

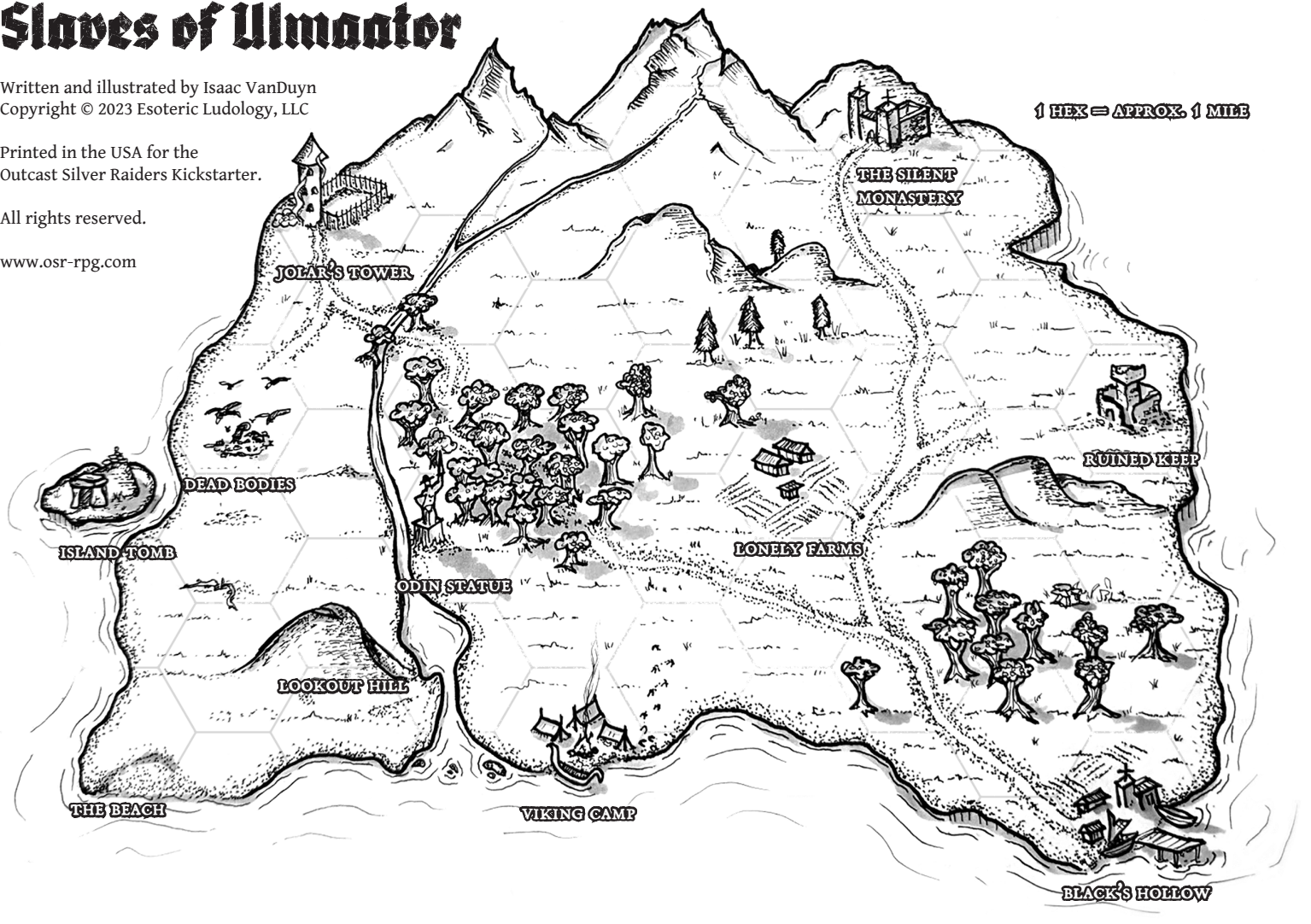
Slaves of Ulmaator

Written and illustrated by Isaac VanDuyn
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“You were born a slave, one of hundreds owned by the Warlock Ulmaator. You were raised in the child-pens by ghost-eyed caretakers, and when you were strong enough to move stones, you were set to work.

The years passed. You watched men and women hauled off as sacrifices to the Warlock’s whims. You waited. You found others, like-minded, unwilling to accept a life of bondage. One night you escaped. You stole a small boat and struck out across the seas.

But Ulmaator summoned something. It pursues you. A dæmon. It is implacable. Stones bounce from its hide. The slobber that drips from the holes in its tongue melts skin, leather, stone. Its teeth can shear through solid steel. Its rolling eyes are lambent. It feeds on human flesh. It chased you, caught up to you, and its flabbous limbs destroyed your boat.

You washed up here on the shore of this strange island, but you can feel it somewhere behind you, and you know beyond a shadow of a doubt: it is coming.

Old Garathol died beneath the waves, but on the journey, that ancient maniac told you of a ritual to Banish Dæmons. You must discover that ritual, or be devoured.”

How to run this adventure

Slaves of Ulmaator is an adventure for the Outcast Silver Raiders roleplaying game, designed to be completed in a single session. The outcasts are escaped slaves who must find and cast a ritual to banish the dæmon that is hunting them before an amount of real-world time runs out. The adventure has been playtested using four hours of real world time, but should be adaptable to other durations.

The referee should regularly remind the players how much time they have remaining, and should attempt to be generous in not spending their time with too much in-game upkeep. Focus on the rolls that really matter.

The referee should also ensure that unless they truly avoid asking anyone for help, the outcasts should quickly learn who knows the ritual, and how it can be retrieved. Some dithering and exploration of the island is desirable and fine, but most players will become frustrated without having a clear goal.

After the prescribed amount of time has passed, if the outcasts have not cast the ritual, the referee should describe the dæmon appearing and relentlessly devouring their bodies and souls. Less description is often most effective.

Who knows the ritual?

There are three NPCs on the island who *might* know the ritual, but each time the adventure is run, only one of them has it. This is usually the first of them (or their home location, listed with them) encountered. However, if running the adventure for players who have experienced it before, the referee should feel free to change things up to provide a new experience. In addition to the NPCs below, a written copy of the ritual is *always* located in the library of the **Silent Monastery**.

Hayden Clark, the priest of the village of **Black’s Hollow**, will perform the ritual if the outcasts bring him the head of the **wizard Jolar**. If Hayden knows the ritual, he also keeps a written copy of it tucked into his illuminated Bible that he keeps locked in his house.

Estrid Torgsdottir, the shamana of the **Viking Camp**, will perform the ritual if the outcasts bring her the head of **Hayden Clark**. If Estrid knows the ritual, a copy of it is written on a rolled piece of hide in a chest in Fulgrim’s tent.

The Wizard Jolar lives in his **tower**, and will perform the ritual if the outcasts fetch for him the **silver rose** that grows in the crypt of the **Ruined Keep**, and agree to serve him for one year afterwards. If Jolar knows the ritual, he also keeps a written copy of it in a cupboard on the third floor of his tower.

A ritual to banish dæmons

The ritual is ancient and not without risks. Each person being hunted must take part, cutting themselves, mingling their blood, and daubing it on the backs of their hands before clasping those hands together in a circle and intoning the sacred words. Each participant must make a check using their highest ability score. They may add up to +3 to this check by spending hit point’s worth of blood: getting a +1 bonus requires spending a single hit point of blood; getting +2 requires spending 3 hit points; getting +3 to the check requires spending 6 hit points. No participant can spend so much that they fall unconscious. Any who pass the check will be saved when the dæmon appears. Any who fail will be devoured.

+Viking raiders+

CHA +0 CON +1 DEX +0 INT +0 STR +2 WIS -1
AC 14 HD 1 HP 1d8+1 (6) SAVE +0 MORALE 8
MOVE Stride 15’ [3 squares]
AXE ATTACK
+3 to hit, 2d4+1 damage, 1 shock.
BOW ATTACK
+1 to hit, 1d6 damage.

+Fulgrim the Mighty+

CHA +2 CON +1 DEX +0 INT +0 STR +2 WIS -1
AC 14 HD 4 HP 4d8+4 (24) SAVE +2 MORALE 9
MOVE Stride 15’ [3 squares]
GREAT-AXE ATTACK
+6 to hit, 1d12+2 damage, 2 shock.
BEAR ATTACK
Can make a **STRENGTH** check as his action. If he is successful, he urges his bear (below) to attack.

+Fulgrim’s riding bear+

CHA -2 CON +2 DEX +0 INT -2 STR +3 WIS +0
AC 12 HD 4 HP 4d8+8 (28) SAVE +2 MORALE 7
MOVE Lumber 20’ [4 squares]
CLAWS
+7 to hit, 1d8+3 damage, and victim must pass a **DEXTERITY** save at +1 or be grappled.
TERRIBLE BITE
If the bear has grappled a target, it may bite them:
+9 to hit, 2d6+3 damage.

+Mossy skeletons+

CHA -3 CON +0 DEX -1 INT -2 STR +1 WIS -2
AC 13 HD 1 HP 1d8 (5) SAVE +0 MORALE 12
MOVE Shamble 10’ [2 squares]
BONY BLOW
+2 to hit, 1d6 damage.
REFORM
On the turn after they drop to 0 hp, each skeleton has a 50% chance of reassembling at full health.

+Trained combatants+

Thomas Bickerton, Emily Abrey, and Jolar’s Apprentices
CHA +0 CON +1 DEX +1 INT -1 STR +1 WIS -1
AC 16 HD 2 HP 2d8+2 (12) SAVE +1 MORALE 7
MOVE Walk 15’ [3 squares]
SWORD ATTACK
+3 to hit, 1d8+1 damage.

+Wolf+

CHA -1 CON +0 DEX +2 INT -2 STR +0 WIS +1
AC 14 HD 1 HP 1d8 (5) SAVE +1 MORALE 5
MOVE Lope 20’ [4 squares]
RIP AND TEAR
+2 to hit, 1d6 damage.

+Possessed suit of armor+

CHA -3 CON +0 DEX -2 INT -3 STR +2 WIS -1
AC 19 HD 3 HP 3d8 (15) SAVE +2 MORALE 12
MOVE Stomp 15’ [3 squares] (cannot run)
MASSIVE SWORD STRIKE
+5 to hit, 1d10+2 damage.

+Jolar, the Green Wizard+

CHA +2 CON +1 DEX +0 INT +2 STR +0 WIS -1
AC 12 HD 5 HP 5d8+5 (30) SAVE +2 MORALE 6
MOVE Walk 15’ [3 squares] (cannot run)
DAGGER
+5 to hit, 1d4 damage.
MISTER
Once per combat, Jolar may spray a cone 15’ in front of him, filling it with choking mist. All caught in the cone must pass a **CONSTITUTION** save or lose a turn choking.
COMMAND TUBER SLAVES
Jolar can command nearby tuber slaves and forest plant people to attack his enemies. He is cowardly and will flee and let his slaves fight for him.

+Tuber slaves+

CHA -2 CON -1 DEX -1 INT -3 STR -1 WIS -3
AC 11 HD 1 HP 1d6-1 (3) SAVE +0 MORALE 4
MOVE Shuffle 10’ [2 squares]
FUMBLING BLOW
-2 to hit, 1d4-1 damage.

•Encounters on the island•

Once **each night** while resting, or **each time the outcasts leave a hex**, the referee should check for encounters, based on the hex the outcasts are entering.

At **night**, roll 1d8. In **plains**, roll 1d8. In **forests, hills**, or **mountains**, roll 1d6. Regardless of the type of die rolled, encounters happen if the referee rolls a 1.

1. A party from Black’s Hollow made up of 1d6 villagers and 2 trained combatants. They are looking for potential sacrifices to bring back to their village.
2. Viking scouts, foraging for plunder, victims, or someone who can help them get off the island.
3. Tabitha, one of Jolar’s apprentices, with 1d8 tuber slaves, gathering materials.
4. 2d4 hungry but wary wolves.
5. 2d4 tuber slaves, mindlessly wandering.
6. Another victim of the shipwreck, searching for a way to escape from the dæmon that hunts them. They have heard rumors of who has the ritual (if the outcasts have not encountered an NPC who knows the ritual yet, roll 1d3 to decide).

•Location descriptions•

The Beach

The outcasts wash up on this stony shore along with the scattered wreckage of their vessel. Visible from the beach:

- ◊ Lookout Hill.
- ◊ Smoke from the Viking Camp.
- ◊ The Island Tomb.
- ◊ Distant smoke from Black’s Hollow.

Lookout Hill

It’s a clear day, and from the top of this large hill, the outcasts can see miles in every direction. Landmarks further away are less distinct. Views of the Silent Monastery are blocked by the forest to the northeast.

Island Tomb

Across a narrow and relatively calm stretch of sea, accessible via a battered dug-out canoe, is this small grassy island, dominated by a stone-age passage tomb. The entrance is of megaliths. The passage is twenty feet long, three feet wide, and only three feet tall. Inside is a large central chamber with several graves, and a rear chamber, blocked by a hastily erected, newer brick wall with some gaps in the mortar. Behind the wall, the outcasts can hear clacking and clattering.

The brick wall is easily knocked in. Inside are 5 **mossy skeletons** guarding a set of brass armor (functions as chainmail) and a **brass mace**, which does 1d8+1 damage and has a +1 to hit rolls. Every time it is used in a battle scene, the referee rolls 1d6. On a 1, the wielder loses 1d3 in a random one of the three mental ability scores, and gains 1d3 in a random one of the three physical ability scores.

Lonely Farms

A small community of 6 families, led by the matriarch **Hilda Margarita**, who farm the fertile plain near to the forest. They have broken ties with the community of Black’s Hollow, due to being unwilling to eat the eels that community subsists on, and fears that the priest is not as godly as he claims to be.

Black’s Hollow

A fishing village of about 80 people. Most of the docks and boats are disused and rotten, the nets and sails in tatters. The village has lost touch with the mainland, and nobody can remember the last time someone sailed there.

There is one large boat that is in good repair. Close examination shows that there are bloodstains in the hold. The villagers will rent out a rowboat for 50sp per day. The villagers could be convinced to repair and sell a boat for 1,000sp. The villagers are led by the town’s priest, **Father Hayden Clark**. Clark lives in a small but sumptuous stone house in the church yard. The church is in the center of town, and is dedicated to the worship of Saint Nelda, the Martyr of Emptiness.

Every one of the villagers gather in the church each Sunday. The church is dusty, with two stone staircases leading down to the pungent, salty-smelling un-

The monks will not react to any provocations of any kind. The gate is barred. On each tower is mounted a massive swiveling ballista, which has a range of several hundred feet, and does 3d8+4 damage to any target it hits. Human and smaller sized targets are at a -3 to hit. If the monastery is attacked, the monks will use these ballista to destroy their foes.

Inside the monk’s library is a written copy of the ritual to banish dæmons.

Jolar’s Tower

On a windswept coastal heath rises the tower of the wizard Jolar. Jolar has spent decades investigating the mystical properties of plants and growing things. His two apprentices, Tabitha and Darnell (use stats for **Trained combatants**), live with him in his tower, bonded to his peculiar botanical will.

The tower consists of five areas: the three levels of the tower, the basement of the tower, and the yard behind the tower. The sides of the tower and the fifteen-foot-high fence are covered in thick, spined and thorny vines which cause 1d4 damage for every ten feet ascended.

Tower level one

- ◊ **Grand entrance hall** decorated with exotic plants, full of moist air and fine, comfortable furniture.
- ◊ **Kitchen** where plant-based meals are prepared by Tabitha and Darnell. Within is a trapdoor leading to a narrow set of stairs to the basement.
- ◊ Small **dining room** with a jade-encrusted dining set worth 1,000sp.

Tower level two

- ◊ **Jolar’s quarters**, with a bed, wardrobe of green robes, a small desk with notes on botanical magic written in code, and a drawer containing 300sp and 5gp.
 - 50% chance Jolar is here, otherwise he is in his laboratory in the basement.

Tower level three

- ◊ An **observatory**, with a huge, overgrown vine that Jolar has coaxed to grow a shiny, membranous lens over a multi-faceted, insectile eye. By planting one’s face inside an sopping orifice that grows out of one end of the vine, the plant will

Odin Statue

A moss-covered statue of Odin, over 60 feet high. The base of the statue is covered in carved crosses and wards against evil. Around the statue are skeletons sunken into the ground. At the base of the statue is a corpse, almost rotted away. It is wearing intact leather armor, has a bronze-trimmed shield, a battle axe, and a silver runic pendant in the shape of Mjolnir, worth 200sp.

If an outcast spends time praying to the statue, they have +1 to all checks, saving throws, and attack rolls for the next 1d3 watches.

If the statue is defaced, the vikings will hunt the vandals mercilessly.

Viking Camp

A band of 20 northern barbarians, with magnificent horses which they would rather die than part with. Their boat sunk here last year in a terrible storm as they were heading from praying at the Odin statue to raid the mainland. **Fulgrim**, their leader, hates the village of Black’s Hollow, and wants to destroy it. He says that they worship a dæmon there, and kidnap his men to feed to it. Fulgrim goes everywhere bare-chested, rides a semi-tame bear into battle, and enjoys boasting and physical challenges. **Estrid Torgsdottir** is the band’s shamana, and is one of the NPCs who might know the ritual.

Of the remaining vikings, 6 have bows and axes, and 12 have only axes.

Dead Bodies

Crows circle above the rotting bodies of 8 peasants, killed about a day ago (by the vikings) with axes, hoofs, and terrible claws. The outcasts can search the bodies for a watch to find (roll 1d6, crossing out results when they are found):

1. A small gold cross, worth 100sp.
2. An intact waterskin full of clear spring water.
3. A small hide bag containing several jellied eels with human-like eyes and teeth.
4. 2 daggers.
5. 1 short sword.
6. An intact set of leather armor.

dercroft. In the undercroft, there are several tombs, and in the center, a well. The well is 6 feet wide and 30 feet deep. At the bottom is a thick, black, pungent liquid.

The villagers throw human sacrifices into the pit each Sunday, where Saint Nelda, a skeletal corpse, resides. When people are thrown into the pit, the black liquid roils and eels with human eyes and human teeth come swarming forth in huge quantities to devour the sacrifice. In thanks for their offering, dozens of the eels are compelled by Saint Nelda (or perhaps it is the inky goop, an alien intelligence from beyond or beneath the Earth? who can say) climb up the sides of the well and lay gasping on the ground of the undercroft, which the villagers collect, kill, and eat. There are so many eels that they have no reason to fish or till the soil. All that Saint Nelda asks is that there is a fresh sacrifice each Sunday.

The villagers will be welcoming of the outcasts, with the intention of eventually capturing them and sacrificing them to Saint Nelda. Also of note within the village are **Thomas Bickerton**, a veteran soldier, **Emily Abrey**, a martially minded nun, and the blacksmith, **Charles Blackley**, who runs a small general store, providing basic equipment and a few arms. All three use stats for **Trained combatants**.

Ruined Keep

Once the dwelling of some minor lord, now a plant-choked ruin. Hidden in the crumbling upper floor is an unmolested locked chest, guarded with a poison needle trap. If the trap is set off, the person opening the chest must make a **CONSTITUTION** save or become poisoned. Once poisoned, they will take 1d4 damage each watch, and then make a **CONSTITUTION** save to try to shake off the poison. Inside is a suit of chainmail wrapped in greased cloth, in usable condition.

In the locked basement crypt is a single silver rose, growing in darkness, guarded by a **suit of possessed armor**.

The Silent Monastery

A fortified monastery with 40’ high sheer walls of stone. The 6 monks who live here came from a distant land and have taken a vow of silence and refuse visitors, though they will come out onto the walls to watch any visitors who approach. They do not understand English at all.

attach to the user’s face and allow them to control the eye with their thoughts, looking out to anywhere on the island with perfect clarity. Detaching safely from the vinescope requires passing an **INTELLIGENCE** check or taking 1d6 damage.

Basement

- ◊ **Provisions storage room**, with 8 rations, and a door to the laboratory.
- ◊ The **laboratory** contains hundreds of odd plants, beakers, and lab equipment. In a small, enameled chest are 3 bottles containing a blue liquid, green liquid, and thick clear liquid. A door leads to the **experiment forest**.
 - The blue liquid heals 1d8 hit points if drank.
 - The green liquid causes the drinker to fall into a deep sleep which lasts for 3 watches, heals 1d4 damage, and removes 4 years of aging.
 - The clear liquid is an invisibility serum. If drank it makes the drinker’s mouth invisible. If applied to the skin, it makes the wearer invisible for 1 watch.
- ◊ The **experiment forest** is a large subterranean chamber with thick glass skylights to the yard above, full of slaves who have been merged with plants but are still alive. They are immobile, honking and drooling, waving elongated, thorny limbs. They each have 2d8 hit points and ooze a thick, pink blood if damaged. They will mindlessly attack anyone who comes near at -1 to hit for 1d6 damage. Navigating the forest without being attacked requires a check of some kind. At the rear of the chamber is a passage leading to the **corpse slime pit**.
- ◊ The **corpse slime pit** is an enormous underground chamber full of water , about three feet deep, covered in a thick layer of mildly corrosive pond scum. In the water are many half-decomposed corpses, failed experiments.

Yard

- ◊ **Apprentice shacks** built of wood, against the rear of the tower, with beds.
- ◊ Vegetable garden containing many normal vegetables, as well as odd, snot-colored tubers that are boiled and mashed to make the sweet, thickly delicious, mind-numbing porridge that Jolar and the apprentices feed to the tuber slaves.
- ◊ **Tuber slave pens**, where people, their thoughts blanked away by a diet of the tuber porridge, are kept in a state of mindless ecstasy, breeding generations of mindless slaves for Jolar’s experiments.