

The Dark Heart of Afrik

An Adventure for the Mythus™ FRPG

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A Mad Irishman Production

The Dark Heart of Afrik is a **Mythus** adventure designed for three to five HPs, in which the Personas are exposed to the dangers of the depths of the Dark Continent. Due to the nature of the transportation involved in getting them there, this adventure may be inserted with relative ease into any campaign, providing of course that an African-type continent exists somewhere in the game world. The GM may decide upon further adventures in the area (there are sufficient loose ends to allow for a lengthy diversion in the Kongo region), or may base the campaign itself in Afrik. The GM should feel free (in fact, is obliged!) to adjust the number of adversaries encountered up or down in order to match the abilities of the HPs and players.

A Rough Voyage

The HPs are attempting to book passage across the Mare Librum for any of several reasons. Perhaps they have just escaped from a slave galleas like the *Marduk* from the adventure *Condemned as Galley Slaves* from the **Mythus** book, or perhaps they are being lured across the sea by the lure of adventure and/or gold. At any rate, they are attacked in the midst of their journey. These attackers could be members of the Starfire Guild, if you have run the *Galley Slaves* adventure, or may be thieves or pirates. The exact reason for their being there falls to the GM to decide, but the end result is that the adventure starts off with some combat. Treat these assailants as sailors (use the stats for the “crewmembers” on p. 372 of the **Mythus** book), and assign one for each HP plus a couple more. Shortly after defeating their attackers, the HPs find to their chagrin that the ship is about to be caught up in a massive storm! Indeed, the captain of the galley is unable to control the vessel which is tossed about haplessly. When the storm subsides, the galley is forced to put into port in the backwater city of Atramun, in the kingdom of Keshu, and must remain there while repairs on their ship are effected (since the port is so infrequently used, there are no other ships heading where the HPs want to go).

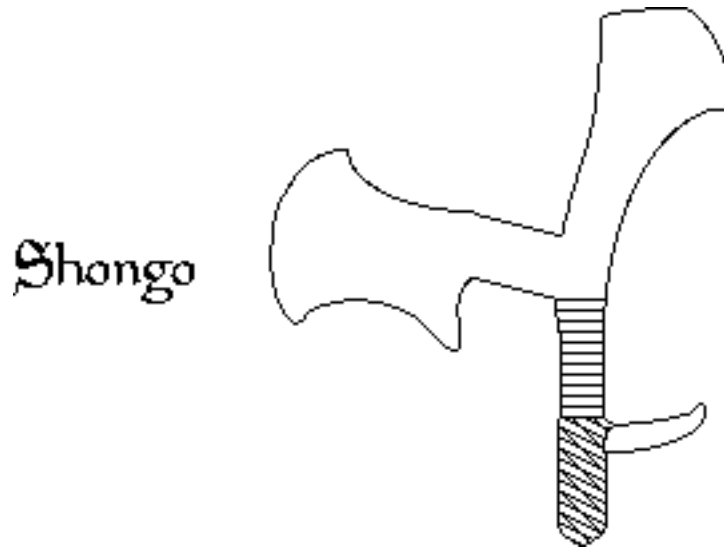
A Curious Offer

Meanwhile, the HPs learn that a mage in the capitol city of Hapobeid is looking for adventurers. This mage, one Kalendin by name, wants adventurers to retrieve a stone for him for use in a magickal experiment. The GM should “encourage” the HPs to take up this offer by some means, and should stress that the “errand” is a well-paying jaunt, which Kalendin will emphasize when the HPs seek him out. Unfortunately, this stone he needs is located in the heart of the Kongo! However, Kalendin has some magickal devices which will allow for easy transport to and from the Kongo. The stone is currently in the possession of Kalendin’s old friend Adoula, chief of a major village on the northern borders of the kingdom. Kalendin gives the party a crate of gold bars (100,000 BUCs worth) and instructs them to go to the village, exchange the gold for the stone, and return to him. To this end, he supplies one character with a *stone of tongues* and others with two *loops of transport* for the duration of the “errand.” The *stone*, when placed to one’s mouth, will allow one to speak and understand fluently any human language spoken within 10’ of the wielder. The latter, when placed on the ground in a loop, and when the command word is spoken, will transport all within the loop to a pre-programmed location (in this case the village of Betéké in Kongo and Kalendin’s tower in Hapobeid). Each loop can encompass 10 people. The command word for the first transport loop is “al-majd,” and the one for the return loop is “tabaadala.” Kalendin will also supply the party with two magick weapons: a scimitar and a khopesh sword, both of which add +10 to the attacker’s BAC.

You Knew It Couldn't Be That Simple

When the HPs are ready, Kalendin will show them to the first loop and bid them farewell for their brief journey. When the command word is spoken, there is a flash followed by brief disorientation. When the party regains their senses, they will first notice an oppressive humidity and the warm rain which is pouring down on them. They see what appears to be a village some 50 meters away, in a clearing of the jungle.

However, as the party nears, they realize that the village has been sacked! The huts are burned-out husks, there are broken spears and shields upon the ground, as well as several curious things lying about that are apparently weapons but which will be unknown to any adventurers new to the area. The weapons, known as *shongo* (literally 'knife of lightning'), are throwing knives used by the natives; they have three branching blades, and are thrown along a horizontal plane, sometimes having the nasty effect of hitting an enemy's shield and swinging around to hit him on the other side. Use the following statistics for the shongo:



Hand Weapons									
<i>Weapon</i>	<i>Sub-Area</i>	<i>WP</i>	<i>C</i>	<i>S</i>	<i>DT</i>	<i>Damage</i>	<i>Reach</i>	<i>Price</i>	<i>PMPow</i>
Shongo	Axe	5	M	5	C	3D6	1	100	13

Missile Weapons, A							
<i>Weapon</i>	<i>Sub-Area</i>	<i>WP</i>	<i>T</i>	<i>S</i>	<i>DT</i>	<i>Damage</i>	<i>Price</i>
Shongo	Axe	5	Y	5	C	3D6	100

Missile Weapons, B							<i>Min</i>
<i>Weapon</i>	<i>ROF</i>	<i>Point Blank</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>	<i>Extreme</i>	<i>PMPow</i>
Shongo *1	1	5 (x3)	10 (x2)	15 (x1)	20	25	13

There is no sign of life. In fact, if any players think to ask, a *Physical Perception/Noticing* or *Mental Perception/Detecting* roll at DR "Easy" will reveal that there are no bodies present, either. The recent rain calls for a *Physical Perception/Tracking* roll at DR "Hard" to determine that the raiders came from and left to the south. The stone is nowhere to be found. While the HPs are searching through the village, introduce them to the dangers of the continent with an attack by several *utuchekulus* (see statistics below). These malicious inhabitants of Phæree appear as 3' tall, black skinned humanoids with wild hair and singular red fangs. They will attempt to kill any humans they encounter, as they are looking for food. If the HPs wander

through the jungle, feel free to also throw a leopard or snake at them (use the statistics for the tiger or coral snake on pp. 323-4 of the **Mythus** book).

There are several other villages in the area (all villagers speak Kongolese). The inhabitants will be wary of strangers but not overtly hostile unless provoked. The villagers will confide in the party, saying that several villages have been sacked and many people taken by some evil spirits. Several war parties have been sent to patrol the area but have not returned. No word has been heard of the inhabitants of Betéké.

Whatever village they travel to, the chief of that village will want to talk to the HPs. The chief will tell them just what the other villagers told them, but will add that he is having trouble backing up his authority and it is becoming increasingly difficult for him to maintain order. He therefore offers the HPs a reward of 1000 BUCs per party member (after all, their village is not rich, and these are hard times) plus the opportunity for the HPs to pick out wives/husbands and become part of the tribe! It will be interesting to see if the HPs take him up on the latter part of the offer...Many of the "suitors" are very beautiful, so if the HPs *want* to marry someone they don't know and who lives in the middle of another continent, then by all means, let them! To refuse this part of the offer will not greatly offend these noble people, as the prospect of marrying to adventurers that won't be around carries little incentive.

An Evil Plot

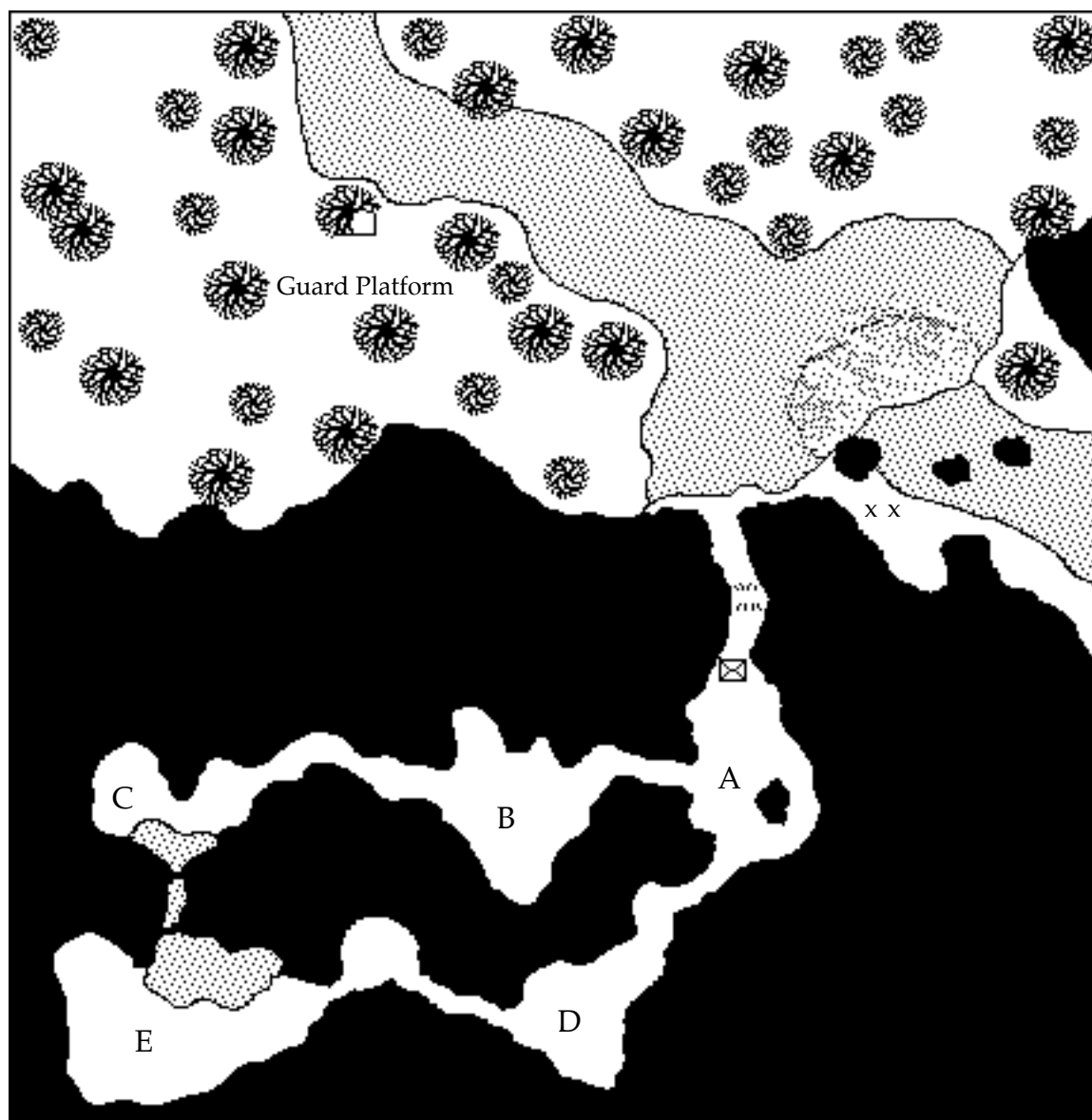
Eventually, the HPs will end up encountering the raiders. The raiders are followers of the evil witch doctor Mobutu. This cunning man has been blessed (or cursed) by his master, Kalonji, an evil creature that haunts Timbaktu, and Mobutu is now a therianthrope. Specifically, he is an *irimu*, a cursed human shapeshifter found in the southern half of Afrik. The *irimu* transforms into a leopard (or sometimes a lion, depending on locale) when the moon is full. The bite of such a creature does not cause therianthropy like that of a werewolf. Kalonji hopes to establish another stronghold in this region, so he has sent Mobutu to clear the area and create a force of undead minions (the dead villagers serve very nicely in this capacity). To this end, he has sent two Leopard Weretherios (see p. 170 of the **Necropolis**) to aid Mobutu, and Mobutu has enlisted the aid of some of the worst criminal elements of the surrounding villages.

Mobutu's lair is high on a cliff next to a powerful waterfall. The waterfall pours into a small river which winds through the whole area. To gain entrance to the cliff lair, the HPs must make a *Mountain Climbing* roll at DR "Moderate." However, before they do so, they must first deal with the guards...

A Warm Welcome

A clump of trees some 40 yards from the base of the waterfall and 25 yards from the cliff face holds a watch platform for Mobutu's men. From this platform, suspended some 50' off the ground, 4 tribal warriors (see statistics below) keep watch. The dense foliage requires another *Physical Perception/Noticing* or *Mental Perception/Detecting* roll at DR "Hard" for the platform to be detected from the ground. However, this foliage also keeps Mobutu's followers from having the best of views, so they need to make a roll at a DR of "Moderate" to see the HPs. If they see the HPs, they will attempt to attack (and kill) them, and will shout to the two remaining followers at the top of the waterfall in warning.

These two warriors guard access to the ledge which leads to the entrance of the lair. They will attempt to kill any intruders, and one will flee inside to warn Mobutu if given the chance. Any captured guards may be coerced into revealing that the password is "nzwetu" (a joke for Mobutu and his followers, as this literally means "our house" in Kongolese).



	Platform		Pit		Water		Guards
	Tree		Precipice		Rock		Room Key

Mobutu's Lair

A) Entrance: The entrance to the lair slopes steeply up, then back down again. To traverse either half of this treacherous path requires an "Moderate" check versus PN (this will increase to "Hard" if any personas are struck suddenly while attempting to climb or descend...), otherwise the Persona will slide down the path into the pit, or over the cliff edge to the jungle below (70' drop!). At the bottom of this slope is a 10' deep pit, filled with sharpened bone spikes. Any persona falling into this trap will suffer $((1D6 \times 1D6) + 4D6)$ points of damage (10 feet fallen times Exposure roll plus 4 spikes). A Physical Avoidance roll of DR "Hard" is required to avoid falling into the pit once it is triggered. Waiting just inside are two skeletal guards which have been enchanted with a Stoneskeleton Formula (see p. 254 of **Mythus**

Magick). Furthermore, if Mobutu has been warned of the party's approach, he will be here to assault the party as they come through the entry passage, attempting to make personas either fall back down the slope or plummet into the pit. The skeletons are armed with swords, but there is nothing of value (or interest) in the room otherwise.

B) Terrible Refuse: This whole area reeks of death and decay. Any persona entering this area must first roll to resist the stench of the 2 ghouls (see p. 188 of the **Necropolis** book) who inhabit this chamber. The ghouls are feeding on the many broken bodies and body parts which lie strewn about, but will take time out from their feast to attack unwanted guests. Among the items lying about are tattered clothes, 21 BUCs, an ivory bracelet worth 250 BUCs, and a *Cube of Mental Protection* (see p. 348 of the **Mythus Magick** book).

C) Mobutu's Chamber: This small cistern contains Mobutu's grimoires, a small table and chair, a sleeping mat, and several sconces which hold unlit torches. The small pool is connected by underground stream with E), below, as well as the river outside. Mobutu will use this as an escape route, if necessary, by diving in and swimming to freedom. On top of the table is an ivory carving of an elephant (worth 1000 BUCs), a gold necklace (worth 750 BUCs), three gold earrings (50 BUCs each), and a pile of money (567 BUCs). Also on the table is a letter (in Kongolese) from someone named Kalonji, saying that he expects "everything to be in order" when he visits...

D) Guard Post: This room is guarded by 4 zombies, who will attack anyone not pronouncing the password. Use the statistics from page 313 of the **Mythus** book. There is nothing else of interest here.

E) Shrine: In this small Vodoun temple, 2 leopard therianthropes wait in human form. If in peril, they will revert to leopard form and attack, but will first attempt to talk to and seduce any intruders. Mobutu will also be here under normal circumstances. If things go badly, he will dive into the pool and swim underwater to his bed chamber (C, above). The room is also filled with experimental equipment. On an altar in the center of the chamber is a fist-sized blue sapphire (the stone Kalendin needs).

Aftermath

It is recommended you have Mobutu escape (at least once) so that he might make one last vengeful attack in leopard form. Kalendin will be well pleased with the HPs if they return with the stone, and may consider them in the future when employment opportunities arise. In fact, he will offer to pay for their overseas passage. Note that this adventure may be easily integrated with *The Trouble With Tribals* (Journeys, issue #3), as the black necromancer from that adventure may be another agent of Kalonji. At any rate, the HPs will have probably earned some important allies (village chiefs and the wizard Kalendin) as well as some very dangerous enemies (Mobutu, perhaps, or his followers, and then there's the mysterious Kalonji...) This adventure is worth 10 AP/Gs, in addition to any other awards the GM feels like bestowing.

Enemy Roster

Mobutu

Vocation: Witch Doctor **SEC:** 7
Habitat: Ærth, Kongo **Size:** Average/ 3 x Human-sized
Move (yds/BT): 86 **Init. Modifiers:** Human std.
Movement in Leopard Form:
 Creep: 22 yds/BT
 Stalk: 110 yds/BT
 Run: 220 yds/BT
 Charge: 330 yds/ BT (2 BTs only)
Important K/S Areas/Sub-Areas & STEEP:
(Primitive Vocation, Witch Doctor K/S Bundle plus)
Perception (P): 27 **Apotropaism:** 46

Exorcism: 40 Demonology: 62
 Divination: 42 Dweomercraft: 42
 Toxicology: 36 Witchcraft: 65
 Cmbt, Hand Weaps: 34 Cmbt, Missile Weaps: 34
 Magick: 52 Mysticism: 32
 Religion: 32 Spellsongs: 38
 Swimming: 30 Endurance: 25
 Escape: 25 Necromancy: 52
 Occultism: 36 Priestcraft: 36
Joss (Anti-Joss): 7 Attractiveness: 16
Quirks: Nil

Average Armor Protection: 6

Worn: Half Leather Armor

Heka-engendered: See below

Invulnerabilities: Non-enchanted weapons

Susceptibilities: Insinuation: Silver (x2)

Heka Available: 1053

Castings: (Most likely to be used and grade)

Divination: *Detect Heka* (I), *Path of Wisdom* (II), *Detect Invisible Object* (III), *Universal Tongue* (III)

Dweomercraft, General: *Forcedart* (II), *Heka Darts* (III), *Bedlam* (IV), *Negative Gravity* (IV).

Dweomercraft, Black: *Cause discord, Fright, Paralysis (Physical), Pox, Vertigo* (all I); *Fulldark, Treacherous Blow* (both II); *Badfeelings, Blindness, Memory Drain, Weakness* (all III); *Field of Hysteria, Petrifying Gaze, Venomcloud* (all IV).

Necromancy: *Skeletalguise* (I), *Charnelreek* (II), *Arrowbones* (III), *Rotflesh* (IV), *Wraithform* (V)

Priestcraft, Basic: *Awe* (I), *Heka Defenses* (III).

Priestcraft, Ethos of Gloomy Darkness: *Cause Pain, Petrify* (both I); *Venomtouch, Violence* (both II); *Palpable Gloom, Webs of Fear* (both III).

Witchcraft: *Creepie-Crawlies, Witchmark* (both I); *Bodynoises, Fumbleslip, Slamlock, Trip* (all II); *Hex, Lightsout* (both III); *Callstorm, Doublewitch, Doze, Lust, Oilfire, Poisonspit, Witchbolt* (all IV); *Fainting, Maggots, Poisonbreath* (all V); *Damaging Hail, Nighthide, Vomit Flames* (all VI).

Dodging: 0/4

Avoidance: Base 33/25/30 (33/50/15)

Weapons (Human Form):

<i>Weapons</i>	<i>WP</i>	<i>S</i>	<i>ATK</i>	<i>DT</i>	<i>Dam</i>	<i>Bonus</i>	<i>BAC</i>	<i>C</i>	<i>Dur</i>
Spear	5	4	1.5	P	3D6	+3	39	W10/20	
Knife, L	5	2	1.5	C	2D6	+3	39	M 5/20	

Natural Weapons (Leopard Form):

<i>Attacks</i>	<i>BAC</i>	<i>DT</i>	<i>Base</i>
Foreclaws x 2	45	C	2D6+3
Bite	45	P	3D6+3
Hindclaws rake*	45	C	4D6+3

*Applicable only when opponent has been hit by both forepaws, indicating hold, and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

Powers: *Darkseeing* (as if in daylight), *Hyperaesthesia* (audial and olfactory), *Resistance to heka* (which causes Spiritual damage, R equal to 51).

Averaged Armor Detail (Human Form):

<i>Area</i>	<i>Avg</i>	<i>Pierce</i>	<i>Cut</i>	<i>Blunt</i>	<i>Fire</i>	<i>Chem</i>	<i>Stun</i>	<i>Elec</i>
Half leather	6	7	9	8	4	4	6	-

Armor Scheme (Leopard Form):

<i>Area</i>	<i>Pierce</i>	<i>Cut</i>	<i>Blunt</i>	<i>Fire</i>	<i>Chem.</i>	<i>Stun</i>	<i>Elec.</i>
Ultra	6	6	8	-	-	8	-
Super	4	4	6	-	-	6	-
Vital	3	3	4	-	-	4	-
Non	1	1	2	-	-	2	-
Average	3	3	5	-	-	5	-

Statistical Detail (Human Form):

M: 106, EL: 84 P: 86, WL: 64, CL: 77 S: 102, EL: 81
MR: 52 MM: 54 PM: 41 PN: 45 SM: 51 SP: 51
MRCap: 20 MMCap: 20 PMCap: 16 PNCap: 16 SMCap: 20 SPCap: 20
MRPow: 16 MMPow: 17 PMPow: 15 PNPow: 14 SMPow: 16 SPPow: 16
MRSpd: 16 MMSpd: 17 PMSpd: 10 PNSpd: 15 SMSpd: 15 SPSpd: 15

Statistical Detail (Leopard Form):

M (Cunning): 106 P: 172, WL: 129, CL: 154 S: 51, EL: 40
MR: 52 MM: 54 PM: 82 PN: 90 SM: 0 SP: 51
MRCap: 20 MMCap: 20 PMCap: 32 PNCap: 32 SMCap: 0 SPCap: 20
MRPow: 16 MMPow: 17 PMPow: 30 PNPow: 28 SMPow: 0 SPPow: 16
MRSpd: 16 MMSpd: 17 PMSpd: 20 PNSpd: 30 SMSpd: 0 SPSpd: 15

Commentary & Description: In addition to being an extremely ambitious witch doctor and necromancer, Mobutu has also been turned into an *irimu* by the black sorcerer Kalonji.

Tribal Warriors

Vocation: Primitive Warrior **SEC:** 1

Habitat: Ærth, Kongo **Size:** Average

Move (yds/BT): 82 **Init. Modifiers:** Human std.

Important K/S Areas/Sub-Areas & STEEP:

(Primitive Vocation, Warrior K/S Bundle plus)

Combat, HTH, Lethal: 25

Combat, Hand Weapons: 40

Combat, Missile Weapons: 40

Perception, Physical: 25

Joss (Anti-Joss): 0 **Attractiveness:** 9

Quirks: Nil

Average Armor Protection: 6/9

Worn: Half Leather Armor

Dodging: Nil

Avoidance: Base 8/13/7

Weapons:

<i>Weapons</i>	<i>WP</i>	<i>S</i>	<i>ATK</i>	<i>DT</i>	<i>Dam</i>	<i>Bonus</i>	<i>BAC</i>	<i>C</i>	<i>Dur</i>
Shongo	5	5	1.5	C	3D6	+1	45	M	5/20
Knife, L	5	2	1.5	C	2D6	+1	45	M	5/20
Assegai	5	3	1.5	P	3D6	+1	45	C	8/20
Shield	0	4	1.5	B	1D3	-	40	C	8/30

Averaged Armor Detail:

<i>Area</i>	<i>Avg</i>	<i>Pierce</i>	<i>Cut</i>	<i>Blunt</i>	<i>Fire</i>	<i>Chem</i>	<i>Stun</i>	<i>Elec</i>
Half leather	6	7	9	8	4	4	6	-

Statistical Detail:

M: 54, EL: 43 P: 82, WL: 62, CL: 74 S: 50, EL: 40
MR: 27 MM: 27 PM: 41 PN: 41 SM: 24 SP: 26
MRCap: 10 MMCap: 10 PMCap: 16 PNCap: 16 SMCap: 9 SPCap: 10
MRPow: 9 MMPow: 9 PMPow: 12 PNPow: 12 SMPow: 8 SPPow: 8
MRSpd: 8 MMSpd: 8 PMSpd: 13 PNSpd: 13 SMSpd: 7 SPSpd: 8

Commentary & Description: These are local tribesmen who have been swayed over by Mobutu and now live in his service. They are motivated primarily by greed and fear and are therefore very dangerous.

Utuchekulu

Identifier: Humanoid

Habitat: Phæree *et al.* **Size:** Human-sized

Modes & Rates of Movement (yds/BT):

Base: 60

Climb: 3

Initiative Modifiers: Human standard

Invulnerabilities: Electricity, Poison.

Susceptabilities: Insinuation: Iron (x2), Contact: Iron (x1), Allergy: 1 BT's exposure time to ferrous metal (100 lbs. in 10 feet) inflicts 1 point PD/CT thereafter

Quirks: Nil

Average Armor Protection: 2

Dodging Factors: 10 **Avoidance:** Base 20/18/25

Natural Weapons:

<i>Attacks</i>	<i>BAC</i>	<i>DT</i>	<i>Base</i>
Bite	25	P	1D6+poison
Spear	25	P	1D6

Castings: None usually.

Powers: *Darkseeing* (as if in daylight), *Voice projection* (1 chain range, 3/day), *Jump as a frog* (at will, 9' leaps), *Fall gently as a leaf* (at will).

Other: *Poison:* by bite, STR 30 (30-30-15) in 1 BT delays).

Statistical Detail:

M: 64, EL: 51 P: 60, WL: 45, CL: 54 S: 80, EL: 64
MR: 32 MM: 32 PM: 30 PN: 30 SM: 20 SP: 60
MRCap: 12 MMCap: 12 PMCap: 11 PNCap: 11 SMCap: 10 SPCap: 20
MRPow: 10 MMPow: 10 PMPow: 10 PNPow: 10 SMPow: 5 SPPow: 20
MRSpd: 10 MMSpd: 10 PMSpd: 9 PNSpd: 9 SMSpd: 5 SPSpd: 20

Armor Scheme:

<i>Area</i>	<i>Pierce</i>	<i>Cut</i>	<i>Blunt</i>	<i>Fire</i>	<i>Chem.</i>	<i>Stun</i>	<i>Elec.</i>
Ultra	4	4	4	-	-	4	-
Super	3	3	3	-	-	3	-
Vital	2	2	2	-	-	2	-
Non	1	1	1	-	-	1	-
Average	2	2	2	-	-	2	-

Bibliography

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