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# THE EXODUS MATRIX

## A GWENTHIA PLAYTEST SCENARIO

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### INTRODUCTION

*The Exodus Matrix* is a playtest scenario that has several key Gwenthian concepts as part of its structure:

- Religious/cultural difference
- The Night Hag and the Black Watch
- Powerful, alien sorcery/science

It's designed for a reasonably competent party of 3 – 6 Adventurers, either AurUrban Hag Hunters, Quatzaduan Xatahople League Agents(which can include Word Bearers, if the GM wishes), or a mixture of the two. If fewer players are being used, allow either extra skills or extra magic.

As far as NPCs are concerned, the scenario uses the alternative Hit Points and Critical Wound table discussed in the Character Creation kit. For the Adventurers, you may use either the standard RuneQuest hit location system, or the Gwenthian alternative. If you want to use the RuneQuest system, you'll need to calculate hit points per location for the various NPCs.

### BACKGROUND

Worshippers of the Night Hag are outlawed in AurUrban, on pain of death. This does not prevent certain misguided or mad individuals from following the Night Hag or her children, however, and Kandra SaShath Urthan is a devout follower of The Unbending Gire of Ghel (see boxed section nearby). Kandra and her small band of followers have been discovered by the KiMentas of the city of Urthan and have fled the country, heading south. In their escape, they murdered the KiMentas priest Mass-Assam, and for this most terrible of crimes, the Hag Hunters (the Adventurers, if using any AurUrban characters) have been sent to pursue Kandra and kill her.

#### THE UNBENDING GIRE OF GHEL

The Unbending Gire of Ghel is neither man nor woman. It is a living essence; a philosophy with sentience, and that philosophy is bent towards the destruction of the Seven Moons. Those who welcome The Unbending Gire of Ghel are rendered insane, but are blessed with the infernal knowledge of the exact nature of the Seven Moons, their agenda and their purpose. Some heptaminist and octaminist magicians have tried to contain the Unbending Gire within their minds, but none have succeeded.

It is claimed that the entire understanding of the Gire can be drawn in a single rune that exists through several dimensions. Only those who have gained the Unbending Gire of Ghel's insight can know this rune and replicate it.

Under the guidance of the Unbending Gire, Kandra has managed to reach northern Quatzadua, not far from the border with Nhi Tual, and just south of the mountain known as Ishida's Horn. Here Kandra has located the ruins of a temple facility that once belonged to the mighty Meravae Empire. The Meravae were expert sorcerers and dabbled in the rituals that control the borders between dimensions, and this temple holds some of these secrets. Kandra has been directed here because the temple contains something either she or the Unbending Gire needs.

However, Kandra's entry into Quatzadua has not gone unnoticed. A Word Bearer travelling the northern paths of the Quatzaduan forests has seen the Hag Worshippers and reported their presence to the Priests of the Tarazon. A group of Xatahople League Agents has been mobilised to intercept the Hag Cultists and discover their intentions.

Anything of importance found in Quatzadua belongs to the Earth God and it's the League's duty to prevent the Cultists from leaving with anything of value. Extreme measures are sanctioned...

If the Adventurers are a mixture of AurUrban and Quatzaduans, then the party has come together under a loose alliance brokered by Maskail KiMentas of the AurUrban Church of Urthos with the High Priests of the Earth God. The KiMentas know that it would be unwise to risk angering the Tarazon by sending a group of Hag Hunters into Quatzaduan territory, and have proposed that their agents join with those of the Xatahople League to quell the vicious and evil Kandra

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SaShath in a joint show of strength. The Quatzaduan clearly know their country, and the Hag Hunters know Kandra; together they should make a formidable alliance.

## KANDRA'S AGENDA

Advised by the insane intellect that is the Unbending Gire, Kandra has come to Quatzadua to reactivate a Meravae pagoda that can breach the fabric of the dimensions, allowing powerful Night Spawn to gain access to Gwenthia. She is quite insane, and bent on succeeding, regardless of the consequences. Her followers are loyal and her powers strong. The Meravae pagoda explored the forces of the Night Hag in some depth and is a perfect base for Kandra. If not stopped, she intends to make the pagoda her home and carve-out a small kingdom for herself, awash with Night Spawn servants.

## STARTING THE SCENARIO

How the scenario begins is dependent on whether it is a single race/cult party or a mixed party. There are some assumptions that can be made to ease play:

- The hunt for Kandra is being co-ordinated by Maskail KiMentas of Urthan. This cunning and somewhat ruthless KiMentas is an expert Hag Hunter and takes charge of all important missions such as this. Maskail has already travelled in secret to Quatzadua to secure the co-operation of the Tarazon and has used considerable influence to allow the adventurers to work together. To all intents and purposes, Maskail does provides all briefing for the mission.
- The scenario could start with the adventurers having tracked Kandra to the temple. Perhaps they've been staking the temple for several hours waiting to make the right move. This gives the adventurers time to introduce each other and develop some tactics.
- Encourage racial and cult rivalry, but don't let this turn into arguments and splits. Catching Kandra is important to both AurUrbis and Quatzadua: the adventurers represent national interests.
- Decide what time it is when the scenario begins. Remember that the Black Watch occupies the final 4 hours of the night, and this is when the Night Spawn roam. Because there is moon rock in the pagoda, Night Spawn are drawn to it and active. Anyone caught in the pagoda during Black Watch will not be safe (so for added value, perhaps start the scenario late evening...)

### MASKAIL KIMENTAS

Typical of his species, Maskail is neither male nor female, but appears to prefer the female pronoun when being addressed. She is cunning and an experienced, ruthless Hag Hunter. She does not tolerate fools, and nor does she endure incompetence. She demands dedication, perfection and results.

STR 07      Dame Bonus -1d4  
CON 11      Hit Points: 9      No Armour  
DEX 13      Combat Actions 3  
SIZ 06  
INT 19      Dodge: 25%  
POW 16      Resilience: 35%, Persistence 65%  
CHA 13      Magic Points: 16: Orb Magic 60% (Max. Magnitude = 3: Spells: Counter, Deflect, Evade, Light)

Strike Rank: 16  
Staff 35%, 1d8, 3/8

Etiquette (Quatzadua) 60%, Influence 75%, Perception 65%, Lore (Night Hag) 80%, Lore (Urthos) 85%,

## THE TEMPLE

The temple is a pagoda-like structure built in a natural forest clearing. It's obviously ancient, and is covered in mosses, vines, creepers and other foliage that obscure its delicate beauty. It's made from stone, and huge chunks have fallen from the upper levels, crashing into large heaps around the building's base. The whole structure lists at a slight angle as though

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rocked by the earth itself. Birds and small winged reptiles have made their homes in the highest eaves and overhangs, and the entire area stinks of decay.

Kandra, suspecting she's being followed, has stationed four sentries on one of the upper levels of the pagoda. They have an unparalleled view of the clearing and can easily shoot at anyone crossing it. They gain +20% to all ranged attacks for their elevation, and 6 points of armour for the cover provided by the building. A successful Perception at -10% test is required to spot the sentries, and the adventurers should be allowed one test each if they specifically state that they're scouting for opposition, before the sentries spot the players. The sentries don't fire unless the adventurers break cover.

From the tree-line to the clearing is 18 metres, taking a total of 5 Combat Actions to cross. The adventurers will need to assess their tactical options as they close to the pagoda.

SENTRIES			1	2	3	4
STR	12	Damagee Bonus +0				
CON	14	Hit Points	13	13	13	13
DEX	13	Combat Actions 3				
SIZ	12	Armour	4	4	4	4 (Studded leather and rings)
INT	10					
POW	11					

Strike Rank: 12  
 Shortbow 55%, 1d8, Load 1, 2/4 (10 arrows each)  
 Scimitar 50%, 1d6+1, 4/10  
 Kite Shield 55%, 1d6, 10/18

Dodge: 45%, Perception 65%, Persistence 40%, Resilience: 45%, Stealth 52%, Throwing 60%, Unarmed 55%

If the sentries are not slain within 5 rounds, they disappear into the pagoda to prepare an ambush for the adventurers. Allow each sentry a Stealth test to prepare an ambush in any of the pagoda's upper levels, with the exception of the temple level.

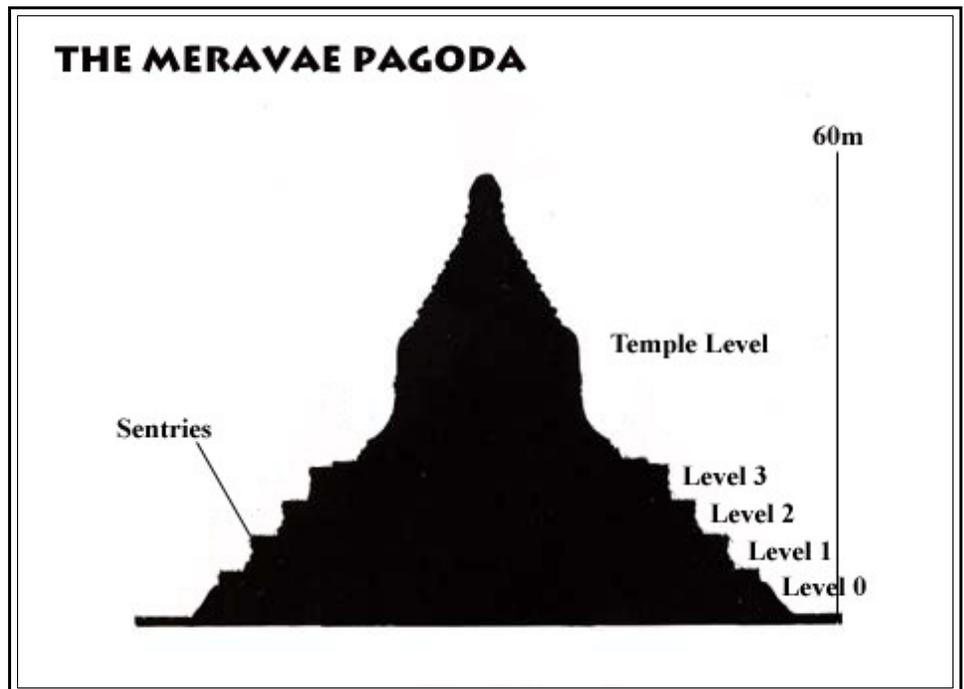
The pagoda is typical of the B'Haur Merav 6<sup>th</sup> Dynasty, should anyone chose to make a Lore (World) or similar test. Success in such a roll also informs the adventurer that the upper, conical half of the pagoda is a temple, whilst the lower parts are living quarters. If the pagoda follows typical Merav designs (which it does), then beneath the ground are treasure rooms and laboratories.

Access is via any of the 4 sets of steep, stone stairs leading into the second tier of the pagoda. The stairs

are slicked with moss, rubble, creepers, and other debris that requires an Athletics test. Success means the adventurer reaches the top of the stairs; failure results in a fall to the bottom and 1d6 damage to a random location (armour doesn't protect). If the sentries are still firing at the party, they receive a -40% penalty to their attack roll, accounting for the steep angle and obscured line of sight offered by the steep stairs.

## PAGODA INTERIOR

The adventurers enter at Level 1



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Inside, the pagoda is cool, and airy, despite the sweltering conditions of a Quatzaduan forest. It is rubble-strewn and awash with creepers and vines. Leaf rats scurry into the shadows ahead of approaching feet, and countless variety of insects infests the nooks and crannies, falling into the hair and down the backs of tunics. Some of them bite, but none are poisonous.

With the exception of the two sentries, the upper levels of the pagoda are unoccupied: what Kandra wants is below ground, but the temple, especially, has information of importance and interest.

### LEVEL 0

Storage and administration for the temple. A maze of ruined rooms, blocked corridors and piles of rubble. There is no natural light, save for a few holes in the ceiling which allow the odd burst of sunlight into the gloom.

It takes 1d3 hours to search this area properly (Perception tests). Roll randomly, or choose, from the findings below:

#### 1d8

1. The broken skeleton of a pair of Arboreals, killed when a wall fell on them. Tools found nearby suggest they might be grave robbers.
2. A rubble-filled room contains an old leather sack filled with three small packages wrapped in dried leaves and secured with vine. When opened the packages contain a single, palm-sized tablet of stone etched with Meravae runes. These are spell codes. If read aloud in the Temple Level they provide a single use of any Orb spell from the Magic Kit (GM's choice or roll randomly). Anyone can use these spells at a temporary Orb Magic chance equal to INT%, regardless of whether or not the user is an Orb worshipper. The spell is one-use, costs no MP to cast, and has a duration of 5 combat rounds.
3. A staircase leading down that is completely blocked with rubble; it can't be cleared by the adventurers.
4. The remains of an entire shelf of scrolls. The scrolls have been half buried beneath the fallen shelving, and many have crumbled. One scroll appears to be a map, clearly noting the position of the pagoda, and then a spot some 30-40km south (this marks where the shards of moon rock were found, although it is not evident from the map itself)
5. A staircase leading down that is blocked by a locked door (from the other side). This is the way into the laboratories and has been barred by Kandra. The door has 4AP and 20HP. It opens when reduced to half its HP.
6. A rusted, broken sword. It was snapped cleanly in two.
7. Recently-made scratches on the wall. The patterns are the symbols of the Unbending Gire of Ghel and Kandra made them to indicate the pagoda now belongs to the Gire.
8. A long-dead quatzhund – a mixture of hyena, forest cat and wolf. It's big, nasty-looking and stinks.



Clearly, progressing to the laboratory requires the finding of the staircase and lock door (#5), but these needn't be obvious or even achieved on the first attempt.

### LEVEL 1

The 'public area' of the pagoda and largely open with few room divisions. What interior walls are left have crumbled with age leaving few clues as to utility. The structural walls are coated with traditional Meravae instructional frescoes, now chipped with time. These convey the general instructions of the pagoda (don't run, no shouting, etc), glorification of its builders and the empire in general, and common stories relating to the region, which was once a Mervae province. It's impossible to determine what the main function of the pagoda was, save as a temple to the Orbs, although some of the instructions given in the frescos are distinctly at odds with traditional temple etiquette ('do not feed the experiments', one of them reads – a critical Perception test s needed to spot it).

It take 1 hour to search this level thoroughly.

Stairs lead up to Level 2 and down to Level 0.

## LEVEL 2

Similar to Level 1, but filled with private chambers, common areas and some living quarters. Looters have stripped most of the furniture that was in any worthwhile state of repair and only debris remains. This is also the level where Kandra's sentries took up their sniping positions, and the remnants of a hastily eaten meal and a water skin have been left behind. Stairs up to Level 3 and down to Level 1.

## LEVEL 3

The entire level is filled with carved, stone sarcophagi. There are more than sixty, and many have been ripped open by grave robbers and treasure hunters whilst others remain closed. The lids of the sarcophagi are heavy: it takes an Athletics (Brute Force) test to loosen a lid followed by a combined STR of 40 to lift it clear. The sarcophagi are arranged in a spiral pattern leading to a central catafalque that has a single, large, sealed sarcophagus resting on it.

Searching the level thoroughly takes 1d3 hours, and successful Perception tests reveal the following:

1. Whilst the sarcophagi are engraved with the representations of people, and in some cases names, none appear to have contained bodies, and non (even sealed ones) contain remains. Every single sarcophagus is empty.
2. The same, spiraling symbol appears on each sarcophagus
3. The sarcophagus on the catafalque shows no seals or seams. It also feels warm to the touch. Listening closely at the stone, one can detect a faint, distant hum.

Making a successful Lore (Orb theology) roll helps in reaching the deduction that the spiraling pattern of the sarcophagi actually reflects the orbits of the seven moons. The catafalque could represent Gwenthia or it could represent the Eighth Orb; it is not clear from any of the evidence on this level what the true representation of the catafalque is.

Stairs lead up to the Temple Level and down to Level 2.

## TEMPLE LEVEL

The stairs leading up from Level 3 are broad and shallow. Intricate statues, most broken and crumbling with age, line the ascent. At the top, the whole area is open to the apex of the Pagoda's dome, an imposing Merav temple that has lost little of its impact even after all 2,200 years of disuse. The dome is painted deep blue, and the Orbs were clearly represented. During the days of the Meravae, the empty sockets representing the Orbs were filled with a huge jewel matching the colour of the Orb, but of course, these were stolen long ago. The remains of the grand altar are evident, smashed by looters many hundreds of years ago. Where the dome begins, some 20m above the floor of the temple, a series of deep alcoves ring the dome's base. Some contain statues and some are now empty, the rubble of the statues strewn across the floor below.

Birds and insects live in the dome now, and they nest in the hollows of the Orb jewels. The floor is strewn with vine, creepers, guano and, everywhere, the bones of countless different animals and a few humans – the remains of the guardian's meals. The self-proclaimed guardian is One-Wing-Dance, a mad, feral Iqari who has made the pagoda his refuge. Iqari are a fearsome mixture of human and eagle, native to Cromaigne and parts of AurUrbis. Usually they remain in their mountains, but some become feral and travel great distances in solitude. Feral Iqari are shunned by their own species and are by far the most dangerous.

### THE PAGODA'S PURPOSE

The Meravae Empire dabbled continuously with the fabric separating the dimensions. One of their experiments introduced the Shasteen Horror to Gwenthia, but others were more benign. When the Empire disappeared, quite abruptly 2,200 years ago, pagodas such as this were a part of the mystery.

The sarcophagi on Level 3 are part of a great Exodus Matrix aligned with the path of the moons. When the moons reached their appropriate conjunction, the spell and science woven into the matrix activated and the Meravae who waited in the sarcophagi were transported to... somewhere.

This was only one method of exodus; there were many others. But it is this secret of the temple that has lured Kandra, guided by the Unbending Gire. Moon rock is part of the matrix: shards are built into the central catafalque. And the Unbending Gire knows how the matrix can be manipulated to adjust the matrix's operation, turning the sarcophagi into receivers rather than transmitters. The Orbs will be in the right conjunction again tonight, and during the Black Watch Kandra will activate it. The sarcophagi will then receive a species of Night Spawn capable of lasting beyond the Black Watch, and bringing terror throughout all the hours of darkness...

*The KiMentas Mass-Assam unraveled Kandra's plan and this is why it was murdered. Maskail KiMentas also suspects what the pagoda's secret is, but hasn't revealed it to the adventurers.*

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One Wing Dance considers the temple his roost, and protects it against all intruders. He roosts in one of the empty statue alcoves and watches any intruders for as many rounds as he can resist his psychosis, weighing-up their strength and his combat options. Because he is mad, he is fearless; but he is not stupid. For every round, make a Persistence test for One Wing Dance. If successful, he has resisted his psychosis and does not make an immediate, frenzied attack. If he fails, he assaults at once. Resisting the psychosis buys any intruders time to get out of the temple before an assault.

### ONE WING DANCE, FERAL IQARI

STR 24      Damage Bonus +1d8  
CON 15      Hit Points:      17  
DEX 17      Combat Actions 3  
SIZ 18      Armour: None  
INT 12  
POW 17      Magic Points: 17. Paralysing Screech, 47% (see below for effects)  
CHA 05

Strike Rank: 15

#### Weapons

Barbed Spear 70%, 1d10+1, 2/10

Claws (x2) 75%, 1d8

Beak 55%, 1d6

Wing Buffet 50%, 1d3 (can parry and strike with wings)

#### Skills

Dodge: 68%, Fly 80%, Perception 95%, Persistence 22%, Resilience: 50%, Throwing 58%, Unarmed 70%, Language (Sign) 45%

When alighted upon the ground, an Iqari may split its natural weapons skill across any or all of these different attacks. As the wings are so large, a wing sweep can target up to 3 human sized opponents with the same attack. However, when aloft an Iqari may only use either its claws or a wing to attack, since it hasn't time to hit with everything whilst flying past. An Iqari doesn't usually use its beak, save as the coup-de-grace, since it doesn't like exposing its eyes to possible danger.

As a free action, the screech of an Iqari can be used to stun or deafen a target prior to attack. A Paralysing Screech skill forces those within 5 meters to make an opposed Resilience test against the Iqari's Paralysing Screech skill. Anyone who is unsuccessful is paralysed by the horrific noise for a single melee round and temporarily deafened. Those who make their saves are merely deafened for only 1d6 melee rounds, unable to communicate verbally. Each attempt to use this ability costs the Iqari a single magic point.



Despite being mad, One Wing Dance can communicate with humans using sign language. He knows of the presence of Kandra and her retinue but, as they haven't yet disturbed his temple, he isn't concerned with them. However, he fears and despises magic, and is particularly hateful towards Night Spawn (he's killed several during various Black Watches, using cunning and his screech ability, which disrupts their substance). If he can be subdued and then convinced that Kandra is the real foe, One Wing Dance will offer aid to the adventurers.

## LOWER LEVEL

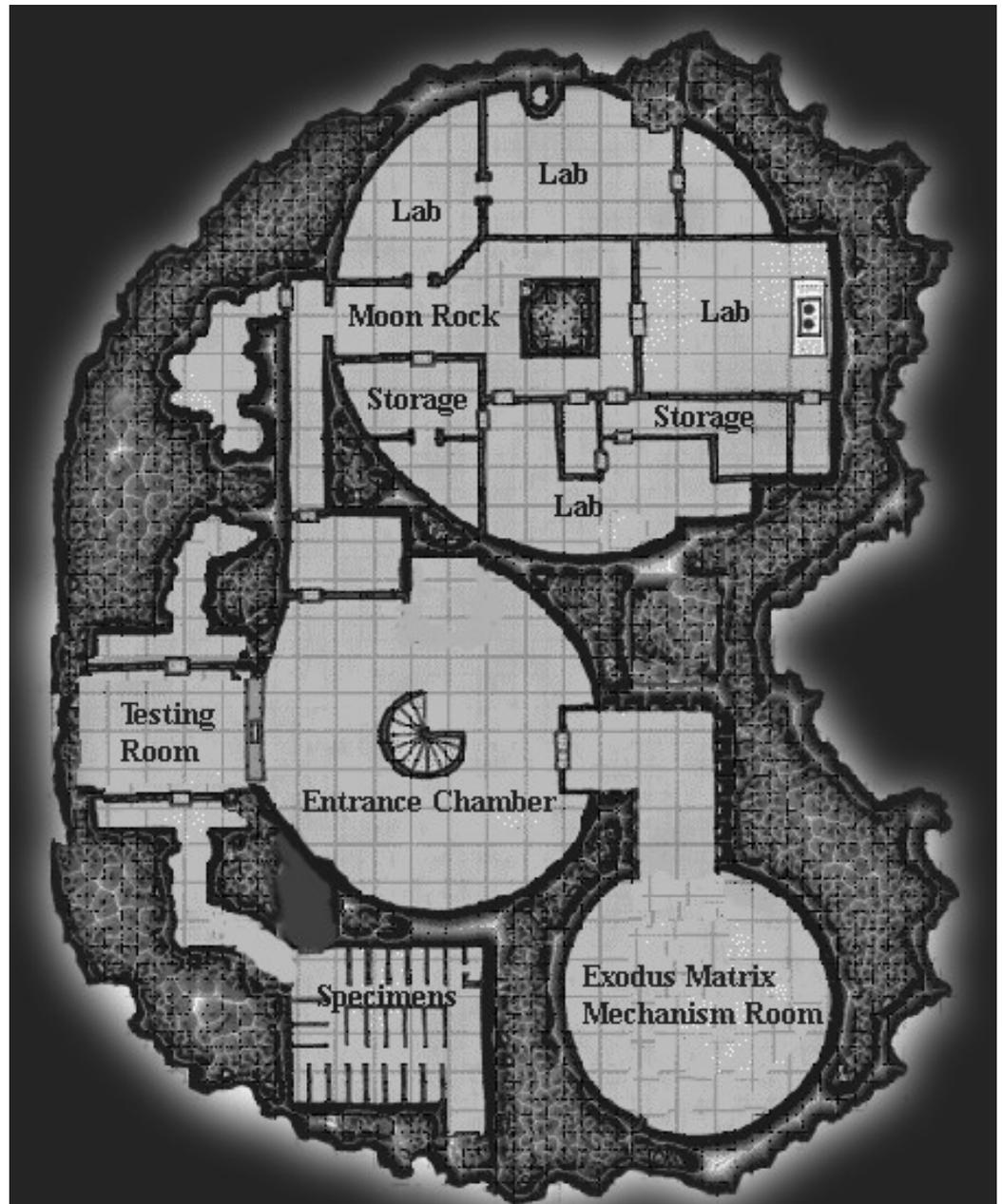
The below-ground level (reached from the door noted on Level 0) contains the laboratories and testing chambers of the Meravae sorcerers who operated the temple. The Meravae were experimenting with developing the Exodus Matrix, but also with capturing and examining Night Spawn. The moon rock was used as a lure and a holding device for the Night Spawn creatures they captured, and they then experimented on these horrors to determine their essence and their physiology (which defies all known laws of Gwenthian physics and biology. Some of their experiments resulted in the Shadow Hybrid that is still trapped in the laboratory level, left behind when the Meravae activated their Exodus Matrix.

Kandra has found the mechanisms for the Exodus Matrix and is being guided by the Unbending Gire to reverse its effects and summon powerful new Night Spawn to the sarcophagi on Level 3. She has also released the Shadow Hybrid to roam the Laboratory Level and it instinctively attacks anything that isn't a Night Hag worshipper.

As Kandra and her retinue are working on this level, torches and lanterns have been positioned around to offer light. It is still very dim, however, with large pools of ominous shadow. Attempts to hide or sneak gain a +20% bonus.

## ENTRANCE CHAMBER

Getting through the barred door on Level 0 leads to a spiral staircase that descends 10m to the Entrance Chamber. Breaking through that door alerts the two guards on this level, who are thus prepared for any kind of assault. They take-up positions of ambush around the perimeter of the Entrance Chamber and cover the stairs, attacking as soon as more than two adventurers descend.



<b>GUARDS</b>			<b>1</b>	<b>2</b>
STR	12	Damage Bonus +0		
CON	14	Hit Points	13	13
DEX	13	Combat Actions 3		
SIZ	12	Armour	4	4
INT	10			
POW	11			

Strike Rank: 12  
Shortbow 48%, 1d8, Load 1, 2/4 (10 arrows each)  
Scimitar 52%, 1d6+1, 4/10  
Kite Shield 55%, 1d6, 10/18

Dodge: 35%, Perception 60%, Persistence 40%, Resilience: 45%, Stealth 52%, Throwing 60%, Unarmed 55%

### EXODUS MATRIX MECHANISM ROOM

This room doesn't contain any machinery as such, but is carved, floor to ceiling, with several very intricate and very potent spell matrices that connect, sub-dimensionally, to the catafalque on Level 3.

If the adventurers enter this room just before or during Black Watch, Kandra is in here, in a Gire-induced trance, activating the reversal spell. The walls crackle with black energy as she sets in motion her plan to bring all sorts of Night Spawn demons into Quatzadua. She's protected at all times by 3 bodyguards (use above statistics).

At other times, this room is empty. The spell matrix cannot be destroyed, so preventing Kandra from getting in here is the only way to foil her scheme.

### TESTING ROOM

This laboratory was used to experiment on the captured Nigh Spawn, which were held in the specimens area. The room is a wreck, and none of the ancient equipment, which includes bizarre machines and chemical apparatus, still functions. The Shadow Hybrid has been released, and there is a 25% chance it lurks in here awaiting a meal. There is a 45% chance it is in the Specimen Area, and a 30% chance it is roaming the elsewhere in the lab complex.

<b>SHADOW HYBRID</b>		
A mixture of living shadow, quatzhund, and insect. Its body is a semi-amorphous pool of shadow that fades into and out of substance constantly. The thing's head is the snarling head of a Quatzhund whilst its limbs are insectile and numerous. As it is a Night Spawn mutation, it does not harm any Night Hag worshippers. Everything else is fair game. The Shadow Hybrid is susceptible to One Wing Dance's screech, losing 1d3 HP for ever opposed Persistence test it fails against the Iqari's screech skill.		
STR	20	Damage Bonus +1d6
CON	16	Hit Points: 18
DEX	10	Combat Actions 2
SIZ	19	Armour: 3 points of darkness
INT	01	
POW	10	Magic Points 10

Strike Rank: 10  
Bite 63%, 1d10  
Breath 40% - the creature breathes a cloud of noxious shadow. Make a Resilience test to resist an incapacitating nausea for 1d4 rounds.

Dodge: 25%, Perception 40%, Persistence 60%, Resilience: 60%, Stealth 85%

The specimen chamber is filled with various cells that held the Meravae's experiments. All the chambers are empty, and were broken open long ago, save for the one that held the Shadow Hybrid and was opened recently by Kandra.

## LABORATORY AREAS

The remainder of the level is a network of four laboratories used for all kinds of experiments in dimensional sorcery and other, more mundane disciplines. Central to this area is a sealed chamber that contains a head-sized chunk of moon rock – a shard of the Dark Orb, and a potent piece of material. Some of it has been used by the Meravae in constructing the Exodus Matrix, but only a very small amount. The rest was sealed-up and would've remained hidden had it not been for Kandra and the Unbending Gire's constant probing and searching.

The moon rock chamber is sealed with several extremely potent Meravae spells. It will take months of careful study, followed by trial and error, to open it. But that doesn't stop Kandra from trying, and she uses all her knowledge to gain access to break open the chamber and gain access to its contents. If she manages to summon the powerful Night Spawn using the reversed Exodus Matrix, her task will become easier.

This area is patrolled by Kandra's four remaining guards and, possibly, the Shadow Hybrid.

GUARDS			1	2	3	4
STR	12	Damage Bonus +0				
CON	14	Hit Points	13	13	13	13
DEX	13	Combat Actions 3				
SIZ	12	Armour	4	4	4	4
INT	10					
POW	11					
Strike Rank: 12						
Shortbow 48%, 1d8, Load 1, 2/4 (10 arrows each)						
Scimitar 52%, 1d6+1, 4/10						
Kite Shield 55%, 1d6, 10/18						
Dodge: 35%, Perception 60%, Persistence 40%, Resilience: 45%, Stealth 52%, Throwing 60%, Unarmed 55%						

If not in the Exodus Spell Chamber, Kandra is in the lab to the east of the moon rock casket, working through calculations on how to access the moon rock inside. She's in a vile mood, but obsessed with success. As the Black Watch approaches she turns her attentions instead to the Exodus Matrix and prepares to summon the Night Spawn.

Kandra's magic is Shared Magic, which can only be cast in complete darkness or during the Black Watch. If she is casting spells during the Black Watch, she can control up to 3 Night Spawn for 3 rounds, and will do so, directing their attacks against the adventurers.

### KANDRA SA'SHATH URTHAN

Slender, insane and very beautiful, Kandra is a devout practitioner of Hag worship and a competent Shard magician. Her aim is to create a kingdom for the Night Hag in Quatzadua, and summon to it the Night Hag's children such as Lady Kharonata and Lady Sybillis. Kandra is cold-blooded and evil. She cares nothing for human life and shows no mercy.

Her patron demon, the Unbending Gire of Ghel, is evident as a dark, shimmering cloud that surrounds Kandra at all times. The Gire cannot work any magic through her, but equips her with knowledge to cast it. Kandra has a tiny shard of moon rock embedded into her forehead where it pulses beneath her skin.

STR	11	Dame Bonus -1d4
CON	11	Hit Points: 10 2 points of Leather Armour
DEX	13	Combat Actions 3
SIZ	09	
INT	16	Dodge: 55%
POW	17	Resilience: 55%, Persistence 75%
CHA	17	Magic Points: 17: Shard Magic 60% (Max. Magnitude = 3: Spells: Control Night Spawn, Darkness, Dishearten, Fearless, Forget)

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Strike Rank: 16  
Staff 35%, 1d8, 3/8

Dodge 44%, Influence 70%, Lore (Night Hag) 80%, Lore (Unbending Gire) 65%, Perception 65%, Resilience 56%

### NIGHT SPAWN

Merging with, and seeming to become, the shadows, Night Spawn are a blend of teeth, foul stench and ferocious coldness. They creep, ooze and explode from the darkness of the Black Watch and are drawn to shards of the Dark Orb and vibrant souls equally. Night Spawn cannot be bargained with unless one has the necessary Shard Magic. Otherwise they are like mindless predators.

STR 15      Damage Bonus +1d2  
CON 12      Hit Points: 12  
DEX 18      Combat Actions 3  
SIZ 12      Armour: 3 points of darkness  
INT 03  
POW 14      Magic Points 14

Strike Rank: 10

#### Weapons

Bite 54%, 1d3. If a Night Spawn bites and causes damage, it can attempt Soul Drain.

Soul Drain 45%. Have the target make an opposed roll of Persistence against the Soul Drain skill. If it wins the contest, the Night Spawn drains 1d6 points of POW. The opposed roll contest continues each round until the Night Spawn loses (in which case it has to make another successful bite attack), or the victim is reduce to zero POW (in which case the physical body is sucked into the Night Spawn, lost to the world).

Dodge: 55%, Perception 40%, Persistence 60%, Resilience: 60%, Stealth 85%

1d4 Night Spawn are drawn to Kandra during the Night Watch. She can control up to 3 using her Control Night Spawn spell. The others maraud and may even attack Kandra's guards, although they will not attack her.

## STOPPING KANDRA

If, during the Black Watch, Kandra is allowed to reach the Exodus Spell Mechanism chamber, and spend 6 complete combat rounds there unhindered, she is able to activate the reversed Exodus Matrix and begin the summoning of the major Night Spawn she has been guided to summon by the Unbending Gire. Once in motion the spell cannot be stopped, and for the adventurers, escape is the best option.

The Night Spawn Kandra summons are known as the Grey Enclave. These are minor nobility amongst the Night Spawn, and heralds for the more powerful demons of the upper nobility. They have the power to step out in normal darkness and can even appear human, although their skin is of a grey appearance and their voices sound like distant echoes. They have schemes and plans for Kandra to undertake, but those are the subject of further scenarios.

If Kandra is prevented from activating the Matrix, and escapes, then the adventurers become the source of her hatred, and will be hunted and tormented in punishment for their insolence: again, the source of further scenarios.

If killed, Kandra's evil has been averted. If any of her henchmen survive, they claim to have been under her sway from the start, and this may even be true. The KiMentas will decided.

The pagoda, if rid of Kandra's intent, is subject to intense scrutiny by both the KiMentas and the High Priests of the Tarazon, who intend to study the secrets it holds. The adventure is over for the characters, but they will be rewarded for defeating such a vicious and powerful foe.

Award between 1 and 4 Hero Points to the adventurers, depending on the degree of success. They also gain +10 to the Lore (Night Hag) skill (gaining it at that level if they don't already have it), and, if they managed to communicate with One Wing Dances, gain the skill Lore (Iqari) at a level equal to their INT.