusks.

PCs can gain entrance to the Beast through the back hatch (**A**), which has been left unbarred, or by climbing up the steep armor-plated sides to the archer's platform roughly 50' above. The latter is best attempted with a grappling hook and rope, as the smooth metal incurs a Demanding (-4) penalty to climbing checks.



BRAZEN BEAST MAP



Entering at ground level leads directly to an open interior of wooden frame and wickerwork, dominated by the Beast's massive iron boiler and reserve water tank (**B**). The chamber is thick with the stench of burnt flesh, though the remains of the engine's doomed crew and saboteurs have already been cleared away (see **Ghost in the Machine**). PCs examining the boiler with an adequate light source can make a Moderate (0) Mind check, adding any ranks in alchemist or inventor, to notice a hole in the side that has hastily been repaired with metal patchwork and lead.

Ladders to either side of the boiler allow access to the enclosed archer's platform on the 'middle' deck. The walls here have arrow slits running along the sides and rear of the Beast, as well as 30 light crossbows hanging from pegs. Barrels full of bolts and spare ammunition for the catapults and ballistae on the 'top' deck are also stored here. A staircase leads to a hatch in the ceiling (currently unbarred), opening onto the deck above.

The topmost deck is exposed, though protected by crenelations. At the rear rests a large (180 lb. projectile) catapult, intended to hurl stones over or around the main ballista cupola. Adjoining the latter are two smaller ballistae, also protected by metal domes. All this heavy weaponry is intended to counter defensive artillery and snipe at targets on towers and ramparts.

GHOST IN THE MACHINE

Unbeknownst to PCs, the Beast is 'haunted' by its creator, **Archytas**, a brilliant engineer from the city-state of Moryllus. He is the sole survivor of the Beast's sabotage, having hid himself in a reserve water tank just as the guerilla force showed up. Though the tank saved his life, it didn't spare him the screams of the crew's horrible death, as searing steam flooded the siege engine. The experience has driven him temporarily insane.

Archytas has cleared away the parboiled remains and affected some minor repairs, but has since returned to the tank (**B**), trying to escape the screams he swears he still hears. Shortly after PCs enter the Beast, Archytas's nigh-inhuman wails of torment seem to echo throughout the siege engine—the sound is traveling through the water tank's pipes.

Heroes can eventually track the cries back to their source. Opening the tank's top hatch reveals the sodden, wild-eyed engineer inside. "Close it," he screams, "close it, before the steam cooks us all!" As Archytas is a less than imposing physical specimen (Strength -1), he can easily be hauled from the tank despite his protests. An Appeal or Mind check, *Comforting Words*, or some alcohol can calm him, bringing his current resolve total to 1.



If treated civilly, Archytas reveals he is the Beast's creator—what he calls the *Katastropolis* (“City-Destroyer.”) The engineer confirms there is no demon powering his engine, just steam turning a primitive turbine. Though he raves a bit about losing his crew, “*the poor lads,*” Archytas is a scientist first and has no real enmity towards Locri. What he does care about are the cultists of Chorax, whom he glimpsed earlier while dragging bodies out of the Beast.

“I saw them—two of their scouts, dressed in filthy, bloodied robes. They’ll be back,” he warns, *“and soon. I know their kind; they’ll want my invention, to spread further chaos and the misery it spawns.”*

As if to confirm his words, a blood-curdling cry rips from the silence outside. The cultists are coming!

ARCHYTAS (TOUGH)

Attributes	Combat Abilities
Strength -1	Attack +1 melee
Agility 0	Damage d3
Mind 4	Defense 0
Appeal 0	Protection 0
Lifeblood 4	Resolve 9/1 (current)

Despite his many accomplishments, and being treated like royalty by the rulers of Moryllus, Archytus does not possess the annoying ego associated with most geniuses. His main concern has always been the pursuit of science—if despots want to turn his discoveries into weapons, well, that’s what despots do. *Someone* has to fund his work.

Treat as a rank 3 alchemist with the *Genius* boon, and *Out of Shape/Elderly* flaw.

SIEGE WITHIN A SIEGE

While PCs have been exploring the Beast, Chorax’s forces have encircled the mighty siege engine. Now

they are moving to take it, anticipating potential resistance from any survivors still aboard.

A glance outside reveals waves of robed and armored cultists approaching from the darkness. Their numbers are difficult to determine, but the overall impression is that of a small army. PCs are faced with a crucial decision. Do they attempt to run, or hole up in the Beast and make a stand?

If PCs decide to run:

The heroes, perhaps with Archytas accompanying, can try to slip away into the night. Doing so abandons the Beast and any hope of reward from Clytus. On the plus side, the safety of Locri’s walls isn’t too far.

The decision to flee needs to be made quickly, before the cult completely surrounds the siege engine. PCs must first hack their way through an advance party of Rabble (2x-3x their number, from the roster of remaining forces as described in **The Encampment**, pg. 8). After that, however, there will be no pursuit—not from the main group, anyway. The cultists are fixated on the siege engine, not the escaping heroes.

Lucretia Vayne is another matter. As luck would have it, PCs run into the vampire aboard her carnage chariot (if still intact) at some dramatically appropriate time, accompanied by a warrior priestess and Chorax’s avatar (if summoned). See the **Reflection of Evil** encounter (pg. 15), for some final words from Lucretia before the battle is joined. If PCs win, they make it past her cordon and the adventure ends. The GM might consider rewarding less XP/AP in this case, as the Beast has been relinquished to the forces of chaos.

If PCs decide to make a stand:

Though the Beast is quite defensible, heroes are faced with fanatic opponents who attack in increasingly dangerous waves. Archytas (if befriended) proposes a desperate plan—he can fire the boiler and rig it to blow, similar to what happened earlier though on an explosive scale. The resulting blast should take out the Beast and any cultists nearby. Before this happens, PCs (with Archytas) can escape by crawling through the machinery near the front of the engine and exiting through the ‘mouth.’ They can then make a run for it.



Alternately, heroes might simply want to fire the Beast from the inside, to keep it from falling into the cult's hands. There is ample fuel to do so, though once the siege engine is alight PCs must abandon their position. This option requires some preparation time; run the **Wave 1** encounter (see below) as heroes get ready to torch the Beast, and then proceed to **If PCs decide to run** described above. In this case, full XP/AP should be rewarded for keeping the siege engine out of the cult's hands.

If heroes agree to Archytas's 'self-destruct' plan, a time element is introduced. PCs need to hold off the encroaching cultists long enough to stoke a fire in the boiler and build up steam pressure. Realistically, this takes at least an hour, allowing the GM to run all the Wave encounters described below.

Finally, PCs might decide to keep the Beast intact, taking advantage of their defensive position and fighting it out to the bitter end. Archytas won't try to stop them. Run the **Wave** encounters, but omit the climactic explosion (and any damage incurred to Lucretia; see **Reflection of Evil**, pg. 15).

The cultists attempt to penetrate the Beast in waves, with the danger ratcheting up each time they are fought off. Remember, these are the remaining forces from the original roster described in **The Encampment** (pg. 8). If PCs scrapped with the cultists earlier, their numbers could be significantly reduced.

Wave 1

Rabble cultists (up to 2x PCs number) attempt to enter through the Beast's armored back hatch. If this has been barred on the inside, they beat at the metal impotently for several rounds, hurling curses, before retreating.

Wave 2

PCs hear multiple *thunks* as grappling hooks attach to the topmost deck. Cultists then begin climbing up the Beast's sides on ropes. Up to 2x PCs number Rabble attempt to climb first, followed by any remaining warrior priestesses. If not already on the top deck, PCs can race up and

begin cutting ropes/dislodging hooks at the rate of 1 per round. Damage to falling climbers ranges from d3 for a 10' drop up to 3d6 for 50' (see the *Sword and Sorcery Codex*, pg. 107). The Rabble keep climbing lemming-like, but the warrior priestesses stop after a couple cultists have been killed this way.

If the hatch connecting to the topmost deck has been barred, any cultists who survive the climb begin hacking at it with axes. They make their way through in several rounds.

Wave 3

Any remaining knights of Chorax, accompanied by any remaining hooded ghouls, rush the back hatch with an improvised battering ram. They break through in 3 rounds unless PCs can sally out and stop them. If the door is breached, all remaining forces attempt to pour through—though only 2 cultists can enter the Beast at a time, and bodies piling up will hamper progress. Significant casualties force the cultists to retreat.



Wave 4

Desperate, the depleted remaining forces gather brush to burn underneath the Beast's wheels. This is not an attempt to set the siege engine on fire, but to smoke out defenders. After several minutes, the smoke starts causing 1 pt. of environmental fatigue damage per round to those inside. PCs can retreat to higher decks and temporarily escape the smoke, though it eventually fills the entire Beast.

While this is happening, Lucretia finally plays her hand. She climbs spider-like up the sides of the siege engine, making for the topmost deck. If Chorax's avatar was summoned earlier, he follows, albeit more slowly, using his massive Strength to gouge handholds between the metal plates. Once they reach the open deck, they await PCs for a final dramatic battle atop the Beast (see **Reflection of Evil**).

If heroes opted to go with Archytas's plan, the Beast builds up enough steam around Wave 4. The resulting explosion kills anyone inside, as well as the remaining cultists massed nearby. If Lucretia and the avatar of Chorax are on the topmost deck when this happens, they are hurled a hundred yards—but survive! Both will be badly wounded, however, and spoiling for a fight.

REFLECTION OF EVIL

Whether PCs abandon the Beast or stubbornly defend it to the end, the adventure's climax should involve a final battle with Lucretia Vayne, under the most dramatic conditions possible. Depending how much time has passed, the GM might want to mention the sky is lightening to the east, foreshadowing sunrise (see below).

If Lucretia completed the summoning rite (see pg. 10), deduct 9 AP from her total. This significantly limits any spellcasting by her during the finale. If she was caught in the Beast's explosion, deduct 1 Rival/Villain Point and give her 2d6 remaining lifeblood (minimum 4). Chorax's avatar gets the same treatment if he was accompanying her.

Lucretia's nominal first action is to burn a Rival/Villain Point and invoke Diabolical Plan (see *Everywhen*, pg. 93). She delivers the following soliloquy:

“Interlopers! We’ve played at cat and mouse long enough. I know not why Fate chose to place you here at this most transcendent moment, but your luck must be ill, indeed. Bear witness as I claim the mighty Beast, an instrument of unholy war, for the glory of Chorax! Praise to him and the suffering his deadly art brings! I will make a cathedral of this siege engine—aye, a mobile one—from which to reap agony in his name! The steam coursing through its veins will give voice to our pipe organ, screaming a dirge to the world and a battle-paeon for the warriors of Chorax!”

Of course, if the Beast now lies in smoking pieces she modifies her speech, cursing PCs for destroying the ‘property’ of her master and vowing to have a new one built.

If the Beast and/or most of the cult has been destroyed, Lucretia is less likely to retreat from battle, as her vampire's cold blood seethes with vengeance. Otherwise, she burns a Rival/Villain Point to make a Timely Escape once the fight goes south, possibly transforming into a bat or cloud of mist. Alternately, if PCs are close to defeat, one of them can spend a Hero Point and invoke Twist of Fate, to have the morning sun poke over the horizon (only if it has already been established that dawn is close). This forces Lucretia to flee, though not before promising eternal revenge!

ENDGAME

Even if the Beast is destroyed, the metal used in its construction has value. Once the cultists have been driven off, the pieces can be hauled back to Locri and melted down for a tidy profit, as Clytus proposed. Of course, the siege engine is worth far more intact—warlords from all over the continent will come bidding for the Beast, or at least a copy of its inner workings. Archytas, however, if still alive, announces he never wants to look at a siege engine again!

If PCs surrendered the Beast and Lucretia survives the adventure, she makes good on her promise, converting it to a moving temple, with a steam-powered organ on the top deck! Further adventures could involve heroes trying to stop this new hell-weapon before Chorax can spread chaos to further cities.



APPENDIX A

RESOLVE CHECKS

S&S heroes can expect to have their courage tested to the core. Akin to 'Sanity' or 'Fear' rolls from other systems, Resolve Checks chiefly serve to heighten tension. The GM decides when to call for them; typically when faced with a supernatural threat or a ferocious animal. However, it's recommended to use Resolve Checks *sparingly*. You don't want heroes reduced to quaking wrecks before the climax of an adventure!

To make a Resolve Check, you need to roll your Mind + any relevant careers - a Fear rating assigned by the GM. The *Fear Resistance* boon from *Everywhen* adds a bonus die. The *Fearless* boon from *Barbarians of Lemuria* obviates the roll.

- If using the *Everywhen* system and/or the resolve mechanic, you take d6 normal resolve damage on a failed roll. Additionally, if a Resolve Check is failed while in combat, you hesitate and lose priority on your next action.
- If using the *Barbarians of Lemuria* system, you lose priority on a failed check as above. Further, you take a penalty die on all actions involving the object of your fear until a successful roll is made. Once this happens you have 'overcome' your terror and the penalty is removed. This can also be negated by spending a Hero Point.
- Alternately, the GM can treat resolve damage as a negative modifier on the character's *next* action, whether an Attack or Arcana Roll, an Attribute check, etc. So, if a character would normally lose 3 resolve, they instead take a -3 modifier on their next roll, as fear or shock robs them of their concentration.



APPENDIX B

VAMPIRE, ELDER

Size: Medium

Normally Found: Anywhere

Boons / Flaws / Traits

Addicted/Cravings, Inherent Magic, Night Sight, Sorcery, Undead, Unholy Vitality

Attributes

Strength 4
Agility 2
Mind 2
Appeal —
Lifeblood 17/16

Combat Abilities

Attack +2 melee
Damage d6+4
Defense 2
Protection d6
Fear 2

These are Rival/Villain creatures, grown powerful after several centuries of unlife. They have 12 AP and can cast Call Beast, Call Shadows, Change Shape, Ensorcell, Mesmerize, and Phantasm, in addition to the powers of lesser vampires. They can forego traditional weaknesses (e.g., approach someone with a holy symbol) by paying 1 Rival/Villain Point per round.

As 'alpha' vampires, killing one of these creatures destroys any undead they have personally turned. Their *Unholy Vitality* protection is 0 vs. silver, fire, or consecrated weapons.

CHORAX, LORD OF ETERNAL STRIFE

Attributes

Strength 6
Agility 2
Mind 3
Appeal 1
Lifeblood 16,2/36

Combat Abilities

Initiative 1
Melee 4
Defense 1
Protection d6
Fear 2

APPENDIX C

PRE-GENS

The following heroes were generated using the standard character creation rules. The resolve characteristic can be ignored if using the *Barbarians of Lemuria* system. Similar boons and flaws from both systems under different names are indicated with a ‘/.’

Additionally, several new boons and flaws from the *Sword and Sorcery Codex* have been added:

Bag of Tricks

At the cost of one Hero Point, you can produce an Uncommon invention once per adventure. The gadget must be small enough to fit in the bag, but can be undefined until you pull it out.

Heirloom Weapon

You have inherited or otherwise acquired a weapon of extremely fine workmanship. This weapon does +1 step damage and has the Penetration 1 quality.

The weapon is difficult to break—if the Splintered Shield, Shattered Sword option is invoked, it goes flying from your hand instead of shivering to pieces.

Primitive

This flaw is only available to characters from Primal or Tribal cultures. Though you may have had contact with civilization, not much has rubbed off. You tend to view tech higher than Stone Age with suspicion and attribute most occurrences to supernatural causes. Also, many of the social ‘niceties’ seem silly to you, such as using cutlery or always deferring to nobility—with appropriate consequences.

A powerful Duke of Entropy who enjoys much reverence among humans, Chorax embodies the infernal ideal of might makes right. As a patron of warfare, he is highly respected for his tactical knowledge and skill in arts bellicose. Followers of Entropy often invoke his name prior to a trial by combat. However, the demon takes greatest delight in the carnage and despair caused by war’s aftermath. For this reason, ceremonies to Chorax are usually held on a battlefield after the fighting is over, when corpses lie stacked in shoals of bloodied flesh.

Chorax typically manifests as an armed gallant with a beautiful, feminine face, though his true form is that of a bloated corpse dressed in gilded finery, with the head and carapace of a cockroach. His greatsword, *Orifice*, is 8’ from hilt to tip and does 2d6+6 damage on a strike. He has the supernatural boons/demonic powers *Heavily Armored*, *Sorcery*, *Special Knowledge* (rank 4/6 soldier), *Destructive Attack*, *Unnatural Metabolism*, and *Vulnerability* (consecrated weapons), as well as the *Inherent Magic* trait. Chorax has 13 AP for spells and 5 Rival/Villain Points.

VE X THE DEAD

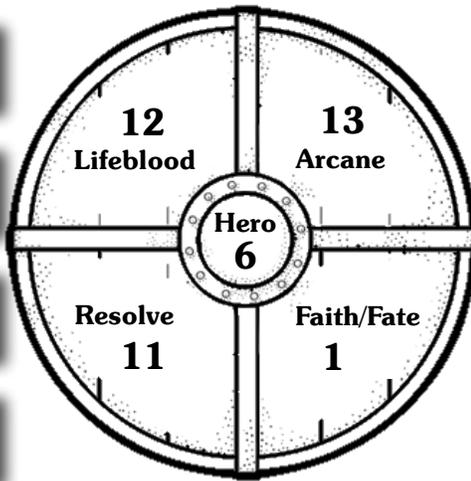
Magnitude: Second **Difficulty:** Tough (-2)
Requirements: Casting Time, Resolve Loss
AP Cost: 9

This ritual spell animates human remains by calling their souls back from beyond the gulfs of night. Up to 2d6 corpses can be revived as Rabble skeletons or zombies (depending on how old the corpses are), or d6 Tough versions. A minimum of the caster’s rank in sorcerer or witch will animate in either case. These undead servants follow the caster’s commands and last the length of an adventure, if not destroyed sooner.



LARKAAN IYLLSTONE

STRENGTH	2
AGILITY	0
MIND	1
APPEAL	1



Career	Rank
Noble	1
Priest	1
Sorcerer	1
Warrior	1



Combat Abilities	Value
Initiative	0
Melee	3
Ranged	0
Defense	1(2)

Boons	Flaws	Weapons & Armor	Prot./Dmg.
Heirloom Weapon	Notorious/Infamous	Sword (Orthifex)	d6H+2, Pen 1
Marked by Fate/	Unsettling	Shield	+1 Defense
Marked by the Gods		Light Armor + Helm	d6-2
Power of the Void			

Larkaan hails from the fog-shrouded isle of Mag Pretanni, where in eons past humans swore fealty to the Entropy Lords. After a series of betrayals, reversals, and hideous losses, he switched his allegiance to Order, under the patronage of Ilarion, Forger of Justice. However, neither god nor disciple are wholly pleased with the relationship—Larkaan sees divinities as parasitic, and Ilarion wonders openly if the hero can ever atone for the oceans of blood spilled during his youth.

Larkaan stands 6'2," with short, coal-black hair and scarlet eyes, which glow faintly in the shadowed recesses of his helm. He wields the sword Orthifex, formerly of Entropy, though reforged by Ilarion after it was broken in a fateful battle. Larkaan has long since left the island empire of his birth and travels through the younger, Western lands with his companion Sorth, seeking to outdistance both his past and the all-corrupting taint of chaos.

SORTH MANY-SLAYER

STRENGTH	2
AGILITY	2
MIND	0
APPEAL	0



Career	Rank
Barbarian	2
Hunter	1
Assassin	1
Soldier (Mercenary)	0



Combat Abilities	Value
Initiative	0
Melee	2
Ranged	1
Defense	1(2)

Boons	Flaws	Weapons & Armor	Prot./Dmg.
Battle Cry/ War Cry	Illiterate Primitive	Axe Blowgun, 10'	d6+2 d2
Keen Smell Thick Skin		Dagger Small Shield	d6L+2 +1 Defense
		Light Armor	d6-3 (+1)

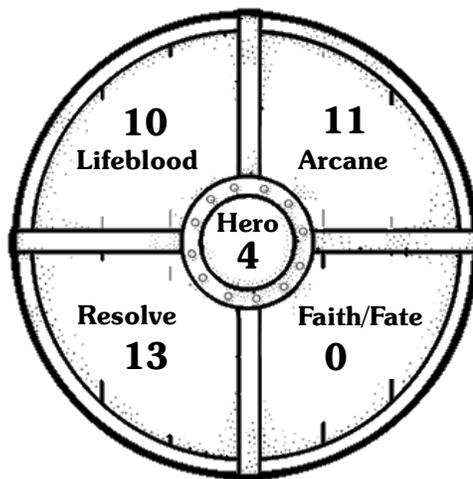
Sorth is a short (5'), but broad-shouldered brute from the forest tribes of Thraa. He teamed up with Larkaan after the hero slew Sorth's original bandit gang in an ill-fated ambush, but spared Sorth's life on a whim. The two have been traveling companions since. Sorth believes his friend has been softened by civilization and needs the guidance of a cunning savage like himself.

Sorth's moniker is something of a joke. As he cannot count past five, he boasts of previous fights in which he has slain "many." Larkaan chides him about this constantly.

In combat, Sorth wields an axe and small shield. He prefers to attack from concealment, after first employing a blowgun with paralytic poison darts (d2 damage, Strength roll at -1 to avoid paralysis in d6 rounds).

NYAB OF THE LEFT HAND

STRENGTH	0
AGILITY	2
MIND	1
APPEAL	1



Career	Rank
Slave	0
Alchemist	2
Sorcerer	1
Rogue	1



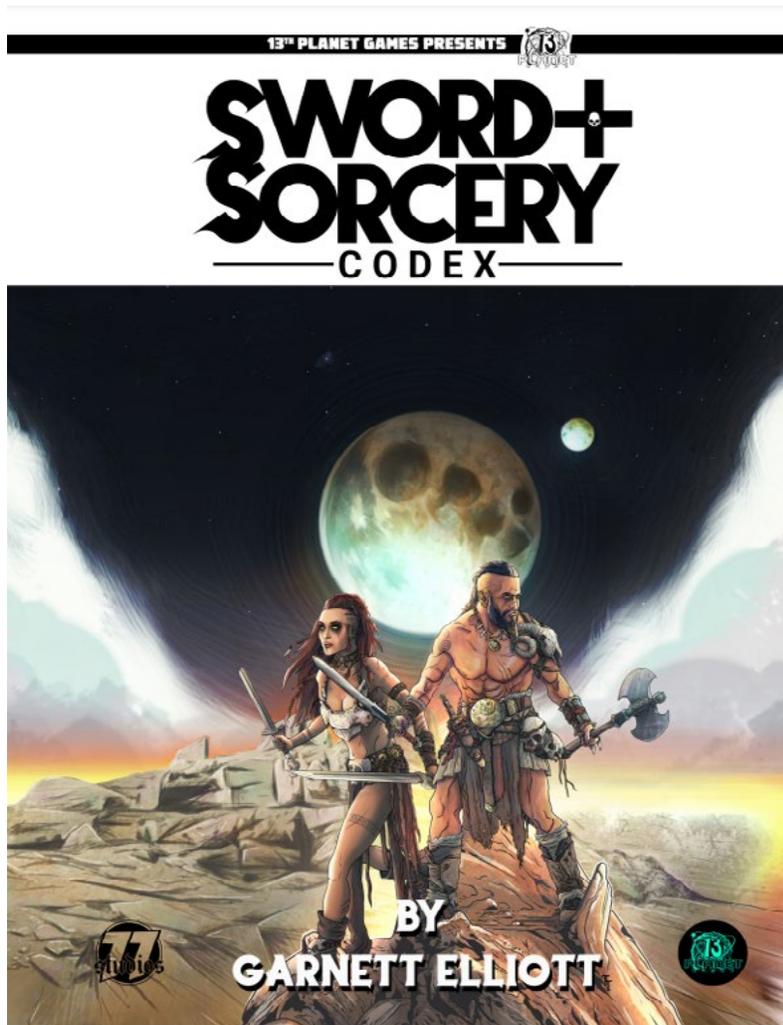
Combat Abilities	Value
Initiative	0
Melee	0
Ranged	1
Defense	2

Boons	Flaws	Weapons & Armor	Prot./Dmg.
Bag of Tricks	Absent-Minded	Sword	d6
Special Item	Unlucky	Stiletto	d3+2, Pen 1
Stealthy/Sneaky		Grenado, 5'	d6+1, Area
		(Prosthetic Hand)	1 pt. protection

Willowy Nyab was sold into slavery at a young age, eventually finding herself apprenticed to an eccentric alchemist named Sabatino Furioso. Luckily for Nyab, her new master was too addled to be cruel, though the work was plenty dangerous—which she discovered after losing her left hand to a batch of proto-nitroglycerin. Furioso's colleague, Doctor d'Abano, created a sorcerous prosthetic for a replacement.

Unfortunately, Nyab seemed to have inherited Furioso's fleeting attention span. One accident after another persuaded her to leave the laboratory, forsaking scholarly studies for a life of adventure.

Nyab carries several globes of brown glass filled with naphtha (Greek Fire). These can be thrown with a range increment of 5', inflicting d6+1 damage in a 10' radius. She's been known to pull even more esoteric creations from her Bag of Tricks, including vials of euphoria-inducing vapors, contact poison, etc. Her Special Item is her prosthetic hand, which grants a grip Strength of 2 and adds +1 to overall protection.



“Back-to-back, dog brothers and sisters! Draw your steel . . . and fight!”

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