

The Cult of Saaz

Overview

The fanatic cult of Saaz, a godling who has come back through the veil, has taken up residence in the ancient temple of Saranick. Saaz has captured Rena from a nearby village and the PC's are tasked with saving her.

To Saranick

The PC's stumble upon a group of Thakir and Sirith about to ambush the small village, Kama.

Ambush

Saaz's Cohort x 8

Cohort Rank: PC's Level

Defense: Tower Shield DR 5

Attacks: Javelins- 8AP / 10Dmg / 1HRS / M1

Spear- 10AP / 12Dmg / 1HB / M1

Dengu the elder thanks the PC's but is unsure why they are targets. Dengu's daughter Rena sought answers in Saranick. She left 6 days ago. Dengu asks the PC's to go to the ruins, 2 days away, and find Rena.

Traveling to Saranick the PC's could encounter another ambush or other creatures.

The Ruins of Saranick

Saranick was once a temple to a Sirith god. The ruins stand among mountainous jungles across a great chasm. Smoke has recently begun to issue forth from the serpent mouth entrance.

Rope Bridge

To cross the thread bare rope bridge Check Mobility TN (PC level + 7)

Saaz's followers live in a separate smaller ziggurat. There is a large room converted into a living area with basic supplies. Giri and an ambush party are currently away.

Saaz's Shrine.

The front room of the temple, is a simple shrine where Saaz's followers worship her daily. She is contemplating a great wax tablet with names of nearby villages she intends to conquer or extort for worship.

Fighting Saaz

Saaz's Cohort x 4

Saaz - Nemesis Six-armed snake humanoid

AP: 18/38 (Saaz has 20 extra AP for attacks)

Defense: DR6 All (Bronze Padded)

Attacks: Kopis x2- 8AP / 12Dmg / 1HS / M1

Akinakes x2- 6AP / 10Dmg / 1HP / M1

Spear x2- 10AP / 14Dmg / 1HB / M2

Grants +3 menace bonus to allies.

Taunt - Can Taunt all PC's granting a -1 to hit.

Entering Saaz's chambers

Saaz's private chambers are sealed by a great rotating stone door. Rena is held captive inside, along with several valuable items stolen from nearby villages.

Stone Door

To bypass the stone door Check Strength or Acumen TN (PC Level + 10).

Leaving Saranick

After leaving, the PC's are confronted by Saaz's lieutenant Giri. She can be convinced to stand down. Otherwise she attacks.

Giri's Ambush Party

Saaz's Cohort x 4

Giri (Suree Skirmisher)

Cohort Rank: PC's Level + 8

Defense: DR 4 Mobility

Attacks: Javelins- 8AP / 12Dmg / 1HRS / M1

Wrap-Up

If the PC's saved Rena the elder thanks them and spreads the word of Saaz's defeat and Rena's freedom. Rena decides to leave, helping to spread the renown of the PC's. **Award 1 Renown.**

The place of power where Saaz came through the Veil is nearby and may offer additional grist for other-worldly horrors, temples, adventures, or inspirations from the PC's gods.

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