

# Temple at Feroda

By Marc Willner, converted to *Hero Wars* by David Millians.

**Note!** The conversion of this scenario to *Hero Wars* is a fan work. The hard-working volunteer has made all interpretations of game stats.

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## Dramatis Personae

A CRIER

GLURF, River Lord of Zola Fel

Walk-on adventurers

Merchants and Consumers of Pavis

Phinphobs Auxilius, Lunar Commander

Five Lunar Antelope Lancer troops

Ghost

Alpha male baboon

Three dominant male baboons

Six lesser male and female baboons

Broo Thief

Six other broos

Two ogres

## Act I - The Hiring

### Scene 1 - A Waterfront

**ENTER CRIER** in a blue cape.

*CRIER:* The priests of Zola Fel, most august and glorious god of the River of Cradles, seek folk desiring employment. Interested parties are to assemble at the cult's wharf at the third hour past noon on Waterday next. The CRIER knows no details beyond the content of the message.



**EXIT: CRIER**

## Scene 2 - The Zola Fel wharf

A crowd of twenty to thirty adventurers stand around.

**ENTER: GLURF**, a large fish with a blue collar. He will stay in the water.

*GLURF*: Attention, attention. ad lib introduction We wish to hire folk to recover something left at the original temple of the cult near Corflu. **(EXIT 3-5 people)** Ad lib story of bunging of Corflu and of the giants' revenge from the history of Pavis. **(EXIT 3-5 more people)** The cult will provide transportation down river to a point nearest the old temple. You will then walk or ride to the old temple, **(EXIT 4-10 more people)** recover the artifact, and return it to the temple at the mouth of the river. **(EXIT 3-5 more)** There will be certain conditions placed on your conduct, as this is a holy quest. **(EXIT remaining adventurers, except for the heroes)** Ah, I see we have eliminated the button makers!

*Ad lib hero Response*: So you have - how much is it worth to you?

*GLURF ad lib reply unless given later*: We are willing to pay 3000L to the group that retrieves the artifact; 100L will be given in advance for expenses.

*Hero Response*: We want more. (The cult will go as high as 5000L.)

*GLURF*: Now that the sordid details are out of the way, let us get to business. The old temple is located in the dead city of Feroda, west along the coast from Corflu. It can be located by the mooring post, where the temple boat was moored. The post was made of enchanted ironwood, so it should still stand. The post is at the Southeast corner of the building, which was originally underwater. The building was three times the

height of a man. The mooring post was even taller. The item we want should be in the corner nearest the post.

*Hero Response:* Any other descriptions or conditions?

*GLURF ad lib reply:* This being a holy mission, killing is to be kept to a minimum, excluding things of chaos of course. You cannot drink anything but water while on the quest. Once you find the artifact, it must be inundated with water and kept as wet as possible. I hope you will see fit to follow these conditions, because if you don't, you won't get paid. Are there any more questions?

*Hero Response:* Further questions, if any.

*GLURF ad lib reply from the following information:*

The cult doesn't know exactly what form the artifact will take.

Going clear to the temple and digging up the artifact might well take longer than the cult's lords and priests can stay away from the river.

The cult's initiates are often unskilled in the things needed to succeed, like walking and digging and fighting.

The trip out and back could take several days.

The cult knows nothing about any dangers, but you will be on the borders of the shore marshes, the edge of the plains of Prax.

Ad lib anything else.

## **Glurf, River Lord of Zola Fel**

*Keywords:* Zola Fel Water Folk 5w2, River Lord of Zola Fel 10w2, Devotee of Zola Fel 5w2

*Significant Abilities:* Swim 10w3, Bargain 15, Zola Fel Lore 5w2, Know River Beast 5w2, Know River Plant 5w2, Riverspeech 10w, Old Pavic 20, Pavic 15

*Flaws:* He's a fish.

*Armor:* scales^5

*Hero Points:* 5

*Affinities:*

**Water** 5w2 (Breathe Air 10w, Breathe Water 10w, Buoyant 10, Divination 5w2, Fireshield 15w, Purify Water 5w2, Rivereye 10w, Waterwalk 5w)

**Movement** 10w (Churn 5w, Control Current 10w, Current Speed 10w, Swim Fast 10w, Wavelets 15w, Waves 15w)

**Fertility** 10w (Bless River Beast 5w, Bless River Person 20, Bless River Plant 5w)

## **Harmony 20** (Peace 15, Sleep 15)

### **Water feats** (5w2)

**Breathe Air** 10w: This magic allows a water creature or being to breathe air normally until the next sunrise or sunset.

**Breathe Water** 10w: This magic allows a land creature or being to breathe water normally until the next sunrise or sunset.

**Buoyant** 10: This supports any sinking object by matching its ability level, in this case 10, against the tendency for the object to sink (14)

**Divination** 5w2: This ritual allows Glurf to ask direct questions to his god and interpret the resulting omens. The greater his success, the greater the knowledge he gains.

**Fireshield** 15w: This magic allows its target to resist damage from fire. Any necessary test rolls against such damage are made with 35 more AP.

**Purify Water** 5w2: This ritual causes all sediment and loose material, even dissolved materials, to sink to the bottom or rise to the top the targeted water. It does not harm the material or anyone in the water.

**Rivereye** 10w: This magic allows its target to see clearly from the water into the air or from air into the water.

**Waterwalk** 5w: This ritual allows its target to walk on the surface of water. Choppy water or rapids might make the footing hazardous and require a test to remain standing.

### **Movement feats** (10w)

**Churn** 5w: This magic stirs sediment and other small debris, clouding the water and limiting perception skills within it.

**Control Current** 10w: This magic allows Glurf to redirect a current. This is most easily done in pools and lakes, whose gentle flows resist the magic with a 14. Rivers resist this effect with a 5w. Such magic can send the river temporarily surging across once dry land, exposing the old river bed. Combined with his other magic, Current Speed, or not, Glurf can use this magic to attack those near the shore. The attack is equal to the force of the river current as described in the Current Speed feat.

**Current Speed** 10w: This magic allows Glurf to increase, decrease, or even reverse the current in the surrounding river. Water resists the change normally (14). The amount of success in the contest is the degree to which Glurf can affect the current. Still water starts at 0. Gentle currents are 5. Faster currents range upwards from 10.

**Swim Fast** 10w: This magic adds its degree of success to the target's speed. For example, if Glurf overcame the natural resistance of 14 to -10, his own speed would gain 10, becoming 20w3.

**Wavelets** 15w: This magic causes small waves to appear across the surface of nearby water.

**Waves** 15w: This magic summons large waves which act as an attack of 20 against Boat or Swim abilities.

### **Fertility feats** (10w)

**Bless River Beast** 5w: This ritual adds 10 AP to the target's next contest.

**Bless River Person** 20: This ritual adds 10 AP to the target's next contest.

**Bless River Plant** 5w: This ritual adds 10 AP to the target's next contest.

### **Harmony feats** (20)

**Peace 15:** This magic reduces hostile personality characteristic by 5 and increases positive personality characteristic by 5. All present must immediately roll against any one such trait.

**Sleep 15:** This spell causes its target to fall asleep.

## **Act II - Equipping The River Trip**

### **Scene 1 - Pavis Markets**

The heroes equip themselves with anything they think they might

need on the trip.

### **Scene 2 - On a flatboat on the River of Cradles**

The trip down river should be uneventful, unless the narrator

has something he wishes to stage. The party will be dropped off on the western shore of the river delta and pointed towards Feroda.

## **Act III - The Trip Across The Plains**

### **Scene 1 - Morning of the second day**

A perception ability can note the approach of a small troop

of Antelope Lancers. Their commander hails the hero.

**ENTER LUNAR PATROL**, six antelope lancers

The patrol is stationed at Corflu. They are tired and surly. Unless a good answer is given to their inquiries about activity, reason for being together, destination, and such, they will harass and molest the party for the fun of it. They will not attack unless attacked. Good answers include merchants going to trade with the tribes and little else. The patrol knows nothing about the temple.



## Phinphobs Longhead, Antelope Lancer Commander

Phinphobs is a commander in a company of Antelope Lancers

stationed in Corflu. He is over the age of retirement and is waiting for the next caravan to the Empire so he can return home. He is unwilling to do anything likely to get himself killed before then. His men are typical soldiers and are also willing to keep out of trouble. He will not bother merchants or religious travelers except for members of obvious enemy cults to the Empire such as Storm Bulls, blatant Orlanthe, and the like.

*Keywords:* Lunar Sable Rider 15, Antelope Lancer Commander 5w, Initiate of Yanafal Tarnils 15, Initiate of Seven Mothers 14

*Significant Abilities:* Loyal to His Men 14, Clever 14, Strong 12, Ride 5w, Track 15, Lead 14, Navigate Wastes 15, Scimitar & Shield Fighting 19, Composite Bow 16, Lance & Shield Fighting 20, Antelope Lancer Tactics 16, Mythology of Seven Mothers 13, Sedenyic Philosophy 12, Speak Lunar 18, Speak Praxian 15, Speak Tradetalk 14

*Flaws:* Reluctant to Fight 15

*Armor:* ^3

*Weapons:* Bow^3, Lance^5, Scimitar^3

*Hero Points:* 3

*Crystal Amulet:* Sense Magic 5w, grants him 14 extra AP during conflicts with magic or spirits

*Affinities:*

**Unity** 14 (Communicate Silently with Followers 15, Heal Us 14)

**Combat 15** (Charge of the Ram 15)

**Military Magic 15** (Destroy Enemy Morale 15, Raise Courage 15)

**Warlord 13** (Perceive Enemy Weakness 12)

The commander's magic is affected by the Lunar cycle.

**Unity feats (14)**

**Communicate Silently with Followers 15:** This allows the commander to speak inaudibly into the minds of seven of his warriors. For every additional group of seven, he suffers a handicap of 3.

**Heal Us 14:** This magic can reduce a wound by one level.

**Combat feats (15)**

**Charge of the Ram 15:** This magic grants an edge in a cavalry attack.

**Military Magic feats (20)**

**Destroy Enemy Morale 17:** This magic reduces an opponent's AP by 10 in martial contests.

**Raise Courage 17:** This magic increases the commander's AP by 10 in martial contests.

**Warlord feats (13)**

**Perceive Enemy Weakness 12:** This magic allows the commander to know his opponents' martial ability levels.

## **Antelope Lancers One through Fourteen**

*Keywords:* Lunar Sable Rider 13, Antelope Lancer 17, Sable Khan Initiate 17

*Significant Abilities:* Sable Rider Culture 13, Sable Khan Mythology 14, Hunt 17, Butcher 15, Riding 17, Lance & Shield Fighting 17, Lunar 14, Praxian 12

*Armor:* ^2

*Weapons:* lance^5

*Affinities:*

**Combat 15** (Charge of the Ram 13)

**Sable 13** (Heal Sable 12)

The soldiers' magic is affected by the Lunar cycle.

**Combat feats (15)**

**Charge of the Ram 13:** This magic grants an edge in a cavalry attack.

**Sable feats (13)**

**Heal Sable 13:** This magic can improve the health of a wounded sable by one level.

## **Scene 2 - In the area where the temple should have been**

A search of several hours will locate the top of the mooring

post behind a bush. It is located in a large gully. There is no building anywhere in sight. If the players haven't figured it out yet, the narrator should hint that the temple was buried when the river mouth was silted up. Once they have realized this, and if previous hints haven't prompted them to buy shovels, explain that they can probably buy shovels at Corflu, about a half day away. They may need to travel there and back before they can get on with the quest.



## Act IV - At The Temple

### Scene 1 - Near the mooring post

It requires roughly ten man hours to dig down to the buried temple.

### Scene 2 At the temple after several hours of digging

Observant characters may roll to observe the baboon scout.

The rest of the troop arrives shortly.

**ENTER baboon troop consisting of alpha male, three dominant males, and six lesser males and females.** The troop uses this place as a rest area while shopping in Corflu. They are not hostile, just curious.





*Baboons don't have long tails - Webmaster*

*ALPHA MALE:* What ho! Strangers, and humans as well. Don't shoot! We are just baboons on a travel. Who goes there?

*Hero Response:* It's us, adventuring for a reason.

*ALPHA MALE:* Where I come from, it would be appropriate for strangers to give a gift to someone if those strangers were in a favorite spot. We know our manners, and we know that you are digging in our favorite spot. Some people would find themselves virtuous if they gifted us.

(If party seems hostile to the idea) Of course, that is only a lowly baboon custom. No one would think to impose it on powerful humans like you. But where we come from there would be no shame in strangers asking if someone like us wanted some honest work.

(If party seems diffident) Of course, where we come from there are noble soldiers who do no work, and an ordinary baboon is usually quite glad to do work for such honorable people, if the pay is right. Bargaining over price. The baboons seek metal weapons but will settle for a decent meal Only the subordinate baboons will dig.

After as much of the temple has been cleared as the heroes wish, **EXIT baboon troop.**

### **Chorgsa, Alpha Male Baboon**

Chorgsa is the leader of a baboon troop. He is leading about a fourth of the troop to Corflu to buy things with the savings of the past year, which he is carrying.

*Keywords:* Baboon Culture 20, Alpha Male 5w

*Significant Abilities:* Agile 15, Baboon Customs 13, Baboon Spirits 19, Bargain 14, Claws & Teeth 18, Climb 2W, Close Combat 1W, Craft Fetish 17, Draw Summoning Circle 17, Grandfather Baboon Tradition Knowledge 10W, Hunt 17, Know Animals 14, Know Local Area 14, Large 15, Lead Troop 18, Move Silently 18, Run Fast on All Fours 12, Shamanic Escape 14, Sling 15, Smart 18, Sneak 16, Spear 19, Spirit Combat 15W, Spirit Sight 17, Spirit World Travel 15, Strong 16, Survival 16, Tough 19, Track 5W

*Talents:* Food 12, Find Water 14, Harm at a Distance 17, Leaping Attack 16, Rapid Movement 17, Strong Jaws 17

*Armor:* fur<sup>1</sup>

*Weapons:* spear<sup>2</sup>, sling<sup>3</sup>, claws & teeth<sup>2</sup>

*Hero Points:* 2

*Wealth:* 5w

## **Rossge, Beta Male Baboon, Baboon Shaman**

Rossge is one of Chorgsa's sons. He is the only priest in the

clan, and holds the clan's magical treasure. He is physically inferior, but his magical power raises him to the status of beta male. This is as far as he is likely to go, as most baboons would not follow him. He is happy to support and advise his father.

*Keywords:* Baboon Culture 18, Baboon Shaman 20

*Significant Abilities:* Agile 15, Baboon Customs 13, Baboon Spirits 19, Claws & Teeth 13, Climb 2W, Close Combat 15, Craft Fetish 17, Draw Summoning Circle 17, Grandfather Baboon Tradition Knowledge 10W, Hunt 13, Know Animals 14, Know Local Area 14, Move Silently 18, Run Fast on All Fours 12, Shamanic Escape 14, Sling 12, Smart 18, Sneak 13, Spirit Combat 15W, Spirit Sight 17, Spirit World Travel 15, Strong 14, Survival 16, Tracking 17

*Flaws:* Distracted by spirit world 16

*Talents:* Control Ape 20, Find Food 18, Find Water 18, Harm at a Distance 17, Heal Ape 17, Rapid Movement 17, Strong Jaws 17

*Armor:* fur<sup>1</sup>

*Weapons:* claws & teeth<sup>1</sup>

*Hero Points:* 1

*Monkey's Paw:* Can heal once per day with a Might of 20

*Necklace of Baboon Knuckle Bones:* Grants him 10 AP in tests against magic or spirits

### **Grandfather (fetch)**

*Might:* 2w

*Significant Abilities:* Bind Spirit 20, Keep Watch 20, Liberate Ghost 18, Spirit Shield 15, Weaken Enemy 20

### **Earth Spirit (bound in lizard)**

*Might:* 15

*Significant Abilities:* Rossge can use its Might as bonus AP thrice per day.

## **Tunga & Wunga, Dominant Male Baboons**

*Keywords:* Baboon Culture 17, Dominant Male Baboon 17

*Significant Abilities:* Agile 15, Baboon Customs 13, Claws & Teeth 15, Climb 2W, Close Combat 1W, Grandfather Baboon Tradition Knowledge 1W, Hunt 14, Know Animals 14, Know Local Area 14, Move Silently 18, Run Fast on All Fours 12, Sling 13, Sneak 15, Spirit Combat 5W, Strong 15, Survival 16, Tracking 5W

*Talents:* Harm at a Distance 15, Rapid Movement 15, Strong Jaws 15

*Armor:* fur<sup>1</sup>

*Weapons:* sling<sup>3</sup>, claws & teeth<sup>2</sup>

## **Ordinary Baboons One through Six**

*Keywords:* Baboon Culture 13, Ordinary Baboon 13

*Significant Abilities:* Agile 15, Baboon Customs 13, Claws & Teeth 13, Climb 2W, Close Combat 1W, Grandfather Baboon Tradition Knowledge 1W, Hunt 13, Know Animals 14, Know Local Area 14, Move Silently 18, Run Fast on All Fours 12, Sling 12, Sneak 13, Spirit Combat 5W, Strong 15, Survival 16, Tracking 5W

*Talents:* Harm at a Distance 15, Rapid Movement 15, Strong Jaws 15

*Armor:* fur<sup>1</sup>

*Weapons:* sling<sup>3</sup>, claws & teeth<sup>2</sup>

## **Scene 3 - Entering the temple**

The roof of the temple is flat and made out of gray-blue

stone. The doors, if uncovered, are ironwood with aluminum fittings. It seems to be bolted from the inside. It will take one hour of work to make a man-sized hole in the stone. The wood of the door is impervious to damage. Picks are available in Corflu.

## **Scene 4 - Inside the temple**

The map shows the entire temple, but the party will probably

enter room 1 or 4. There are no inhabitants of the temple, and no longer anything of interest anywhere else.

Once a hole is made in the roof or wall, the heroes can enter the temple. It is empty, with no lights or furniture. Earth movement has raised the temple above the water table, so there is no water on the floors. The only thing in the temple is the artifact, which is in a flat box under a flagstone in room 4. A successful search is necessary to spot the right flagstone. Any appropriate ability - Observant, Perceptive, Good Eyes,

Good Hearing - can be used.

Before the box is touched, the Narrator should subtly ask the toucher what he or she plans to do with the artifact. If the answer is to steal it or in some other way to fail to fulfill the deal made with GLURF, the GHOST attached to the box will attack the toucher in spirit combat. If the toucher plans to fulfill the quest, nothing hostile happens, but the GHOST still appears.

## **ENTER GHOST**

*GHOST:* Long I have waited for this joyous moment. Rejoice, rejoice, oh bountiful waters. Ad lib ad infinitum ad nauseum.

## **Ghost**

*Might:* 17

*Significant Abilities:* Mindspeech 17

*Combat Tactics:* The ghost will give no information but will continue to make happy noises until returned to the river. The ghost is using Mindspeech to the box's toucher only. If placed on an animal, the constant mental droning will cause the animal to have fits, scream, buck, etc. after a couple of hours.

The armor is folded within the rectangular box.

## **Glurga's Armor**

In the Dawn Age, Glurga was Grandmother Fish of Zola Fel. She

commissioned Mostali smiths to make a special suit of armor. She was slain before she accepted delivery, and the suit was used by the cult near Feroda for 8 centuries. In the confusion created by the giant's revenge and the bunging of Feroda, the suit's location was lost.

The artifact is a trapezoidal piece of leather covered on one side by small, blue, aluminum scales. It is about as long as a man is tall. There are slits in the front and some fasteners along the sides.

This artifact is ceremonial armor for a fish. It increases its wearer's armor rating by 5.

The armor also has several magical abilities.

It grants its wearer 40 additional AP in magical contests.

Its wearer gains the trait of Fast Swimmer 10w.

Its wearer can Sense Life 10w in the surrounding waters.

Its wearer can Pass Without Notice 10w while in the water.

## Act V - The Trip Home

### Scene 1 - The first night's camp

A thief is sneaking into camp. He can be noticed with any

appropriate ability. He will try for the box and get attacked by the GHOST. The screams of the attacked or discovered thief will bring down his covering party.

**ENTER COVERING PARTY**, two ogres and six Broos. The party will attack and attempt to seize the artifact. As they do, each will be attacked in turn by the GHOST, unless it has been destroyed. Once three Broos or one ogre is down, if the heroes haven't lost at least two people, **EXIT COVERING PARTY**, running in the dark.



### Shadow Cat Broo, Sneak Thief

This is a shadow cat/broo hybrid. It has black fur, a

distorted cat-like head with goat horns, and clawed hands. Its band uses it as a thief and scout, sending it into camps to steal what it can and to case the area. It is backed up by the rest in cast of trouble.

*Keywords:* Broo Culture 14, Sneak Thief 5w, Initiate of Thed 15  
*Significant Abilities:* Undetectable by Magic 15, Sneak 20, Filch 15, Track 16, Bite & Claw 14, Impregnate Victim 5w, Club 12, Broo 14

*Armor:* ^0

*Weapons:* club^1

## Ogres One & Two

These are relatively bestial ogres.

*Keywords:* Ogre Culture 12, Warrior 17, Thed Initiate 13

*Significant Abilities:* Greatsword 14, Club 12, Sneak 15, Praxian 13, Broo 12

*Armor:* ^0

*Weapons:* greatsword^5, club^1

### Affinities:

**Chaos** 13 (Vomit Chaos 12)

### Chaos feats (13)

**Vomit Chaos 12:** A successful attack with this magic taints the target with Chaos. Greater successes could even grant the target a Chaotic Feature like that of broo.

## Broos One through Five

*Keywords:* Broo Culture 13, Bandit 17, Thed Initiate 15

*Significant Abilities:* Sneak 14, Track 12, Infest Victim with Disease 18, Impregnate Victim 5w, Smell Disgusting 12, Tough 12, Ugly 15, Club & Shield Fighting 14, Horns 16, Dodge 10w (Broo #5), Broo 13

*Armor:* ^0

*Weapons:* club^1, horns^1

*Diseases:* Shakes (Broo #1 - lingering, shiver attack 20), Creeping Chills (Broo #3 - lingering, chilling attack 20), Soul Waste (Broo #4 - lingering, lethal 20)

Note that the diseases do not affect the carrier broos. Characters which have a trait of Tough or something similar should use this to oppose the attack of the disease. Some of those infected with a disease may be better able to oppose its attack due to their specific traits. Some with a strong spirit for example might be better able to oppose the attack of Soul Waste.

## Big Broo

*Keywords:* Broo Culture 13, Bandit 17, Thed Initiate 15

*Significant Abilities:* Infest Victim with Disease 18, Impregnate Victim 5w, Smell Disgusting 12, Big 17, Tough 20, Ugly 15, Club & Shield Fighting 14, Broo 13

*Armor:* ^2

*Weapons:* club^5

*Diseases: Soul Waste (lingering, lethal 20)*

## **Scene 2 - The shore of the river**

The River Lord GLURF will insist the party board a raft and go to the middle of the artifact. Once there, he will request the artifact.

If the party refuses to board the raft to begin with, GLURF will refuse to pay any money at all. The ghost will attack the member nearest to the artifact and try to possess him and then cause that person to throw the artifact into the river.

If he is given the artifact, he will perform a Divination to make sure the conditions were followed. If they were, he will bring up the money. If not, he will explain with tears in his eyes why he cannot pay.

If the heroes attack, cast spells, or refuse to give up the artifact, groups of fish working in concert will upset the raft and dump the party into the river. Boating or some other ability must be used to oppose the attack of 5w. The river is deep, well over the heads of the heroes. Anyone not obviously drowning will be attacked by the many fish (5w).