

ओधवीरान्-यम

Yodhavīrān-yama
Journey of the Great Warriors

Chapter 1: हरताम् (Haratām) (Taken)

It is the month of Zrivaha.

It is common wisdom that war between Dar-Purām and Kūtta is imminent, and may occur as soon as the cold season is over. Tensions are high in all over the isvarate of Kūtta as Dar-Purām increases its stock of veteran troops by marching on rebellious areas in its interior...even this late in Autumn! The time is ripe for a Journey for Great Warriors.

In a central part of Kūtta, about a day's travel by skyship from the Kantara Mountains, you (the PCs) are members of the Household of the Great Aryah Paramjit (a young grey wolf). His fiancée is named Madhu, a beautiful young Malamute, has been living in the Palace of the Great Aryah in preparation for their nuptials which are to help commence the festival of Durohm-Gar in three days time.

Unfortunately, not all is well this morning.

Dawn

All but one of the PCs are shaken awake by frightened servants and told to report to the Aryah's Throne immediately.

The Captain of the Guard, who has just finished fighting a bloody battle with several masked Janah, is escorting a prisoner to the Throne.

When the PCs arrive, the prisoner is kneeling in front of the Great Aryah, who is pacing nervously. Several harried looking guardsmen surround him, and the captain of the watch is ordered to unmask the prisoner.

The prisoner is wearing black leather armor, with dulled lacquer plates riveted to the front and back of the torso. His leggings are tight from his soft boots to his knees, which have leather pads. The arms are dressed similarly, and the upper arms and thighs are covered in loose, baggy black cloth. Even his tail is wound in black cloth. The mask he is wearing is a black rictus with a dark, blood red coloring the lips eyebrows and eyes. Nothing on him would catch any light. He has an empty scabbard on his left side, tucked up and out.

The mask reveals a badger with one eye swollen shut and a split lip. His name is Gaur and he is under the authority of the Great Aryah Ratnavali of Asura Island in Dar-Purám. Gaur and his companions were tasked with stealing the princess and taking her as far as they could before dawn. Paramjit removes the badger's head before he can say any more.

The Chamberlain has not arrived and Paramjit sends everyone willing to go after him in his quarters. Several PCs go, maybe or maybe not including the Captain of the Watch.

Chambers of the Chamberlain

Chamberlain Vidur is an old red fox who is surprisingly spry for his age. He is being assaulted by masked janah...the PCs hear the commotion inside, but must act quickly.

The masked janah are all dressed like Gaur, their hideous masks making them look like demons with only hatred in their faces.

If they kill all the masked janah, they never learn that this second party of ninjas had been assigned to kill off as many people who had direct contact with Madhu as possible, including the Great Aryah, but had started later than planned, and had gone for the Chamberlain first.

The PCs take Vidur back to Paramjit so they can explain what took so long. His face darkens and he orders all of them to go and get his beloved from Ratnavali. They are charged with finding the princess and bringing her back safely before war erupts between Kúttá and Dar-Purám. The Captain of the Watch must swear on her life that she will not fail, as Paramjit believes she has failed him in letting the ninjas get in, she is honor-bound to make the mission succeed.

Random Names

Tühsath, Pyarada, Khétó, Galisúnlo, Mantadaruk, Lavnautáhk, Brase, Maldruh, Áprinthul, Dámaun, Hítapuk, Rizüdraj, Dákho, Dúpyal, Mádamu, Kóhohana, Kuarhinu, Mádakra, Takídnivah, Déen, Trahrarí, Sheapa, Sadvati, Pakel, Patel, Shídar, Sírap, Mahut, Gínari, Vékawe, Anivyar, Südtar, Záral, Zídrum, Sayahava, Mítamus