

# AGE OF AMBITION



Time forgot





# Time Forgot

Written by  
Thorin Tabor

Edited by  
Thorin Tabor

*Saga Machine* system by  
Thorin Tabor

Tab Creations is  
Ben Goreham, Jesse Pingnot, Matthew Pennell, Thorin Tabor

Art by  
Fortin Michel, Dean Spencer, Cornelia Yoder



Tab Creations



*Tab Creations, Saga Machine, Against the Dark Yogi, Shadows Over Sol and Age of Ambition* are trademarks owned by Thorin Tabor and Tab Creations LLC. All rights reserved. All other content is ©2020 Thorin Tabor & Tab Creations LLC. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This document is a work of fiction.







# Introduction

In which a scenario is introduced that places Our Heroes at the distant fringe of two civilizations

Contained herein is a complete adventure for *Age of Ambition*. It should be enough material to cover somewhere between three and five sessions of play, depending on the pacing set by the GM and the interests of the players.

## Synopsis

At the beginning of this scenario, the party arrives in Cebul as part of the Bellmoon Trading Company, a new venture looking to turn a profit by selling supplies to the island's inhabitants. After arriving at the docks, the heroes are quickly attacked by the Crescent Moon bandits.

After defeating the ruffians, the party visits Lalog, where they meet the townsfolk, gather rumors and track the bandits back to their main camp. The heroes also trade with the local tribes, visit an ancient burial mound, encounter the severed head of an undead anthropologist and face off against the island's dinosaurs!

While going about these tasks, the party is attacked by and defeats Princess Trici of the dreaded Wrathwrench tribe. The Wrathwrench, however, don't take her defeat lying down. Instead, they threaten to raze Lalog to the ground unless the settlement hands the heroes over. In response, the Governor asks the party to help with the town's defense.

## Other Scenarios

*Time Forgot* makes for a great introductory scenario when kicking off a new *Age of Ambition* campaign. It's events also segue well into those of *Will to Power*.

Alternatively, *Time Forgot* can be used as a follow up to *Out of Shackles*. In this case, the party's newfound freedom in the latter adventure leads to their possession of the Maoh's Embrace, and then their association with the Bellmoon Trading Company at the beginning of this scenario.

Regardless of how the battle against the Wrathwrench turns out, the surviving Crescent Moon bandits take advantage of the town's momentary weakness to loot the settlement and strike back against the heroes. The party must then track down the bandit leader and defeat the Crescent Moon once and for all.

## Cebul

In the back of this book is a chapter detailing the island of Cebul, a remote and primal land dominated by isolated tribes and gargantuan beasts. This chapter can be used to flesh out the included scenario and as a source of background for continuing adventures in the region.







# Time Forgot

In which Our Heroes visit the remote island of Cebul and find themselves involved in local conflicts

In this scenario the party will join a merchant company in traveling to the remote island of Cebul. There they will encounter a struggling colony, fight bandits, meet tribes—both friendly and hostile—and uncover a forgotten relic that could rewrite scholars' understanding of history. With any luck, the heroes will turn a profit and return to the mainland triumphant.

## Bellmoon Trading Company

---

This adventure assumes that the party has already signed on with the Bellmoon Trading Company, a new mercantile venture based out of the city of Halome. The company has chartered a ship, acquired a load of trade goods and is headed to the colony of Lalog on the island of Cebul. There they hope to sell the goods for a profit and purchase some of the island's exotic hides.

Individual heroes might have been hired as guards, accountants, porters or scouts; they might even be part owners of the company. Work this out with the players. When in doubt, assume that the party has some sort of responsibility and authority over the trading expedition.

## Trade Goods

If using the Mercantile Trading rules from page 23 of *Campaign Options*, you can note that the company starts with two loads of ale, two loads of canvas and two loads of cheese. It also has 1,000 bp in its coffers—intended to cover lodging and other upkeep until the goods can be sold.

Finally, the company has heard rumors that the island's encampments are a great place to purchase hides (see page 27).

## Creditors

Since new mercantile ventures have sizable startup costs, the company has borrowed money from the Consortium (see the *Age of Ambition* core rulebook, page 229). All told, the company owes 20,000 bp.

The first payment of 2,000 bp will be due after the expedition to Cebul has been completed, paid to the Bank of Kaun branch office in Shrame. If the company doesn't make this payment, to say there will be complications is putting it lightly.

## Owners & Hiredings

The heroes aren't the only characters involved in this trading venture. Others have

traveled to the island as part of the company or in its employ. This is a great way to involve the party's Bonds! Three NPCs are presented below. Feel free to swap these characters out for others taken from the party's backstories.

### Tybalt Agana

Human, Trader (Gentle 3)

**Ambition:** Get rich quick and retire.

**Influence:** Shrewd Business Sense (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
4	5	4	6	6	6	7	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	6	0/0	10	5	0	5

**Dagger:** +5 vs. Defense (7/6/5/4/3 pi). Close, Parry 2.

**Skills** 🟢: Language (Standard), Tradecraft (merchant)

**Weaknesses:** Fat

Tybalt is a moderately successful merchant and one of the co-owners of the Bellmoon Trading Company. He's talkative to the point of seemingly overly friendly, but has a keen business sense. He dresses in rich, well-cut clothing that does much to hide his excess girth. Although he is originally from Grichom, Tybalt has spent most of his adult life trading between the cities of Rouh and the Yirdril Lands.

### Manu Elari

True Elf, Accountant (Gentle 1)

**Ambition:** Make their family proud.

**Bonds:** Elari Family (contact)

Str	Dex	Spd	End	Int	Per	Chr	Det
4	5	6	4	7	4	5	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	5	6	0/0	8	5	0	5

**Staff:** +6 vs. Defense (6/5/4/3/2/sm). Parry 4.

**Skills** 🟢: Language (Standard), Tradecraft (accountant)

Manu Elari is a young accountant who was hired to do the books. Although they are part of a well-connected family from Inushalon, Manu has actually spent most of their life

in boarding school and then university in neighboring Glimgildral. They graduated this summer and this is their first time out in the world. Manu is usually quiet and stoic, but can get very excited about numbers or technology.

### Zefeen

Dwarf, Porter (Common 2)

**Ambition:** Die of drink, not from a ruffian's blade.

**Bonds:** Daughter (contact), Modin (enemy)

Str	Dex	Spd	End	Int	Per	Chr	Det
6	5	4	7	5	5	5	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	5	0/0	13	5	0	5

**Dagger:** +5 vs. Defense (8/7/6/5/4 pi). Close, Parry 2.

**Skills** 🟢: Athletics, Tradecraft (porter)

Zefeen (no last name given) is an experienced porter with a no-nonsense attitude and a penchant to drink. He has worked for Tybalt before on numerous occasions, and is the only member of the trading company who has previously been to Cebul. Zefeen is notoriously tight-lipped about his past. Nevertheless, he has a slight Rouh accent and occasionally dictates letters which he sends to a daughter.

## Involving the Party's Bonds

As Cebul is a remote island, it can at times be a challenge to involve all of the party's Bonds in this adventure.

If making new characters for this scenario, let the players know during character creation that bonded NPCs should either be members of the trading company or residents of the island.

Alternatively, heroes might have the additional motive of chasing an enemy who has fled to the island, or a rival might show up unexpectedly.



# Welcoming Committee

This scenario begins when the party is awoken by the sound of “Land ho!” being cried from above deck. The heroes are on the Mackerel, a ship the Bellmoon Trading Company has chartered to transport their expedition to Cebul. For the past week, the heroes have been cooped up on the vessel, but as they make their way above deck, the early morning fog parts and they can see that the ship approaches land.

What’s visible is a 100 ft. (30 m) tall sea cliff with a single pier and dockhouse sticking out from the base. A narrow, switchbacked path leads up the cliff, and at the top a handful of shack-like buildings are just barely visible through the fog.

This must be the colony of Lalog, the trading expedition’s destination.

## Arrival at the Pier

The Mackerel drops anchor about 50 yards from the pier and the crew begins to prepare the ship’s boat. Throughout this, the dock is eerily silent, with no sign of life coming from either the pier or the dockhouse.

The heroes, Tybalt and Zefeen are shepherded onto the boat, and as Zefeen rows them to the pier, Tybalt speaks: “Not much of a reception, is there? For a far-flung colony like this, I would expect that a ship arriving at the docks is a big deal. It probably doesn’t happen more than a few times a year. I don’t like how quiet everything is. Zefeen and I will stay with the boat. Why don’t you check out the dockhouse, or head up the cliff and see if you can find someone in charge.”

## Investigating the Dockhouse

At the base of the pier is a short boardwalk leading to a small, wooden dockhouse. Just past the dockhouse is a large wicker basket attached to a rope and pulley system, used to transport goods up the cliff. Past that, the boardwalk continues a short distance before ending at the base of the trail leading up the cliff.

As the party approaches the dockhouse, have whoever is in front make a **Per/awareness-10** flip. On a success, she hears a faint rustling coming from inside.

Characters approaching the door of the dockhouse find it slightly ajar. Pushing the door open reveals an old man—bound, gagged and tied to a chair. This is Dockmaster Vhen (see page 11). Once he notices the heroes, he begins struggling with his bonds and attempting to yell through the gag.

This is when the bandits attack.

## Bandit Attack!

As soon as the party opens the door to the dockhouse or begins to make their way up the switchbacked path, bandits emerge from behind the building and appear at the top of the cliff. They waste no time pressing the attack.

- ✦ Use the Bandit stats on page 288 of the core rulebook, but give each of them boiled leather armor (Armor 4/2). There are a number equal to the twice the number of PCs. All of them are Minions.
- ✦ Half of the bandits begin the combat at the top of the cliff. They will rain arrows down on the party, focusing on any heroes who begin making their way up the trail.
- ✦ If anyone attempts to use the wicker basket to reach the top of the cliff, doing so takes six actions of pulling the rope. Meanwhile, one of the bandits at the top of the cliff will draw a knife, move to towards the pulley system and attempt to cut the rope.



✦ The rest of the bandits begin the combat hidden behind the dockhouse. They will rush out and engage the party in hand-to-hand combat, focusing first on any heroes brandishing ranged weapons.

✦ Tactically-minded heroes may retreat into the dockhouse, putting themselves out of harm's way from the archers at the top of the cliff. The door to the dockhouse also presents an effective bottleneck, forcing the bandits to engage in combat a few at a time.

✦ The bandits fight until half of their number are down, at which point they begin a retreat. The ones at the top of the cliff quickly flee out of sight, while any surviving bandits down below throw themselves into the ocean and swim away from the dock.

## Aftermath

Once the attack is over, the party can untie the dockmaster, pick over the bodies and deal with any surviving bandits.

## Speaking with the Dockmaster

Dockmaster Vhen is more than happy to be unbound and thanks the party profusely. He doesn't know much, other than that he drifted off to sleep this morning and woke up as the bandits were tying him to the chair.

He will identify them as the Crescent Moon and can even explain a bit about their history, if the heroes think to ask (see page 15). He doesn't know why they captured him, but suspects that they somehow must have known that a ship was coming in.

✦ Dockmaster Vhen's stats are on page 11.

## Checking the Bodies

The bandits are a mix of humans and minotaurs. Any hero succeeding on an **Int-10** flip will note that this means they come from

the same stock as the people of the nearby colony; that is, they're not natives of the island. Additionally, they're all relatively young. Mostly they are in their late teens.

The bandits each carry a small club, a bow and a few arrows (make a **10-Flip**) and have boiled leather armor. Anyone succeeding on an **Int/tradecraft (leatherworker)-10** flip will note that the armor is of fairly good quality, and not the usual rubbish that bandits wear. None carry any money.

## Questioning the Bandits

Unless the heroes were going out of their way to be particularly merciful, roughly half of the defeated bandits survive—albeit wounded and possibly unconscious from their defeat.

Patching up any of the bandits so that they don't bleed out requires a **Dex/medicine-10** flip. Failure results in the bandit's demise; success rouses the bandit enough to be interrogated. Getting anything useful out of them, however, requires a **Det/persuade-10** flip. Here's what the surviving bandits know:

✦ They call themselves the Crescent Moon and can explain a bit about the band's history (see page 15).

✦ They were roused early this morning by Laia, one of the bandits who died in the attack. (They'll point to her body). She told them that a ship was coming in and that this was their opportunity to seize its cargo, thereby proving themselves. They snuck down to the docks using the early morning fog as cover, tied up the dockmaster and waited. Their plan didn't go well.

✦ None of the surviving bandits know how Laia knew about the ship, but they suspect she has an informant in town.

✦ On a success with Margin 5 or better, one of the bandits might be persuaded to lead the heroes to the bandit camp (see page 15).



## How Did Laia Know?

Laia and Iban, the town's apprentice tanner, are sweethearts (see page 12). They spent last night together, and when Iban arose before dawn to do his daily chores, he spotted the mast of the Mackeral from the top of the sea cliff.

After Laia was told, she rushed back to the Crescent Moons camp, roused the others and spearheaded the attack. She had hoped the attack would prove to the Dragon, the bandit group's leader, that she was ready for command, but in fact it proved the opposite.

in a nightgown—approaches the party. In one hand he carries a candle, and in the other he carries a ceremonial mace, a symbol of office distinguishing him as the colonial governor.

“Welcome! Welcome to Lalog. That’s a native word for peace, you know. I’m Governor Krayhill. Give me some time and I can put on more suitable attire to properly welcome you to our settlement. Meanwhile, I’m sure word of your arrival will spread fast. It’s been quite some time since we last had a ship in port. The usual one that shows up in the spring didn’t come this year. Welcome! Welcome!”

✦ Governor Krayhill’s stats are on page 11.

✦ Anyone with **Language (Cebulese)** knows that “lalog” actually means “go away.”

## Into the Colony

As the party wraps up at the dockhouse, Tybalt approaches the group and suggests: “We need to know what’s going on before we offload the trade goods. Why don’t you all head up the path and cautiously check out the colony. Zefeen and I will watch the boat and be ready to take us all back to the ship, if needed.”

## Approaching the Town

As the party reaches the top of the cliff, the first few houses they pass appear largely abandoned and left to the elements. Past the first couple rows, however, the houses begin to look more occupied and it soon becomes apparent that the colony consists of a single main road, with several branching side streets.

By the time the heroes make it to the main road, several sleepy townfolk have emerged from nearby houses and a general commotion has arisen, “Strangers are here! A ship! Everyone, a ship has arrived!”

Some of the excited townfolk stand and gawk at the heroes, while an older man—still

## Concerning the Bandits

If the party talks about how they were just attacked by bandits, the crowd will react with mixed surprise.

Many of the bandits are young folk from the colony who ran off to join the Crescent Moon, despite the objections of their elders. These young folk have many relatives in town who may not approve of their banditry, but who nevertheless do not wish to see their family members killed.

✦ If asked about the bandits, the Governor can explain their history (see page 15).

✦ If the heroes have brought any bandits back as captives, the colony doesn’t have a proper jail, but the Governor will see that their wounds are treated and that they are chained to a post in the middle of the town square.

✦ If the party mentions that some of the bandits died, many of the townfolk’s faces turn grim. A **Per/empathy-10** flip will allow a hero to notice that one member of the crowd takes this news particularly bad. This is Kinta the town butcher (see page 11).



# Lalog Colony

It's likely that the party will make Lalog their base of operations while in Cebul. They can come and go from the colony, or visit any of its locations, in whatever order they see fit.

This section contains descriptions of important locations, significant characters and events that may occur as the heroes go about their business. Places to visit and events outside of Lalog are covered in the next section (see page 14).

## State of Affairs

Lalog consists of just over 300 houses, arranged surrounding a single main road in the Grichomic style. At the center of the settlement is a town square and a handful of businesses. Further out, the colony is encircled by outlying farms and the tannery, which is located about a mile (1.6 km) further along the sea cliff.

The colony has seen better days. Almost a third of the houses now stand empty, and some have been stripped of wood or other materials. A few on the outskirts have also burnt to the ground.

The settlement is nominally owned by the Republic of Grichom, but ever since its loss in the Licad-Grichom War, the senate has neglected the colony, instead focusing on rebuilding the homeland. The result is that over the past decade there has been a sizable exodus. Anyone with money left the colony years ago, leaving behind those too stubborn to leave or too poor to afford the voyage home. The former group also includes the younger generation, who were born in the colony and who do not feel any particular attachment to a distant motherland they've never visited.

At one point there was a small detachment of Grichomic troops stationed here to guard the colony. After years of the senate not sending their promised pay, however, the troops abandoned their posts. Some took passage back to Grichom, while others vowed to take by force what they were due. These became the leaders of the Crescent Moon.

With no troops remaining, it wasn't long before the colony became subject to raids. While the relationship between the colonists and the local tribes was fraught even at the best of times, the unguarded settlement attracted the attention of the Wrathwrench, a particularly aggressive tribe of tinker gnomes. First the Wrathwrench forcibly displaced the nearby Stumpplain tribe, then they threatened the colony, forcing it to pay tribute or be destroyed.

This is the state of affairs into which the party is dropped.

## Locations Around Town

The following are significant locations in Lalog or in its immediate vicinity.

### Abandoned Buildings

There are plenty of abandoned houses in various states of disrepair along the outer fringes of the settlement. These were once occupied by settlers who have since returned to the Grichomic homeland.

The trading company can take up residence in one of these buildings. See "A Place to Stay" on page 12.

### Butcher's Shop

Kinta, the town butcher, sells a variety of meats. These include common ones, like sheep, as well as more exotic fare from the island, such as mastodon or pterodactyl.



### Kinta the Butcher

Human, Butcher (Gentle 2)

**Ambition:** Get revenge for the death of her daughter.

**Stats:** Use the Commoner stats on page 289 of the *Age of Ambition* core rulebook.

Kinta is the mother of Laia, who was one of the bandits the party killed at the docks. As such, she is nursing a fierce hatred of the heroes.

### Chapel of Zuraic

The settlement doesn't have a proper church or temple, but Lector Noomon maintains a small orthodox Zuraician chapel near the center of town. The chapel consists of a single room with a holy brazier and large bell that rings on holidays or other special occasions.

### Lector Noomon

Canny Minotaur, Lector of Zuraic (Gentle 3)

**Ambition:** Avoid scrutiny of his heretical beliefs.

**Stats:** Use the Missionary stats on page 290 of the *Age of Ambition* core rulebook.

Noomon is a gentle and pious follower of Zuraic with some heretical beliefs that prevent him from joining the clergy.

### Docks

The docks are located just down the sea cliff and consist of a single pier and dockhouse. Until its mysterious disappearance, the Mackerel is the only ship in port (see page 13). The next cargo ship won't arrive until spring.

### Dockmaster Vhen

Human, Dockmaster (Common 5)

**Ambition:** Save up, buy a boat and leave Lalog.

**Stats:** Use the Commoner stats on page 289 of the *Age of Ambition* core rulebook.

Dockmaster Vhen is an elderly former sailor who drifts off to sleep at odd moments.

### Farms

The town is surrounded by a variety of small farms and pastures. Local crops include rhubarb, rutabaga, cabbage, leeks, turnips and potatoes. Local livestock includes sheep and rabbits.

### Furrier's Shop

Since trapping is one of the island's staple industries, this shop is the busiest in the settlement. It buys and sells a variety of furs and hides.

### Anttona the Furrier

True Ogre/Human Hybrid, Furrier (Gentle 4)

**Ambition:** Become the real power in the colony.

**Stats:** Use the Merchant stats on page 290 of the *Age of Ambition* core rulebook.

Anttona towers above the rest of the villagers and has a ruthless business sense that makes her the second most powerful person in the colony.

### Governor's House

Governor Krayhill's house is the largest building in the colony. Not only is it his residence, but it also serves as a hall for town meetings.

The most valuable items in the house are the Governor's ceremonial mace of office and a small enchanted box, which can be used to send messages to a paired box possessed by court functionaries in the Grichomic capital.

### Governor Krayhill

Human, Colonial Governor (Noble 1)

**Ambition:** Ensure the survival of the colony.

**Stats:** Use the Merchant stats on page 290 of the *Age of Ambition* core rulebook.

Krayhill was left in charge when his predecessor was killed in a Wrathwrench attack. He is a bit out of his depths, but is thrilled that the party defeated the Crescent Moon at the docks.



## Herbalist's Shop

This shop sells a variety of local herbs for both culinary and medicinal purposes. In addition, Gloris keeps a secret stash of magical reagents, which she is willing to sell to those she trusts. She uses some of them to brew potions.

### Gloris Bittersmith

Dwarf, Herbalist (Common 3)

**Ambition:** Lie low and avoid the Kalid's Guild.

**Stats:** Use the Commoner stats on page 289 of the *Age of Ambition* core rulebook.

Gloris is a herbalist and an amateur alchemist and kalid mage. As she practices the latter two trades without official guild sanction, she takes care not to attract attention to her studies.

## Tannery

The tannery is located along the sea cliff, a mile (1.6 km) out the town. It can be smelled from at least half that distance.

☞ See "The Bandit Informant" on page 13.

### Aseru the Tanner

Canny Minotaur, Master Tanner (Gentle 3)

**Ambition:** Find romance.

**Stats:** Use the Commoner stats on page 289 of the *Age of Ambition* core rulebook.

Aseru's trade leaves her smelling of the putrid materials used in tanning, so while she is respected, few wish to get close to her.

### Iban the Tanning Apprentice

Human, Apprentice Tanner (Common 2)

**Ambition:** Run away with Laia and start a new life.

**Stats:** Use the Commoner stats on page 289 of the *Age of Ambition* core rulebook.

People often joke that Iban is too old to be an apprentice. His heart really isn't in his work. He just wants to spend his time with Laia.

## Tavern

Lalog's tavern is unusually small, but it's surrounded by rows of wooden benches where locals can drink and gossip. Most of the inside is taken up by the large tanks where the ale is brewed and it smells strongly of fermentation. The ale is mediocre.

## Tinker's Shop

There was once a tinker's shop in town that also acted as a general store. Unfortunately, the shop closed several months ago when the owner made a trip to Gimloo and never returned.

If the heroes try to visit, they'll find that the building still looks occupied, but a sign on the door says "Closed Until Further Notice." Breaking into the shop is possible with a successful **Dex/thievery-10** flip. A variety of tools can be found inside.

## Events in Town

The following events in Lalog occur either when the party initiates a specific action or at the GM's discretion.

## A Place to Stay

While Lalog doesn't have a functional inn or hostel, there are plenty of abandoned houses in which the trading company can stay. It may not be the most comfortable of accommodations, but it's also free. A downtime action can easily be spent fixing up the place and making it more comfortable.

If the party has made a good impression with Governor Krayhill, he will help point them at a suitable house: "We don't have an inn, but we have plenty of unoccupied buildings. I'll have someone find you one that's still in good repair, and make sure you're brought some firewood, blankets or anything else you need."

Once the party has picked out a house, Zefeen will begin the process of offloading the company's trade goods from the ship.

## Buying or Selling Goods

If the party begins looking around for buyers or for trade goods to purchase, Tybalt will offer some insight: "This is not as big of a market as I was led to believe. Nevertheless, the demand here is high. I suggest we take some time to ingratiate ourselves with the local community. Maybe take stock of what these people have in excess and what they can afford to pay. If they don't have coins, we might be able to trade for hides, furs or timber—something! Also, if we venture out of the settlement, there might be an opportunity to visit some of the tribal trading camps. Surely they need goods, too."

- ✦ The buying and selling rules begin on page 26 of *Campaign Options*.
- ✦ The trade goods available in Lalog can be found on page 27.
- ✦ Most of the trade goods in Lalog have already been given to the Wrathwrench as tribute. Until the Wrathwrench problem is solved, any attempts to buy or sell goods in Lalog suffer from a ☹.

## Magic!

A hero openly performing magic or looking around for magical goods will quickly attract attention from the colonists. One of them will pull the hero aside and explain: "The local tribes, especially the Wrathwrench, have a taboo against magic—all magic. I don't know why. But if they catch you practicing it, you're likely to become one of those severed heads on poles along the river. Best be careful!" See page 17.

None of the shops in town openly carry magical goods, including reagents. Gloris, the herbalist, however, has some she'll be willing to sell if the heroes earn her trust.

## The Bandit Informant

One way to track down the Crescent Moon bandits is to figure out who their informant is in town. To do this, the heroes need to visit the Tannery after word of Laia's death gets out.

Iban the apprentice tanner and Laia were sweethearts. He has not taken her death well and blames the party. Anyone interacting with him may attempt a *Per/empathy-10* flip to notice the hatred that burns in his eyes when talking to the heroes.

It doesn't take much to get Iban to reveal that he was the informant, as his rage is currently stronger than his common sense. Pressing him on the subject of the bandits or even just remaining in his presence for too long may provoke him to challenge one of the heroes to a duel—something which is not likely to go well for the lad.

- ✦ Iban's stats are on page 12.

## The Mackerel Disappears

The morning after the trading company moves into a house in Lalog, the Mackerel disappears. It's anchored near the pier when everyone goes to sleep, and by the time the heroes awaken, it's gone. The absence is noticed by the townsfolk shortly after dawn.

The ship's disappearance both strands the trading company on the island and is likely to lead to rampant speculation. For now it will remain a mystery.

What happened is that in the night the ship spotted the approach of a pirate vessel—one of the ships of the Skull & Shackles pirate fleet. Rather than remain a sitting target, the Mackerel left the pier, attempting to outrun the other vessel.

- ✦ The ship's fate is revisited on page 23.



# Further Afield

As the party explores the island, they are likely to venture out of Lalog colony and further afield. They might be pushed by the trading company to visit the other settlements on the island, or they might hear rumors when interacting with the townsfolk.

## Travel

Use the Travel system when the party ventures to any location further away than the bandit camp (see the *Age of Ambition* core

rulebook, page 276). Break each journey down into three legs. Because of the primal nature of the island, each leg traveled by foot will be an **End/survival-10** flip.

Call for an encounter after any failed travel flip or whenever one is necessary for pacing. Start with the Wrathwrench Attack encounter (see page 16). Use the table below for subsequent encounters.

## Encounters on the Island

When an encounter is needed while traveling, pick or flip on the following table.

Card	Encounter
A	The party is stalked by smilodons equal to half the number of PCs (see page 29). They follow the heroes and attempt to pick off any stragglers.
2	A stampede of mastodons charges past the party (see page 28). The heroes must avoid being trampled.
3	Skeletons equal the number of PCs emerge from the ground (see the core rulebook, page 305). If not attacked, they will head towards the burial mound (see page 17).
4	A brontosaurus wanders into the party's camp at night and attempts to eat their rations (see page 28).
5	The party comes across an abandoned campsite. Most of the remaining equipment is old and tattered, but a successful <b>Per/investigate-10</b> flip turns up useful piece of gear.
6	A tyrannosaurus attacks the party (see page 29).
7	The party is attacked by a Wrathwrench war band looking for revenge. There are a number of Wrathwrench equal to the number of PCs (see page 16).
8	A stegosaurus is asleep in the path that the party needs to take (see page 29).
9	At night a lone trapper approaches the party and attempts to trade furs for tools or other goods. Use the Pioneer stats on page 291 of the core rulebook.
10	A pack of deinonychus equal to the number of PCs rushes out of the brush and attempts to surround the party before attacking (see page 28).
J	A marooned pirate, formerly of the Skull & Shackles pirate fleet, is found wandering the island (see the core rulebook, page 291).
Q	A pteranodon swoops down and grabs one of the heroes (see page 29). If not stopped, it brings the hero back to its nest.
K	The party comes across a Bonita vine (see the core rulebook, page 274).
Joker	At night a lone Crescent Moon bandit attempts to sneak into the party's camp to murder a hero and get revenge (see the core rulebook, page 288).

## Crescent Moon Camp

The party can learn the location of the Crescent Moon's camp either by interrogating a bandit, confronting Iban the tanning apprentice or searching the cliff top for tracks and following the tracks back to the camp—something which requires a successful **Per/survival-10** flip.

## The Story of the Crescent Moon

The Crescent Moon consists of a little over 25 bandits. They've been a thorn in the side of Governor Krayhill and the local tribes for about two years now.

The founding members of the Crescent Moon were soldiers tasked with guarding the colony. After years of not being paid, however, these soldiers abandoned their posts and swore to take what there were owed. They became bandits.

The new recruits since then have mostly been disaffected youth from the colony, angry about the lack of opportunities or about the settlement's subjugation to the Wrathwrench. They've joined the Crescent Moon because they see it as fighting back.

Before the arrival of the party, the bandits were split roughly half and half between the old guard soldiers and their youthful recruits. Laia was the de facto leader of the younger contingent and eager to prove her worth to the Dragon, the leader of the bandit gang. She led the attack at the docks and it didn't go well.

When the attack occurred, the Dragon and most of the senior bandits leaders were away trading their stolen goods with the Skull & Shackles pirates (see page 23). They won't return to the camp for several days.

## Arriving at the Camp

If the party tracks down the Crescent Moon camp in their first few days on the island, they'll

find it occupied by only a few dispirited bandits, with none of the leadership present.

- ✦ There are a number of bandits equal to the number of PCs. Use the Bandit stats on page 288 of the *Age of Ambition* core rulebook.
- ✦ If the bandits have had time to hear about their defeat at the docks, there will be sentries posted. Treat them as active guards. Otherwise, they'll be eagerly awaiting news of their victory; treat them as inactive guards.
- ✦ The bandits fight until half of them are down, at which point they attempt to surrender.

## Crescent Moon Leadership

If the camp is still there a few days after the party's arrival, the bandit leaders return from their trading excursion with the pirates. They quickly gather any surviving bandits, pack up the camp and move to a new, more secure location. They will return in the aftermath of the Wrathwrench attack (see page 22).

### The Dragon

**Human, Bandit Leader (Gentle 3)**

**Ambition:** Take as much money as she can and run.

**Influence:** Fearless and Scary (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	6	7	6	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	5	4/2	24	5*	0	6

**Dragon:** +6 **+** vs. Defense (6/5/4/3/2 pi). Close, Cone 9, Firearm, Reload 10.

**Club:** +6 **+** vs. Defense (7/6/5/4/3 sm). Parry 3.

**Skills** **+**: Awareness, Persuade, Survival, Tactician-style

**Villain:** See the core rulebook, page 287.

The Dragon left her real name behind long ago, instead taking on the name of her signature weapon. She is a hardened killer from Michine who somehow found her way into a Grichomic penal legion and then to a post in Lalog. She finds the lawless wilderness much to her liking.



## Wrathwrench Attack

This should be the first encounter the party experiences when they travel more than a day's walk from the colony. It sets the climax of the adventure into motion (see page 20).

As the party is traveling overland more than a day's walk from Lalog, they suddenly find themselves surrounded by tinker gnome tribal warriors mounted on fierce-looking war pigs. Each is holding a spear pointed at the heroes. These are the infamous Wrathwrench.

One gnome wearing a cloak made from the feathers of a deinonychus appears to be in charge. She is staring daggers at the party and is in a foul mood; she's itching for a fight. Speaking in broken Standard, she says: "Our land. You pay. Give tribute."

If the heroes offer something as tribute, she will respond only by yelling, "More!" She wants all of their weapons, armor and money. Unless the party offers all of it, she will direct her warriors to attack. In addition, if she sees any obviously magical items or reagents, she will also immediately attack.

- ✦ The speaker is Princess Trici of the Wrathwrench, although the heroes are not yet likely to know of her importance. She uses the Wrathwrench Warrior stats to the right, but is a Villain. She is mounted on Truffles, her particularly vicious War Pig.
- ✦ There are a number of Wrathwrench Warriors with her equal to the number of PCs. Each is riding a War Pig. Use the stats to the right. They are all Minions.
- ✦ The Wrathwrench fight until Princess Trici is killed or captured. She fights to the death. The war pigs fight until reduced to 0 HP or until their riders flee.
- ✦ Trici's defeat leads to the Wrathwrench ultimatum and attack, which serves as the climax of the scenario (see page 20).

### Wrathwrench Warrior

Tinker Gnome, Tribal Warrior (Common 3)

**Ambition:** Impress the tribe with the biggest kill.

Str	Dex	Spd	End	Int	Per	Chr	Det
6	6	6	7	5	4	3	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	4	2/1	12	5	-1	5

**Spear:** +6 🍀 vs. Defense (8/7/6/5/4 pi). Parry 2, Reach 2.

**Skills** 🍀: Animals, Athletics, Pikeman-style

To be a warrior is to be of the highest strata in Wrathwrench society. They bow only to the chief and elders. They are used to being feared and obeyed.

### War Pig

Str	Dex	Spd	End	Int	Per	Chr	Det
6	5	5	6	1	6	6	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	6	0/0	12	10	0	5

**Tusk:** +5 vs. Defense (9/8/7/6/5 pi).

**Bestial:** See the core rulebook, page 284.

**Scent:** See the core rulebook, page 286.

These large, fierce pigs are raised from birth to serve as mounts for Wrathwrench warriors.

## Nearby Tribes

Lalog is built on land that historically belonged to the Stumpplain tribe. Once, they controlled most of the plains north of the Lagden River, but a century ago, crusaders from Grichom pushed the Stumpplain back from the coast and away from their most desirable lands.

This weakened the Stumpplain and allowed their longtime rivals, the Wrathwrench, to sweep down from further north, conquering most of the former Stumpplain lands and extracting tribute from Lalog.

Today the Stumpplain inhabit the nearby fringes of the Gimbi Forest. They nurse a justi-

fiable grudge against both Lalog and Wrathwrench. Loss of their land has also pushed them up against territory controlled by the Gimjoe, a tribe of ogres that dwells deep in the forest.

## Trading Camps

Two major trading camps exist on the island, where tribes from across Cebul meet to barter, hash out agreements and arrange marriages. These are Gimloo and Nirifte. They are also the party's best bet for turning a profit on their trade goods and finding allies against the Wrathwrench. Descriptions of these two camps can be found on page 27.

## Up the River

Along the Lagden River are a number of severed heads on pikes. These are the remains of mages, left as a warning to anyone else who would practice the forbidden arcane arts.

One of the severed heads is not quite dead—rather it is *undead*. This head belongs to Laeroth, an anthropologist from Glimgildral University who came to the island two years ago to study its unusual culture. She met a bad end when the Wrathwrench caught her using kalid magic to speak with the local fauna.

If the party heads up the river, she will watch them as they go by, debating whether or not to speak. A *Per/awareness-10* flip allows a hero to notice the severed head spying on them.

If Laeroth is seen or decides to speak, she will attempt to strike a bargain with the party. She'll offer to provide commentary and useful cultural insight. In return, she's interested in being removed from the pike and in somehow gaining a new body. The heroes can decide for themselves whether or not to accept her offer.

✦ Laeroth uses the Scholar stats on page 292 of the *Age of Ambition* core rulebook, except she has the **Undead** trait and lacks a body.

## Burial Mound

While in the tavern or other public location, the party chances upon Lucius, a trapper who has recently returned from the foothills of the Lagden Mountains. With him he has a number of small jewels and pottery shards that he is using to purchase drinks for anyone who will listen to his story. He's already quite inebriated.

Lucius claims that near the headwaters of the Lagden River is an old mound that has recently suffered a mudslide due to a storm passing through. Sticking up out of the newly unearthed mud and debris are a plethora of old objects—pottery, the ruins of old walls, arrowheads and gems. He picked up as many of the gems as he could find, but he was running low on supplies and needed to return to the colony before the hides he was carrying spoiled. He suspects there's more wealth out there, waiting to be found in the mud.

As soon as he hears of this, Tybalt will suggest that the party travels to the site of the mudslide. After all, the more wealth they can gather while in Cebul, the more profitable this trading expedition will be.

✦ Use the Pioneer stats on page 291 of the *Age of Ambition* core rulebook for Lucius.

## Getting There

Use the Travel system to handle the trek upriver (see page 14). If the party hasn't yet encountered the Wrathwrench, they should do so along the way (see page 16). They might also encounter the head of Laeroth (see left).

## The Mudslide

Once the party arrives at the mound, the mudslide is unmistakable. Hundreds of tons of mud and rock have washed out from the surrounding hills, taking along with it trees and other vegetation.



Sticking out of the mud along the side of one particular hill are ancient stone pillars and the ruins of what was once a rock wall. Bits of broken terracotta litters the mud.

✦ Scouring the ground requires a successful **Per/investigate-10** flip and turns up a few trinkets, including lots of broken pottery, a gold coin with a ziggurat symbol on it and a broken shard of what might be a warding circle. It also becomes obvious that more items will be accessible with a bit of excavation.

✦ Success on an **Int/academics (history)-10** flip reveals the items as belonging to the ancient Yirdril Desert civilization, even though that civilization isn't thought to have expanded as far west as Cebul.

✦ Excavating the ground around the mudslide requires an extended **End/athletics-10 (Tally 10, 1 day)** action. After three flips are made—whether the action is successful yet or not—a group of old skeletons spontaneously animates and attacks (see below). Once the excavation is done, the entryway to an old burial mound is uncovered.

## Old Bones

As the party moves about excavating the ruins they unearth numerous bones. Most of these belong to various animals from the island, but with a successful **Per/medicine-10** flip, a few can be recognized as elf bones. As the party nears the entryway to the old burial mound, these bones spontaneously animate and attack!

✦ There are a number of skeletons equal to the number of PCs. Use the Skeleton stats on page 305 of the *Age of Ambition* core rulebook. They pick up stone spears and fight until all are destroyed.

## Into the Burial Mound

Once the entryway to the burial mound has been excavated, the heroes can explore it as they see fit. The inside of the mound, however, is quite dark. Unless all of the heroes have **Night Vision**, the party will need a light source. Without one, any flip relying on vision suffers Ⓣ due to the darkness.

Just inside the entryway is a small circular antechamber, about three yards in diameter. The walls of the chamber are constructed of fitted limestone blocks. Over the millennia, mud has leaked in, slowly filling up the room. As a result, the bottom foot (30 cm) of the chamber is now taken up by slightly damp dirt. This makes the already low ceiling of the room appear even lower, and larger characters will need to crouch down in order to enter.

## Door and Guardian Statues

At the far end of the antechamber is a sealed stone door, flanked on either side by a snarling gargoyle-like statue crudely hewn out of stone. As the heroes raise their light source, gems glimmer in the darkness and it quickly becomes apparent that both statues have eyes made from large rubies. Each statue stands up to its shins in dirt.

✦ The door is difficult to open without first digging away the dirt on the floor which is blocking it. Opening the door requires either a successful **Str/thievery-14** flip or an hour spent crouched next to the statues, tediously scraping away soil.

✦ The ruby eyes can be removed with a sharp knife and a successful **Dex/thievery-10** flip. On the island, each one sells for about 100 bp. But if brought back to the mainland, they are worth five times that.

✦ If viewed with Second Sight, the eyes have a faint aura of communication magic.

## When Statues Attack!

The statues are primitive constructs—sort of a predecessor to modern gargoyles. Over the years their enchantment has faded, and when the heroes first enter the chamber, they no longer have enough arcane energy to animate or even have an aura in Second Sight.

If the party opens the door to the burial room, however, the magic sealed in that chamber will slowly leak out. About a day after the heroes have breached the door, both statues will animate and go seeking their missing eyes.

- ✦ Use the Gargoyle stats on page 300 of the *Age of Ambition* core rulebook. Both constructs can not only sense what's around them, but can also see through any of the ruby eyes that the party may have taken.
- ✦ The heroes might encounter the first of the gargoyles a day after leaving the burial mound. The second could attack at any time after that—perhaps in the aftermath of the Wrathwrench attack on Lalog (see page 22).

## Burial Room

The final room of the burial mound is similar to the first. It's a circular chamber with limestone walls and several inches (centimeters) of dirt that has built up on the floor. In the center of the room, however, is a stone sarcophagus.

The sarcophagus doesn't contain a body. Instead it contains a terracotta burial urn, a

rusty hooked blade, a small pile of bronze coins and a bronze oil lamp.

- ✦ The burial urn is sealed with a wax lid. Its made of Fine quality terracotta, and is obviously valuable. It also contains an arcane secret (see the sidebar below).
- ✦ The hooked blade was once a valuable weapon, but the years have not been kind to it. It now functions as a Poor quality dagger.

## Den ur-Heil's Burial Urn

The terracotta urn is a necromantic artifact created millennia ago to contain part of the spirit of Den ur-Heil, the penultimate king of the Yirdril Desert civilization. Anyone possessing the urn may begin to hear the voice of Den ur-Heil in her dreams, promising her wealth or power in return for fealty. In addition, anyone dying while in contact with the urn has her spirit trapped inside it. This prevents her from being contacted after death using either the Lore of Necromancy or the Lore of Communication.

If a hero tries to open the urn's lid, she will find it stuck tight, but not impossible to pry open. Doing so requires a **Str-10** flip. Opening it will reveal that the urn contains only a handful of dust. It also lets out the magical energy trapped inside. This energy is invisible unless a hero happens to be viewing the urn through Second Sight, in which case the burst of magical energy is so strong that she is blinded for the next 24 hours.

Once opened, the enchantment on the urn will decay much more quickly, fading entirely over the next several years instead of the next several centuries.

The urn's story continues in *Will to Power*.



☞ The coins are not of a standard weight, meaning they predate the Golden Age. Each has a ziggurat printed on one side. The are worth 120 bp if sold for the base metal—perhaps more if brought to the mainland and sold to a historian or collector.

☞ The lamp is home to a smoke golem, an unusual gaseous construct that emerges as a cloud of dark smoke when the lamp is first opened. Once released, the golem takes a vaguely humanoid form and awaits further instruction.

### Smoke Golem

Str	Dex	Spd	End	Int	Per	Chr	Det
8	7	7	8	3	5	5	8
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	6	6	0/0	16	7	0	5

**Choke:** +5 ☕ vs. Willpower. On a hit, the target begins to suffocate (see the core rulebook, page 271).

**Construct:** See the core rulebook, page 285.

**Ethereal:** See the core rulebook, page 285.

**Flight:** See the core rulebook, page 285.

**Word of Animation:** A golem is animated by a mystic word written on a slip of paper and wrapped around a kalid part. For a smoke golem, this is placed inside the golem's lamp. If the mystic word is destroyed or the reagent removed, the golem ceases to be animated. Because a smoke golem's animating energy is inside its lamp, it must return to the lamp at least once a day.

A smoke golem appears as a vaguely humanoid figure made of black smoke, with two glowing red eyes. It is silent and not capable of speech, but otherwise understands commands that it is given. It follows the orders of whomever possesses its lamp without question, but it has a fairly limited understanding of the world and may interpret instructions over literally.

## Jury of the Wrathwrench

The Wrathwrench do not take the defeat of Princess Trici lightly (see page 16). A week after the heroes face her in battle, Lalog receives an ultimatum: Hand over the party to be executed or the settlement will be razed to the ground.

Governor Krayhill, still impressed by the party's defeat of the Crescent Moon, begs them to help prepare the colony.

### Preparing for the Attack

The attack on Lalog should be resolved using the Mass Combat rules (see *Campaign Options*, page 11). However, there is much to do beforehand that may turn the tide of the battle.

The party has a week to prepare. Run this week as a Downtime. This gives each hero a downtime action that can be used to prepare the colony for battle. Additionally, players should be encouraged to call upon any Bonds they've made in the settlement and to use Influence. Influence can be used to expedite downtime actions, resolving them in a day (see the *Age of Ambition* core rulebook, page 185). This effectively gives heroes extra actions.

Some events that may occur, or actions the heroes might take, follow.

### Krayhill Calls for Aid

Governor Krayhill uses his enchanted box to request aid from the capital (see page 11). Shortly afterward, he receives a reply that they are sending the much-feared Admiral Moolough to the colony to shore up its defenses. Unfortunately, the admiral won't arrive until spring, which is much too late.

## Setting Up Defenses

As a downtime action, one of the heroes might direct the townsfolk in setting up a palisade or other defenses. This requires a flip using **End/athletics-10** or a relevant **Tradecraft** skill, and is worth 1 VP during the battle.

## Training Levies

The colony's levied troops can be trained with a downtime action and a successful **Det/tactician-style-10** flip. Every Margin 2 removes the Green quality from one unit.

## Recruiting Allies

If the heroes have made friends with the Stumpplain tribe or other groups on the island, they might be recruited into the fight. This can be achieved by calling upon a Bond with one of the tribes or using a downtime action and making a **Chr/persuade-10** flip. Success grants the heroes an allied troop like the one below.

## Stumpplain Warriors

**Might** 40 (Combatants 20, Might 20)

**Qualities:** —

## Angry Townsfolk

Some townsfolk may decide that handing the party over to the Wrathwrench is in their best interest. They will come for the heroes in the night. Use the Commoner stats on page 289 of the *Age of Ambition* core rulebook. There are a number equal to twice the number of PCs.

## Oil Lamp Goes Missing

If the heroes have retrieved the oil lamp with the smoke golem inside it, sometime during the lead up to the attack, it goes missing. It's disappearance is the work of the Crescent Moon, acting behind the scenes to undermine the party (see page 22).

## The Attack

The day of the attack, the Wrathwrench don't bother to negotiate, they just start looting. When running the battle, focus on the actions of the heroes and the differences they made preparing the settlement. When it comes time for the Heroic Acts step, give each hero a chance to make a difference, then give each of the three Wrathwrench commanders an action of their own.

## Lalog Forces

Unless the heroes intervene, things aren't likely to go well for Lalog. The colony only has four units of poorly trained levies.

## Lalog Levies \*4

**Might** 10 (Combatants 20, Might 1)

**Commanders:** Anttona the Furrier, Aseru the Tanner, Gloris Bittersmith, Kinta the Butcher

**Qualities:** Green

## Wrathwrench Forces

The Wrathwrench have three units, including a War Stegosaurus commanded by Chief Wrathwrench himself.

## War Pig Cavalry

**Might** 60 (Combatants 20, Might 3)

**Commander:** Zilrick the Brutal

**Qualities:** Cavalry

## War Stegosaurus

**Might** 20 (Combatants 1, Might 20)

**Commander:** Chief Wrathwrench

**Qualities:** Cavalry

## Wrathwrench Berserkers

**Might** 40 (Combatants 20, Might 2)

**Commander:** "Shakes"

**Qualities:** —



## Denouement

In the aftermath of the battle, no matter which side won or lost, there are likely to be injuries to treat, buildings to repair and enemies to bury.

If the Wrathwrench won, they'll quickly loot the town, torch a few buildings and ride off before the colony's forces can regroup. As far as they're concerned, Lalog has now been taught a lesson and Princess Trici's defeat has been avenged. They'll continue to demand tribute and remain a threat in the future, but that's a problem for a different day.

On the other hand, if Lalog won, the Wrathwrench forces retreat northward to lick their wounds and regroup. This is now the second defeat they've suffered, and they'll think twice before directly attacking Lalog again. However, woe unto the heroes should they be caught alone in Wrathwrench territory in the future.

## The Trouble With Peace

The battle leaves the colony weakened as the townsfolk are forced to rebuild and bury their dead. The surviving Crescent Moon, meanwhile, take note of this. For them, the town's weakness is an opportunity.

The Dragon wants her bandits to pick the settlement clean while the townsfolk are occupied. To her mind, this is an opportune moment to take as much wealth as they can before leaving Cebul forever.

Not all of the bandits, however, are in agreement. Many have ties to the townsfolk and feel a kinship to those who just fought off the Wrathwrench, their mutual enemy. Others don't want to leave the only home they've ever known. To keep her people in line, the Dragon feels that she needs to make a demonstration of her power.

## Governor Krayhill is Dead!

The Dragon now has in her possession the oil lamp containing the smoke golem (see page 22). Either her people stole it off the party, or they retrieved it from the burial mound.

To demonstrate her resolve to the bandits, during the battle she orders the smoke golem to kill Governor Krayhill. The party, however, won't find his body until the fighting is over.

The evening after the battle, one of the townsfolk asks the heroes if they've seen the Governor anywhere. No one is able to find him. If the party doesn't immediately set out to locate him, a different colonist will come by later and ask the heroes to help search.

The governor's body is in his bedroom. However, the door to both the bedroom and the his house are locked. The bedroom window is similarly latched. It requires a successful **Dex/thievery-10** flip to get inside.

Once in the room, the body has no visible wounds. An **Int/medicine-10** flip confirms that the governor asphyxiated, but on what it's hard to say. Additionally, a **Per/investigate-10** flip reveals soot from dark smoke along both the crack under the door, and around the inside of the governor's mouth. However, no smoke hangs in the room.

## Smoke and Mirrors

That night one of the bandits—Lander—contacts the heroes. He approaches, hands up and unarmed, saying that he wants to make a deal. He's tired of the bandit life and just wants to return to town. He's willing to trade the location of the Dragon and the new Crescent Moon camp for amnesty.

Let the heroes decide make any decision they wish, but before Lander can speak further, the smoke golem comes out of the darkness. First it attacks Lander, then it comes for the party.

✦ The Smoke Golem's stats are on page 20.

## Tracking the Dragon

With the bandits' prospects in town dashed, the Dragon will take her closest officers and flee to a hidden cove along the southeastern coast. The townsfolk will encourage the heroes to give pursuit, tracking the Dragon and her party.

Tracking the Dragon uses the Travel rules, but will consist of **Per/survival-10** flips (see the *Age of Ambition* core rulebook, page 276). On the group's first failed flip, she spots the party pursuing her from a great distance. Thereafter, she will be prepared for a confrontation. Other failed flips result in fatigue or short encounters along the way.

## Pirate Cove

The Skull & Shackles pirate fleet is one of the largest threats to merchants voyaging across the Rasonic Ocean. As infamous as they are, the pirates are unable to sell their ill-gotten wares at any port along the coast of Grichom, Rouh or Glimgildral. Instead, they've taken to selling their goods at backwaters in Cebul or the Yirdril Lands.

The pirates frequently use a hidden cove along the southeastern coast of Cebul. Here they make anchor, bury hidden booty or trade with unscrupulous locals. Both the Crescent Moon and Wrathwrench exchange money for the pirates' stolen goods.

When the party first fought the Wrathwrench at the docks, the bandits' leadership was at the cove buying supplies. And when the ship that brought the heroes to Cebul—the Mackerel—disappeared, the pirates seized it and anchored it at the cove. In fact, it's still anchored there, waiting until the pirates return with a second crew to sail the ship elsewhere.

It is to this cove that the Dragon and her cronies flee, hoping to barter passage off the island with the pirates.

## Final Fight!

Once the Dragon makes it to the cove she is disappointed to learn that the only pirates present are two crewmen left behind to tend to the Mackerel, which is far from the full crew she needs to escape the island.

If she spotted the party following her, she decides that her best bet is to set up an ambush and fight on her own terms. She and her bandits will then begin to prepare, hoping to catch the party unaware. On the other hand, if she didn't notice the party following her, she will decide to make camp and await the pirates' return. If they've crafty, this gives the heroes a chance to catch her by surprise. Either way, once she spots the heroes at the cove, she knows that the only way this will end is with one side's bodies being left for the scavengers.

- ✦ The Dragon's stats are on page 15.
- ✦ Her two lieutenants use the Sellsword stats on page 292 of the core rulebook.
- ✦ There are a number of other bandits equal to the number of PCs. They use the Bandit stats on page 288 of the *Age of Ambition* core rulebook, and are Minions.

## The Butcher Arrives

In the spring the infamous Admiral Moolough “the Butcher” arrives, sent by Grichom to take command of the colony from Governor Krayhill. Finding the former governor dead, he is quick to make changes, quartering his troops in the settlement and “bringing the fight” to the neighboring tribes.

Not long after, he goes rogue, ignoring orders from the capital and ruling the settlement like his own personal kingdom. To his vain-glorious mind, the ancient trees of the Gimbi Forest equate to naval power, and he plans to build a fleet to rival any other on Trystell.

But that is another story.



Na Peninsula

# Cebul

Lagden River

Lagden Mountains

Lalog

Ruby Mountain

Gimloo

Nirifte

Gimbi Forest

Ras

Halome

# Rouh

Kaun Grassland

Niaat

Tricome

then River

em



# Cebul

In which a remote island of isolated tribes and gargantuan beasts is examined in greater detail

Cebul has been described as the island that time forgot. It is a primal land, dominated by rampaging tribes and gargantuan beasts that long ago went extinct elsewhere on Trystell—mammoths, dinosaurs and even stranger creatures. It is also the last home of the true ogres, and an island barely touched by civilization.

✂ **Capital:** None

✂ **Population:** 4.6 million

✂ **Demographics:** True Ogres (50%), Tinker Gnomes (32%), Humans (7%), Canny Minotaurs (6%), Other Peoples (5%)

✂ **Government:** Tribal

✂ **Languages:** Cebulese, Standard

## History

Little is known of the early history of Cebul, aside from what can be gleaned from the oral traditions of the local tribes.

The earliest inhabitants of the island are thought to have been true ogres, who migrated there from what is now the Yirdril Lands. The island's tinker gnomes are believed to be descendants of a second, later migration.

Some scholars claim that a large island described in the surviving texts of the ancient Yirdril Desert civilization are evidence that it visited Cebul on several expeditions, but this is

disputed. Otherwise, the first written accounts of the island come from Zuraician missionaries who visited Cebul's southern coast just before the dawn of the Golden Age.

The Golden Age, Dark Ages and Lunar Occupation largely passed Cebul by. During this time, oral traditions speak of the Wrathwrench and other warlike gnomish tribes gradually pushing the ogre peoples of the plains back from the eastern reaches of the island, until only the Gimjoe tribe of the Gimbi Forest remained.

A century ago, Grichom launched the Cebul Crusade, which brought fighters and missionaries to the island. These fighters made war on several of the local tribes. They also founded the colony of Lalog at the mouth of the Lagden River.

At the time, the Stumpplain tribe was the dominant power in the Lagden River basin. With their defeat at the hands of the crusaders, however, they were pushed back to the Gimbi Forest, which drove them up against the territory of the Gimjoe tribe, prompting decades of further conflict.

In the last decade, the Stumpplain tribe's weakness has led to their ancient enemies, the Wrathwrench, sweeping down from the north to claim much of the Lagden River basin as their own. The dominion of the Wrathwrench



now also includes the colony of Lalog, which has been neglected by Grichom ever since the end of Grichom-Licad War. These days the colony pays regular tribute to the tribe in order to otherwise be left alone.

## Culture

Cebul has a unique culture that has long remained isolated from the rest of Trystell. The island was barely touched by the Golden Age's Standardization Movements, and for many outsiders, visiting the island's bronze age tribes is like stepping back into a long-forgotten past.

One of the first things outsiders are likely to notice is that outside of Lalog, Standard is a rarely spoken language. Instead, the island is dominated by Cebulese, a group of closely-related indigenous languages, each with varying tribal dialects. These languages are mostly only spoken, but a written form exists and is used primarily by tribal shamans in and around Gimloo or Nirifte.

Internally, most tribes on Cebul rely on a gift economy, combined with a loose hierarchy of prestige and capability. When inter-tribe trading is called for, trade goods such as pelts, teeth, preserved foodstuffs and even outside coins are used. Coins are mostly valued by tribes that trade with Lalog, the

Skull & Shackles pirates or with a handful of small Zuraician missions that exist along the southern coast.

Religion on Cebul is usually the province of tribal shamans. Many of the tribes on the island worship a quasi-monotheistic entity known as the One. In their view, everything is part of the One, from the rocks to the peoples of the world. Worshippers offer praise or small sacrifices, either to the One as a singular entity or to an individual aspect of the One, which may have its own name and preferences.

Shamans are also usually the keepers of time for each tribe, and the island has its own dominant calendar. This is a solar calendar of 300 days, broken up into four seasonal units. Instead of counting up, the years count down until the next epoch.

Most tribes on the island have a strong taboo against the use of magic—both kalid magic and lunar magic. Its use may lead to exile, imprisonment or even execution, in the case of some of the more strict tribes. While many outsiders see this taboo as regressive, it is in fact adaptive. The center of the island is home to a number of ancient ruins where magical residue can have unwanted side effects, from sudden static discharge to the spontaneous animation of the dead.

## Culture Clash

A longstanding trope is for the heroes to be sent out to the “edge of civilization” to bring order and culture to the frontier, while moving among the barbarian tribes in the wilds. While a classic, this trope is also inherently unfair to those very same tribes that have inhabited those lands for much longer than the heroes and their outside culture.

This adventure is a chance to turn the “edge of civilization” trope on its head. While the party may start off believing that they are traveling to the “uncivilized wilds,” they should quickly discover that Cebul is already home to a rich and thriving culture—just one that is different than what the party is used to.

# Locations

The following important locations can be found on the island of Cebul.

**Gimbi Forest:** Gimbi Forest is one of the oldest forests on Trystell, made up of towering coniferous trees that can reach heights of up to 400 ft. (122 m). These trees are known for their fine grained, water resistant wood, and are prized by Trystell's bustling shipbuilding industry. The native tribes, however, guard them fiercely.

**Gimloo (Population 700):** Gimloo is a series of cliff dwellings and semi-permanent camps at the base of the Lagden Mountains. It is here that the gnomish tribes of the Gimbi Forest meet the ogre tribes of the mountains to trade and broker wider agreements. By long-standing tradition, the camp is also a neutral ground, where antagonistic parties may meet and where no violence is tolerated.

**Lagden Mountains:** These mountains jut up from the center of the island. They are rich in a variety of valuable ores and are home to most of the island's true ogres, as well as numerous dangerous predators, such as the saber-toothed tiger. Some trappers whisper of ancient ruins near the foothills, but the ogres there are extremely territorial.

**Lagden River:** Fed by the glaciers of the Lagden Mountains, this river runs clear and swift. It's banks are a common camping spot for the local tribes, and trappers frequently use it to travel to the Gimbi Forest or the mountains. The middle section of the river is lined by tall wooden poles topped with the severed heads

of arcane practitioners. These have been left by the Wrathwrench tribe, a gruesome reminder not to break the island's taboo against magic.

**Lalog (Population 1,000):** Lalog is a colony of Grichom that was established a century ago during the Cebul Crusade. As the only port of any significance on the island, its inhabitants have more of a connection to the outside world than anywhere else on Cebul. In recent years, the colony has been neglected by Grichom and forced to pay tribute to the feared Wrathwrench, who regularly demand large payments. A detailed description of Lalog begins on page 10.

**Nirifte (Population 200):** While this fishing camp exists year-round, during whaling season it regularly swells to over 2,000 people. During the height of the season, many tribes from across the island gather here to kayak the waters of the Rasonic Ocean, bringing in orcas, seals and other marine life.

**Ruby Mountain:** Ruby Mountain is sacred to followers of Zuraic for its association with fire. It is an active volcano with a high concentration of precious minerals. Pilgrims to the mountain often bring back strange tales of hidden caves, guardian spirits and disembodied voices.

## Settlement Table

The following table is intended for use with the Trading system (see *Campaign Options*, page 23). It shows which goods are most commonly available and which are in demand for the major settlements and encampments of Cebul.

Settlement	Type	Available Goods	Demanded Goods
Gimloo	Camp	Delicacies, Hides, Wood	Cheese, Glassworks, Wine
Lalog	Town	Ale, Grain, Hides, Preserves	Beasts of Burden, Gunpowder, Metalwork, Tools
Nirifte	Camp	Hides, Livestock, Preserves	Canvas, Glassworks, Weapons



# Cebul Bestiary

The following creatures are found almost exclusively on the island of Cebul.

## Ankylosaurus

Str	Dex	Spd	End	Int	Per	Chr	Det
12	4	4	9	1	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
3	3	5	8/4	42	16	+2	5

**Club Tail:** +3 🟢🟢 vs. Defense (13/12/11/10 sm).

♥♦: The target is knocked back 2 yards.

**Bestial:** See the core rulebook, page 284.

Ankylosaurus is a dinosaur with thick bony plates and a flexible tail that ends in a club-like tip.

## Brontosaurus

Str	Dex	Spd	End	Int	Per	Chr	Det
14	4	5	9	1	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
2	2	5	4/2	69	20	+3	5

**Trample:** +2 🟢🟢 vs. Defense (15/14/13/12/11 sm).

♥♦: The target gains a Prone consequence.

**Bestial:** See the core rulebook, page 284.

Brontosaurus is a large herbivorous sauropod dinosaur with a long neck and whip-like tail.

## Deinonychus

Str	Dex	Spd	End	Int	Per	Chr	Det
7	6	7	5	1	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	5	2/1	12	12	0	5

**Claw:** +6 vs. Defense (10/9/8/7/6 cut).

**Bestial:** See the core rulebook, page 284.

**Charge:** A deinonychus gains 🟢 on any attack it takes immediately after moving.

Deinonychuses are theropod dinosaurs with a sharp sickle claw on each foot. They use these natural weapons to slice prey during a pounce.

## Mastodon

Str	Dex	Spd	End	Int	Per	Chr	Det
13	5	5	8	1	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
3	3	5	4/2	42	16	+2	5

**Gore:** +3 🟢🟢 vs. Defense (14/13/12/11/10 pi).

**Bestial:** See the core rulebook, page 284.

**Frenzy:** As a reaction to being wounded, a mastodon may spend an AP to immediately attack the wounding foe.

Mastodons are large elephant-like animals with prominent tusks and a thick layer of fur.

## Megaloceros

Str	Dex	Spd	End	Int	Per	Chr	Det
10	5	6	7	1	7	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	2/1	18	12	+1	5

**Antlers:** +4 🟢 vs. Defense (11/10/9/8/7 pi). Reach 2.

♥♦: The target gains a Prone consequence.

**Bestial:** See the core rulebook, page 284.

Megaloceros is a huge, shaggy elk that stands three yards tall and whose antlers can span four yards across. They live in cold climates and sometimes fight each other for territory.

## Micropachycephalosaurus

Str	Dex	Spd	End	Int	Per	Chr	Det
2	7	6	6	1	6	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
8	8	5	0/0	4	6	-2	5

**Headbutt:** +8 🟠 vs. Defense (4/3/2/1/0 sm).

**Distract:** +8 vs. Willpower. On a success, one engaged target gains a Fixated (dinosaur) consequence.

**Bestial:** See the core rulebook, page 284.

A tiny, cute bipedal dinosaur that is barely 5 lb. (2 kg) when fully grown. These small creatures headbutt each other to establish dominance.

### Pteranodon

Str	Dex	Spd	End	Int	Per	Chr	Det
10	6	7	5	1	5	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	5	5	2/1	16	14	+1	5

**Beak:** +4 🟢 vs. Defense (11/10/9/8/7 cut).

♥♦: The target is grappled and the pteranodon gains 5 Control points.

**Bestial:** See the core rulebook, page 284.

**Flight:** See the core rulebook, page 285.

Pteranodons are large, flying reptiles with elongated skulls and massive wingspans.

### Smilodon

Str	Dex	Spd	End	Int	Per	Chr	Det
11	7	6	7	1	6	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	2/1	19	12	+1	5

**Claws:** +5 🟢 vs. Defense (13/12/11/10/9 cut).

♥♦: The target gains a Bleeding consequence and is grappled for 5 Control points.

**Bestial:** See the core rulebook, page 284.

**Catfall:** See the core rulebook, page 121.

Smilodon is a giant tiger with two elongated fangs that jut out of its mouth and which can be used to skewer enemies.



## Beneath Ruby Mountain

Ruby Mountain is more than just a sacred gem mountain. It is a primordial capstone protecting the island of Cebul since the days of the War of the Shattering. Sleeping beneath the mountain is one of the terrible creatures wrought in that war, and not seen on Trystell since elder days. However, the creature's slumber may soon be over. As more magic is brought to the island, the creature begins to heal and its sleep grows more restless. If it does awaken, the island will be swept by natural disasters.

### Stegosaurus

Str	Dex	Spd	End	Int	Per	Chr	Det
14	4	4	9	1	5	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
1	1	5	8/4	69	18	+3	5

**Spiked Tail:** +1 🟢🟢 vs. Defense (15/14/13/12/11 pi).

♥♦: The target gains a Bleeding consequence.

**Bestial:** See the core rulebook, page 284.

This herbivorous dinosaur has many armored plates running along its spine, as well as bony spikes on its tail, which can be used as a weapon.

### Tyrannosaurus

Str	Dex	Spd	End	Int	Per	Chr	Det
15	5	6	9	1	5	7	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
2	2	6	6/3	72	20	+3	5

**Bite:** +2 🟢🟢 vs. Defense (16/15/14/13/12 pi).

**Bestial:** See the core rulebook, page 284.

**Swallow Whole:** See the core rulebook, page 287.

The tyrannosaurus rex is one of the largest land carnivores to walk the face of Trystell. It has ferocious teeth and tiny forelimbs.



## Cebul Origin Tables

Characters from Cebul may use the tables below during the Origin step of character creation (see the *Age of Ambition* core rulebook, page 25). All page references in the tables refer to the core rulebook.

### Peoples Table

The table below represents the various peoples of Cebul. It replaces the Peoples table found in the *Age of Ambition* core rulebook.

Flip a card or pick a People from the table.

Card	People	Page
A – 7	True Ogre	53
8 – J	Tinker Gnome	44
Q	Human	45
K	Canny Minotaur	46
Joker	Flip on the standard Peoples table	25

### Religions Table

The table below presents the major religions of Cebul. It replaces the Religions table found in the *Age of Ambition* core rulebook.

Flip a card or pick a religion from the table.

Card	Religion	Page
A – 10	Cebulese Religion	227
J – Q	Zuraic, Orthodox	225
K	Non-Religious	227
Joker	Flip on the standard Religions table	25

### Foundational Events Table

The Foundational Events table below is for characters from Cebul. It replaces the Foundational Events table in the core rulebook.

Flip a card on the table below.

Card	Foundational Event	Page	Box
A	<b>Way With Animals:</b> Growing up on the island, animals were always comfortable around you. Gain <b>Animal Affinity</b> and <b>Language (Cebulese)</b> .	121 84	✓
2	<b>Famine:</b> One particularly tough winter your family went without food for long periods of time and you learned to subsist off leather and boiled pine needles. Gain <b>Iron Stomach</b> and <b>Language (Cebulese)</b> .	124 84	✓
3	<b>Guardian Spirit:</b> While visiting Ruby Mountain, you were contacted by an enigmatic disembodied voice which spoke to you, offering guidance during a trying time in your life. Ever since then, the voice occasionally speaks to you in times of great need. Gain <b>Contact (spirit guardian)</b> , <b>Intuition</b> and <b>Language (Cebulese)</b> .	122 124 84	✓
4	<b>Vision Quest:</b> As part of a coming of age ritual, you were sent into the wilderness to receive a vision. You remained alone in the wilds for days. Gain <b>Language (Cebulese)</b> , then choose:	84	✓
☞	You received a vision of a rising danger. It was terrifying and you lashed out at the rocks and trees. Gain <b>Smash!</b> and flip on the Madness table.	126 21	
☞	You received a serene vision of the stars, clouds and natural world. Gain <b>Direction Sense</b> .	122	

Card	Foundational Event	Page	Box
5	<b>Left for Dead:</b> Your hunting party was attacked by dangerous predators, during which you were injured and left for dead. Flip on the Injury table, then gain <b>Diehard</b> and <b>Language (Cebulese)</b> .	20 122 84	✓
6	<b>Honor Challenged:</b> After a brief and angry confrontation, a jealous rival challenged you to a formal duel in front of the entire community. It didn't go well for her. Gain <b>Rival (jealous tribesman)</b> , <b>Language (Cebulese)</b> , then choose: ✘ You were challenged because of she was jealous of your stunning good looks. Gain <b>Attractive</b> . ✘ She challenged you because she was jealous of your impressive and unerring memory. Gain <b>Eidetic Memory</b> .	132 84 121 122	✓
7	<b>Glorious Kill:</b> While on your very first hunt, you felled one of the mighty beasts of the island—a rampaging deinonychus. For this you gained a substantial reputation. Gain <b>Reputation (skilled hunter)</b> and <b>Language (Cebulese)</b> .	125 84	✓
8	<b>Exile:</b> You were exiled from your tribe or settlement after being accused of a serious crime. Decide the nature of the crime and whether or not you were guilty, then gain <b>Language (Cebulese)</b> , <b>Moxie</b> and <b>+</b> to your first advancement flip in the Pioneer career.	84 125 72	✓
9	<b>Warrior Upbringing:</b> You were raised among the warriors of your people and trained from a young age to fight. Gain a rank of <b>Pikeman-style</b> and the <b>Common 3</b> status.	94 186	✓
10	<b>Orca Hunt:</b> You grew up along the coast and every year your family would travel to Nirifte to join the orca hunts. Gain a rank of <b>Vehicles (watercraft)</b> and <b>Language (Cebulese)</b> .	86 84	✓
J	<b>Can We Keep'em?:</b> As a child you adopted an abandoned ankylosaurus, which must have been the runt of its clutch. Although getting on in years, your pet dinosaur is still with you today. Gain <b>Ally (ankylosaurus)</b> and a rank of <b>Animals</b> .	121 84	✓
Q	<b>Talking Head:</b> While following the Lagden River, you encountered a severed head stuck atop a pole. As your approached, the head spoke to you. It promised to teach you forbidden magics, if only you would listen. Choose: ✘ You listened to its words and brought the head with you in a sack. Gain <b>Mystic Affinity (lunar or kalid magic)</b> . You also gain <b>Contact (severed head)</b> . ✘ You ran away. Gain a rank of the <b>Athletics</b> skill.	125 122 84	✓
K	<b>Spilt Blood:</b> While on neutral ground in Gimloo, your sibling started a fight—a grave <i>faux pas</i> , and one which might have gotten her killed. Gain <b>Language (Cebulese)</b> , then choose: ✘ You backed her up in the fight, regardless of the consequences. You and your sibling were branded as peacebreakers. Gain <b>Stigmatized (branded)</b> , and <b>Moxie</b> , then flip on the Injury table. ✘ You stood by and watched as she was subdued and her sentence was passed: exile on pain of death. Gain <b>Common Sense</b> and <b>Rival (sibling)</b> .	84 133 125 20 122 132	✓
Joker	<b>Flip Twice:</b> Flip twice more on this table and take both results.	—	





When the party joins a merchant company traveling to the remote island of Cebul, they get more than they bargained for. On the island they will encounter dinosaurs, fight bandits, meet tribes—both friendly and hostile—and uncover a relic that could rewrite their understanding of history.

*Time Forgot* is a beginning adventure supplement for *Age of Ambition*. It features a trading expedition scenario, and is designed to run between three and five sessions.



Tab Creations

