

A Crimson Twilight Adventure
Escape from Rathak Noir, Mountain of the Living Death

1. Awakening briefly to see a huge ugly scarred ragar face peering closely at yours is shocking enough, but the discomfort of being completely restrained at the same time is

His laughter echoes off the walls to laugh at you a second time.

The next time you open your eyes, you realize that you can move around some and you are shaking with muscle twitches.

Glancing around, you gather that you've become a prisoner in the Vercathian Rathak Noir, what the ragar have named the Mountain of the Living Death. Although some of this hellish place have been described to you, the strange resin-coated silken bars of your cell, a carved alcove in the dark tunnel with barely enough room to stand bent over and no way to stretch out fully.

2. Aragar pushes a large cart of foul smelling gruel clattering down the tunnel. You can hear him clinking ca-lumping and tunelessly singing off-key, as he happily shoves bowls of putrid gruel at people in cells that seem very similar to your own. Aragar arrives at your cell and ladles out some gruel into a little bowl. He wrestles with the bars and bowl; finally he turns the bowl nearly sideways and manages to shove it through nearly spilling the thin pasty gray contents on the floor in front of you. He repeats the process with a bowl of dirty water. He grins at you and starts singing again even louder as he clatters his cart to the next stop.

3. After hours in the hot cramped cage, a man wearing red jherkin identifying him as an overseer comes into the tunnel and announces that 12 of you have been selected as laborers rather than immediately being turned into zombie workers, due to a shortage of food.

4. The dozen prisoners are shackled and marched to a rough hewn section of tunnel where they are given digging tools made of the same resinous material as the cell bars.

"Dig!" the human overseer shouts. Each of you gets a painful though not crippling shock from your leg shackles.

5. Flashback- Your mission here is deceptively simple. The youngest child of a member of the Society of Adventurers and Explorers, a noble English son, has been taken by the Knight Blades, covert Vercathian warriors and raiders, while traveling as part of a diplomatic trade envoy to Ebrionyn. After a week of forced marching, the remaining members of the caravan found themselves crossing the border into Vercathia in blindspot away from prying Ebrionian eyes.

6. Life hits the fan as the PC's realize that no one is ever expected to leave the pits alive. Constantly surrounded by guards, some of whom wear military uniform while others not so much. At roughly ten hour intervals, the workers get a six hour break, during which they are given gruel and water, and a doctor who seems to be a prisoner, himself, comes around to treat any wounds and illnesses. (NOTE: Merian medicine is more frequently about amputation and leeching bad humors than anything providing actual relief to the patient.)

7. The PC's are awakened at the end of a rest period to find a new group of workers already toiling alongside them. Two of these new people are advisors to the Lord Diplomat and seem to know the location of the Lord's son. However, this group also contains an informant who has been Charmed by Malzoreth, and he will cry out an alarm if the PC's make trouble. The characters are essentially surrounded by zombies and guards and must fight or sneak their way out of the mountain to survive.

Aragar

Str 5	Int 2	LP 56	Essence 18
Dex 2	Per 2	EP 41	
Con 5	Will 2	SPD 16	

Qualities- Hard to Kill 2

Drawbacks- Atavism, Cruel 1, Minority

Skills- Dodge 2, Hand Weapon (Sword) 2, Hand Weapon (bow) 3

Evanoe (Sergeant of the Guard)

Str 3	Int 2	LP 46	Essence 15
Dex 3	Per 2	EP 29	
Con 3	Will 2	SPD 12	

Qualities- Hard to Kill 3, Rank 3,

Toughness (+4 AV vs blunt attacks), Fast Reaction Time (+2 initiative)

Drawbacks- Covetous (Rank & Lechery)

Skills- Dodge 4, Hand Weapon (Sword) 3, Shield 4

Guard Mooks

Str 3	Int 2	LP 30	Essence 15
Dex 2	Per 2	EP 26	
Con 2	Will 2	SPD 8	

Skills- Dodge 2, Hand Weapon (Sword) 2, Hand Weapon (bow) 3

Armor- Leather armor (D6 + 1)

Weapon- Short Sword (D6 x 3, Slash/Stab)

Knight Blades Mooks

Str 3 Int 2 LP 44 Essence 18
Dex 3 Per 3 EP 35
Con 4 Will 3 SPD 12

Qualities & Drawbacks- Hard to Kill 2, Fast Reaction Time, Toughness, Obligation 2, Rank 2, Zealot

Skills- Dodge 3, Hand Weapon (Sword) 4, Hand Weapon () 3, Martial Arts 3, Shield (small) 4

Armor- Banded Leather armor (AV D6 + 3), Buckler Shield (AV 15, DC 80)

Weapon- Short Sword (D6 x 3, Slash/Stab)

Knight Blades Wizard

Str 2 Int 4 LP 36 Essence 40
Dex 3 Per 3 EP 32
Con 3 Will 4 SPD 12

Qualities & Drawbacks- Gift, Increased Essence Pool 4, Hard to Kill 2, Essence Channeling 3, Zealot, Obligation 3, Rank 3

Skills- Dodge 2, HW (club) 4, Martial Arts 3, Occult 4, Research 3

Invocations- Elemental Earth 2, Elemental Fire 3, Lesser Healing 2, Lesser Illusion 3, Shielding 3

Weapons- Small Mace (D8 x 2, blunt), Large Knife (D4 x 2, slash/stab)

Knight Blades Captain

Str 4 Int 3 LP 57 Essence 22
Dex 4 Per 3 EP 41
Con 4 Will 4 SPD 16

Qualities & Drawbacks- Hard to Kill 5, Fast Reaction Time, Nerves of Steel, Toughness, Obligation 3, Rank 4, Zealot

Skills- Dodge 3, Hand Weapon (Sword) 5, Hand Weapon (Axe) 5, Martial Arts 5, Shield (small) 4

Armor- Leather armor (AV D6 + 1), Buckler Shield (AV 15, DC 80)

Weapon- Short Sword (D6 x 3, Slash/Stab), Battle Axe (D8 + 1) x 4(x5 when used 2-handed)

Vercathian Zombie Workers

Created via Vercathian Necromancy, these zombies are capable of teamwork and following instructions although they possess little initiative of their own. Vercathian zombies are capable of working virtually 20 hours per day, requiring little rest. Their only significant physical need is human flesh (most owners use condemned criminals, at least until there aren't any more), but this is only an occasional need (about once per month). The consumed flesh allows the zombie to regenerate both Dead Points and body parts.

Str 3 Int 2 LP 30
Dex 2 Per 2 SPD 8
Con 2 Will 1

Spc Abilities- Bite Attack D4 x 3 (Slashing)

MalZoreth, Vercathian Nekromanter

Str 2	Int 3	LP 32	Essence 36
Dex 3	Per 3	EP 29	Channeling 4
Con 2	Will 4	SPD 10	

Qualities- Gift, Essence Channeling 4, Hard to Kill 2, Increased Essence 3, Age 1

Drawbacks- Adversary (Linoists) 4, Appearance 2, Charisma 2, Cruelty 3

Skills- Dodge 2, Language (English) 3, Language () 3, Magic Theory 3, Occult 4

Metaphysics- Necromancy skill 4, Death Lordship 5, Death Mastery 3, Death Raising 3,

Spirit Patron- Enpial (The Stone Woman)

Oath of Duty, Gift of Kin (human sacrifice),

Malzoreth is an enemy of the Lino Horofil because is known to have created zombies from several captive mid-level Linoists as well as numerous other Quinegist horofils. If Krewe were to ritually assassinate the zombie master and return with proof, he believes the Quinegist Synergy would consider overruling Lino's own horofil.

