

The following is a small addition to the release of the Arduin module, the White Roc Inn. It compliments the material therein, opening up another area that was displayed on the blow up map for the area surrounding the White Roc Inn.

As always, we invite you to check the empcho.com and worldofkhaas.com web site for updates and news.

EMPERORS
— CHOICE —
GAMES & MINIATURES CORP.



The World of Khaas

The Legend

Some say the beast Goojo formed the place they call his footprint. Others scoff and say darker evil sired it instead. Either way, Goojo's Footprint is an odd place, even for the Whisper Trees. The voice of the forest dies down to a mere murmur that fades into the background. It is a place of the sultry and insane whispers of the forest is the harsh, grating boom of Hellshod Falls. There, one of the hills of Goojo's Footprint (Hellshod Hill) has a perpetual slide of sand and stone that cascades down across its pockmarked and scarred surface. This coupled with the quiet of the sandy glen and the echoes from the many cave-pocked slopes of the nearby hills create a harsh and grating atmosphere. More than one cult has used this weird sandy glen as a site of their rituals. The cruel grating of sound in the air is made worse by the odd, unsettling atmosphere perpetuated by the shadows of past sacrifices. The sands of this glen have been so stained with blood and magic that many places ebb and pool in strange patterns. Those who have dared Goojo's Footprint swear the sands move and eddy with a life of their own. What kind of life is unknown, but all vow to unsettling sense of something giant and malignant, threatening to devour their very souls!

This part of the woods is a place of little redemption, even to those that haunt the Whisper Trees. All but the most foolish, callous or unfeeling avoid the sandy glen, even the animals and plants of the field fear to place paw or tendril into this inhospitable place. Still, it puts forth a call that invariably attracts some. Most come following the siren lure of skimming the foul substance that froths across the sand when the moons light the night sky in all their glory. The sands froth and boil like water, strange sounds echo and a thick scum oozes across the top of the glen where the soil eddies and moves. This strange substance is reputed to hold a many great and terrible powers and is avidly sought after by those who traffic in the dark side. Some have called it Dead Milk or Damned Milk but most call it Hell's Broth or Hell's Own Broth.

Beside Hellshod Hill, the other rocky hills that brood over the sands are Grimwith Hill, Razor Rock, Crookrise Hill and the Bluntcover.

Hidden Truths

Despite the entire unearthly atmosphere above, none truly grasp what lies within Goojo's Footprint. Three quarters of a mile beneath the sand and stone lies a relic from the past, dating back to the Interstellar Wars. This ancient relic is one part of an ancient supercomputer intelligence that once was the central mind for an Andaaxax attack fleet. Brought low by the powers unleashed during that great war, the supercomputer ejected itself from the flaming hulk of its mother ship, breaking into pieces as it was programmed. By design, it was to burrow deep into the earth, build a bunker and defense shields for protection while transmitting its position. Damaged, perhaps, in the explosion of the mother ship and the subsequent impact with the ground, it only partially completed this programming.

Separated from its normal source of power, it created a bunker to house its material focus (Andaaxax exist in two more dimensions than most; they resemble energy-fluid constructs that take the shapes of columns and cones but can truly morph into anything. This energy-fluid is their sole material form). Protected as best its limited power supply would source, it hibernated, conserving power while analyzing a way to fulfill its programming.

The Basics

Isolated from its other five parts, the AI entity is only one fragment of its previous whole. While initially following its original programming, its mental schism and lack of sensory input has driven it utterly insane as time has progressed. At the onset of the Nexus Wars it was driven to take interest of the world around it out of self preservation. Its first stirring in the world was to form shadowy energy creatures to act as information gathering units. These soon joined the lore of the Whisper Trees as bizarre haunts and worse things, as these constructs were sheer poison to anything that lived, causing damage on a cellular level to creatures they contacted. As it built a more detailed model of the world, the AI built pathways into the minds of the creatures around it. Harking back to its original programming, the AI built the idea of destructive cults whose aim was annihilation and death into creatures. It was during these early actions that it first crossed the Inarilty family. Others it turned into talking puppets, burning out the mind until nothing was left but its instructions. It played this game the whole of the Nexus Wars and afterward, not stopping until its fragmented AI took another radical turn and shut down all its systems to hibernate.

New Motivations

A hundred years before the end of King Elrik's rule, it woke from its self imposed slumber and took a new interest in the world and its inhabitants. The prime reason was the assault by the current descendant of the Inarilty family. Since the entity enslaved the five founding brothers of the Inarilty family to turn them into living batteries for its experiments in magic, the family has conceived a great hatred that has lasted generations. Barlnaad, the latest descendant of the family has proved quite innovative. He uses super heated steam to attack the polymer-ceramic walls of the AI's bunker, churning it to great temperatures and mixing in deadly elements with his magik.

The attacks have woken the AI and it is actively working to rebuild its former extensive information network. It does this mainly by eating away the minds of sentient beings and "rewiring" them to follow its instructions (it is like a form of madness, where attacked individuals hear voices in their heads they cannot shut out). It has also resurrected its legion of energy constructs (treat the lesser ones like shadows and the most mature ones like wraiths) and is flooding them out into the Whisper Trees. They are seeking converts and weak willed beings to build into cults as organs of information gathering on the local area to rebuild its database of information.

Plot Hooks

Barlnaad, the current living descendant dwells in a fortified mansion near Arkham. His family is an old one for the area and Arkham but he is nothing of Arkham and the inhabitants are no friendly to him and his than any other stranger. His attacks are unnoticed by most, since he vents his excess steam into fractures and limestone caves below the forest. This has caused some problems, such as the opening of the tomb under Broken Stones and the flooding of numerous basements and underground temples in Arkham. His mansion is a literal fortress, with three above ground levels and another four that sink below the ground. The whole building is heavily reinforced to withstand the forces he uses against the AI bunker deep in the earth. D'ral Rightreach, the crown representative in the Whisper Trees is focused on the assassinations but has not forgotten an event that happened 7 years before. An event where nine of the finest and deeply powerful followers of the Bright Lady disappeared forever. They were traveling back on the narrow forest paths from Arkham to return a powerful magikal artifact known as the Mirogym Star that they had just wrestled from the hands of a cult deeper in darkness than night. He has just enough suspicion in his mind to point to Barlnaad as possibly the one who arranged for their slaying. Once the assassinations are resolved, he will return his attention to finding the slayings and regaining or destroying the Mirogym Star.

Talbot True Heart, the mayor of Arkham has the investigation of the Heyldur family as his primary focus. However, he too has looked into the Inarlty family in the past. He hung one Gotho Inarlty not 11 years ago for the crimes of robbery, murder and other crimes against the crown. He has viewed Barlnaad and the rest of his family with suspicion of similar activities but has no solid proof. He would welcome allegations, even unsubstantiated ones, to levy an investigation against Barlnaad.

Julea Dumarki is a hell raising, hard drinking female Dwarf who stays at the White Roc Inn on a decently regular basis. She hangs around long enough to convince a few roughnecks to go with her to Goojo's Footprint. She then bundles off with her silver lined 12 lb steel flasks to gather some Hells Broth, managing lose just enough of her new pals legitimately to make her profit margin decent.