

# BEASTS & BARBARIANS

## THE SOUL IN THE WATER

Sample file



KUŹNIA  
GIER



GRAMEL

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Sample file

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THE SOUL IN THE WATER



# BEASTS & BARBARIANS

HEROIC TALE

## The Soul in the Water

*"The soul of every man is trapped in a crystal prison. It is called life."*

*– Quipu of the Dark Flame, Ekul Mountains*

Sample file



# CHARACTER REQUIREMENTS

This scenario is an excellent way to start your adventures in the Dread Sea Dominions.

It is designed for a party of four Seasoned characters with 20 XP, but it can be easily altered to fit more powerful or numerous groups.

It includes a variety of situations: social interactions (Persuasion and a good Charisma could be very useful there), some good old-fashioned breaking and entering (Lockpicking and Stealth), a dangerous sea voyage (Boating) and a number of combats (any combat skill).

In addition, having a character with some Knowledge (Arcana) could give some extra insights to the party.

Although all the Skills above are useful, they are not essential to complete the adventure successfully.

Parts in *italics* are meant to be read aloud or paraphrased to the players.

Sample file



## WHAT HAPPENED BEFORE

Val Catha and Vanthar are two Jazaran sorcerers. They are twins, but physically as different as day from night: Vanthar is raven-haired and somber, while Val Catha, only few heartbeats younger, is blonde and pleasant.

They are both powerful and feared in the City of Thieves, with a reputation for being remorseless and selfish, as are many of their kind.

When they started growing old, Val Catha, the more devious of the two, decided he wanted more power and youth.

With an insidious trick, he managed to steal the soul of his brother, and subjugate it to his own.

He hid Vanthar's soul in a special place, a temple in a remote island of the Drowned King Sea, consecrated to Chamuga, an old Zharim deity (see sidebar on SEGM).

The morning after, Val Catha, with an evil smile on his face, abruptly threw Vanthar out of their communal mansion. The older brother tried to oppose the younger one, but he suddenly discovered he had lost his powers, and had aged twenty years overnight, while on the other hand, Val Catha was in the glowing vigor of his twenties, and stronger in the arcane arts than he had ever been in the past.

Vanthar fled from Jazar, because, without his powers, there were many who wanted to take revenge upon him.

The former warlock, reduced to a shadow of himself, wandered across the Dominions for many years, always trying to understand how Val Catha robbed him of his powers and his youth, but without any success.