



DREAD IN THE WATER

Adventure Overview

Dread is set in Robert E. Howard's mythic Hyboria. After a long trek across the savannahs of Kush, the PCs stumble upon the crocodile-haunted city of Shadwe, reminiscent of ancient Meroe. A caste of Chaga priests rule there, who in turn revere the **Mamba Nyepe**, a giant albino crocodile. PCs may be swayed into conflict with the priesthood by either a kindly old wise woman or the intrigues of a local Gallah chieftain, who both want the monster slain for their own reasons.

Lion Attack

PCs begin in the sprawling savannahs just outside Shadwe. The city's earthwork walls and narrow, mud brick pyramids are visible in the distance. The heroes, tired and thirsty from their exposure to the merciless sun, have been traveling on foot for several days. Any PCs with ranks in Hunter, Barbarian, or who are unusually perceptive can make a Moderate (0) Mind check to realize they have been tracked for the past several hours by beasts of prey. A near-starving lion and his pride are about to make a desperate attack.

Note on Armor: The heat in this region of proto-Africa makes wearing armor extremely uncomfortable. Warriors usually carry ox-hide shields for protection. Anything heavier than light armor incurs a penalty die for all physical actions, in addition to Agility loss, and will soon exhaust the wearer.

PCs who are aware can alert the rest of their companions. Otherwise, the pride gains a bonus die checking priority when it breaks from the tall grass. There is one lioness per PC, plus the old male himself. His face is scarred and ribs show along his flanks, telling the story of his hunger.

The great cats won't fight to the death; if their leader is killed, the others will flee, or if enough are wounded (half their LB), they will also likely turn tail.

Enter the Wise Woman

Just as the fight with the lion pride is winding down, a strange mist envelopes the immediate area. When it recedes, the city of Shadwe is still visible, but now a modest grass hut seems to have appeared out of nowhere. Sitting before it is a silver-haired woman of advanced years. She is busy roasting a goat carcass over a large fire, and has just finished pouring a gourd of thick yam beer. She nods at the PCs to join her.

If the heroes behave in a hostile manner, **Nomsa** the wise woman only glares. The mists grow thick and roll back in; when they disappear, she, her hut, and her feast are all gone. PCs will have to get their information elsewhere, and have no chance of obtaining the powerful **Tombu Fetish**.

Civil PCs are encouraged to eat and drink before talking. This counts as a rest in terms of recovering Lifeblood, and Nomsa (Rank 2 Healer) will also offer to treat anyone wounded. After everyone has had enough to eat and taken a drink from the communal gourd, the Wise Woman speaks:

Yonder lies the fleshpot of Shadwe, proud in its wickedness! The ruling caste of Chaga dwell there, in their temples and finery, while once-proud Gallahs are left to skulk in the mud streets. The Chaga priests worship not the Stygian God, but a living being—a monstrosity—called the Mamba Nyepe, a giant crocodile grown fat on the bones of children. Great evil flows from the maw of Mamba Nyepe, and her many offspring, who roam freely in the streets as sacred avatars. For many seasons I have bided my

time, brewing yam-beer and waiting patiently for heroes who might remove this evil from the skin of the Earth.

Nomsa makes it clear she wants the crocodile monster slain, breaking the power of the Chaga priesthood and their symbolic hold over Shadwe. However, she hopes to appeal to the PCs sense of virtue to accomplish this—and Swords and Sorcery protagonists are not necessarily virtuous. She won't mention outright the fortune in precious votives tossed into the Mamba Nyepe's sacred lake, though if PCs ask about potential rewards she will make this known. The first PC (if any) who pledges to help will receive the Tombu Fetish to assist them in their quest. Nomsa warns not to get too attached to it, as she will someday reappear for her property.

After bidding farewell and leaving (whether they offer to help or not), any PC who looks behind will see the thick mists returning. When they clear, both Nomsa and her hut have vanished.

The Gates of Shadwe

Getting into the city through one of its many gates poses no difficulty. Camel-trains laden with trade goods are coming and going as the PCs approach. A fortified building with two stone towers and crenellations overlays the main entrance—this is the 'palace' of **Gyasi the Goat**, a Gallah chieftain and schemer, who will soon be making the PCs acquaintance. He maintains a garrison of spearmen charged with protecting the outer walls.

Inside, Shadwe is a chaotic place, with ramshackle houses, naked children, dogs,

and chickens wandering the muddy streets. The market and nearby caravanseraï are noticeably cleaner, as are the interior walls of white stone ringing the temple district, home to the ruling Chagas. Standing aloof and ominous are tall masked figures bearing heavy maces; these are Tibu tribesmen, employed by the Chaga as spies and police. Their masks all involve a crocodile motif. The Gallahs give them a wide berth.

As soon as the PCs have oriented themselves, a shout goes up as a 15' long crocodile comes waddling around a building, in hot pursuit of a limping old man. If no one moves to intervene, the crocodile makes short work of him.

The crocodile attacks anyone who gets between it and its rightful prey. PCs could also simply grab the old man and run; out of the water, the crocodile won't be able to keep up. Either action draws cries of outrage from the masked Tibu. Two go racing off towards the temple district, while two approach the PCs with maces brandished, yelling at them not to interfere with the Mamba Nyepe's offspring. The Tibu will fight if they refuse.

If the PCs kill the crocodile and/or Tibu, or otherwise save the old man, they will be approached by a furtive spearman in white ostrich plumes—one of Gyasi's men. He commends the strangers for their bravery and bids them follow him quickly to a safe place. The spearman explains (truthfully) that a large force of Tibu and Chaga will soon be looking for them. *"At best, you will be trussed and thrown naked into the sacred lake, to await the pleasure of Mamba Nyepe."*

PCs can accompany the spearman down several back alleys and through a secret entrance to Gyasi's 'palace.' Otherwise,

they will have to engineer their own escape as two dozen Tibu surround this section of the city, intent on capturing them. The local Gallahs will try to help (they hate the Tibu), but no one wants to be caught harboring fugitives.

Guests of Gyasi the Goat

Gyasi is a lean and scarred man, greying at the temples. People call him 'The Goat' because he's sired at least two dozen sons by half as many women, a feat he's prone to brag of whenever he has the chance.

Even if the PCs have not fallen afoul of the Tibu, Gyasi will try to arrange an audience with them as soon as his spies report strangers in the city. He treats the heroes like visiting dignitaries, allowing them into the comfort of his private dining hall and plying them with rare Stygian wines. Like Nomsa, Gyasi wants to break the power of the local crocodile cult, by slaying the Mamba Nyepe. Once his peoples' superstitions are allayed, he reasons, they will no longer fear the Chaga caste, and be willing to revolt. Gyasi and his men will lead them, of course.

Unlike Nomsa, Gyasi will try to appeal directly to the PCs greed by mentioning the priceless collection of offerings hurled into the Nyepe's sacred lake with each sacrifice. He downplays the overall difficulty of actually getting into the sacred temple district, past the snake-infested inner grounds, and the threat posed by **Uhautu**, the High Priest. Instead, he focuses on his belief that the Nyepe is merely a monstrous creature, not a supernatural being (true).

If PCs express the desire to kill the Nyepe, Gyasi pledges his aid. He explains his position is such that he cannot defy the

Chaga directly. However, he can provide shelter for the PCs in either his fortified palace or by securing them comfortable rooms at the caravanserai. If the PCs are currently 'wanted,' Gyasi can furnish disguises as Iranistani incense merchants, who normally wear hooded kaftans. This disguise will prove very useful when trying to infiltrate the inner portion of the city (see **Chaga Temple District**).

PCs don't have to agree, of course. In that case Gyasi welcomes them to eat and drink their fill. He'll have spies watch the PCs the whole time they are in the city. And he won't lift a finger to help against the Chaga- the heroes are on their own.

Misadventure in the Marketplace

The market is the focal point of Shadwe's outer district. The city lies at a confluence of trade routes from the north and south. Ivory, hides, ostrich feathers, gold dust, and copper ore from the Black Kingdoms are regularly traded for Stygian spices, grain, and linen, as well as Shemitish weapons. A well-run caravanserai at the market's center makes such extensive trade possible. In addition to stables for beasts of burden, the structure maintains clean and secure accommodations for travelers, arranged around a central courtyard.

Unfortunately for the PCs, a Shemite thief named **Ghebal** and his Dafari accomplice, **Ajaga**, a were-hyena, have taken up residence in the caravanserai, along with the pair's band of followers. Normally, these rogues prey upon southern caravans, but Ghebal has set his sights on a much more ambitious plan: stealing loot directly from the Mamba Nyepe's sacred lake.

Some important object carried by the PCs (a trademark weapon, the Tombu Fetish, or whatever the GM determines) attracts Ghebal's acquisitive instincts, and he will try to obtain it by either guile or force (see **Market Ambush** below).

Let the PCs poke around the bustling market for a bit. There are various stalls selling weapons of iron, bronze, and steel, but no armor save ox-hide shields. One particular old vendor claims to be selling 'rare spices,' but a PC with rank 0 or higher in Assassin or Alchemist, 1 in Thief or Sorcerer, or 2 in Merchant or Scholar, will quickly discern she is a seller of poisons. Hidden in her belongings is a single, slightly withered **Apple of Derketa**, which she is willing to sell at a steep price. The fruit is still highly poisonous, and can be used to good effect against a creature even as large as the Nyepe (see **Appendix B**).

Market Ambush

At some point, one of Ghebal's rabble will approach the PCs, offering to sell some trinket. While haggling ensues, Ghebal himself approaches from the rear or flank and tries to steal a coveted item. Roll his Thief rank (2) plus his Agility (2) with the PCs Mind score as a modifier. He also takes a -1 for each rank of Thief or Assassin his target possesses. There should be a chance for nearby PCs to notice his attempt, especially if they're on the lookout for pickpockets.

If successful, Ghebal slips away with the item. The GM can leave a series of clues, allowing PCs a chance to get their stuff back following an appropriately dramatic confrontation. More likely, Ghebal is noticed before he can filch. In this event,

he will dart for a nearby alley. PCs who give chase will fall directly into an ambush, with 2 rabble for every hero, plus Ghebal and Ajaga. Unless the heroes somehow spot the ambush, they take a penalty die when checking for priority.

The rabble attack using the Horde option (see *Mythic* rulebook pg. 157). Ghebal or Ajaga will spend villain points for Timely Escape and/or Meatshield (see pg. 161) to get away if the battle starts going against them. They will likely show up later in the adventure to complicate things.

Ghebal's gang has rented several rooms in the caravansera. Hidden behind a loose mud-brick in his private chamber are two suits of cured rhinoceros hide armor and a map of the sacred lake grounds. The suits incur penalties as per heavy armor (-2 Agility) with only medium protection (d6-2), but the coverage makes the wearer impervious to snake and other small animal bites, which is how Ghebal plans to circumvent the boomslang groves (see **Temple of the Sacred Lake**).

Chaga Temple District

This is the wealthier part of the city, with mortised buildings, paved roads, and sanitation. It is also difficult to get into if not a Chaga. A 20' parapet wall surrounds the district, reinforced by guard towers and Tibu archers armed with Stygian bows. Three heavily fortified gatehouses provide entry. Trying to fight through them is nigh-suicidal; at least a dozen Tibu are on guard at each gate, and more can be summoned.

PCs who took up Gyasi's offer to disguise themselves as Iranistani incense merchants can get past the guards with a small bribe--

incense does a brisk trade in the temple district. Another option is to wait until nightfall and somehow scale the wall, provided the would-be invaders can avoid the guards atop the parapet.

The district's interior consists mostly of fine houses, some faced with marble and panels of carved ivory, and over thirty temples, all dedicated to various incarnations of Mamba Nyepe. No other religion is tolerated within the area, including the deities of nearby Shem and Stygia. Crocodiles of impressive size, some adorned with gold and silver chains, roam freely in the streets. Well-fed, they seldom attack, but when they do decide to take a chunk out of someone the Chaga stoically accept it as the will of Mamba Nyepe. Even high priests are not immune.

The temple district is a more closely watched place than outside the masonry walls. PCs who dawdle or otherwise draw attention to themselves can be spurred along by either a small police force of suspicious Tibu, a hungry sacred crocodile, or both.

Temple of the Sacred Lake

At the district's center lies the holiest of holies, a low-walled temple complex surrounding an artificial lake, wherein dwells the great monster herself. The temple itself is not well guarded—because no one in their right minds, besides a few select priests, would dare step foot inside. The trees growing around the lake are infested with boomslangs, a highly venomous snake. The emerald serpents literally fall off branches and wriggle through the soft grass. Anyone passing through this area unprotected will be

subjected to dozens of bites. (This fact can be gleaned with an Easy (+1) Mind check by any PC trying to learn information about the temple).

Ghebal and Ajaga have special suits of hide armor that render themselves immune to snake bites. The possessor of the Tombu Fetish will also be protected, as the boomslangs refuse to attack anyone holding it (this doesn't include PCs who are merely touching the fetish). Clever PCs can come up with other measures, such as using fire to burn the trees or ward away snakes. The GM can assign an appropriate check, but failure means the PC is subject to an immediate attack.

As they make their way down to the lake, PCs will come upon Ghebal and Ajaga (if still alive) in their clumsy rhinoceros hide armor. The pair plans to distract the Mamba Nyepe with a haunch of goat meat Ajaga is carrying, and then, *sans* suits, dive to the lake bottom and grab what they can. Depending how the GM wants to play it, the treacherous duo might offer to team up with the PCs, intending to betray them later. Or, the two might have detected the heroes approach and are laying an ambush for them. In this case, the PCs might be able to use the suits for their own protection.

Note that Ghebal's plan won't actually work if the High Priest spots them. He will use his powers to commune with Mamba Nyepe and guide her past the ruse to attack the pair.

The Final Confrontation

A modest temple rests along the shores of the lake, open on one end to face the

water. Behind the temple is a smaller pool wherein several of Mamba Nyepe's mates wallow; bull crocodiles, who normally only approach their mistress when she is feeling amorous (to do otherwise is to risk being eaten). Some 50' from the temple, dragged up on the lakeshore, are a pair of canoes; a large, ceremonial one that seats 4, and a more modest dugout, for 2.

If the PCs approach the lake at night, a flickering bonfire in the temple will reveal an emaciated shape sitting cross-legged just outside. During the day the figure is somewhat tougher to spot as sunlight glimmers off the lake, obscuring the view (-2 Mind check).

This is Uhautu, the High Priest, who spends his hours in the expanded consciousness of black lotus, either communing with the minds of his crocodilian subjects or sending his spirit out over the endless savannahs of the Southern Kingdoms. Uhautu is the brains behind the Mamba Nyepe cult. Two centuries old, he is actually in thrall to much darker powers than an albino crocodile. But the cult serves his purposes, and keeps the status quo of Chaga rule intact.

The Mamba Nyepe herself stays mostly submerged below the surface of the lake, at its deepest point near the center. Normally, a crocodile under such conditions is hard to spot, but the Nyepe's huge, white-colored form makes this less difficult during the day (Moderate Mind check for anyone along the shore). At night, this check drops to Tough (-2).

Her usual tactic is to surface from under a boat, (-1 Agility rolls to avoid falling into the drink), and then try to bite the tastiest looking specimen. PCs attempting to fight her in the water have a penalty die on all actions, and her Agility is much higher when

swimming than on the ground. Forcing or goading her out of the water is possible, though if Uhautu is aware of the PCs he will use his telepathic contact to have her behave more intelligently than her reptilian brain would allow. He will also cast Summon Beast to compel bull crocodiles from the nearby pond to join the conflict.

If attacked directly, Uhautu will try to use spells and/or villain points to facilitate escape. You don't live for two centuries by being foolhardy! If successful, he flees into darkest Stygia, where he will gather a coven of like-minded adepts and plan his revenge.

As legend has it, the bottom of the Nyepe's sacred lake is covered in costly sacrificial items (primarily jewelry, but also statuettes, weapons, and religious regalia), many made from beaten gold. It takes a fair amount of diving to retrieve these slime-covered objects, but the PCs can eventually fill a canoe with treasure. Transporting all of it out is another issue, of course.

Battle for the City

After word gets out the Mamba Nyepe has been slain, the city of Shadwe plunges into chaos. Depending on how tired the GM is feeling at this point, you can either say that Gyasi and his men overtake the Chaga temple district after a long and bloody battle, or have the PCs participate in the uprising, using the mass battle rules from BoL Mythic Edition, Chapter Four (assuming they want to; the heroes might just be interested in getting out of town with all their loot). If PCs do go this route, make sure to award them extra Advancement Points for their efforts. This also opens up the option of intrigue and/or an outright power grab for the rule of Shadwe, once the Chaga have been deposed.

The Chaga and their Tibu allies fight as defenders from their fortifications (+2 excellent position), and are moderately better (+1), and better supplied/equipped (+1) than Gyasi's spearmen, who in turn are a much larger (+2) force, and led by Gyasi himself (a Rank 2 Soldier, for a bonus of +2). The Chaga suffer from a lack of coherent leadership without Uhautu and cannot field any generals. Gyasi wants to wipe out his enemies quickly and won't be given to a protracted siege. The most likely heroic actions for the PCs during the battle are Take Position, Hold Position, and Inspire (see *Mythic* rulebook, pg. 71).

Appendix A: Supporting Cast (in order of appearance)

Lion Pride

Attributes	Combat Abilities:
Strength 3	Attack: +3
Agility 2	Damage: d6H
Mind 0	Defense: 2
	Protection: d6-3
	Lifeblood: 15

Stats above are for the lionesses; the alpha male himself has a Strength of 4 and 20 LB. All these big cats are looking lean and vicious after a stint of bad hunting.

Nomsa, Wise Woman of the Savannahs

Attributes	Combat Abilities	
Strength -1	Initiative 1	Lifeblood: 9
Agility 0	Melee 0	Fate Points: 1
Mind 3	Missile 0	Arcane Power: 12
Appeal 2	Defense 1	Protection: None
		Weapons: knife, d6L-1
Boons/Flaws	Careers	
Non Combatant	Healer 2	
Beast Friend	Sorcerer 2	
Healing Touch	Shaman 1	
	Alchemist 1	

Though frail-looking, Nomsa has a wiry toughness that belies her many years. All her magic, shamanic and sorcerous, stems from powerful nature spirits. Typical spells involve the summoning and placating of wild animals, control of weather, and protection from dark magic. Nomsa is the closest one gets to a "good witch" in a swords and sorcery setting. Her chief motivation is the destruction of the Mamba Nyepe.

Sacred Crocodile

Attributes	Combat Abilities:
Strength 4	Attack: +2
Agility 1 (-1)	Damage: d6H
Mind -2	Defense: 0
	Protection: d3
	Lifeblood: 20

These plump reptilian horrors roam the streets of Shadwe freely, accustomed to the presence of humans. They tend to pick slower-moving prey.

Tibu Tribesmen

Attributes

Strength 1
Agility 1
Mind 0
Appeal 0

Combat Abilities:

Attack: +2
Damage: mace or spear, d6+1
Defense: 1 (small shield, vs. 1 opponent only)
Protection: 0
Lifeblood: 7

Classed as Toughs, these men have rank 1 Hunter and rank 1 Soldier. They are fiercely loyal to the Chaga caste. Their masks and shields all bear crocodile motif.

Gyasi's Spearmen

Attributes

Strength 0
Agility 0
Mind 0
Appeal 0

Combat Abilities:

Attack: +0
Damage: spear or dagger, d3 (as rabble)
Defense: 0
Protection: 0
Lifeblood: 3

Typical fodder. There are a few choice captains among them, classed as Toughs, who have the same stats as Tibu Tribesmen.

Gyasi the Goat, Scheming Gallah Chief

Attributes

Strength 1
Agility 0
Mind 1
Appeal 2

Combat Abilities

Initiative 0
Melee 1
Missile 1
Defense 2
Lifeblood: 11
Hero Points: 2
Protection: 0
Weapons: spear, d6+1

Boons/Flaws

Silver Tongue
Detect Deception
Lustful

Careers

Noble 1
Spy 1
Merchant 0
Soldier 2

Smooth-talking and lecherous, Gyasi has held on to his status as chief only through constant political maneuvering. He is a competent leader, however, and has real battlefield experience. Gyasi sees the PCs as a potential tool against the Chaga. Years of humiliation at their hands has stoked his lust for revenge.

Ghebal, Shemite Master Thief

Attributes

Strength 0
Agility 2
Mind 1
Appeal 1

Combat Abilities

Initiative 2
Melee 0
Missile 0
Defense 2
Lifeblood: 10
Villain Points: 3
Protection: 0
Weapons: sword, d6

Boons/Flaws

Sneaky
Friends in Low Places
Greedy

Careers

Thief 2
Scout 0
Merchant 1
Bandit 1

Ghebal left the crowded mud-brick hovels of Shem years ago to pursue a lucrative career raiding caravans and waylaying traders. He saved Ajaga from a Dafari witch while blindly drunk (and against his better judgment). The two have been inseparable friends since. Ironically, Ghebal dreams of a "big score" and settling down to a life as a comfortable merchant.

Ajaga, Wily Were-Hyena

Attributes

Strength 1 (2)
Agility 3
Mind 0 (-1)
Appeal 0

Combat Abilities

Initiative 2
Melee 1
Missile 0
Defense 1

Lifeblood: 11 (12)
Villain Points: 2
Protection: 0 (d6+1 except vs. silver, fire, or magic)
Weapons: hook-sword, d6+1 (claws/fangs, d6H)

Boons/Flaws

Night Sight
Keen Scent
Cursed (Lycanthropy)

Careers

Assassin 2
Thief 1
Scout 1
Bandit 0

Ajaga appears as a slender, dark-skinned Dafari with lambent yellow eyes. His were-form is a hybrid between hyena and man, and grants a +1 to Strength and -1 to Mind, while bestowing supernatural protection. Ajaga's condition is the result of a curse from a Dafari witch who had been holding him captive as a lover, before Ghebal showed up and set him free. He is far more bloodthirsty than his Shemite companion, owing to his animal instincts.

Ghebal's Thugs

Attributes

Strength 0
Agility 1
Mind 0
Appeal -1

Combat Abilities:

Attack: +0
Damage: knife, d3 (as rabble)
Defense: 0
Protection: 0
Lifeblood: 3

Ghebal's unruly mob. They swarm opponents with their knives, fighting using the horde option for rabble.

Boomslangs

Attributes

Strength -2
Agility 2
Mind -4

Combat Abilities:

Attack: +3
Damage: d3 venom (see below)
Defense: 4
Protection: 0
Lifeblood: 2

Beautiful emerald and black striped serpents with egg-shaped heads. Their venom is slow-acting, but lethal. Roll d3 'damage' on a successful attack; if high enough to penetrate armor, the bite inflicts 1 LB and the person struck must make a Tough (-2) Strength check after d6x3 minutes to avoid paralyzing convulsions. Death follows within an hour, but heroes can make a second Tough Strength check to avoid this.

Uhautu, Debased High Priest

Attributes

Strength -1
Agility 1
Mind 3
Appeal 1

Combat Abilities

Initiative 1
Melee 0
Missile 0
Defense 1

Lifeblood: 9
Fate Points: 3
Arcane Power: 12
Protection: 0
Weapons: knife, d6L-1

Boons/Flaws

Non Combatant
Beast Friend (reptiles only)
Infernal Pact (bonus die to cast spells)
Unsettling
Cravings (black lotus)
Elderly

Careers

Scholar 1
Priest 3
Noble 0
Sorcerer 2

Uhautu is (at least) 200 years old and looks it, a corrupted priest in thrall to the Outer Gods. He has managed to learn some nature sorcery during his extended lifespan. At a cost of 1 Arcane Power, he can establish a telepathic link with the Mamba Nyepe, allowing him to guide her if necessary. Other spells he will commonly use are Summon Beast, Evil Eye, and Scale-Skin (see *Mythic* rulebook, pg. 148 for details), as well as using Fate Points to “buff” the giant crocodile as it fights the PCs.

The Mamba Nyepe, Lurker in Dark Waters (Huge Creature)

Attributes

Strength 8

Agility 1 (-1)

Mind -1

Combat Abilities:

Attack: +3 bite, or +4 tail-slap

Damage: bite and worry, d6x2+ special, or tail-slap d6H+ special (see below)

Defense: 0

Protection: d3

Lifeblood: 40

Despite its horrific size and appearance, the Mamba Nyepe is simply an aberration of nature and not a demigod like the Chaga priesthood makes it out to be. The creature has learned some cunning and patience over its long lifespan, but without Uhautu’s telepathic guidance it can be tricked, including being lured out of the water. Hunger is the monster’s sole motivation.

A successful bite attack does d6x2 damage and traps the unfortunate victim in her jaws, for an automatic d6x2 damage each round thereafter, unless an escape is made. Note that only one person can be bitten and worried in this manner at a time. Escape requires a successful Agility or Strength test, modified by -8 (the Mamba Nyepe’s Strength) and any appropriate careers. A PC can also spend a Hero Point to automatically escape. The tail-slap can hit 2 roughly adjacent targets, and on land will knock targets prone in addition to doing damage.

Appendix B: Useful Items

The Tombu Fetish

This resembles a cow-tail switch with a beaded black handle. Whoever holds it is immune from attacks by animals, as they will not willingly approach the fetish. Monstrous or supernatural animals (like the Mamba Nyepe) can still attack, but incur a penalty die. Additionally, the Tombu Fetish allows the possessor to use a Fate Point (see *Mythic* rulebook, pg. 143) for an animal-relevant boon or flaw once per adventure.

Apple of Derketa

This single, slightly withered apple has lost some of its potency, but still produces a virulent poison capable of harming creatures up to Massive size. A dose requires a Strength check against a Heroic modifier (-10). Failure causes 2d6 damage the first round and 1d6 for 2 rounds thereafter. Whether the check is successful or not, the target incurs a penalty die on all actions over the next hour due to wracking pain.

Appendix C: Pre Gens

Taswalleah, Amazonian Priestess

Attributes

Strength 1
Agility 3
Mind 0
Appeal 0

Combat Abilities

Initiative 0
Melee 1
Missile 0
Defense 3

Lifeblood: 11
Hero Points: 5
Fate Points: 1
Protection: 0
Weapons: quarterstaff, d6+1

Boons/Flaws

War Cry
Alert
Taciturn

Careers

Tumbler 1
Hunter 0
Warrior 2
Priest 1

An Amazon trained in both warfare and the rites of the mysterious Ivory Goddess, Taswalleah has roamed the Southern Kingdoms with only her *khase* fighting-staff for company, seeking a hidden shrine in penance for some heinous offense against her order. Tight-lipped and at times stubborn to a fault, she is swift as a gazelle in flight.

Gbemi Wedo, Ghanatan Wise Man

Attributes

Strength 1
Agility 0
Mind 2
Appeal 1

Combat Abilities

Initiative 0
Melee 1
Missile 1
Defense 2

Lifeblood: 11
Hero Points: 5
Fate Points: 1
Arcane Power: 11
Weapons: fighting knife, d6+1 or sling, d6L

Boons/Flaws

Keen Eyesight
Ghanatan Fighting-Knife (bonus die)
Feels the Cold

Careers

Nomad 1
Shaman 1
Healer 1
Sorcerer 1

Gbemi is a wizened Ghanatan in his early 50's, though still remarkably fit. Established among his own people as a healer and sometime shaman of Jhil the Merciless, he has left the Southern Deserts on a quest for arcane knowledge, gradually assembling a *gris-gris* bag filled with rare trophies (so far: a patch of ghoulish hide, the fangs from a Valusian serpent man, an Acheronian coin, the shrunken, mummified head of a Dafari sorcerer . . .)

Oguala of the Leopard Clan, Chieftain without a Tribe

Attributes

Strength 2
Agility 1
Mind 1
Appeal 0

Combat Abilities

Initiative 0
Melee 2
Missile 1
Defense 1 (2)

Lifeblood: 14
Hero Points: 4
Protection: d6-2 (battle harness)
Weapons: spear, d6+2, *pinga* throwing knife, d6+1, small shield

Boons/Flaws

Battle Harness (leopard skin loincloth)
Hard to Kill
Cursed (-1 Hero Point)

Careers

Barbarian 2
Hunter 1
Noble 1
Mercenary 0

Covered with scarred ebon muscle, Oguala is the former chieftain of a Puntish tribe captured by Stygian slavers, down to the last child. He searches the endless savannahs in hopes of one day reuniting with his people, or at least discovering a clue to their whereabouts. In the meantime his spear, if not his spirit, is for sale among the petty despots of the Black Kingdoms.

Aja of the Isles, Former Freebooter

Attributes

Strength 1
Agility 2
Mind 0
Appeal 1

Combat Abilities

Initiative 1
Melee 1
Missile 0
Defense 2

Lifeblood: 11
Hero Points: 5
Protection: 0
Weapons: cutlass, d6+1 or dagger d6L+1

Boons/Flaws

Attractive
Nose for Magic
Hot-Headed

Careers

Thief 1
Pirate 2
Merchant 0
Mercenary 1

A former Black Corsair, shapely Aja lost her ship and crew to a Shemite pirate named Belit. She adventures in hopes of securing wealth to buy a new ship, but this hope grows fainter with each passing year on dry land. Aja was trained in Zingaran swordplay and fights with cutlass and dagger (see rules for Two-Weapon Fighting, *Mythic* rulebook pg. 67.) She bears a badly-healed wound on her left forearm; a memento from a battle with Tsathoggua that tingles in the presence of sorcery (her Nose for Magic boon).

Khamose, Stygian Archer

Attributes

Strength 3
Agility 1
Mind 0
Appeal 0

Combat Abilities

Initiative 0
Melee 1
Missile 3
Defense 0

Lifeblood: 13
Hero Points: 5
Protection: d6-3 (light armor)
Weapons: Stygian bow, d6+3 damage (100' range increment) or axe d6+3

Boons/Flaws

Mighty Shot
Strength Feat
Distrust of Sorcery

Careers

Slave 1
Worker 1
Soldier 2
Scout 0

Of mixed Stygian and Keshani ancestry, Khamose stands very tall—7'. He has a wiry, almost supernatural strength that belies his long limbs. Khamose's unit was wiped out in a border skirmish with Kush. He fears death as punishment for failure if he returns to his homeland, and therefore stays far away from the desert kingdom of snakes and pyramids.

Hafiz Obadu, Opportunistic Griot

Attributes

Strength 0
Agility 1
Mind 1
Appeal 2

Combat Abilities

Initiative 1
Melee 1
Missile 0
Defense 2

Lifeblood: 10
Hero Points: 5
Protection: 0
Weapons: scimitar, d6

Boons/Flaws

Inspire
Akibitian Scimitar (bonus die)
Greedy

Careers

Griot (Minstrel) 2
Scholar 0
Merchant 1
Thief 1

Hailing from a Zembabweian trading city close to the border of Iranistan, Hafiz grew up with a heavy cosmopolitan influence. He received training as a traditional Praise-Singer (Griot), but chose to travel with the eastern caravans to far lands. Hafiz schemes to visit every kingdom in Hyboria and amass a fortune along the way. To this end, he is not above stealing from his artistic patrons.