



WORLD OF FAELON



LEGACY OF MALICE

PRESENTED BY DGS GAMES

LEGACY OF MALICE

A WORLD OF FAELON SUPPLEMENT

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HOW TO USE THIS BOOK

Welcome to Legacy of Malice!

Every year, DGS Games publishes a fun scenario to celebrate the spooky season. We love fall and Halloween, and want to bring some of that magic over to the World of Faelon, who celebrate many things in the Fall, but most importantly, Ancestor Moons.

Last year, we travelled deep under the Moonshadow Mountains to hunt War Spiders. This year, we head to the Brezak Arash of Kandor, where a long-hidden Necropolis is about to unleash a scourge upon Faelon!

In this book, you'll find lore about Kramorxu, a Kandoran Necropolis built by the infamous Necromancer Ezeel Zonjora. You'll also find rules for a new Freeblades Encounter. Run it as a special Halloween game, as part of a larger campaign, or use the ideas to create your own games!





EZEEL ZONJARA

Ezeel Zonjara was no ordinary necromancer - he was a storm made flesh, a zealot of Krayech whose will alone could command legions. With his mastery over death, he became an army unto himself, wielding the silence of the grave as his weapon.

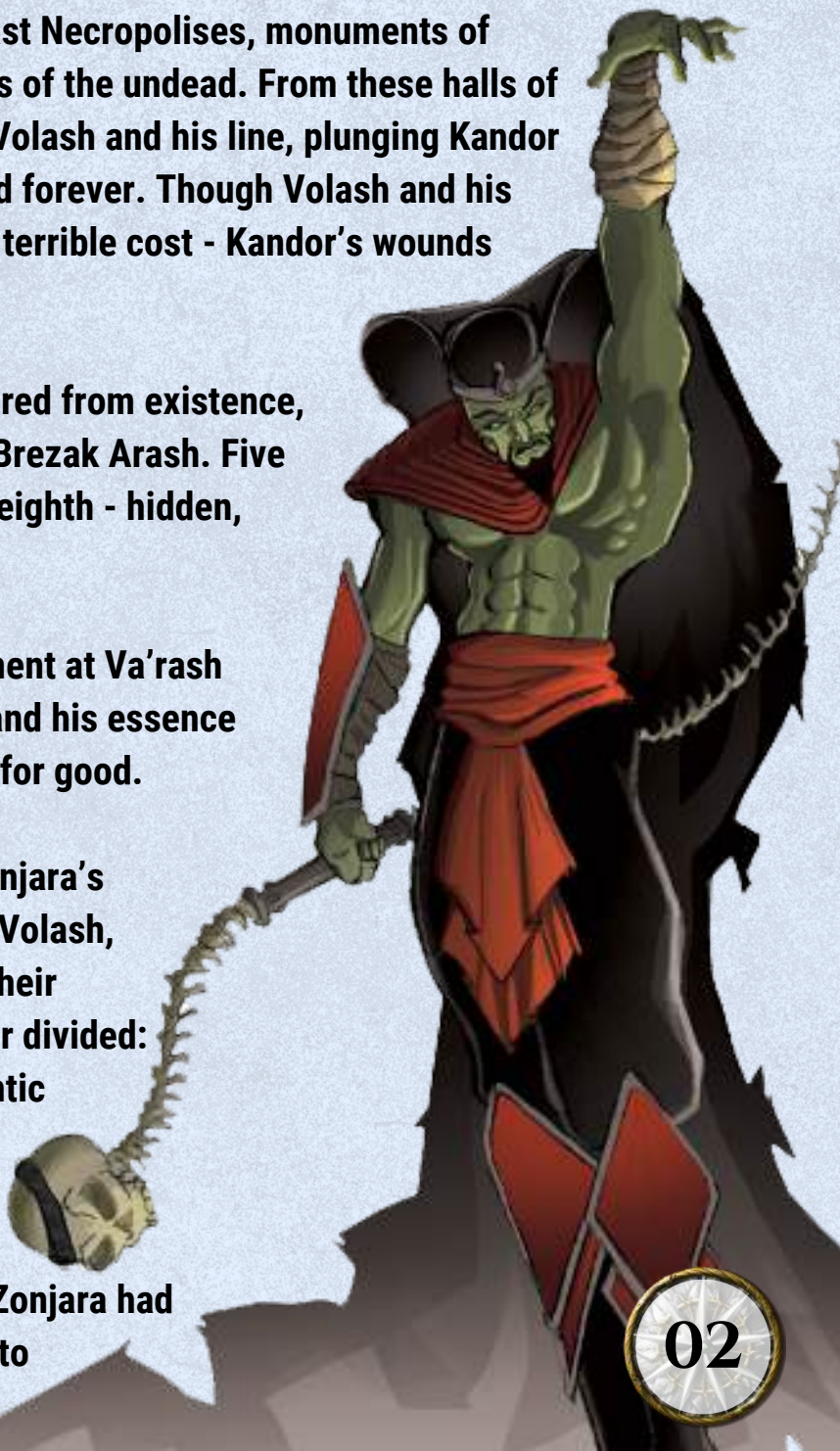
To fortify Kandor, Zonjara raised eight vast Necropolises, monuments of stone and bone that birthed endless hosts of the undead. From these halls of death, he unleashed war upon Ash Khan Volash and his line, plunging Kandor into a conflict so fierce it scarred the land forever. Though Volash and his forces triumphed, their victory came at a terrible cost - Kandor's wounds never truly closed.

Two of Zonjara's Necropolises were scoured from existence, buried beneath the shifting sands of the Brezak Arash. Five more fell into Ash Khan's hands. But the eighth - hidden, unclaimed - vanished into legend.

Zonjara's reign ended in fire and banishment at Va'rash Vurhakh, where his body was destroyed and his essence cast out. His enemies believed him gone for good.

Peace returned - thin, fragile, uneasy. Zonjara's fanatical Jackal Priests bent the knee to Volash, but devotion to Krayech still festered in their hearts. From that day, Kandor was forever divided: traditionalists clashing against necromantic zealots in an endless struggle for dominance.

What the Ash Khan never knew was that Zonjara had foreseen it all... and left behind shadows to shape the wars yet to come.





KRAMORXU

Ezeel Zonjara's dream was not merely conquest - it was the birth of a Theocracy, a dominion where all bowed before Krayech alone. To achieve it, he raised eight necropolises: vast citadels of stone and bone, each a font of deathless power.

In the brutal civil war that followed, two were annihilated, and five were seized by the Ash Khan. But the eighth, Kramorxu, slipped from sight, swallowed by the desert. For centuries, the Ash Khan scoured the wastes, but the necropolis never revealed itself. Time buried it in legend.

Yet legends are rarely false, and the truth of Kramorxu is darker than the stories dared whisper.

At the Battle of Durzak, Zonjara's trusted lieutenant, Baz Oyunar, fell. But Zonjara, ever cunning, prepared for such a loss. He bound Oyunar's essence with necromancy, both cruel and brilliant, entombing his body within Kramorxu. There, wrapped in wards and shadow, the lieutenant would slumber until the appointed hour - three hundred years hence - when his essence and flesh would be reunited. Then Baz Oyunar would rise, commanding the legions interred beside him.

To protect this grim design, Zonjara veiled Kramorxu from the world and charged a cabal of necromancers with its secret. But now, as the appointed hour draws near, one of these keepers has broken faith. Fearing another age of civil war, they revealed the hidden necropolis to the current Ash Khan.

The charge is simple in word, impossible in deed: descend into the buried halls of Kramorxu, find the corpse of Baz Oyunar, and see it destroyed before the lieutenant of Zonjara can rise again to drown Kandor in blood and shadow.



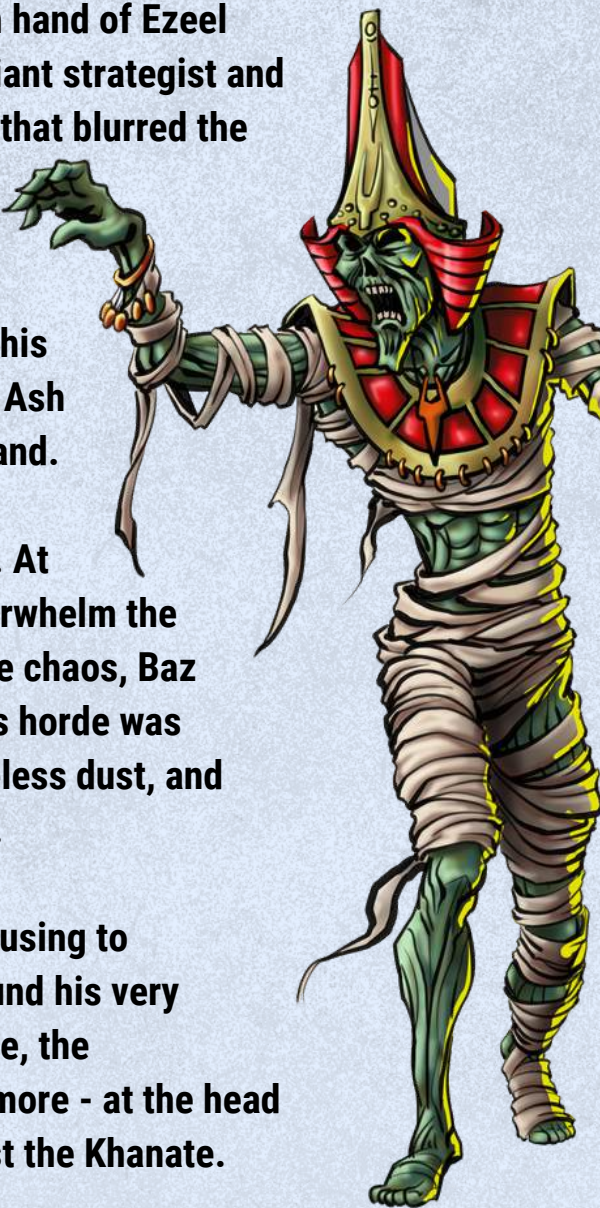
AWAKENED LORD

Baz Oyunar was more than a necromancer - he was the iron hand of Ezeel Zonjara's rebellion, a master of death and war alike. A brilliant strategist and wielder of necromancy, he marched at the head of an army that blurred the line between the living and the dead.

For a time, his victories seemed unstoppable. Cities fell, banners burned, and Kandor trembled beneath the tread of his relentless hosts. But destiny brought him to Durzak, where Ash Khan Volash and his loyal Tuvehruz drew their line in the sand.

The battle raged for two days, a storm of steel and sorcery. At first, it seemed Oyunar's tide of walking corpses would overwhelm the Khan's defenders. Yet on the second day, fate turned. In the chaos, Baz Oyunar fell. With his death, the necromantic will binding his horde was shattered. Thousands of shambling dead crumbled into lifeless dust, and Volash's banners rose in victory. The rebellion was broken.

But Zonjara was not yet done with his fallen lieutenant. Refusing to surrender Baz to oblivion, he interred him in secret and bound his very essence with intricate necromancies. Three centuries hence, the enchantments would stir, and Baz Oyunar would rise once more - at the head of an army waiting in the dark of Kramorxu to march against the Khanate.



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	DI2+1	2X CLAWS D8+1 DEC	-	-	5	5	5	DI2

SPECIAL

TERRIFYING, UNDEAD, DIE HARD [2], LIFE DRAIN, ADAMANT [2], TOUGH [2], SLOW, ABL DI0

LIFE DRAIN: IF AN ENEMY WITHIN 6" OF YOU LOSES A LP DUE TO A DEATH TEST GAIN 1 TEMPORARY LP.

70

04



BRULSHAGAZ

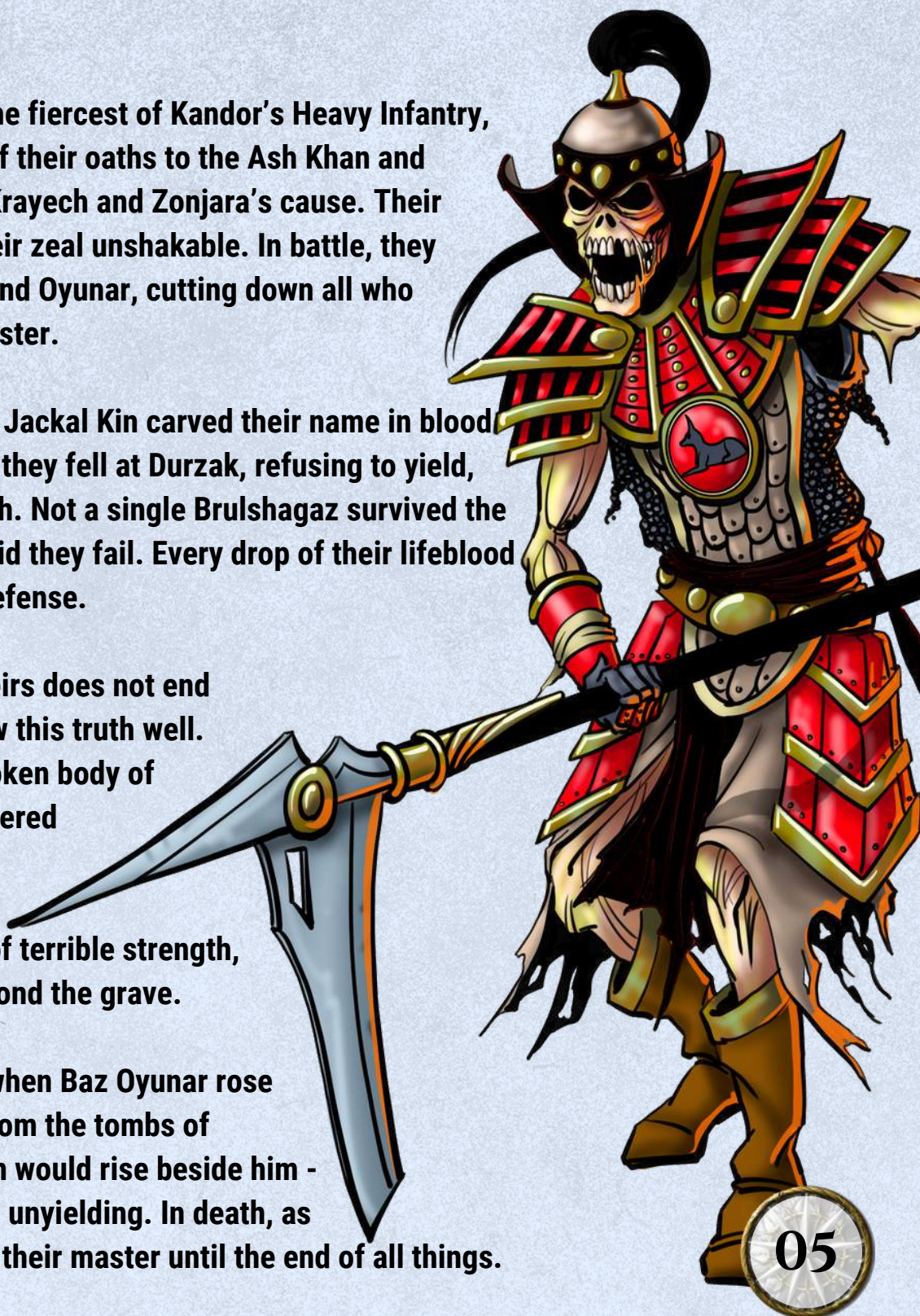
To protect his favorite general, Zonjara entrusted Oyunar with an honor few could claim: a handpicked cohort of living warriors, the Brulshagaz.

They were drawn from the fiercest of Kandor's Heavy Infantry, soldiers who had cast off their oaths to the Ash Khan and pledged themselves to Krayech and Zonjara's cause. Their loyalty was absolute, their zeal unshakable. In battle, they were a wall of steel around Oyunar, cutting down all who dared approach their master.

During the rebellion, the Jackal Kin carved their name in blood and legend. One by one, they fell at Durzak, refusing to yield, fighting to the last breath. Not a single Brulshagaz survived the slaughter - but neither did they fail. Every drop of their lifeblood was spent in Oyunar's defense.

Yet devotion such as theirs does not end with death. Zonjara knew this truth well. When he claimed the broken body of his fallen friend, he gathered also the corpses of the Brulshagaz. Upon them he wove necromancies of terrible strength, binding their loyalty beyond the grave.

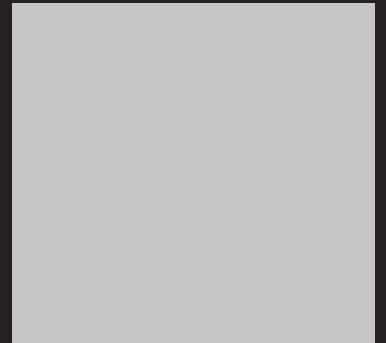
And so it was decreed: when Baz Oyunar rose again to lead his army from the tombs of Kramorxu, the Jackal Kin would rise beside him - undaunted, undying, and unyielding. In death, as in life, they would guard their master until the end of all things.



SEPULCHER OF SHADOWS

NEW ENCOUNTERS SCENARIO

ENCOUNTER AREA 4X4 TABLE



This scenario is an Encounters scenario intended for 4 players.

- *If you have more than 4 players, increase the number of Echos by 2 per additional player*
- *If you have fewer than 4 players, assign an extra hero and follower to the freeband for each missing player.*

The Sepulcher of Shadows is intended to be played underground

TERRAIN

The encounter area should consist of tight corridors with small chambers interspersed throughout. There should be one clear entrance into the tomb; all other edges to the encounter area are considered impassible. The Encounter area is Darkness. Additionally, due to the supernatural nature of the darkness, even those models with Darkvision are limited to a sight range of 18". However, they do not suffer any penalty to ranged attacks within that range.

OBJECTIVES

There are three objective markers in this scenario, each placed in a random chamber. These represent sarcophagi and are Very Rough and Masking

DEPLOYMENT

The freeband deploys within 3" of the entrance. All Freeband members start with 1 torch.

SPECIAL RULES

Echoes: Deploy 9 Echoes, scattered 4d6" from the center of the encounter area, each Echo is represented by a single small base. When an Echo comes into LOS of one or more Freeband Member roll 1d6 and consult the below chart:

D6	RESULT
1	1X KRAYECH'S REAPER
2	2X SCARAB SWARMS (BLOODFLY SWARMS)
3	4X BONETHRALL GUARDS
4	2X BONETHRALL GUARDS, 2X BONETHRALLS
5	4X BONETHRALLS
6	4X SHAMBLERS

****When Krayach's Reaper drops, place a Loot Marker in contact; these Loot Markers are random Gear Items from the following table.***

D10	ITEM	D10	ITEM
1	TORCH	6	PURPLEBERRY
2	LANTERN	7	WIZARD'S BEARD
3	RIVERROOT	8	IRONWEED
4	BOOK OF LORE	9	LIQUID ICE
5	LODESTONE	10	BLUE FIRE



At the beginning of the End Phase, all Echoes move. Those Echoes greater than 12" from a Freeband member move d8" in a random direction, taking the shortest possible route to avoid impassable terrain. All Echoes within 12" of a freeband member move d8" towards the closest freeband member.

Minimum Echos: To calculate the minimum number of Echos, first start with the number of Heroes remaining in the Freeband, then reduce that number by 1 for each Sarcophagi that has been opened. For example, if 3 Heroes are remaining and 1 Sarcophagi has been opened, the minimum number of Echos is 2.

During the End Phase of any turn in which there are fewer Echos in play than the minimum number, add 1 Echo in contact with a random edge of the encounter area. After all Echoes move, if during the End Phase of any turn there are fewer Echoes in play than Heroes in the Freeband, add 1 Echo in base contact with a Sarcophagi.

Sarcophagi: 3 sarcophagi may be the resting place of the Awakened Lord. A model in contact with a sarcophagus that is illuminated may attempt a KNW test 5 to determine if it belongs to the Mummy Lord. If there is more than 1 unidentified sarcophagus in play, Roll 1d6 and subtract 1 for each unidentified sarcophagus. On a final result of 4 or higher, the sarcophagus is identified as belonging to the Awakened Lord.



As an End Phase Action, a Freeband member may open a Sarcophagi. If it has not been previously identified, immediately roll to identify it.

- If it does not belong to the Awakened Lord, place 1 Awakened and 1 Krayach's Reaper in contact with the sarcophagus.*
- If it does belong to the Awakened Lord, place the Awakened Lord and 2 Krayach's Reapers in contact with the sarcophagus. See stats for the Awakened Lord on pg. 4*

When a Krayach's Reaper drops, place a Loot Marker in contact; these Loot Markers are random Magic Items.

When an Awakened is dropped, place a Loot Marker in contact; these Loot Markers are a random Artifact

The Mummy's Curse: At the end of each turn, as an End Phase Event, every model must make a SPR test, and if they fail, they gain a Decay Token. If the model is in an area of light, they get +2 to this test.

GAME END

*The game ends at the conclusion of an End Phase if any of the following are true:
If the freeband has been dropped.*

The Freeband has dropped the Awakened Lord.

WINNER

If the Freeband has dropped or run off the Awakened Lord, they are the winner

If the Freeband is all dropped and the Awakened Lord is not dropped, the Awakened Lord is the winner.

Any other result is a tie.





TREASURES OF KRAMORXU

In Kandor, the Necropolis is not a place you will generally find wealth and opulence. They are quiet places, with only the occasional scraping of bone as an essence is joined with remains and is called forth to service of some sort. Surviving family keeps possession of anything of value, except, of course, the Soul-Catcher that each Kandoran wears to keep the essence near the body of death.

That is not the case in the Necropolises that Ezeel Zonjara built to house armies for his eventual rebellion against the Ash Khan. There, all the weapons and enchanted items an army needed were buried along with his horde. When called forth, they were a force ready for war.

Kramorxu is the only remaining Necropolis of Zonjara's construction. The War of the Black Sands destroyed two others, and the Ash Khan captured five more during the conflict. The five reclaimed necropolises now serve their intended purpose.

Kramorxu has never been entered, however. It has remained sealed for nearly three hundred years. Surely it is warded and trapped, for Zonjara, despite his hubris, was a gifted strategist and general.

Who knows what treasures lie beneath the sands where Zonjara tried to conceal an army? What weapons did he entomb with them? What magic items did he supply?

Enter the shadowy, labyrinthine halls of Kramorxu and find out!



TREASURES OF KRAMORXU



Magic Items have always been an essential part of Freeblades. There are several scenarios in the rule book where finding a magic item on the tabletop can make a difference in the game. As of Freeblades Living Rule Book 25-2, magic items have taken on new importance - they can now be used to build your freeband.

We've added these six magic items and artifacts to the Sepulcher of Shadows Encounter because they work with the intent of this game - the Awakened Lord you fight at the end is pretty salty, and you'll need all the help you can get if you want to banish him for good.

What we haven't done is test them for one-off games of Freeblades. That doesn't mean you can't use them or enjoy them - but you should make sure that everyone at the table knows the provenance of the items and agrees to their use. For Tournaments and Campaigns, treat the items in Legacy of Malice as Unsanctioned.

FLASHING BRACERS

These bracers, gifted by Ezeel Zonjara and worn by Geer Tarukel Raysha, were buried with the Captain of the Brulshagaz, knowing that one day she would rise to once again defend her master, Baz Oyunar.

ARMOR ENHANCEMENT

Gain +1dl MAR to each attach
when splitting attacks

4 GOLD





SCARAB OF PROTECTION

These strange amulets are often found in Kandoran tombs, and even more often around the necks of the deceased. It is said that at the moment of awakening, the scarabs glow brightly, allowing the undead to find their way out of a crypt when called forth. Even if it's not true, they make a great torch when all other lights have been extinguished.

AMULET

Light as a Torch: Those in the light gain +1 to SPR Tests.

3 GOLD



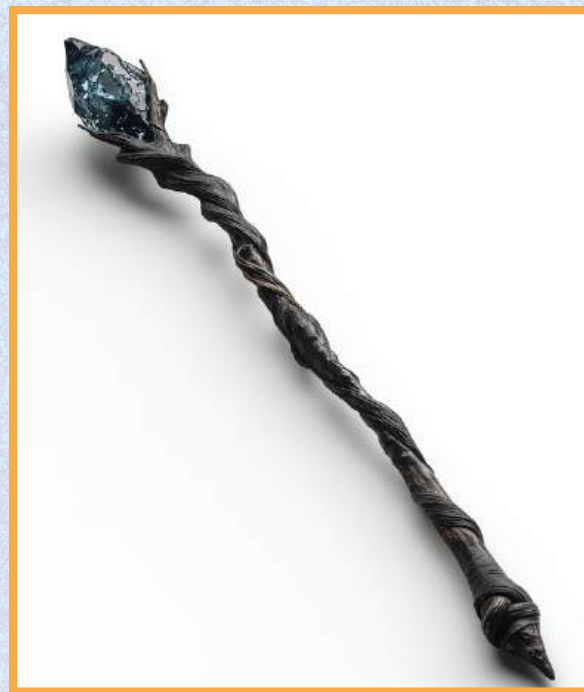
WAND OF BENEDECTION

Though the Wand of Benediction may not be useful for the undead, it was carried by the Brulshagaz' Varazir, Kharch Ezzuk. In battle, the wand kept the unit fighting, even though each one would gladly give their lives to Krayech. By the end of the Battle of Durzak, it had been depleted, Ezzuk using it again and again until it ran dry of power.

HAND ITEM

Once per Encounter use a Special Action to place an AOE 2" within 6" of the caster, all living targets within the AOE heal 1LP. AOE disappears at the end of the turn.

5 GOLD



RING OF RESISTANCE

The Ring of Resistance was a magic item crafted especially to resist the powers of the Necromancers that rose against Ash Khan Volash during the War of the Black Sands. Despite its powers, Baz Oyunar slew its former bearer and wore it as a trophy for the remainder of his life. Along with so many other trinkets and trophies, it was interred with him in Kramorxu.

RING

+2 to any test to resist gaining a token or imposed by a token.

2 GOLD



THE ASHEN CROOK

The personal staff of Baz Oyunar, the Ashen Crook, was as much a symbol of Baz's status as it was a dangerous weapon in his capable hands. Baz claimed it was a gift from a being of immense power, a herald of Krayech. Whether true or not, Baz was never seen without it, on or off the field of battle. It was his most prized possession.

WEAPON, STAFF
DAMAGE D6, TE, MAGICAL

YOUR SPELLS ARE NOT SUBJECT TO PENALTIES
IMPOSED BY MAGIC RESISTANCE, TOKENS, OR
TALENTS. ADDITIONALLY, AS A FREE ACTION
YOU MAY REMOVE A DEATH TOKEN IN
CONTACT WITH YOU TO REGAIN 1 POWER PER
TOKEN REMOVED

7 GOLD



BLADE OF THE INEVITABLE

Ritual blades of this type are often found in Kandoran tombs. They are used by Ikra - ritual morticians - in Kandoran funerary rites and the ritual embalming ceremonies of noble Kandorans. In the case of this blade, it was almost certainly used by Ezeel Zonjara himself, who personally oversaw the rites and spells placed upon Baz Oyunar and his retinue at Kramorxu.

WEAPON, DAGGER

DAMAGE D8, MAGICAL

TESTS ASSOCIATED WITH RESPONSE
TALENTS AND TALENTS THAT
PREVENT LP LOSS ARE MADE WITH
DISADVANTAGE.

8 GOLD



WEAPON, DAGGER (DAMAGE D8, MAGICAL), MAY
REPLACE A 1 OR 2 HANDED SWORD GROUP WEAPON