



Campaign: Sodattahs the Sorcerer Emperor has cemented his grasp over the land after defeating the remaining rebellious lesser kingdoms. Only the Kingdom of Rati, to the far South, has been strong enough to face the Zulmish Empire onslaught so far.

Now, from his palace in the capital city of Aatu in the southern uplands, he is sending his undead scions across the Empire in search of the *Crown of Serket*, the last step to crush Rati, transcend life and become an eternal ruler.

He is not the only one searching for the crown. Somewhere in the craggy hills that darken the horizon to the North and the East lays the secluded *Necropolis of Nugaah*, a place constructed to be the peaceful and eternal home of the wealthy nobles and sorcerers of ancient Zulm. It is a great walled grid full of gardens and elaborate decorations with a tall, black-stoned ziggurat in the center. There, Sakkord, the master of the necropolis, who is believed to be of royal blood and harbor aspirations to the throne, bides his time.

Homebase (0102): The fortified village of *Calundi* is located at the confluence of two streams that flow south (navigable) towards the port city of Katsih and into the distant Eruza Sea. Ages ago, when the nomad tribes started to settle, it was a flourishing town, but the better lands to the North drained its population to what later became the city of Nele.

Three Hexes:

0000: *The Obelisk* is a timeworn basalt monolith of obscure origin that towers ominously above the grassy plains and thrusts more than one-thousand feet into the sky. It is a shunned place that predates the arrival of the Children of Caer and rumor has it evil artifacts lay buried in its shadow.

0100: The ruins of the *Temple of the Ebon God* have laid undisturbed since the time of the elders. Lore says the temple collapsed after the descendants of the Children of Caer plunged themselves into darkness and corruption, unleashing the god's wrath. The truth is that Krelalus the Wicked, head of the temple's clergy at that time, secretly attempted and failed to control the *Crown of Serket*, an ancient and powerful relic of unknown origin. Anyone finding the crown will have to face Krelalus' ghost, who even in the afterlife is not willing to let the crown go.

0101: Ruled by Azithis, the beautiful and enigmatic Blind Seeress, the white-walled city of *Nele* shines and glitters like a beacon under the sunlight, moonlight and starlight, with its broad paved streets, high stylized spires and opulent domed temples, surrounded by the most fertile farmlands of the Zulmish Empire. Azithis has foreseen the bleak future of these lands if the Emperor fulfills his plan. She will pull all the necessary strings to save the land and her status quo.