



HELLFLOWER

The dread gardens of Sforza the Scarlet Dreamer have drawn many a would-be thief, looking to filch the priceless gem hidden somewhere on the grounds. Their bones now fertilize the soil, nourishing a menagerie of deadly transplants from the lowest levels of hell!

Hellflower is a brief Sword and Sorcery adventure for use with the Barbarians of Lemuria and Everywhen systems. Four pre-generated characters are included.



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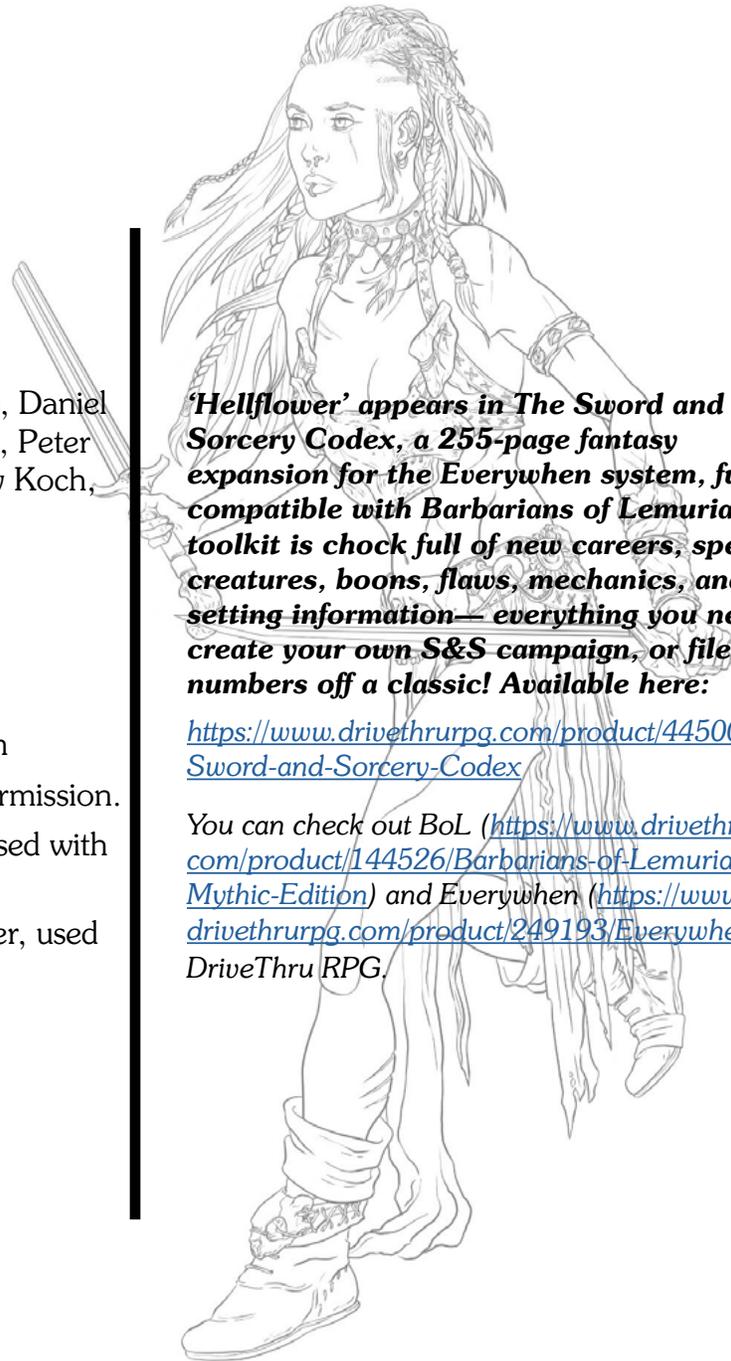
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'Hellflower' appears in *The Sword and Sorcery Codex*, a 255-page fantasy expansion for the *Everywhen* system, fully compatible with *Barbarians of Lemuria*. This toolkit is chock full of new careers, spells, creatures, boons, flaws, mechanics, and 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

Opportunistic PCs hear rumors of the infamous sorcerer, **Sforza the Scarlet Dreamer**, and his garden of ultra-terrene plants. Somewhere on the sprawling grounds lies the Heart of Aminah, a fantastic gem worth an empress's dowry. Many would-be thieves, it is said, now fertilize the garden's soil, after failing to filch the Heart. Still, Sforza employs no guards—no human ones, anyways—and as his name suggests, spends most of his time deep in slumber, dreaming of distant hells. Perhaps clever heroes, with boldness to match, can succeed where so many others have failed.

*(Hellflower is a straightforward adventure with a seemingly familiar premise; infiltrate a wizard's tower, or garden in this case, and steal a mystic gem. 'Seemingly' is the key: though Hellflower was influenced by Robert E. Howard's seminal *The Tower of the Elephant*, players who have read the story court disaster if they assume the adventure follows a similar sequence of events!)*



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. 11 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

Hellflower assumes the most generic opening possible, making it easy to introduce a disparate group of PCs to the sword and sorcery genre. Sforza's garden, 'A Place of Mystery,' could be set in any out of the way locale, including a rundown section of a city, or the outskirts of an ancient ruin. The heroes glean rumors while patronizing a tavern, wineshop, and/or marketplace, perhaps one with a reputation for lowlife customers.

PCs begin with the general information summarized in the opening paragraph, including the garden's location. Pretty much *everybody* knows the legends surrounding Sforza and his priceless jewel. Heroes can attempt to learn more by making a Moderate (0) Appeal check, modified by ranks in entertainer, merchant, or rogue. The *Carouser* boon adds a bonus die.

On a Calamitous Failure:

The PC winds up offending somebody; d3 Rabble pick a fight.

On a Failure:

Nothing further is gained.

On a Normal Success:

The PC hears a rumor. Roll a d6:

1. *Sforza collects plants from the lowest levels of hell!* (True)
2. *The Heart of Aminah is not of this world.* (True)
3. *Sforza animates the corpses of those who've tried to rob him as guards.* (False)
4. *Sforza's sorcerous powers come from the Heart of Aminah.* (False)
5. *Sforza grows scarlet nucifera, an addictive substance much sought by sorcerers.* (True)
6. *Sforza hasn't awoken from enchanted sleep for over a decade now.* (False)

On a Mighty Success:

As with a normal success, plus roll on the table below. All these rumors are true.

1. *Sforza has a magic topiary, where bushes can turn into wild beasts!*
2. *The master thief, **Naram Singh**, has sworn to steal the Heart of Aminah. No one has seen him for weeks now . . .*

3. *The Heart of Aminah is kept at the bottom of a deep well, somewhere in the garden.*
4. *Sforza's manse is a greenhouse, at the center of a hedge maze that is always changing.*
5. *Sforza transforms ex-lovers and enemies into trees.*
6. *Beware the scarecrows!*

On a Legendary Success:

As with Mighty Success, plus roll d3 on the table below. All these rumors are true.

1. *"The jewel is in the lotus.' I kept hearing that repeated, over and over, by an insane thief who claims to have found the Heart of Aminah, and somehow managed to escape with his life. Not his mind, though, the poor bugger . . ."*
2. *Sforza keeps some kind of alien demon, bound in a well.*
3. *Sforza can only sleep under the narcotic influence of sanguine blooms, a dangerous flower he grows inside his greenhouse.*

Players can share information with each other as they see fit. A PC who withholds information but later reveals it at a dramatically appropriate time can be awarded a Hero Point for maintaining suspense!

THE APPROACH

From a distance, Sforza's garden appears as nothing special; a large, but somewhat rundown estate surrounded by a 10' wall of mortared stones. Various shrubbery and trees, especially cypress, can be seen poking above the wall. A weathered wooden gate, reinforced by wrought iron, bisects the wall at one point. The gate is barred on the other side. A sign posted nearby reads:

MIND THE PLANTS

The rough stones make it Easy (+1 to checks) for anyone trying to climb the wall. Inside, swards of lush tropical grass surround a hedge maze taking up most of the grounds.





THE THREE GUARDIANS

Next to the maze's entrance lies a small hillock with three wooden crosses planted atop it. Loose bindings hang from the ends of each crosspiece, along with a single binding tied high on the post. A PC with ranks in farmer or peasant can recognize this as an arrangement for keeping a scarecrow upright, though the crosses are ominously empty . . .

The three scarecrows, **Gourd Head**, **Turnip Head**, and **Pumpkin Head**, are magical constructs that freely roam the hedge maze, incessantly patrolling for intruders. They can show up singly or in groups whenever players seem bored, let their guard down, or are spending a lot of time engrossed in some task, such as trying to hack through hedges or set a large fire. Making noise while doing so increases the chance of being double- or triple-teamed.

The scarecrows use their *Stealthy/Sneaky* boon to creep up for surprise attacks and jump scares (i.e., Resolve Checks). Unless reduced to ash, their *Regeneration* power causes smashed pumpkin bits, severed limbs, and straw to slowly knit back together at the rate of 1 lifeblood per round. Downed scarecrows won't immediately rise again to attack; like the killer in a slasher movie, their bodies disappear once 'off camera,' only to show up again at the worst possible time!

If PCs are particularly tough, the GM can add a fourth scarecrow, **Squash Head**, using the stats below.

SCARECROW (TOUGH)

Attributes	Combat Abilities
Strength 2	Attack +2 melee
Agility 0	Damage d6+2/d6H+2
Mind -1	Defense 0
Appeal —	Protection d6-3
Lifeblood 10/9	Fear 1

As magical constructs, these creatures have the *Sneaky/Stealthy* and *Regeneration* boons. Gourd Head and Turnip Head have sickle blades (d6+2 damage) affixed to their right wrists, while Pumpkin Head wields a two-handed scythe (d6H+2 damage).



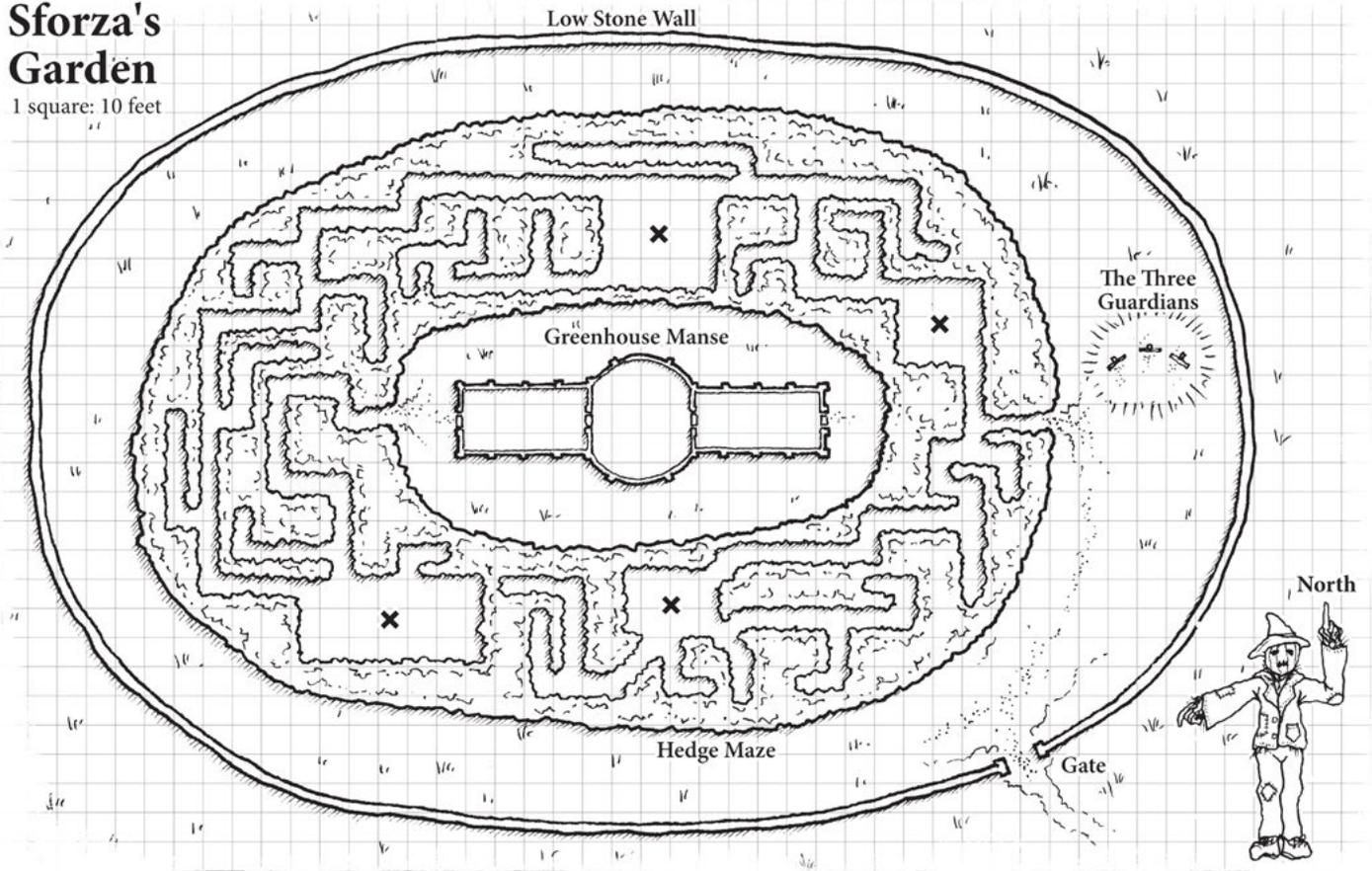
OPTION: EXPANDING THE GARDEN

If desired, the hedge maze can be expanded with additional encounters. Plant-based perils like a giant sundew, carnivorous tree, clinging ivy, etc., would all be appropriate. Note that this can make the adventure more of a 'funhouse dungeon,' but to each their own.



Sforza's Garden

1 square: 10 feet



THE HEDGE MAZE

The bulk of Sforza's garden, including his greenhouse manse, lies within this sprawling labyrinth of alien shrubbery. The 'walls' are uniformly 5' thick and 12' tall, meeting in a natural arch over the passages, though not the various clearings (X's on the map). During the day, all this foliage turns sunlight into a verdant shadow. At night, the maze 'corridors' are dark as a tomb.

Like the saber trees (see pg. 5), the shrubbery is semi-metallic, making it difficult to hack through or set on fire—though PCs will almost certainly attempt to do so. Cutting a swath requires an edged weapon, a Tough (-2) Strength check, and about 5 minutes' worth of work. A Calamitous Failure fouls the weapon's edge, reducing its base damage by one 'step' (e.g., d6 drops to d6L, d6L to d3, etc.) Any fires set smoke heavily for a couple minutes before dying. Either act of vandalism draws a scarecrow in d6 rounds.

As rumors attest, the shrubbery is also mobile. The alien plants routinely uproot themselves and migrate, thereby 'resetting' the maze's layout. PCs can hear this

process as a vague rustling, audible in the distance. The constant change makes attempts to map the labyrinth or otherwise track progress (like the old winding string trick) useless. It also allows the GM to spring encounters as desired, without having to refer to a keyed map. However, PCs moving 'forward' will eventually reach Sforza's manse at the center of the maze, and those moving 'back' will eventually exit. The living labyrinth thus presents a time-consuming obstacle, but not an insurmountable one.

PITCHER PLANT TRAP

This encounter occurs while wandering the hedge maze. The 5' wide maw of a huge, subterranean pitcher plant is hidden in the shadowed ground ahead. Spotting the mouth requires a Tough (-2) or Moderate (0) Mind check (the latter if a light source is available). Otherwise, the only clue is a sudden, vinegary-sweet smell lingering on the air.





The first PC to step on the mouth falls into the pitcher plant's digestive gullet, unless a Hard (-1) Agility check is made. Success means the hero manages to catch hold of the ground nearby and crawl out. Otherwise, the unfortunate falls 8' into a shallow pool of acid, taking 1 pt. of lasting lifeblood per round until they can somehow get out.

The gullet walls are too slippery for climbing. 10 or more points of damage inflicted by a sharp weapon from inside the plant makes enough holes for the acid to drain out. As the pitcher is surrounded by loose earth, a PC who cuts their way through can eventually dig to the surface.

Note that escaping from the trap offers the *perfect* opportunity for a scarecrow attack, whilst the PCs companions are distracted trying to help.

SABER TREES

There are several of these semi-metallic trees planted around the labyrinth, though heroes will likely avoid them after an initial encounter. The trees have scaled bark and numerous branches bearing long, sword-like fronds. If approached within 5,' the branches violently whip out, necessitating a Moderate (0) Agility check to avoid d6L+1 damage. The branches then slowly 'cock' themselves back into a ready position.

Attributes	Combat Abilities
Strength 1	Attack Special
Agility —	Damage d6L+1
Mind -3	Defense 0
Appeal —	Protection d6-2
Lifeblood 6	Fear —

LEECH GRASS

Yet another alien plant, this one from a Venus-like death world, leech grass appears as a patch of yellowed, dry weeds growing across a section of the hedge maze. This desiccated appearance is a predatory ruse; if anyone tries to pass over it, the grass springs to life, elongating as it attaches a series of toothsome suckers.

The process doesn't require an Attack Roll. Instead, roll d6L; if this gets past the target's protection, enough suckers have attached to do d3 points of lasting damage per round. A person so caught can escape with a Moderate (0) Strength check, but will take d3 damage as the teeth rip free.

Attributes	Combat Abilities
Strength 0	Attack Special
Agility —	Damage Special
Mind -3	Defense 0
Appeal —	Protection 0
Lifeblood 5	Fear 1

THE TOPIARY

A large clearing hosts an immaculately kept topiary, with a bubbling fountain of purple porphyry at the center. Shrubbery has been trimmed into various geometric shapes (spheres, cubes, cones) as well as life-size representations of animals, including a lion, tiger, bear, and hippogriff. Brass placards glint at the base of the creature-shaped growths.



The area serves as a trap for the idly curious. By staying on a central path leading to the fountain, PCs can pass through the area without trouble. However, if they stray too close to one of the dangerous creature topiaries, each hero doing so must attempt a Hard (-1) Mind check. On a failure, the beast comes to life and attacks!

This is an illusion, of course, but the affected PCs won't realize this during the fight. Run as a normal combat using the appropriate stats from **Appendix C**. Wounds sustained are treated as normal resolve damage; any hero brought to 0 or less goes unconscious rather than dying. To unaffected PCs, the character in question appears to be fighting a bush. They can still help out, however, by gamely slashing at the shrubbery; allow such heroes to join the 'combat,' though they can't take any damage, only inflict it.

In yet another example of Sforza's cruel sense of humor, the brass placards read:

IF YOU CAN READ THIS, YOU'RE TOO CLOSE!

S.

THE LOTUS POND

The labyrinth opens onto a clearing, most of which is taken up by a pond. Lotus tinged with angry crimson streaks grows at the center. A one-man punt, 10' pole, and basket are beached nearby. The bright shapes of koi can occasionally be glimpsed in the murky water.

Sforza harvests a potent drug here called scarlet nucifera as a profitable sideline. If PCs are inclined, they can pole out and collect enough leaves to make several applications, provided they have ranks in alchemist, or simply sell the raw ingredients. However, this will likely invite a scarecrow attack at some point during the process.

Additionally, Sforza has cast a reoccurring Phantasm to harass intruders. Anyone at the center of the pond harvesting nucifera will glimpse a pair of large, gold-irised eyes with slit pupils glaring at them from under the water. They could belong to anything; a giant



pike, serpent, frog-like monstrosity, etc. The sight necessitates a Hard (-1) Resolve Check to avoid d6 normal resolve damage.

THE GROVE OF PENITENCE

Gnarled olive trees crowd this clearing. At first glance they appear unusually warped; closer scrutiny reveals the trunks are vaguely human-shaped, growing in wracked and awkward positions. Facial features can be discerned in the bark, invariably with sorrowful expressions. Most of the figures are female, with a few males here and there. Sforza has a bad habit of transforming ex-lovers and sorcerous rivals into trees, so that they can rue their mistakes over an extended lifespan.

PCs hear soft moans shortly after entering the grove. A tall, slender-sinewed man with vulpine features stands at the far end. He is rooted to the spot, literally—his forelegs are covered with bark and disappear into the soil. Viewing this partial transformation necessitates a Hard (-1) Resolve Check.



The unfortunate is Naram Singh, a master thief from the mysterious lands to the East, recently caught by Sforza while attempting to steal the Heart of Aminah. He behaves amiably enough, not just because of his predicament, but out of professional respect for anyone willing to brave Sforza's garden.

Digging up Naram in his present state will kill him; his feet and toes are now an extensive root system reaching for some 15' into the soil. The thief explains as much, knowing that otherwise he would have died by now from thirst and starvation. He needs a sorcerer or witch (not necessarily Sforza) to transform him back before he can escape. Towards this end Naram is willing to bargain. He knows the Heart is kept at the bottom of a deep well, and can give the approximate location relative to the grove. He also has 100' of silk rope with a hook coiled around his left shoulder.

If PCs can transform him on the spot (see below), Naram is more than happy to help them steal the Heart. He is, however, hopelessly treacherous, and will attempt to betray heroes sooner rather than later—especially once the Heart is recovered. Otherwise, Naram will bargain his knowledge against an oath the PCs return to help him. The oath he requires is a particularly long one, with phrases in an unknown language. If the GM is running *Hellflower* as part of a campaign, heroes who break their oath gain the *Hexed* flaw after the adventure is over (see **Appendix D**).

Transforming Naram (or any of the other trees) back into human shape requires a Second Magnitude spell, along the lines of *Rescind* (see **Appendix B**). The caster takes a negative modifier of 3 (Sforza's Mind) as well as the spell's difficulty modifier on the Arcana Roll. An alchemist, given time, might also be able to come up with an effective antidote (an Uncommon or Legendary preparation; GM's call).

Transforming one of the other victims has a 1 in 6 chance of freeing **Verax of Scuta** (male) or **Thyaa the Terrible** (female), a Rival/Villain level character with rank 3 in sorcerer or witch, respectively. Hot for revenge against Sforza, either will offer to assist PCs on the adventure. However, like Naram, neither is the trustworthy sort, and will eventually betray the heroes. Freeing anyone else yields a Rabble (1-3 on d6) or Tough (4-6) NPC, solely intent on escaping from the garden.

NARAM SINGH (RIVAL/VILLAIN)

Attributes	Combat Abilities	
Strength 1	Initiative 0	Lifeblood 11
Agility 2	Melee 1	Resolve 11
Mind 1	Ranged 0	Rival Points 5
Appeal 1	Defense 3	Protection 0

Boons/Flaws

Alert
Cat-Like Agility
Arrogant

Careers

Worker 0
Merchant 0
Rogue 3
Assassin 1

Naram claims to have left the eastern lands from sheer boredom, having run out of any worthy challenges there. In truth, he fled after too many of his old exploits caught up with him. The master thief's pride will never allow him to admit this, however.

Normally, Naram prefers to use a katar (punch-dagger; d6L+1 damage) liberally coated with cobra venom, though he has no weapons at present.

THE LOTUS IN HELL'S WELL

Armed with Naram's information, PCs can locate the well in a relatively short amount of time. Failing this, the GM can simply have them stumble upon the site, perhaps after additional encounters with dangerous plants and scarecrows. The well consists of a 3' tall stone ring, 8' in diameter, and roughly 90' deep. Though water glimmers at the bottom, a fall from this height is potentially fatal (3d6L damage). Naram's silk rope comes in handy here!

A rank smell of rotting vegetation, and a dim greenish glow grows stronger as PCs descend. Tendrils with fern-like fronds choke the water at the well's bottom, though amidst the chaos rests a serene lotus flower, its petals closed. The tendrils writhe on approach; an emerald vapor pours forth, to coalesce into the ghostlike form of an 8' tall, beautiful woman with bright green skin. Hovering over the lotus, she addresses PCs:





“So, Sforza, you return with more demands—wait, you are not that accursed sorcerer! Who are you, so bold as to invade my watery prison?”

The spirit introduces herself as **Aminah**, a captive of Sforza’s. Bitter tears spring forth as she describes her abduction: “I came to your world riding on a comet from my home, the green paradise of Naraka. Sforza was waiting for me. He cast me down into this well; bound me within, and amputated my limbs.”

As she speaks, several thick stubs near the lotus thrash feebly in the rank water, useless.

“Under threat of torture I taught him the darkest of plant magics. Now he visits me in my sunless pit on a whim, to glean whatever scraps of knowledge I might still possess. I wither here; I die. Yet your fateful arrival might bring a means for revenge. Behold!”

The petals of the lotus curl back, revealing a lustrous emerald the size of a peach-pit, covered with a thousand tiny facets. The Heart of Aminah!

“Take my heart. I give it freely, as the vessel of Sforza’s doom. It will kill him more surely than any blade or poison; you have but to wake the heart with a few drops of blood, then press it against his flesh with my blessing. But do not let him see it before you do so! Else he will prepare counter-magics to void the enchantment.”

PCs with the *Detect Deception* boon can make a Moderate (0) Mind check to tell something is ‘off’ about Aminah’s whole story, but her alien origins make this impossible to pin down.

Unlike Naram, Aminah does not demand any promises or oaths; PCs are free to take the gem. As soon as this happens, her ‘ghost’ disappears with a sigh, as the lotus leaves wither and the tendrils droop with sudden lifelessness. If PCs *don’t* take the heart, she entreats them to do so, but is otherwise powerless to enforce compliance.

Despite its gemlike appearance, the Heart is organic; a seed, and a means of escape for Aminah from the well’s confinement. Whether PCs follow her instructions or not, taking the Heart can have disastrous consequences (see the **Damned if You Do** . . . sidebar, pg. 11).

THE GREENHOUSE

This one-story structure consists of two wings connected to a central dome, all done in Victorian style with gothic arches, wrought iron, and plate glass. Humidity fogs the panels, obstructing any view inside. Unlocked doors open onto either wing. Breaking a panel awakens Sforza (see **The Slumbering Sorcerer**, pg. 9) and brings any surviving scarecrows to the area in d6+2 rounds.

Inside, the greenhouse is steamy and hot. PCs with the *Feels the Heat* flaw incur a penalty die on most actions, as will anyone in medium or higher armor. The left and right wings are workrooms with a bizarre array of orchids, ferns, lichens, and creeping vines. Books have been stacked willy-nilly amidst the greenery, along with an assortment of alchemical equipment. Poking around yields some interesting finds (roll d6):

THE SLUMBERING SORCERER

1. A phial of white powder, marked 'Emergency.' Even a small amount scattered on any alien plants causes them to wither and die in a 3' by 3' radius. This can be used to make a quick escape from the labyrinth, clear a path through the sanguine blooms in the domed area, or even as a weapon against Aminah (see pg. 11).
2. A phial of greyish-green powder, also marked 'Emergency.' This supercharged fertilizer has the *opposite* effect of #1, above. When cast upon alien plants it causes rapid, dense growth, potentially choking off a section of the labyrinth, healing any lifeblood damage done to a plant creature (or increasing its lifeblood total), etc.
3. A dried flower, pressed between the pages of a particularly thick grimoire. Inspection reveals the flower has a human face, frozen in a horrified expression. This necessitates a Hard (-1) Resolve Check.
4. A vial containing a pinkish-hued unguent, marked 'Remorse.' If smeared over one of the olive trees in the Grove of Penitents, including Naram, it restores full human form. There is only enough for one application.
5. D3 preparations of scarlet nucifera. Useful for restoring Arcane Points (though addictive), and highly valuable besides.
6. A potted corpse flower. Anyone who gets a good whiff of its horrid stench must pass a Tough (-2) Strength check or take 2d6 fatigue lifeblood damage.

Interior doors at the far end of either wing open onto the domed chamber.



Sforza the Scarlet Dreamer sleeps at the center of the domed room, surrounded by beds of white, rose-like flowers with thorny stems (sanguine blooms; see **Appendix C**). The humid air here is intoxicatingly sweet, thanks to the flowers' narcotic perfume.

PCs trying to pass through the beds without taking precautions, such as holding their breath or wrapping a cloth around their nose and mouth, must make a Moderate (0) Strength check to avoid falling asleep. The vampiric flowers are quick to feed on those who succumb; hopefully, their conscious companions can drag them from the room before this happens.

Sforza reclines on an ebony couch, hands folded across his chest. This peaceful repose is guarded by a 6" thick slab of invisible leaded glass, magically suspended 1" above his body. Striking the glass wakens Sforza instantly, as does attempting to disturb his body in any way. If a greenhouse panel was broken earlier, the figure under the glass is a Simulacrum (see **Appendix B**), and the sorcerer is waiting to ambush heroes in an adjacent wing, possibly with Pumpkin Head as backup.

Though upset at having his rest disturbed, Sforza is impressed by anyone managing to penetrate so far into his sanctum. He attempts to talk first, relying on spells like Fetters or Mesmerize to incapacitate heroes if necessary, so he can get the whole story.

If PCs follow Aminah's instructions:

Pressing the blood-soaked Heart into Sforza's flesh requires an Attack Roll. On a failure, or if Sforza can see what the PC is attempting, he shrieks a warning as described in **If Sforza gets wind of Aminah's plan**. Once the seed touches his skin, the sorcerer is indeed doomed. The Heart sinks into him amidst screams of protest—which are choked off as a green tendril emerges from his throat! With horrifying speed, leaves and fronds burst forth all over his body. Aminah's new incarnation, using Sforza as so much potting soil, shreds him from the inside out. In seconds, the main tendril is pushing against the dome's glass ceiling, and questing roots thrust through the floor.



Witnessing this transformation necessitates a Tough (-2) Resolve Check. Hopefully, PCs get the bright idea to leg it, or they, too, will become plant-food (see **Endgame**). Dumping the phial of 'Emergency' white powder on Aminah while she's still (relatively) small might be able to kill the alien creature outright, or it may simply slow her growth long enough for PCs to make a speedy escape.

If Sforza gets wind of Aminah's plan:

"You fools! Don't you realize what that creature is? She came here on a comet from the green hell-planet Naraka, a reeking swamp world infested with her kind. Well it was I bound Aminah on arrival, or her tendrils would already be covering half this continent! Yes, I removed her palps—else she would have crushed you all and used your bloated corpses for nourishment!"

"A flower-demon, that one, a veritable fiend. She wanted you as her unwitting agents, to escape from the well and propagate swifter than a green tide. That 'jewel' everyone whispers about is naught but her seed. Wait, you didn't touch it, did you? With your bare skin?!?"

If necessary, Sforza burns a Rival/Villain point to invoke Diabolical Plan (see *Everywhen*, pg. 93). This allows him to gain priority and reel off the dialogue above, before PCs can attack. If one of the heroes did touch the Heart as described, Sforza bids them to examine their fingers. Minute, hairlike tendrils can be seen growing from the point of contact. The sorcerer attempts to capitalize on this, explaining he alone has the means of stopping the alien infection. Perhaps the heroes would be willing to run some errands for him, in exchange for the cure . . .

If PCs skipped the well encounter:

Heroes who simply bypassed Aminah and her well still need a climactic end to the adventure. In this case, Sforza attacks on general principles, perhaps as his surviving scarecrows come crashing through the glass for reinforcement. However, he saves a Rival/Villain point to attempt a Timely Escape.

If Sforza is killed, Aminah's limbs eventually grow back, meaning she can climb out of the well and begin infesting the Earth as planned. See **Endgame** for details.

SFORZA (RIVAL/VILLAIN)

Attributes	Combat Abilities	
Strength 0	Initiative 0	Lifeblood 10
Agility 0	Melee 0	Resolve 13
Mind 3	Ranged 0	Rival Points 5
Appeal 1	Defense 2	Protection 0

Boons/Flaws	Careers
Knowledge/Learned (Plants)	Sorcerer 3
Pact	Alchemist 1
Addicted/Cravings	Scholar 1
Forfeit Soul	Farmer 0
Obsession	

Sforza appears as a tall man with corpse-pale skin, sharp features, and the shadowed eyes of an insomniac, despite his sleeping habits. He wears a hooded robe of brown homespun. The sides of his mouth and fingertips are stained crimson; sure signs of a scarlet nucifera addict.

At least a century old, Sforza bartered his soul long ago (hence the *Pact* boon). He takes pains to keep his past a mystery, though some of his ex-lovers in the Grove of Penitence could perhaps shed light on this. What is known is his penchant for traveling to alien worlds and obscure hells to collect flora.

If forced to physically fight, Sforza resorts to using a pair of garden shears (d3 damage).





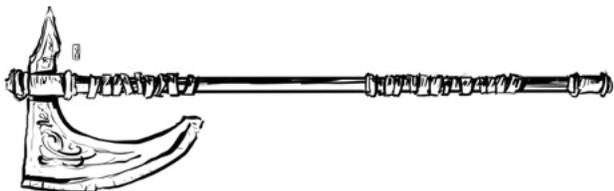
DAMNED IF YOU DO...

If PCs opt to take the Heart of Aminah without confronting Sforza, their troubles aren't over. As noted earlier, touching the seed with bare skin results in a slow infestation of tiny green tendrils, which will eventually cover the hero's body. No healer, physician, or alchemist can be found to stop the spread (though the white 'Emergency' powder might be effective if PCs managed to grab it). This implies only Sforza might possess a cure—and PCs will have to brave his garden once again.

ENDGAME

If released, Aminah swiftly grows into a kraken-sized plant monster, dominating the garden and sending out tendrils to spread even further. If PCs want to clean up the mess they created, this could serve as an impetus for further adventurers, as they strive to thwart a triffid-like invasion. S&S heroes aren't generally known for public service, however; more likely they'll just want to vacate the area. As a result, this section of the campaign map will turn a uniform green . . .

If sold, the Heart of Aminah does, indeed, yield a fortune. Whoever buys it will end up getting infected though, which means the purchaser may want to have a word with PCs—if he or she can still talk!



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 primarily 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

SAMPLE SPELLS

Several spells mentioned in *Hellflower* are taken from the *Sword and Sorcery Codex*, which features 45 fully defined enchantments! Spells potentially used in the adventure are described here.

FETTERS

Magnitude: First **Difficulty:** Hard (-1)
Requirements: Line of Sight, Obvious Technique
AP Cost: 4 for 1 minute, plus 1 AP for each minute thereafter.

This spell conjures restraints to hold targets fast. Up to d6 Rabble or a single Tough or Rival/Villain can be affected. The target's Mind acts as a negative modifier on the Arcana Roll. With a success, the target is held immobile, dropping their Defense to 0. Targets so restrained can still talk and cast spells without the Obvious Technique requirement. The manifestation of the Fetters can be anything from entwining branches to chains or hordes of grasping imps, depending on the caster's wishes. Rival/Villain targets can pay a Rival/Villain Point to overcome the Fetters effects.

MESMERIZE

Magnitude: First **Difficulty:** Moderate (0)
Requirements: Line of Sight, Obvious Technique
AP Cost: 4

The caster uses their voice and gaze to enthrall a single target, making them vulnerable to suggestion (cf. *Compel*, *Barbarians of Lemuria*, *Mythic*, pg. 148). The target's Mind acts as a negative modifier on the Arcana Roll. With a success, the target ceases hostility towards the caster and will follow a single, reasonable command, e.g., "Your arm must be tired from swinging that sword. Why don't you set it down?"

PHANTASM

Magnitude: First **Difficulty:** Moderate (0)
Requirements: Line of Sight
AP Cost: 5

A common spell, this weaves a single illusion, either out of thin air or masking an existing object. The illusion has no physical presence itself. If used to attack, the target's Mind acts as a negative modifier on the Arcana Roll. A success does d6 normal resolve damage. The illusion lasts for a scene or a single round if used to attack.

RESCIND

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

This potent charm negates magic cast by others. A single spell of ongoing duration (i.e., Binding, Bulwark, Ensorcell, Freezing Fog, Hex, Invisibility, etc.) can be targeted, though not Third Magnitude spells. The Mind of the targeted spell's caster, or their highest rank in sorcerer or witch, whichever is higher, acts as a negative modifier on the Arcana Roll. With a success, the targeted spell immediately ends. Note that a Summoned creature cannot be banished with this spell (you need Banish for that), though the Binding on it can.

SIMULACRUM

Magnitude: First **Difficulty:** Moderate (0)
Requirements: Line of Sight, Obvious Technique
AP Cost: 4

A specialized illusion, the caster weaves a 'semi-real' replica of themselves, which can perform simple actions and follow pre-set commands. The Simulacrum basically acts as an intelligent decoy; it can't attack, cast spells, or effect the environment much, beyond opening doors, lifting small objects, making noise, etc. If struck for 1 pt. of damage the Simulacra will begin to 'unravel,' disappearing in d6 rounds. 2 or more pts. destroys it utterly. Otherwise, the Simulacrum lasts for a scene.



APPENDIX C

ANIMALS AND CREATURES

The following are taken from the Bestiary chapter of the *Sword and Sorcery Codex*, which features 74 creatures, both mundane and supernatural, as well as their specialized boons and flaws.

BEAR, BROWN

Size: Medium to Large

Normally Found: Forest, Mountain

Traits

Ferocious Attack, Keen Smell

Attributes	Combat Abilities
Strength 5	Attack +2 melee
Agility 1	Damage d6+3/d6H
Mind -2	Defense 0
Appeal —	Protection d6-4
Lifeblood 10	Fear 1

Brown bears are larger, more aggressive specimens than their black-furred cousins. Some Primal and Tribal cultures hold that barbarians can only gain their berserk ability if they single-handedly kill a bear and consume its heart in a special ritual.

HIPPOGRIFF (CHIMERA)

Size: Large

Normally Found: Mountains

Boons / Flaws / Traits

Flight

Attributes	Combat Abilities
Strength 4	Attack +2 melee
Agility 1	Damage d6+2/d6H
Mind -1	Defense 0
Appeal —	Protection d6-4
Lifeblood 14/20	Fear 1

The chimeras of Classical mythology have the head and body of a lion, a fire-breathing goat's head jutting up from the back, and a serpent for a tail. However, the name can imply a number of fantastic creatures, typically combining the body of a lion with other animals. A gryphon, for example, has the head, wings and talons of an eagle, while a mantichore has a human's head, a bat's wings, and a scorpion tail—in both cases attached to a lion's body.

LION/TIGER

Size: Medium

Normally Found: Jungle, Savannah

Traits

Ambush, Excellent Hunter

Attributes	Combat Abilities
Strength 4	Attack +1 melee
Agility 2	Damage d6+2/d6
Mind -2	Defense 1
Appeal —	Protection 0
Lifeblood 9/15	Fear 1

These are the 'big' cats. Though often depicted as solitary in S&S stories, they can form prides with up to 15 members. Seen as the King of Beasts, they are thought to have a connection with nobility, including the belief that they won't attack their human 'equals.'



SANGUINE BLOOM

Size: Medium

Normally Found: Jungle

Boons / Flaws / Traits

Special

Attributes

Strength —

Agility —

Mind -1

Appeal —

Lifeblood 5

Combat Abilities

Attack —

Damage —

Defense 0

Protection 0

Fear —

These are hybrid plant-animals, believed to have been created by a demented sorcerer or perhaps fetched from an alien world. Unsatiated, they appear as lovely white flowers with a thorny stem, giving off a narcotic perfume (cf. Slith, *Barbarians of Lemuria, Mythic*, pg. 136). Catching scent of the blossoms necessitates a Moderate (0) Strength check per round to avoid falling asleep. The flowers fold over anyone who succumbs and begin sucking blood, draining 1 lifeblood every other round as they slowly turn crimson.

Killing a sanguine bloom involves digging beneath the fleshy roots to get at a large (3' across) coral-like brain, which pulses with metallic colors. The brain can take 5 pts. of lifeblood damage before expiring, which kills the entire colony of flowers.

APPENDIX D

PRE-GENS

The following characters have been created using the standard rules. The resolve characteristic can be ignored for *Barbarians of Lemuria*. Similar boons and flaws from both systems with different names are indicated with a '/.'

Additionally, a several new boons have been added:

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.

Hexed

Perhaps because of an affront made by your family long ago, or crossing the wrong person in the course of your career, you bear a hex. Usually, this works as a standard flaw, incurring a penalty die in certain situations. The specific nature of the hex can be anything, but is not meant to be totally damning. Examples include bad luck (a penalty die once per adventure, at an inopportune time), frequent illness (penalty die to overcome diseases), horrific nightmares (fatigue during the day, incurring a penalty die when trying to concentrate), etc.

Magical Affinity

You are adept with a specific type, or 'college,' of magic, such as Divination, Necromancy, Summoning, etc. (cf. Arcane Domains, *Everywhen* pg. 82). When casting spells from this college, you gain a bonus die on your Arcana Roll and AP cost is decreased by 1 (though not below the minimum AP cost for the spell). You can only take this boon once per rank in sorcerer or witch.

Second Sight

You can see ghosts/spirits, have occasional glimpses of the future, and sense the presence of the supernatural (usually as a prickling sensation at the back of your neck). All these abilities function at the GM's whim and are not completely dependable.

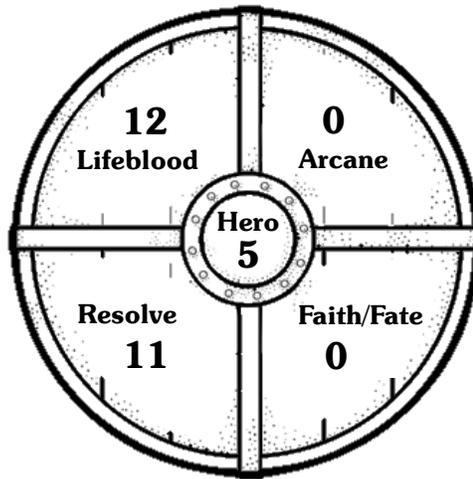
Witchmark

This flaw is only available to sorcerers and witches. You have some physical mark from dabbling in the supernatural. Usually this is a strangely shaped 'birthmark,' but can be something as overt as cloven hooves. Though concealable, the mark will cause most people to react with fear and revulsion. Characters with the *Familiar* boon will often feed them directly through the *Witchmark*.



ROKAS THE RAZOR

STRENGTH	2
AGILITY	1
MIND	1
APPEAL	0



Career	Rank
Craftsman (Barber)	0
Healer	1
Rogue	2
Assassin	1



Combat Abilities	Value
Initiative	0
Melee	2
Ranged	0
Defense	2

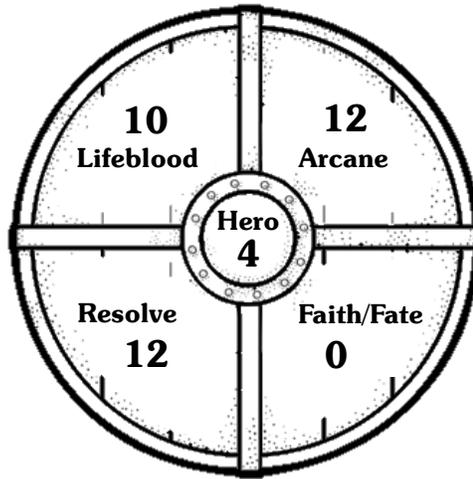
Boons	Flaws	Weapons & Armor	Prot./Dmg.
Alert	Code	Short Sword, "Lil' Shaver"	d6H+2, Pen 1
Heirloom Weapon/ Trademark Weapon	Urbanite/City Dweller	Dirk, 10'	d6L+2
Low-Born		Straight Razor, Unobtrusive	d3+2
		Light Armor	d6-3

Rokas, AKA Razor Rokas, 'The Demon Barber of Cheap Street,' is many things; a successful fence, informant, underworld heavy (enforcer), stitch-together of ill-gotten wounds, and, when paucity of funds demand, a contract killer. He has a code, however, and always keeps his word—though he is loathe to give it. Rokas lost his barbering shop on a wager with another crook named Horst Gimlet, and he's been hot to buy it back ever since.

Short, burly, Rokas sports a scarred visage at odds with his easy-going temper. He calls his short sword "Lil' Shaver," and carries a straight razor for up-close-and-personal work. Rokas maintains an uneasy friendship with the disgraced guardswoman, Merouac, though the two are always arguing about who's the 'muscle' and who's the 'brains' of the pair.

TAMSIN SHALLES

STRENGTH	0
AGILITY	0
MIND	2
APPEAL	2



Career	Rank
Priest	0
Witch	2
Temptress	1
Rogue	1



Combat Abilities	Value
Initiative	1
Melee	0
Ranged	0
Defense	2

Boons	Flaws	Weapons & Armor	Prot./Dmg.
Attractive	Notorious/Infamous	Athame (Dagger)	d6L
Magical Affinity (Summoning)	Unlucky/Cursed Witchmark		
Second Sight			

Tamsin appears as a young, sharp featured woman with raven-black hair and a knowing smile. Opportunistic to her core, she was cast out of the Stone Cabin Coven by its leader, Gretch Greentooth, for being “too ambitious,” i.e., trying to take over. Since then, she’s thrown in with various criminal groups, including the notorious Black Hand Gang, renting out her magical abilities while attempting to seize power. So far, all her scheming has come to naught.

Firmly on the corrupting path of magic, Tamsin specializes in demon summoning. She has yet to barter her soul for a Pact, though not out of squeamishness—she’s still shopping around for whatever malevolence offers the “best deal.”

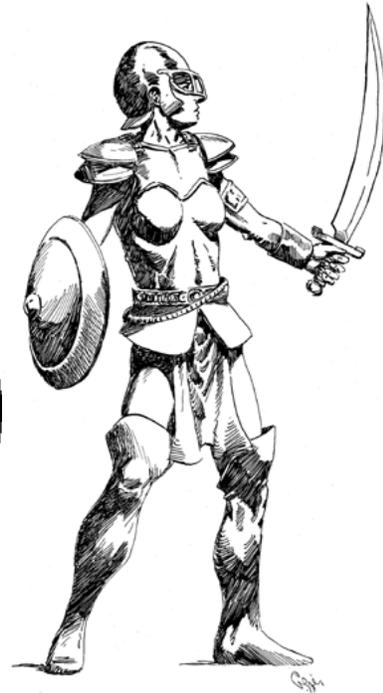
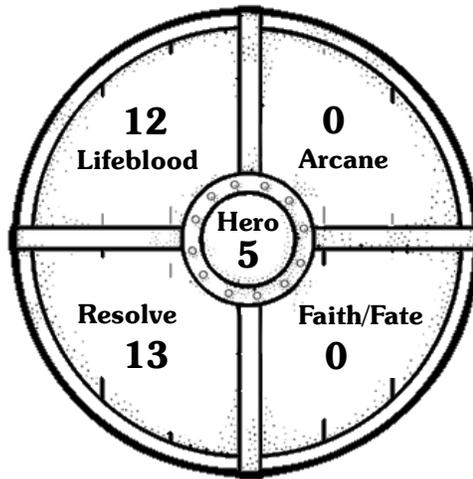
MEROUAC

STRENGTH **2**

AGILITY **2**

MIND **0**

APPEAL **0**



Career	Rank
Gladiator	1
Soldier	2
Torturer (Gaoler)	1
Rogue	0



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

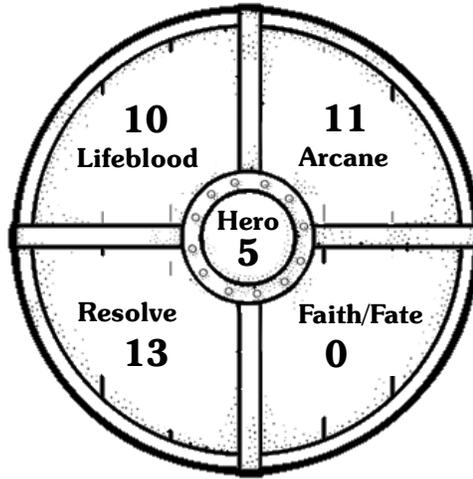
Boons	Flaws	Weapons & Armor	Prot./Dmg.
Born in Armor	Naivety/Gullible	Falchion	d6+2
Contacts/	Notorious	Spear, 20'	d6+2/d6+1
Friends in Low Places		Shield	+1 Defense
Hard to Shake		Medium Armor	d6-2

Rough-and-tumble Merouac enrolled in gladiator school to keep her parents out of debtor's prison, though the two sots drank their way through the funds and were incarcerated anyway. Ever faithful, she joined the City Watch, rose through the ranks, and secured an appointment as gaoler to keep a better eye on her family. However, their constant demands for smuggling in luxuries eventually got Merouac in trouble, and she was forced to resign rather than join them.

Tall, with long and sinewy limbs, Merouac maintains her soldier's discipline to stay fit. Her skill at arms, as well as her humane treatment of prisoners while serving as a turnkey, has brought her to the (positive) attention of underworld forces.

SAL VETTIUS

STRENGTH	0
AGILITY	1
MIND	3
APPEAL	1



Career	Rank
Noble	0
Scholar	2
Sorcerer	1
Rogue	1



Combat Abilities	Value
Initiative	0
Melee	0
Ranged	1
Defense	2

Boons	Flaws	Weapons & Armor	Prot./Dmg.
<i>Detect Deception</i>	<i>Poor Eyesight</i>	Stiletto	d3+1, Pen 1
<i>Genius</i>	<i>Greed</i>	Dirk, 10'	d6L
<i>Glib/Silver Tongue</i>		Hand Crossbow, 15'	d6L

Reviled by some, retained by others, 'Salvation Sal' Vettius is that necessary evil straddling the line between Order and Chaos: a lawyer. Most of the time he helps drunk nobles avoid serious charges, but occasionally, for a substantial fee, he performs much more dangerous tasks, such as paying ransoms to bandit lords or defending criminal masterminds on the chopping block. He's also a competent sorcerer, and many a litigious demon has regretted trying to out-argue him over terms of service!

Generally nondescript, Sal has a poker face and always dresses nicely to impress clients, though he conceals several weapons under his great coat. When cases are particularly slow, he'll undergo high-risk, high-gain adventures to keep his law practice in the black.