PRIMEVAL

THULE

ACROPOLIS OF VOOR DARAYN

by Stephen Schubert

An adventure for characters of levels 5–9

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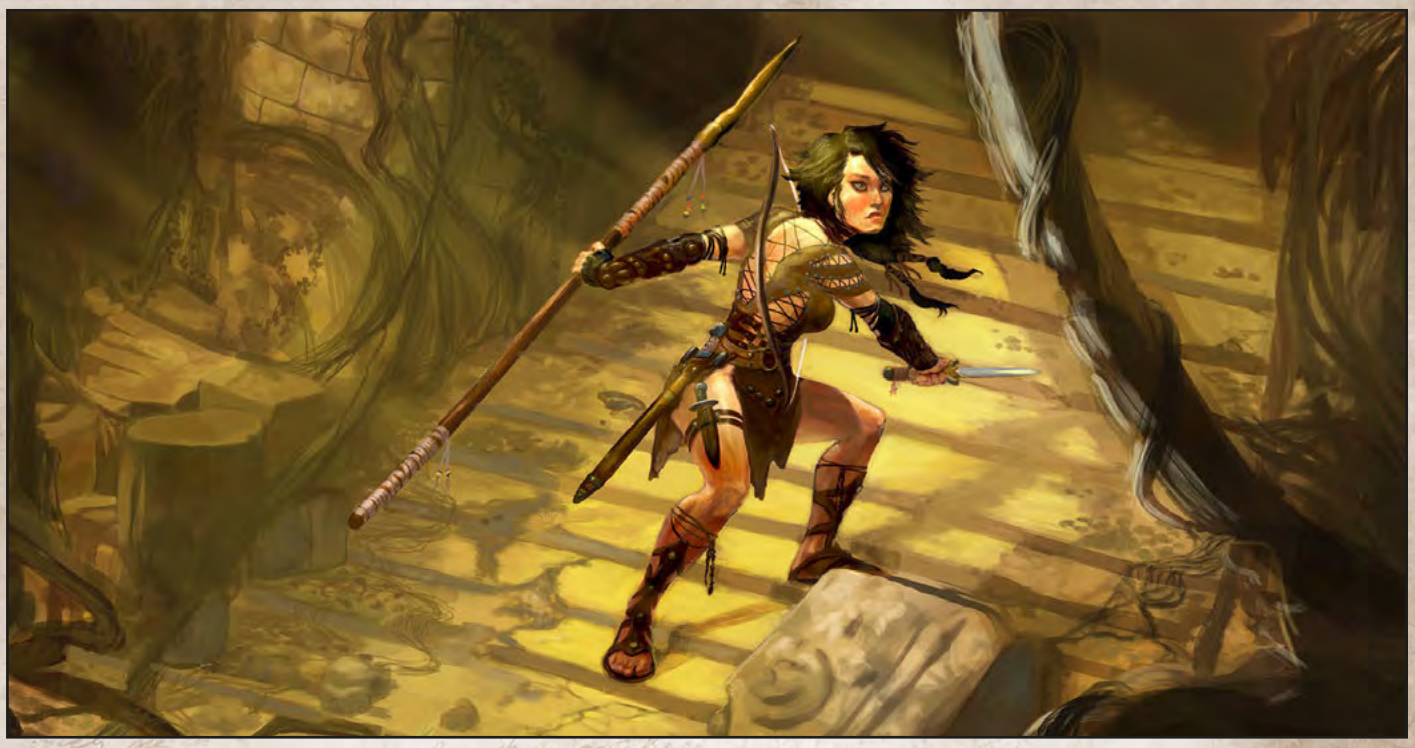

Four hundred years ago, the dread wizard known as Tur Nyaan built an extravagant palace atop a rocky spire in the deep jungle. A master of the dark arts and worshipper of Tsathoggua, Tur Nyaan summoned demons and cast terrible curses to force all nearby cities to pay him tribute. For centuries, the cities gave in to the demands of Tur Nyaan, sending rich gifts to his demon-haunted palace of Voor Darayn . . . until one day, a hundred years ago, a tribute caravan from Katagia arrived to find all of Voor Darayn's inhabitants slain and Tur Nyaan gone. The caravan drivers fled in fear, leaving their tribute behind. The demands from the wizard ceased, but his deadly spells still guarded the palace. Travelers have avoided Voor Darayn ever since, but many are the tales told of the long-dead Tur Nyaan and his demon-guarded treasure.

INTRODUCTION

This short adventure details Voor Darayn, an adventure location in the savage world of Primeval Thule. While the names and places are drawn from Thule, the adventure could be placed in any existing campaign world. Ideally, Voor Darayn would be in a wilderness area close to major trade routes, or close to a city or village in your campaign.

This adventure is designed with a quick-start in mind—choose characters, pick a hook or motivation, and start exploring—but it can also fit in a longer campaign. See the Beginning the Adventure section below for more detail.

Pregenerated Characters: Four pregenerated characters are included at the end of this adventure. You have permission to print out or photocopy the character sheets for your own use.

SUMMARY

Deep in the jungles of the Daray Peninsula, the ruin of Voor Darayn has long been a lure for adventurers seeking the magical secrets or the legendary treasure of Tur Nyaan. The most recent of these seekers is a human sorceress named Alsuvess, a follower of the forbidden god Tsathoggua. She enlisted the help of a band of serpentmen to explore and secure the site. Alsuvess was unable to access the palace proper, but she discovered some lost rituals hidden in a shrine atop the spire. These rituals would allow her to summon powerful fiends to do her bidding, but required human sacrifice.

Alsuvess concocted a plan to lure people to her by pretending to be Tur Nyaan, and renewing the old demands for tribute from nearby cities—and her plan is working, so far. The first demons she sent to Lomar and Katagia with her tribute demands threw those cities into a panic. Some leading citizens call for placating "Tur Nyaan" with whatever gifts are necessary, others wish to hire assassins to put an end to the threat, and a few of more opportunistic sorts wonder where all that treasure is going.

When the characters arrive at Voor Darayn, they are set upon by the serpentmen, who do not take kindly to intruders. The serpentmen hold a number of human prisoners—tribute escorts or would-be thieves, charmed to ensure their compliance. Eventually, the heroes reach the pinnacle of Voor Darayn,

where they find Alsuvess and confront her. Bold heroes may then go on to explore the ruins of Tur Nyaan's palace for themselves.

Encounter Difficulty: *Acropolis of Voor Darayn* is intended for a group of four characters of 5th to 9th level. Like most of Primeval Thule, the fights can be brutal and tough for the unprepared. Even so, the PCs can potentially circumvent some of the serpentmen at Voor Darayn. The confrontation with Alsuvess is the key to stopping the tribute demands and attacks, and is likely a combat encounter, but you may decide to allow crafty PCs to come up with an alternative solution.

If you'd like to increase the difficulty, you might provide additional serpentman encounters, or incorporate barlgura or other moderately-powered demons in the existing encounters.

Beginning the Adventure

The adventure begins near the foot of the rocky pinnacle of Voor Darayn, and assumes the PCs have already made the trek through the jungle. PCs proficient in Knowledge (history) may recall some of the details of Voor Darayn (DC 15 provides the overview on page 2).

Motivations: Why are the PCs here? Choose one (or more) of these motivations, or be inspired to create your own!

- **Lost Person.** The PCs have been hired to track down a merchant or old acquaintance that recently traveled to Voor Darayn bearing tribute to the resurgent Tur Nyaan.
- **Stolen Item**. One or more items was stolen from its rightful owner, and then sent as tribute to Voor Darayn. Perhaps the Seven Knives organization wants its ornate daggers back, or an Atlantean noble is missing his clockwork birdcage.
- **Plunder.** It is so considerate of these cities to send all this gold to one place.
- **Investigate.** The PCs have been sent to investigate the truth of Tur Nyaan's resurgence.
- **Dimensional Shift.** The PCs have been magically summoned to Voor Darayn by some unknown force (possibly even Tur Nyaan himself). They receive whispered instructions to "Cast down the imposter from the top of the spire," and "Your way home lies in the room of doors in the north wing." This option works well as a brief interlude from your usual campaign.

The Journey: The adventure focuses only upon the site of Voor Darayn. You can quickly hand-wave travel to the ruins to get on with the action, but as part of a longer campaign you may wish to provide random encounters. Roads from major cities, or at least what passes for roads in Thule, can get the PCs close to the jungles of the Daray Peninsula, and these nearby roads are typically patrolled by warriors from Lomar.

Voor Darayn isn't particularly difficult to find—after all, tribute caravans have to reach it—but the route there is still dangerous. Once in the jungle, the PCs might have to deal with giant spiders or snakes, the occasional troll, or even a band of low-level demons (the product of Alsuvess's early summoning attempts).

Voor Darayn

The acropolis sits high atop a rocky outcropping, more than 200 feet above the jungle floor. The ancient ruins of a serpentman city encircle the hill, engulfed by the surrounding jungle.

1. Warrior's Court

A mostly-overgrown road leading through serpentman ruins opens into a wide plaza at the foot of a massive pillar of rock that rises hundreds of feet into the air. A gleaming white palace shines from the top of the pillar, and a series of wide ledges cling to the side of the spire. A wide stair leads up past the ruined structures on these ledges.

A ten-foot tall stone statue of a humanoid figure stands near the middle of the plaza, covered in vines that obscure its features. One arm of the statue is raised, its empty hand no longer grasping whatever weapon it once wielded. The other arm lies broken on the ground in front of it.

A squat stone building stands mostly intact along the right-hand side of the plaza, its interior too dark to make out detail through the open stone doors. A partially cleared path leads to the left of the plaza, past what appears to be an intact wooden cart forgotten alongside crumbling stables.

Statue: The vine-choked statue depicts an armored Atlantean human. An inscription in Atlantean near the statue's base reads: "The light of the Spear of Asura will forever keep the darkness at bay." The statue was tribute to Tur Nyaan from the Lemurian invaders who originally settled Lomar. It was originally stolen from an Asuran temple in Atlantis before that city was destroyed. A PC trained in Knowledge (history) can attempt a DC 25 check to recall some of the statue's backstory. The inscription is also a hint that the statue's missing weapon is a *spear of Asura*, a magic weapon of great power that has since been placed in the mausoleum of area 3 to keep the undead there in check.

Barracks and Stables: The larger building to the right of the plaza was once a barracks that housed Tur Nyaan's guards. The smaller building to the left of the plaza was a stable. Now the serpentmen use the barracks as a lookout post, watching the open plaza through cracks in the walls or through the open main doors. Both buildings are otherwise empty.

Creatures (4,800 XP): Two serpentman temple guards hide in the barracks. Upon noticing the PCs in the plaza (Perception +12, if the PCs are trying to be sneaky), the guards spend a few rounds poisoning arrows, then attack. Initially, one focuses on the


VOOR DARAYN
8
6
Underground Passages
4
7
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3
2
1
1 Square = 10 Feet
WEST

strongest-looking foe, while the other targets any PC that looks like a healer. The temple guards attempt to remain hidden as long as possible, while firing arrows from the shadows of the barracks building. When one of the serpentmen is slain, the other attempts to withdraw and heads toward the Dragon Stair (area 2) to raise the alarm.

- 2 serpentman temple guards (see page 14)

Cart: The cart belonged to the most recent group bringing tribute to Tur Nyaan. Its recent arrival is apparent because no foliage grows upon it, and it is in serviceable condition. A discarded cloak in the back of the cart has a golden clasp (25 gp) in the shape of the arms of Lomar.

Development: If one of the serpentmen escapes, it runs up the Dragon Stair and alerts Zanathim, the leader of the serpentmen in area 4. Zanathim will then expect the PCs to come up the stair and through the passages of area 4, and directs the patrolling temple guard of area 2 to lie in ambush near the mausoleum along the Dragon Stair.

The Ascent and Upper Tunnels

The main palace lies atop the rocky outcropping known as Voor Darayn. Along the southern side of the hill, steps have been carved into the cliff faces of two shorter plateaus, providing a circuitous route up to a tunnel entrance some 100 feet above the ground. The path was once lined with grand guest houses and guardposts, but these buildings have fallen into decay. Only the columned mausoleum still stands undamaged by the ravages of time. At the top of the Dragon Stair, an ornate tunnel leads into an underground shrine, and provides the sole access to the plateau atop Voor Darayn.

2. Dragon Stair

The incessant buzz of insects fills your ears as you pass what must have once been ornate reflecting pools, now filled with brackish water. The path rounds a great pinnacle of rock carved with images of serpentman victories, revealing a staircase cut into the cliff wall that rises up to a ledge a third of the way up the side of Voor Darayn. A statue of a great dragon looms over the top of the first stair, while beyond the dragon, crumbled ruins of buildings line the path along the ledge. The trail continues upward past the buildings.

Statue: The statue depicts a Thulean dragon. Centuries ago, it was provided to Tur Nyaan as a gift from the elven city of Imystrahl and placed here to awe visitors.

Ruins: The buildings at the lower elevation are in ruins. The first building was a guardpost, but is now little more than waist-high rubble where walls once stood. The facade of the second building stands, but its roof and back wall have collapsed. The circular mausoleum still stands, and is detailed in area 3, below. The furthest building, closest to the tunnel entrance, stands mostly intact, though its doors have fallen off and holes are developing in its roof.

Creatures (3,200 XP): If the alarm has not yet been raised, the PCs encounter servants of Alsuvess descending the path from area 4:

The path leading upwards past the ruins on the ledge leads to a tunnel mouth at its northern edge. A group of four humans dressed in dark robes emerges from the tunnel, dragging a wooden sled piled with several human corpses. A serpentman armed with a bow accompanies them.

If the alarm has been raised, instead read:

The path leading upwards past the ruins on the ledge leads to a tunnel mouth at its northern edge. A group of four humans dressed in dark robes stands guard at the mouth of the tunnel.

The humans (four warriors from Lomar) have been magically dominated by Zanathim, the serpentman sorcerer in area 4. They are disposing of the bodies of the sacrificial victims from the plateau above. One serpentman guard accompanies them, or watches from a hiding spot near the tunnel entrance depending on whether the alarm has been raised.

If the PCs manage to stay out of sight and watch the proceedings, the robed humans drag their sled to the door of the mausoleum (area 3). One of the men opens the mausoleum and appears to grab a spear-like object, holding it toward the inside of the building, while the other three grab the bodies and toss them inside. When they are done, the first man leaves the spear inside the mausoleum and shuts the door, then the group moves back up toward the tunnel.

Under the robes, the guards wear the insignia of the Red Legion, a group of mercenaries from Lomar. When fighting, the dominated humans hiss words like "unbeliever!" or "heretic!" A character who succeeds on a DC 20 Sense Motive check can determine that the men are acting under a charm effect.

- 4 dominated warriors (see below)
- 1 serpentman temple guard (see page 14)

Development: If somehow released from the sway of the serpentman sorcerer (for example, through *protection from evil* or by slaying the serpentman charmer), the Lomari are grateful, but horrified at the sacrifices they witnessed and were a part of. They can describe the area of the shrine in the tunnel (area 4) and the upper plateau. They can also describe the serpentman charmer in area 4, and indicate that "some sorcerer woman" is summoning a fell beast atop the plateau.

LOMARI WARRIOR

XP 200
Human warrior 2
N Medium humanoid (human)
Init +0; **Senses** Perception -1

DEFENSE

AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield)
hp 16 (2d10+5)
Fort +4, **Ref** +0, **Will** -1

OFFENSE

Speed 20 ft.
Melee scimitar +4 (1d6+2/18–20)
Ranged javelin +1 (1d6+2)

STATISTICS

Str 15, **Dex** 11, **Con** 12, **Int** 8, **Wis** 9, **Cha** 10
Base Atk +2; CMB +4; CMD 14
Feats Toughness, Weapon Focus (scimitar)
Skills Intimidate +5, Ride +5
Languages Lomari, Low Atlantean
Gear scale coat, heavy wooden shield, scimitar, javelin (2)

3. Mausoleum

Massive columns support a stone cupola over this circular building. Each column is covered in bas-reliefs depicting demonic, tentacled creatures reaching from the base to grasp at human figures near the middle, which in turn are reaching for angelic figures near the top. The stone steps leading to the door are marred by a trail of streaks of what looks like blood. Either something bloody was recently dragged out of the building, or dragged in. The door is closed, and barred from the outside.

While the door is barred, it is a simple matter to lift the bar and open the door, as there is no lock. The bronze doors are solid, and very little sound comes through. If a PC listens at the door, he hears the shuffling of feet or gnawing of teeth on bone from inside with a successful DC 20 Perception check.

Upon entering the mausoleum:

The smell inside this structure is overwhelming. Bodies, in various stages of decay, are unceremoniously piled in the center of what must be some sort of mausoleum. Smaller nooks and shelves line the walls; dark shapes within them might be ancient corpses, or might be piles of dust. Just inside the door, a golden spear lies on the floor, its gleam out of place in this charnel house.

Spear: The spear upon the ground is the *spear of Asura,* stolen ages ago from a temple in Atlantis. The *spear* is a formidable weapon against undead creatures, and the ghasts that lurk in the alcoves are loathe to approach it. Alsuvess placed the spear here to keep the ghasts from escaping or eating her minions. The spear of Asura is detailed in the Primeval Thule *Campaign Setting,* and is a *+1 undead bane spear* that sheds bright light in a 60-ft. radius on command.

Bodies: The pile of bodies consists of many humans and one serpentman. Most of these humans were sacrificed in recent months by Alsuvess in her demon-binding rituals, and show marks of slices or stabs as likely cause of death. A few were killed by the serpentmen, who lost one of their own in a recent battle. Many of the bodies have been gnawed upon by the resident ghasts. The bodies are devoid of treasure, as Alsuvess and her minions are sure to take anything of value before throwing the bodies in here.

Creatures (3,000 XP): Alsuvess began depositing the corpses of her victims into the mausoleum soon after she arrived at Voor Darayn. But lingering necromantic magic from Tur Nyaan's defenses infused some of the bodies, turning them into ghasts. So far, they have been content to feed upon the plethora of bodies delivered by Alsuvess's ongoing work, and their fear of the *spear of Asura* keeps them from approaching the door. When the PCs enter, four of the ghasts are tucked away in alcoves along the walls, and one is buried in the pile of bodies. If the PCs spend more than a few rounds in the mausoleum, the ghasts' hunger gets the best of them and they attack, though they avoid engaging a PC that carries the *spear of Asura*.

- 5 ghasts

4. Whispering Passage

The ascending path along the south side of the rocky pinnacle ends at a sheer cliff-face pierced by a tunnel. The mouth of the tunnel is carved to resemble a gaping maw, with eyes carved above staring down at those who enter. A faint wind blows through the tunnel, mimicking the sound of many voices whispering. Just inside the tunnel, a stairway ascends to the left, while the tunnel continues to an exit a hundred feet through the hill to the north. Torchlight flickers ahead from an opening along the right-hand wall.

Some of the whispering is a product of the tunnel's unique construction and layout. However, more whispering comes from prisoners in the shrine area to the east, where those charmed by the serpentman sorcerer softly chant to Set while they await their final fate.

Stairs: The stairs lead up to the top of of Voor Darayn, emerging in the midst of the Upper Court (area 5).

Servant Quarters: At the northern end, the tunnel opens to another ledge, with a single building upon it. This building was once the servant quarters. It is in good repair since the jungle has yet to encroach upon this overlook, but the building is otherwise empty.

Shrine: The opening in the eastern wall of the tunnel reveals a simple shrine, which has been repurposed by the resident serpentmen as an altar to Set, the god of snakes and secrets.

Creatures (7,000 XP): Zanathim, a serpentman sorcerer and beguiler, keeps watch over his remaining prisoners—a half-dozen merchants from Ikath. He has charmed each of the prisoners to keep them docile and obedient until they are needed by Alsuvess for sacrifices on the plateau above.

If the alarm has been raised, Zanathim positions himself near the altar in the nook along the eastern wall, and puts his thralls between himself and any likely enemy. The charmed merchants fight as best they can to protect their scaly master. If Zanathim is slain, the charm effect on the merchants ends, and they stop fighting.

- Zanathim, serpentman Nessk charmer (see page 14)
- 6 charmed merchants (see below)

Zanathim is allied with Alsuvess for the moment, using their agreement to gain more wealth from the tributes brought to Voor Darayn while plotting to return the ancient serpentman city to its former glory. So far, however, Alsuvess has kept what tributes they have received, and Zanathim is growing restless. The PCs might be able to take advantage of Zanathim's dissatisfaction, if they somehow manage to avoid a fight here.

CHARMED MERCHANT

XP 100
Human commoner 1
N Medium humanoid (human)
Init +0; **Senses** Perception -1

DEFENSE

AC 10, touch 10, flat-footed 10
hp 6 (1d6+2)
Fort -1, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.
Melee club +0 (1d6)

STATISTICS

Str 10, **Dex** 11, **Con** 8, **Int** 13, **Wis** 9, **Cha** 12
Base Atk +0; **CMB** +0; **CMD** 10
Feats Skill Focus (Profession), Toughness
Skills Craft +5, Handle Animal +5, Profession +8, Ride +4
Languages Dhari, Low Atlantean
Gear club

If the PCs are level 5 or 6, replace the vrock with a babau demon and ignore Alsuvess's 5th-level spell slots. This reduces the encounter to 7,200 XP. You could also give the PCs a chance to surprise her during her ritual, which reduces the CR of the encounter by 1 more.

The Palace Grounds

High atop Voor Darayn, the alabaster and marble palace of Tur Nyaan has mostly withstood the ravages of time. The gardens are overgrown, and a plain grey stone building—a dark shrine to Tsathoggua—stands across a wide plaza from the palace. Alsuvess conducts her dark rituals in the courtyard between the two buildings, and she lives in the acolyte quarters of the shrine.

5. Upper Court

The final steps lead upward out of the tunnel and into an open courtyard. An unnatural gloom darkens the day, casting long shadows across the grounds. Ahead of you sprawls a magnificent palace made of white stone, its massive bronze doors carved with images of genies and creatures of fire. To the south, three parallel pools lie empty, now filled with strange vines and unusual flowers. To the north, a wide plaza separates the alabaster palace from a plain stone building.

In the middle of that plaza, a chanting woman stands over a human body and raises a bloodied dagger to the sky. Blood-red energy flows from the lifeless sacrifice and coalesces into the shape of a monstrous demon.

The sorceress Alsuvess is in the midst of binding a demon to do her bidding, using an ancient ritual she discovered in the nearby shrine. She sends the demons to nearby cities to cause havoc and demand tribute be sent to Voor Darayn.

Gardens: The grounds to the south were once elaborate gardens with pools of clear water. Tur Nyaan cultivated a variety of exotic plants, including many toxic varieties and not a few carnivorous ones. But over the centuries the exotic plants overgrew and the water in the pools drained away, leaving a grey sludge coating the bottom of the pools.

Creatures (12,800 XP): Alsuvess is not pleased if interrupted, but sees the PCs as a new opportunity—to summon more powerful demons, she requires more potent offerings, and one or two of the PCs would be perfect as sacrifices. She orders the vrock to attack, but to incapacitate, not kill. Alsuvess has already lost much of her sanity through her study and worship of Tsathoggua, and so believes she will be victorious, even at the moment of her demise.

- Alsuvess, human sorceress (see below)
- 1 demon (vrock)

ALSUVESS

XP 6400
Human sorcerer 10
NE Medium humanoid (human)
Init +2; **Senses** Perception +9

DEFENSE

AC 16, touch 16, flat-footed 14 (*mage armor*, +2 Dex)
hp 60 (10d6+20)
Fort +7, **Ref** +9, **Will** +11
Unusual Anatomy 25% chance to ignore critical hit or sneak attack

OFFENSE

Speed 30 ft.
Melee mw dagger +8 (1d4-1/19-20)
Ranged (7/day)—*acidic ray* +7 touch (1d6+5 acid damage)
Sorcerer Spells Known (CL 10th; concentration +18)
5th (3/day)—*dominate person* (DC 20)
4th (6/day)–*black tentacles* (+15 attack), *draining mist* (PTCS, DC 18), *enervation*
3rd (7/day)–*dispel magic, fireball* (DC 17), *fly, tongues*
2nd (7/day)–*blindness/deafness* (DC 16), *scorching ray* (2 rays), *see invisibility, mirror image, web* (DC 16)
1st (7/day)–*charm person* (DC 16), *chill touch, enlarge person, mage armor, magic missile, ray of enfeeblement*
0 (at will)—*dancing lights, daze* (DC 15), *detect magic, disrupt undead, ghost sound, mage hand, ray of frost, read magic, resistance*
Bloodline aberrant

TACTICS

Alsuvess begins combat with *mage armor* already cast. She prefers to fight from the air, casting *fly* and a quickened 1st-level spell on her first turn. If she is wounded and has several enemies nearby, she uses *draining mist.* Otherwise she concentrates on offensive spells while staying out of reach of ground-bound foes.

STATISTICS

Str 8, **Dex** 14, **Con** 15*, **Int** 12, **Wis** 10, **Cha** 19
Base Atk +5; **CMB** +4; **CMD** 16
Feats Combat Casting, Deceitful, Eschew Materials, Iron Will, Lightning Reflexes, Quicken Spell, Spell Focus (enchantment)
Skills Appraise +5, Bluff +7, Disguise +2, Fly +5, Intimidate +5, Knowledge (arcana) +10, Knowledge (dungeoneering) +5, Perception +10, Spellcraft +10, Use Magic Device +9
Languages Dhari, High Atlantean, Low Atlantean, Mi-Go
Gear mw dagger, *belt of mighty constitution +2, cloak of resistance +2, potion of cure moderate wounds, scroll of planar binding*

6. SHRINE TO TSATHOGGUA

This unadorned stone building is as simple inside as it is on the outside, but an unnatural presence within seems to mute sounds and dull your senses. Beyond the foyer, a doorway leads to a grotesque shrine featuring the idol of a bloated, toad-like god. Blood streaks mark the floor near a simple altar, upon which a book lies open next to an ancient scroll. Small doorways from the foyer lead north and south to acolyte chambers, one of which appears to have been occupied, and there is a stone door behind the altar.

This edifice is a shrine dedicated to Tsathoggua, the Sleeping God, and the patron of the wizard Tur Nyaan. In this place, Tur Nyaan communed with the Great Old One, hoping to further improve his mastery of demon-binding and necromancy. The smaller rooms in the shrine were used by the long-dead acolytes who once tended the altar and prepared rituals for Tur Nyaan. While much of Tur Nyaan's research was destroyed by time, a few scrolls survived in the shrine. Alsuvess discovered and deciphered these scrolls, granting her a portion of Tur Nyaan's power.

Hidden Treasury (3,200 XP): The door behind the shrine is locked; Alsuvess has the key. It opens into a small sacristy now used to store the spoils of the tribute brought to Voor Darayn. Inside are two chests full of coins and gems (silver, gold, and platinum coins and a variety of gems, all totaling approximately 5,000 gp), a polished silver mirror in a golden frame (300 gp), an intricately crafted golden birdcage with a small clockwork bird that chirps a tune when wound (400 gp), seven finely crafted bronze daggers (25 gp each) a jeweled steel dagger (150 gp), a simple silver headpiece (100 gp), and Ebbon's Dark Book (see the sidebar).

THE PALACE

With the defeat of Alsuvess, the PCs can declare victory and leave, but curious PCs might want to see what lies within the alabaster palace of Tur Nyaan. The Great Hall was Tur Nyaan's audience chamber, and the current resting place for the long-dead wizard.

The southern wing of the palace housed servant quarters, kitchens, and a banquet hall, but one of the exterior walls has been damaged—the wing is now home to monkeys, bats, and other jungle creatures.

The northern wing contained Tur Nyaan's personal quarters, his library, and workrooms, but the mad wizard destroyed everything of note in his last days as a living man. The far northern chamber is the Conjury, detailed below.

7. GREAT HALL

All doors leading to the Great Hall have been magically locked, but a combination of skills might be able to bypass it. The PCs must first find clues to open the doors, disable the magical wards with arcane advice, and then apply some brute force to push open the bronze doors, or four successful checks in all:

- A DC 20 Perception check reveals clues to open the door.
- A DC 20 Knowledge (arcana) check shows how to disable the magical wards.
- A DC 20 Disable Device check removes the protective runes.
- A DC 10 Strength check opens the door.

The characters could instead attack the door (hardness 10, 60 hp), but attacking the door triggers an old magical ward.

Trap (3,200 XP): Each time the door is struck or a skill check is failed by 5 or more, a magical ward zaps each involved character for 3d6 electricity damage.

Once the door is open:

Beyond the doors is a grand hall, gleaming with gold and glinting with jewels from the treasures piled up here. A large, clear pool of water fills the middle of the room, filled by a waterfall that begins in mid-air near the ceiling of this great room. As you watch, the shape of the waterfall shifts from a vertical flow to a spiral, then a sinuous wave, before reverting to its original pour.

An imposing throne rises on a dais on the far end of the pool. A robed figure sits there, with a deep hood concealing its visage.

Waterfall: The water sculpture is a persistent bit of teleportation magic, drawing water from the pool only to pour it back in an artful way. Tur Nyaan liked it so much he had its creator killed to prevent him from crafting another one.

Treasure (3,200 XP): The great hall appears to overflow with treasure, but much of it is an illusion that is only dispelled once contents are taken more than a mile from Voor Darayn. Some items of value are scattered among the illusion, but for every 100 coins or gems the PCs try to take, only 1 is real and the rest reveal themselves to be bits of wood or stone once the illusion fades. You may also place an item in this treasure hoard specific to one of the PCs, which may become part of a larger plot thread in your campaign (see Further Adventures). The actual value of the treasure in the great hall is perhaps 5,000 gp, though it appears much vaster.

Throne: The occupant of the solid marble throne is the corpse of Tur Nyaan, Prince of Katagia, Scourge of Daray, and Mouth of Tsathoggua. His final goal was to become immortal, but he realized too late that his efforts would not grant him eternal life, but instead eternal undeath. At the end of his sanity, Tur Nyaan killed his attendants, destroyed his work, and sat in his throne to gaze again at the magnificent wealth he had convinced himself that he had amassed, for by then even he believed his own illusions. Rather than succumb to a life of lichdom, Tur Nyaan poisoned himself, and drifted into slumber and death while seated on his imposing throne.

A confrontation with a revived Tur Nyaan may be a plot for another adventure.

8. Conjury

The far northern wing of the palace was devoted to Tur Nyaan's ritual chambers and summoning rooms. In the innermost chamber, thick curtains along the walls hang in front of ornately carved or painted archways—once magical portals to Atlantis, other parts of Thule, or even more distant lands or planes. Unlocking and exploring these portals can be the start of a new adventure.

If you began the adventure with the PCs deposited at Voor Darayn from a different campaign world, then a portal here can lead your PCs back home.

Conclusion and Further Adventures

After defeating Alsuvess and discovering the truth of Tur Nyaan, this adventure is concluded. For further adventure in Primeval Thule, consider the adventures *The Watchers of Meng* (for characters level 5-8) or *Secret of the Moon-Door* (levels 10-12), both available for digital download on DriveThruRPG.com.

You may also consider using Tur Nyaan as a campaign villain. In this scenario, Tur Nyaan did successfully become a lich, but did not awaken until after the PCs ransacked his palace. Over the ensuing levels, Tur Nyaan begins tracking down the interlopers who stole his treasure, occasionally sending minions to retrieve the items by force. Eventually, after the PCs have had many adventures and are ready to face the full power of the lich, they return to Voor Darayn, now overrun with demons and Tsathoggua cultists, and face Tur Nyaan one final time.

Ebbon's Dark Book

Created long ago by a mad devotee of Tsathoggua, this minor artifact contains secret rites and incantations for summoning beings from other planes.

EBBON'S DARK BOOK

Aura strong conjuration; CL 15th
Slot none; **Weight** 5 lbs.

DESCRIPTION

A sinister-looking tome with a cover of black, fine-scaled hide, *Ebbon's Dark Book* describes strange and unwholesome summoning rituals. It takes 48 hours over a minimum of 6 days to read the book. Any arcane spellcaster who completes a reading of the Dark Book gains a permanent +2 bonus to his or her caster level with conjuration (calling) and conjuration (summoning) spells.

In addition, a reader who has the book in his or her possession can use it to prepare spell scrolls. Preparing a scroll requires 8 hours, and only one scroll can be prepared at a time (preparing a new scroll causes the previous one to crumble to dust). The character preparing the scroll need not know the spell to be prepared—it only has to be an arcane calling or summoning spell on his or her class spell list. Preparing a spell of a level higher than the character could normally cast requires a caster level check (DC 15 + spell level). The normal check to use a scroll whose caster level exceeds the user's applies.

DESTRUCTION

Ebbon's Dark Book can be destroyed by simultaneously summoning, teleporting, or gating it to three different planes at once.

Isko Yhoun

Magic is a secret man was not meant to know. Those who study the arcane arts risk the wrath of the authorities, madness, or death in any of a thousand terrible forms . . . but you do not let these petty superstitions stop you. After all, knowledge is power.

The Atlantean Noble Narrative

Introduced in the Primeval Thule Campaign Setting, character narratives are essentially "super-backgrounds". They describe your place in the world, and include bonus skills, interaction bonuses, and special combat tactics or features you're likely to have picked up in the course of becoming an adventurer. As an Atlantean noble, you come from a proud and wealthy family that traces its history back to the centuries before the island continent was destroyed.

Atlantis was the most advanced and powerful human realm that ever existed. Its people used their mastery of both science and magic to build a world-spanning empire. When Atlantis fell, it left behind dozens of colonies and subjugated city-states, including several on the shores of Thule. An aristocracy of Atlantean nobles still holds power in places like Katagia or Quodeth. This is your heritage, and if it provided you with great advantages in life, it also means that much is expected of you.

In Combat

Magic is your weapon of choice. You are a skilled illusionist, armed with powers to confuse and mislead your adversaries . . . if you can figure out clever ways to employ them.

Your default action from round to round is to hang back and attack from a distance, using your *blinding ray* school ability or a judicious application of your *wand of magic missiles.* When you face a large number of enemies at one time, it's time to make use of a spell that can affect multiple targets at once, such as *color spray, web, fireball,* or *hypnotic pattern*. None of your companions can match your ability to take a number of enemies out of the fight at once.

Manage your arcane resources carefully—it's important to save your best spells for tough encounters, and let your companions take the lead on the easier ones.

Isko Yhoun

Level 7 Atlantean Wizard, Noble

STR 9 (–1)	**INT** 20 (+5)
DEX 14 (+2)	**WIS** 9 (–1)
CON 15 (+2)	**CHA** 11 (+0)
Initiative +2	**Spd** 30 ft.

HD 7d6+14 **hp** 44
AC 18, touch 14, flatfooted 16
BAB +3; **CMB** +2; **CMD** 14
Fort +7, **Ref** +7, **Will** +9 (+11 vs. fear or compulsion effects)
Hero Points 3
Senses Perception +6
Languages High Atlantean, Low Atlantean, Dhari, Kalay, Draconic, Mi-Go

Narrative Ability
Urgent Command: Swift action; spend a hero point to allow one ally within 30 feet to make a melee or ranged attack.

Spells Prepared (CL 7, concentration +12)
0): *acid splash, detect magic, ghost sound* (DC 16), *light, mage hand*
1) *burning hands* (DC 16), *color spray* (DC 17), *disguise self, mage armor, protection from evil, silent image* (DC 17) ×2
2) *hypnotic pattern* (DC 18), *invisibility, levitate, summon swarm, web*
3) *fireball* (DC 18), *major image* (DC 19), *slow* (DC 18), *summon monster III*
4) *beast shape II, phantasmal killer* (DC 20), *rainbow pattern* (DC 20)

Attacks
Dagger: +6 (1d4–1/19–20)
Blinding Ray (8/day, 30 ft.): +5 ranged touch

Feats Craft Wand, Iron Will, Scribe Scroll, Spell Focus (illusion), Spell Penetration

Skills Diplomacy +9, Knowledge (arcana, history, nobility, planes) +15, Perception +6, Spellcraft +15; you have a +4 bonus on checks to interact with nobles and leaders.

Gear masterwork dagger, robes, spellbook, spell components, *ring of protection +2, cloak of resistance +3, wand of magic missile* (CL 7), scroll of *dispel magic,* scroll of *arcane eye;* backpack, lantern, 2 flasks oil, waterskin, 5 days' rations.

Ayilda of the Snows

You are a fierce warrior maiden from the Nimothan tribes of the far north. You regard the city-folk of the south as soft and decadent, and aren't afraid to show your contempt for their hedonistic ways.

The Ice Reaver Narrative

Character narratives are basically "super-backgrounds" introduced in the Primeval Thule Campaign Setting. They describe your place in the world, and include bonus skills, interaction bonuses, and special combat tactics or features characters of that sort often learn. You have the Ice Reaver narrative—you come from one of the barbarian tribes that frequently attack and plunder the civilized peoples of Thule.

While you and your people often march against the city-states, you aren't locked in a perpetual war. Individual ice reavers often wander widely, seeking work as sellswords or looking for adventure. Your reputation for violence means that civilized folk are often a little fearful of you. But those who fight for a living—mercenaries, freebooters, and warriors of a dozen races—respect your ferocity. They listen when you speak.

In Combat

You rely on speed and pure fighting rage to see you through most battles. Your Reaver's Charge ability allows you to spring into a fight and strike before anyone else even thinks about acting. Flying into a rage boosts your damage and grants you extra durability—and, thanks to your Guarded Stance rage power, you don't lose any AC against melee attacks. But be careful, since if you run out of rage before the battle ends, you'll become fatigued.

Your Spring Attack feat is particularly effective in combination with the reach of your glaive. You can move in to strike from range and then fall back, forcing a would-be attacker to provoke an opportunity attack when he or she tries to get close enough to hit you. And, if you're raging, your Quick Reflexes rage power means that you've got an extra opportunity attack available for punishing enemies trying to move through your threatened area. Move often, and threaten lots of foes!

Ayilda of the Snows

Level 7 Human Barbarian, Ice Reaver

STR 20 (+5)	**INT** 9 (–1)
DEX 14 (+2)	**WIS** 13 (+1)
CON 15 (+2)	**CHA** 8 (–1)
Initiative +2	**Spd** 40 ft.

HD 7d12+14 **hp** 68 (82 raging)
AC 20, touch 13, flatfooted 20 (–2 raging)
Damage Reduction 1/—
BAB +7; **CMB** +12 (+14); **CMD** 24 (26)
Fort +7 (+9), **Ref** +4, **Will** +3 (+5)
Hero Points 3
Senses Perception +11
Languages Nimothan, Low Atlantean

Class Abilities
Rage (18 rounds/day): +4 Str, +4 Con, +2 on Will saves, –2 to AC. Rage powers: Guarded Stance, Quick Reflexes, Scent.
Uncanny Dodge: Can't be flat-footed.
Improved Uncanny Dodge: Can't be flanked.
Trap Sense +2: Bonus to Reflex saves and AC vs. traps.

Narrative Ability
Reaver's Charge (1 hero point): You can spend a hero point to charge before initiative is rolled or when you reduce an enemy to 0 hp. You deal 2d6 extra damage if you hit.

Attacks
+2 Glaive: +15/+10 (1d10+9/×3)
Raging: +17/+12 (1d10+12/×3)
Throwing Axe: +12/+7 (1d6+5)
Thrown: +9 (1d6+5, 10 ft.)

Feats Dodge, Mobility, Spring Attack, Weapon Focus (glaive)

Skills Acrobatics +7, Climb +14, Intimidate +4, Perception +11, Ride +7, Survival +11; you have a +4 bonus on checks to interact with barbarians or outlaws.

Gear *+2 glaive,* 2 bronze throwing axes, steel chain shirt, *belt of giant strength +2, amulet of natural armor +2,* potion of *cure moderate wounds;* backpack, 6 torches, tinderbox, 50 feet of rope, waterskin, 5 days' rations.

Marrek

Quick with a jest or an unexpected pratfall, you are easily mistaken for one of Quodeth's many street jugglers and acrobats . . . but that's exactly the mistake you want your foes to make. You are actually a very skilled thief, burglar, tomb-robber, spy, and occasional killer-for-hire. You are a member in good standing of the powerful thieves' guild known as the Seven Knives, the largest and best-organized guild in the rich city of Quodeth—a city that well earns its sobriquet as "the City of Thieves."

The Quodethi Thief Narrative

First introduced in the Primeval Thule Campaign Setting, character narratives are expanded backgrounds. They describe your place in the world, and include bonus skills, interaction bonuses, and special combat tactics or features heroes who share your origin or homeland are likely to master. Your narrative is Quodethi Thief, which means that you belong to a large, influential guild in the richest city of Thule. Mighty nobles and high priests fall silent when a messenger of the Seven Knives speaks!

You owe allegiance to your guild and you are expected to follow orders—for now. But you're more ambitious than the average street rat, and one day you mean to be in charge. Your superiors have learned that you work best when they leave you alone, so most of the time, you're free to pursue your own interests, as long as you set aside a cut for the guild.

Marrek's Tactics

You are the master of the hit-and-run attack. The key component of that is *run*—your best defense is not being there when the enemy counterattacks. Don't get locked down in a pitched fight unless you've got an ally to provide you with a flanking situation.

While you are certainly useful in a fight, you also possess a variety of special abilities that let you climb, jump, sneak, and search better than anyone else in the group. No one else has your talent for getting into places you're not supposed to be or finding traps before blundering into them. Take the time to explore— you never know what you might find!

Marrek

Level 7 Human Rogue, Quodethi Thief

STR 13 (+1)	**INT** 10 (+0)
DEX 21 (+5)	**WIS** 14 (+2)
CON 12 (+1)	**CHA** 10 (+0)
Initiative +8	**Spd** 30 ft.

HD 7d8+7 **hp** 45
AC 22, touch 16, flatfooted 16
BAB +5; **CMB** +6; **CMD** 21
Fort +5, **Ref** +12, **Will** +6
Evasion
Hero Points 3
Senses Perception +12
Languages Kalay, Low Atlantean

Class Abilities
Sneak Attack: +4d6
Rogue Talents: Combat Trick, Fast Stealth, Stand Up.
Trapfinding: Add +3 to Perception and Disable Device checks vs. traps. You can disarm magic traps.
Trap Sense +2: Bonus to Reflex saves and AC vs. traps;
Uncanny Dodge: Can't be caught flat-footed

Narrative Ability
Thief's Feint: Spend a hero point to gain a +2 attack bonus. The target is flatfooted. After the attack, take a free action to move.

Attacks
Steel Shortsword: +11 (1d6+1/19–20)
Dual-wield: +9 (1d6+1) and +9 (1d6)
Dagger: +10 (1d4+1/19–20)
Light Crossbow: +11 (1d8/19–20)

Feats Dodge, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +17, Appraise +10, Bluff +12, Climb +11, Disable Device +15, Perception +12, Stealth +15, Use Magic Device +10; you have a +4 bonus on checks to interact with criminals.

Gear 2 steel shortswords, 3 daggers, mw light crossbow, *+2 studded leather, belt of dexterity +2, cloak of resistance +2, ring of the ram,* potion of *cure moderate wounds;* backpack, bedroll, crowbar, 100 ft. silk rope, hooded lantern, oil flask, water skin, 5 days' rations.

Jharein Kho

You are a warrior-priest, the proud champion of Thule's leading military power: Lomar, the City of Triumphs. There are many gods in Thule, but you serve Nergal, God of the Underworld and Lord of War. The Black Lion is a grim and unforgiving deity, but he is the special patron of Lomar, and he rewards those who show valor in battle with glorious victory.

The Panjandrum Narrative

Character narratives are expanded backgrounds, first introduced in the Primeval Thule Campaign Setting. They describe your place in the world, and include bonus skills, interaction bonuses, and special combat tactics or features heroes master on their road to adventure. Your narrative is panjandrum, which means that you are an important official or commander in your native city. In Lomar, panjandrums hold military rank as well as civic authority, and carry the title of centurion.

While you belong to a well-organized bureaucracy and serve as a city magistrate, you are free to create your own definition of Lomar's interests. Panjandrums often act as far-traveling diplomats, spies, agents, and troubleshooters, finding plenty of opportunities to work alongside other adventurers. Whether you're involved in your current adventure for yourself or your homeland is up to you.

In Combat

You are skilled both in melee combat and the use of divine magic. Thanks to your good armor and shield, you can stand up to plenty of close combat, and you wield your bronze warhammer with the skill of a trained warrior. Your *acid dart* domain ability is a good stand-off attack, but as a panjandrum leading from the front comes naturally to you. Look for a chance to help an ally land a key blow—for example, a sneak attack from Marrek or a raging attack from Ayilda—with your Panjandrum's Example. Hero points you spend to use your narrative ability are recovered at the end of the day, so make sure you use them!

Because Nergal is not a good deity you can't spontaneously convert your prepared spells to cures, so you might want to use your wand for most after-battle healing.

Jarein Kho

Level 7 Human Cleric, Panjandrum

STR 16 (+3)	**INT** 10 (+0)
DEX 13 (+1)	**WIS** 18 (+4)
CON 12 (+1)	**CHA** 13 (+1)
Initiative +1	**Spd** 20 ft.

HD 7d8+14 **hp** 52
AC 21, touch 11, flatfooted 20
Resist acid 10
BAB +5; **CMB** +7; **CMD** 18
Fort +6, **Ref** +3, **Will** +9
Hero Points 3
Senses Perception +4
Languages Lomari, Low Atlantean

Narrative Ability
Panjandrum's Example: When you spend a hero point to grant an ally a bonus on a roll, you and the target each gain 12 temp hp for 10 minutes.

Class Abilities
Channel Negative Energy (4d6, DC 14, 4/day)
Domains: Earth, War
Cleric Spells (CL 7, concentration +15)
0) *detect magic, guidance, light, stabilize*
1) *bless, cure light wounds ×2, divine favor, magic stone, remove fear*
2) *cure moderate wounds ×2, hold person* (DC 16), *remove paralysis, spiritual weapon*
3) *bestow curse* (DC 17), *cure serious wounds, dispel magic, stone shape*
4) *air walk, divine power, neutralize poison*

Attacks
+1 flaming warhammer: +9 (1d8+4/×3 plus 1d6 fire damage)
Acid Dart (7/day, 30 ft.): +6 ranged touch (1d6+3 acid damage)

Feats Combat Casting, Martial Weapon Proficiency, Spell Penetration, Toughness

Skills Diplomacy +7, Heal +14, Knowledge (history) +5, Knowledge (religion) +5, Sense Motive +14, Spellcraft +7.

Gear *+1 flaming warhammer, +2 mail cuirass,* steel shield, *belt of giant strength +2,* wand of *cure moderate wounds,* scroll of *restoration,* potion of *gaseous form;* backpack, bedroll, water skin, 5 days' rations.

SERPENTMAN

Serpentmen are a dangerous threat to those who explore the vine-choked ruins of the ancient Nessk empire, a continent-spanning civilization of serpentmen from an age long past. More information on the serpentmen can be found in the PRIMEVAL THULE *Campaign Setting,* but the two types that appear in this adventure are detailed here.

TEMPLE GUARD

This bipedal snake man has a lithe form that seems to blend in with its surroundings like a chameleon. It carries a bow and a collection of fang-tipped arrows.

SERPENTMAN TEMPLE GUARD CR 6

XP 2,400
NE Medium monstrous humanoid (reptilian)
Init +2; **Senses** low-light vision; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)
hp 60 (8d10+16)
Fort +4, **Ref** +10, **Will** +7
Immune poison

OFFENSE

Speed 30 ft.
Melee scimitar +9/+4 (1d8+1/18-20)
Ranged composite longbow +12/+7 (1d8+1), or composite longbow +10/+10/+5 (1d8+1)
Special Attacks sneak attack +2d6, strike from the shadows, poisoned arrow

STATISTICS

Str 12, **Dex** 19, **Con** 14, **Int** 11, **Wis** 13, **Cha** 11
Base Atk +8; **CMB** +9; **CMD** 23
Feats Dodge, Point-Blank Shot, Precise Shot, Rapid Shot
Skills Acrobatics +12, Climb +12, Disguise +9, Perception +12, Stealth +18
Languages Draconic

ECOLOGY

Environment warm forests and swamps
Organization solitary, patrol (2-4 temple guards), or nest (4-6 temple guards, 2-4 champions, 1-2 charmers)
Treasure standard (3-5 doses of poison, other treasure)

SPECIAL ABILITIES

Strike from the Shadows (Ex) If the temple guard is using Stealth to be hidden from a target, it can make a single ranged attack at its highest base attack bonus. If that attack hits, it deals sneak attack damage regardless of range. If that attack misses, the temple guard remains hidden.
Poison (Ex) black adder venom—injury; save **Fort** DC 11; frequency 1/round for 6 rounds; effect 1d2 **Con**; cure 1 save.

Temple guards are warriors who defend the remaining strongholds and sacred sites of the serpent race. In battle, temple guards remain hidden, striking quickly with poisoned arrows and fading back into the safety of the shadows. They rely on their Stealth ability to stay hidden..

NESSK CHARMER

This snake-headed humanoid wears long robes concealing its form, and carries a long staff carved with snake heads at both ends.

SERPENTMAN NESSK CHARMER CR 9

XP 6,400
NE Medium monstrous humanoid (reptilian)
Init +7; **Senses** low-light vision; Perception +12

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +6 natural)
hp 71 (11d10+11)
Fort +4, **Ref** +12, **Will** +11
Immune poison

OFFENSE

Speed 30 ft.
Melee *+1 kukri* +13/+8 (1d4+2/18-20) or venomous bite +12 (1d8+1 plus poison)
Special Attacks mesmerizing gaze, confounding glare
Spells Known (CL 10th)
5th (1/day)—*snake swarm* *
4th (2/day)—*charm monster* (DC 20), *confusion* (DC 20)
3rd (4/day)—*hold person* (DC 19), *suggestion* (DC 19)
2nd (4/day)—*daze monster* (DC 18), *backbiter shield* *
1st (4/day)—*charm person* (DC 17), *disguise self* (DC 17)
*New spell, see Chapter 7

STATISTICS

Str 13, **Dex** 17, **Con** 13, **Int** 16, **Wis** 15, **Cha** 19
Base Atk +11; **CMB** +12; **CMD** 25
Feats Alertness, Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (enchantment)
Skills Bluff +9, Disguise +13, Escape Artist +7, Knowledge (arcana) +17, Knowledge (history) +8, Knowledge (nature) +8, Perception +11, Sense Motive +15, Spellcraft +17, Use Magic Device +18
Languages Draconic, Elven, Low Atlantean

ECOLOGY

Environment warm forests and swamps
Organization solitary, troupe (charmer, 2-4 giant vipers, 2-4 human thralls), or nest (2-4 champions, 4-6 temple guards, 1-2 charmers)
Treasure standard (*+1 kukri,* other treasure)

SPECIAL ABILITIES

Mesmerizing Gaze (Su) Daze for 1 round, 5 feet, **Will** DC 19 negates. The save DC is Charisma-based.
Confounding Glare (Su) As a standard action, the charmer bewilders a nearby enemy that can see it. The enemy makes a melee attack against itself, **Will** DC 19 negates. The save DC is Charisma-based.
Poison (Ex) Bite—injury; *save* Fort DC 16; frequency 1/round for 6 rounds; effect 1d3 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

The sorcerous charmer usually leads a group of serpentmen and human thralls. It uses magic to summon forth snakes, turn enemies' weapons against them, and mesmerize its foes.

PRIMEVAL THULE

Acropolis of Voor Darayn

Centuries ago, the dark sorcerer Tur Nyaan built an extravagant palace atop a hill called Voor Darayn. For decades, he demanded tribute from nearby cities and trade routes, and summoned mighty demons or conjured terrible curses to punish those who refused him. Tur Nyaan's reign of terror ended a century ago, when death finally claimed him . . . or so it is believed. So why is it that summoned demons have once again appeared in the nearby cities, demanding tribute in his name?

This one-session adventure is designed to provide you with an exciting taste of the Primeval Thule Campaign Setting—a primordial land of fierce barbarians, elder horrors, and savage wilderness. Four pregenerated player characters are included so you can begin play immediately!

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