

THE SAVAGE NORTH



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D101
GAMES

The Savage North

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FURTHER INFORMATION

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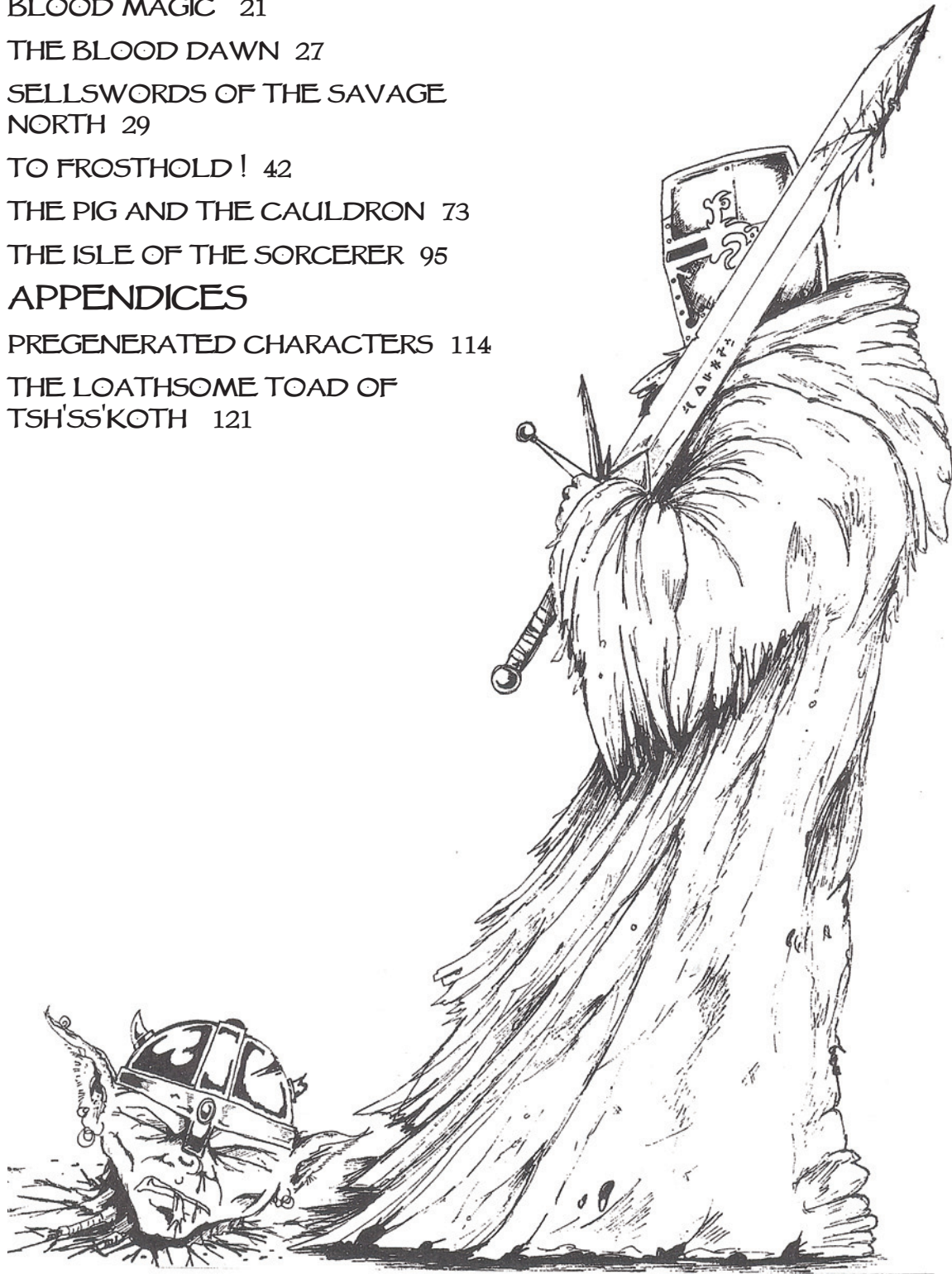
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WELCOME TO THE SAVAGE NORTH

This is a Saga for OpenQuest, built upon the tropes of pulp Sword and Sorcery. Where bravery and a sword prevail against evil sorcery and foul monsters shrouded in the Outer Darkness.

Here in your hands you hold the very fate of the barbarian north. You do not know it yet but in these savage and harsh lands forces of evil stir from eons old sleep. Gods of Blood and Terror stand on the precipice of returning to a world that has long banished them to the realms of nightmare.

Within, you and your players will be guided through an exciting and thrilling tale that sees them from humble origins as simple sell-swords to the saviours of the world.

WHAT'S IN THIS BOOK?

A GUIDE TO

THE SAVAGE NORTH.

A new setting filled with tundra, glaciers, mountains and barbarians. Although self contained, it ties in with the Empire of Gatan in the OpenQuest rule book.

MAGIC OF

THE SAVAGE NORTH

The Imperial and Barbarian Gods detailed with full cult write-ups.

BLOOD MAGIC

The worshippers and magic of the terrifying Blood Gods detailed.

ADVENTURES

A self contained Saga of four adventures with an epic story line.

THE BLOOD DAWN

The background behind the Saga revealed. How the insane worshippers of the Blood Gods plan to bring back their foul and evil gods.

1. SELLSWORDS OF THE NORTH

The Adventurers are working as caravan guards and arrive at a remote trading post to find it ransacked. Immediately their mission changes from one of trade to tracking down the bandits and bringing them to justice, Savage North style!

2. TO FROSTHOLD !

The Adventurers meet a priestess who is on quest to recover a magical artefact from the deadly and cold sorceress.

3. THE PIG AND THE CAULDRON

In the mad land of Sonderland there's a priest who thinks he's a pig. It falls to the Adventurers to make the dangerous journey through Ravenswood and Griffin Pass to take him to the druids in Bogdan to have the curse broken.

4. THE ISLE OF THE SORCERER

On a remote Island in the Ice Point Isles an ancient Sorcerer dreams of death and resurrection. Forewarned the Adventurers travel to his lair to prevent the Blood Dawn coming into being.

APPENDICES

PRE-GENERATED CHARACTERS

Finally there are six pre-generated characters at the back of the book, so you can pick up the adventures and play straight away.

THE LOATHSOME TOAD OF TSH'SS'KOTH

This Blood Demon by Tom Zunder is the stuff of your players' nightmares.



A GUIDE TO THE SAVAGE NORTH

HISTORY

All dates by Imperial reckoning. BU = Before Unity
AU=After Unity

TEN THOUSAND YEARS AGO

THE AGE OF THE BLOOD GODS

The Savage North is a lush and steaming Jungle where blood- drinking Serpent men, worshippers of the evil Blood Gods, aided by their Vampire allies rule an empire maintained by human slaves.

1000 BU (1050 YEARS AGO)

THE REVOLT

The humans, led by the chieftain Stromgar, rise up against their Serpent man overlords. During the rebellion Stromgar summons the Ice Dragon Drakar which freezes the hot lands of the Serpent men, paralysing them with cold and bringing the end of their Empire.

At the end of the revolt Drakar slides into the ocean and Stromgar teaches men the 'Way of the free', a way of living and laws the Drakar follow to this day.

950 BU (950 YEARS AGO)

KRUM TEACHES THE BOGDAN THE SECRET OF STEEL TO BOGDANIAN FORGEMASTERS

Eventually with Steel weapons they overthrow the last of Vampire Lords of Bogdan. Free of the Lords who sucked life out of the land, Donya the Earth Goddess returns to the land. Krum cares not, as he disappeared to the world long before any of this happened.

900 BU (950 YEARS AGO)

THE ARRIVAL OF

THE LATE COMERS

A second group of gods, the River Twins Wai-ai and Can-ai and the Hunter God Howay, arrive in the lands of the Drakar.

800 BU (850 YEARS AGO)

STROMGAR LEAVES FOR THE FURTHER NORTH

Stromgar and the rest of the First and Latecomers ascend to the Halls of the Gods beyond the Eagle Mountains.

400 BU (450 YEARS AGO)

THE OLD EMPIRE INVADES THE SAVAGE NORTH

Establishes towns along the river Can, but finds the local Drakar rebellious and uncooperative. Only through sheer military and magical might are they even able to hold tenuously onto the more temperate lands along the river. In the wilderness the Drakar maintain their independence.

350 BU (400 YEARS AGO)

CORRUPTION OF THE COLLEGE OF MAGIC

Free from attentions of the Imperial Censors of the College of Magic, rogue Sorcerers begin secret worship of the Blood Gods in search of power.

300 BU (350 YEARS AGO)

THE OLD EMPIRE COLLAPSES

The Legions in the North are recalled. Within a couple of generations all their settlements are but ruins in the forest.

100 BU (150 YEARS AGO)

DRAKAR DISUNITED

After the death of King Ulfgar the Unsteady the Kingdom of Drakar splits into two kingdoms, Nortland and

0 AU (50 YEARS AGO)

THE EMPIRE RISES!

The Empire of Gatan established by Sotan I under the guidance of the Celestial Emperor.

15 AU (35 YEARS AGO)

THE FIRST NORTHERN CRUSADE BEGINS

Crusaders are mainly made up of Merchants and Priests; they try to force Gatanese religion and trading standards upon the Drakar. They build a wooden fort and a colony, 30 KM from current city of Newcastle.

20 AU (40 YEARS AGO)

THE FIRST NORTHERN CRUSADE ENDS

The Drakar massacre the Imperials to a man. Amongst the Imperials this ill prepared crusade becomes known as the 'Crusade of the Innocents'

The Savage North

23 AU (25 YEARS AGO)

THE SECOND NORTHERN CRUSADE BEGINS

It is known popularly as the 'Half-Hearted Crusade'. It's more a punitive raid against the North for the humiliation of the first crusade than a properly organised conquest.

24 AU (26 YEARS AGO)

EMPEROR SOTAN DIES

Second Northern Crusade ends, as remaining Crusaders return to Gatan to fight for their liege lords. The Second Castle, a sprawling hill fort ten Kilometres to the east of present day Newcastle is retaken by the Drakar.

24-29 AU (26-21 YEARS AGO)

THE DUCAL WAR RAGES IN GATAN

30 AU (20 YEARS AGO)

DUCAL WAR ENDS

Sotan's son Ilmar ascends to the throne at the end of The Ducal War.

35 AU (15 YEARS AGO)

THE THIRD NORTHERN CRUSADE BEGINS

The Iron Crusade an organised campaign of conquest led by Count Drisken who is supported by Lord and Lady Doom, a pair of Gatan heroes with fearsome magical abilities. The Imperial College of Magic create the Angel of the North to crush the Drakar.

34 AU (14 YEARS AGO)

THE THIRD CRUSADE COMES TO A SWIFT END AT THE BATTLE OF ULFORD

With the capitulation of King Hengult, The Enclave established, the Angel of the North 'Takes root' in a hill over looking blasted remains of the Nortland city of Ulford, which is the future site of the city of Newcastle

The third northern crusade officially ends. "Magnus' Peace" made between Nortland and the Empire

36 AU (12 YEARS AGO)

FORT DOOM ESTABLISHED

Lord and Lady Doom retire there to maintain a watch on the Drakar raiders.

37 AU (13 YEARS AGO)

NEWCASTLE ESTABLISHED

A Shrine to the 'River twins' Way-ai and Can-ai built and a massive programme of construction, powered by slave labour, commences.

45 AU (5 YEARS AGO)

KING MORGUS THE DROOLER SEIZES POWER IN SONDERLAND

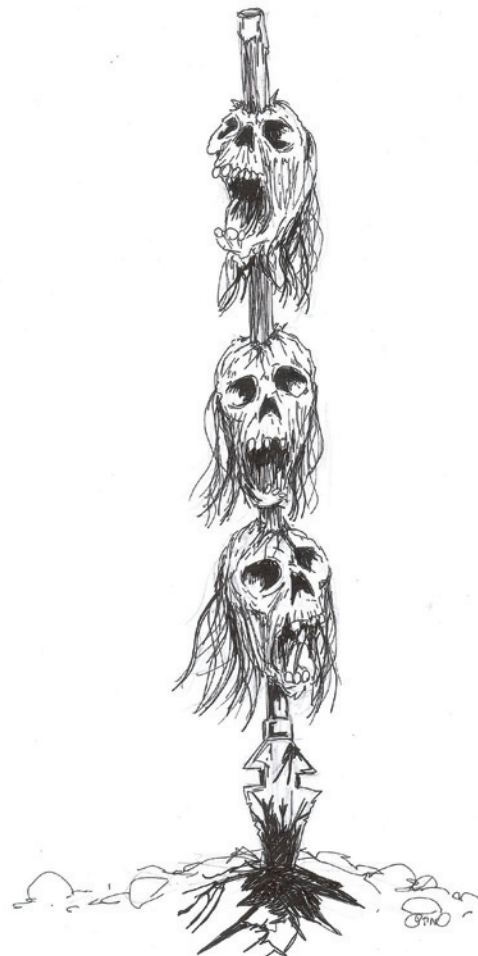
His predecessor King Riggul the Just dies under mysterious circumstances after being wounded fighting raiding Northern Knights.

47 AU (3 YEARS AGO)

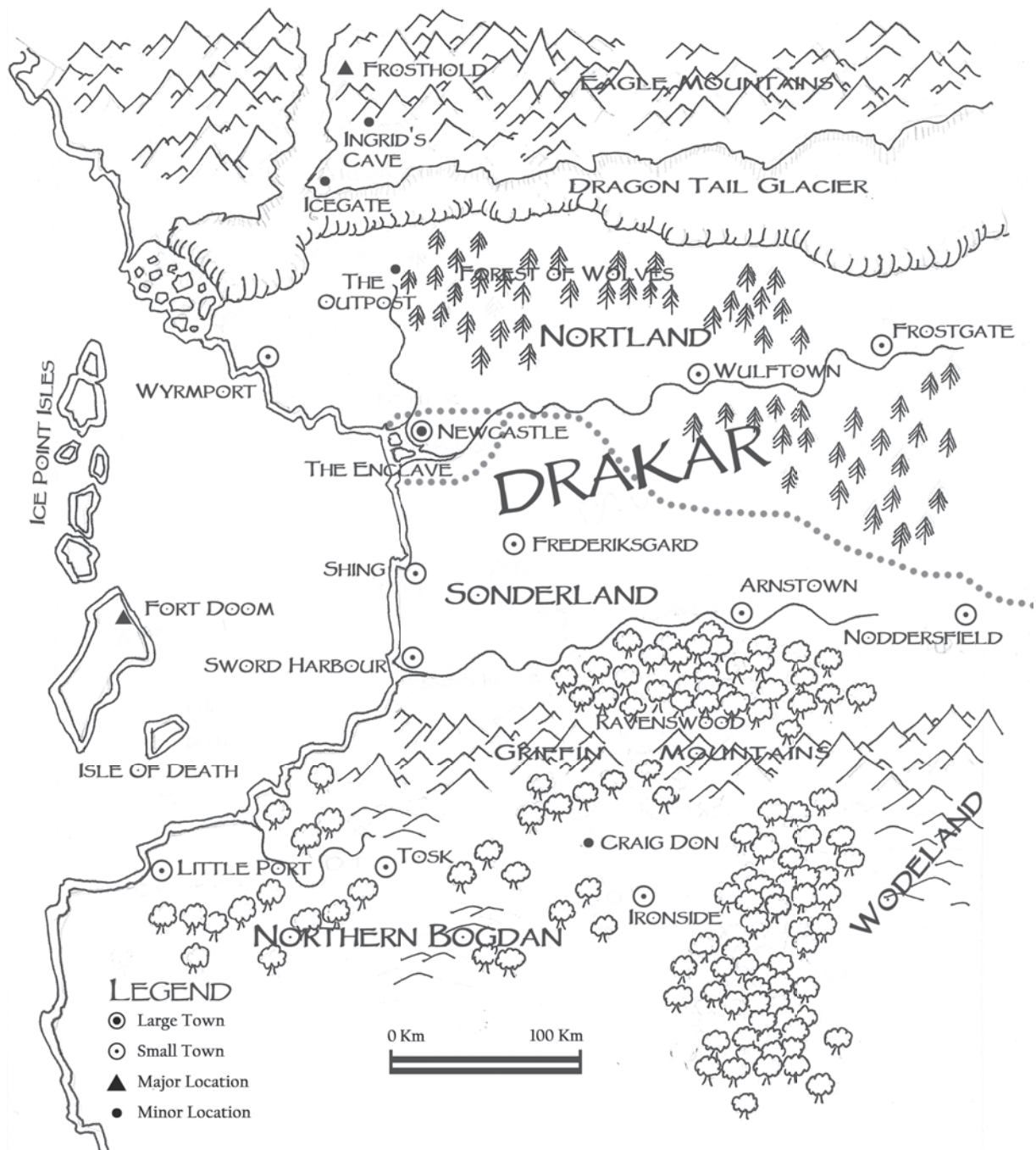
NEWCASTLE NOW A CITY

According to the Imperial Census of that year Newcastle has grown to the size of a City (1000 citizens).

50 AU THE PRESENT YEAR



The Savage North



The Savage North

GAZEETTER DRAKAR

"This is the harsh icy home of the Drakar barbarians. Most of the population lives on the coasts in small village communities, living off the land and sea. Since the wealth of the land is low, this gives rise to annual raids made in the Dragon ships, the Drakar long boats that other nations fear so much. Hunting is also a popular pastime with a rich trade in furs with the more prosperous south. Rumour has it that it was the luxuriant wolf pelts that brought the first ship load of Crusaders from the Empire of Gatan to the rocky shores of the Drakar homeland."

Richjo the Sage's Guide to the Savage North

Drakar is named after the Ice Dragon that rose from the underworld and destroyed the Serpent People's Empire. This ended the blasphemous worship of the Blood Gods, which had enslaved the humans of the North for hundreds of years. The Dragon's arrival froze the tropical jungles of the north changing the land forever. Drakar is also reported to have given the secret of building Dragon Boats to the Drakar who learn many sacred rituals from this god to navigate the stormy seas.

The Drakar are a hard warrior people who constantly struggle for survival against their harsh homeland. They value their personal freedom above all because of their past slavery to the Blood Gods. Their vast oral tradition of poetry and song is full of examples of wicked kings meeting their just desserts at the hands of wandering footloose and carefree Heroes. The Empire of Gatan is at worst seen as the modern inheritor of the methods of the Blood Gods that must be actively destroyed and at best a misguided venture to avoid becoming entangled in.

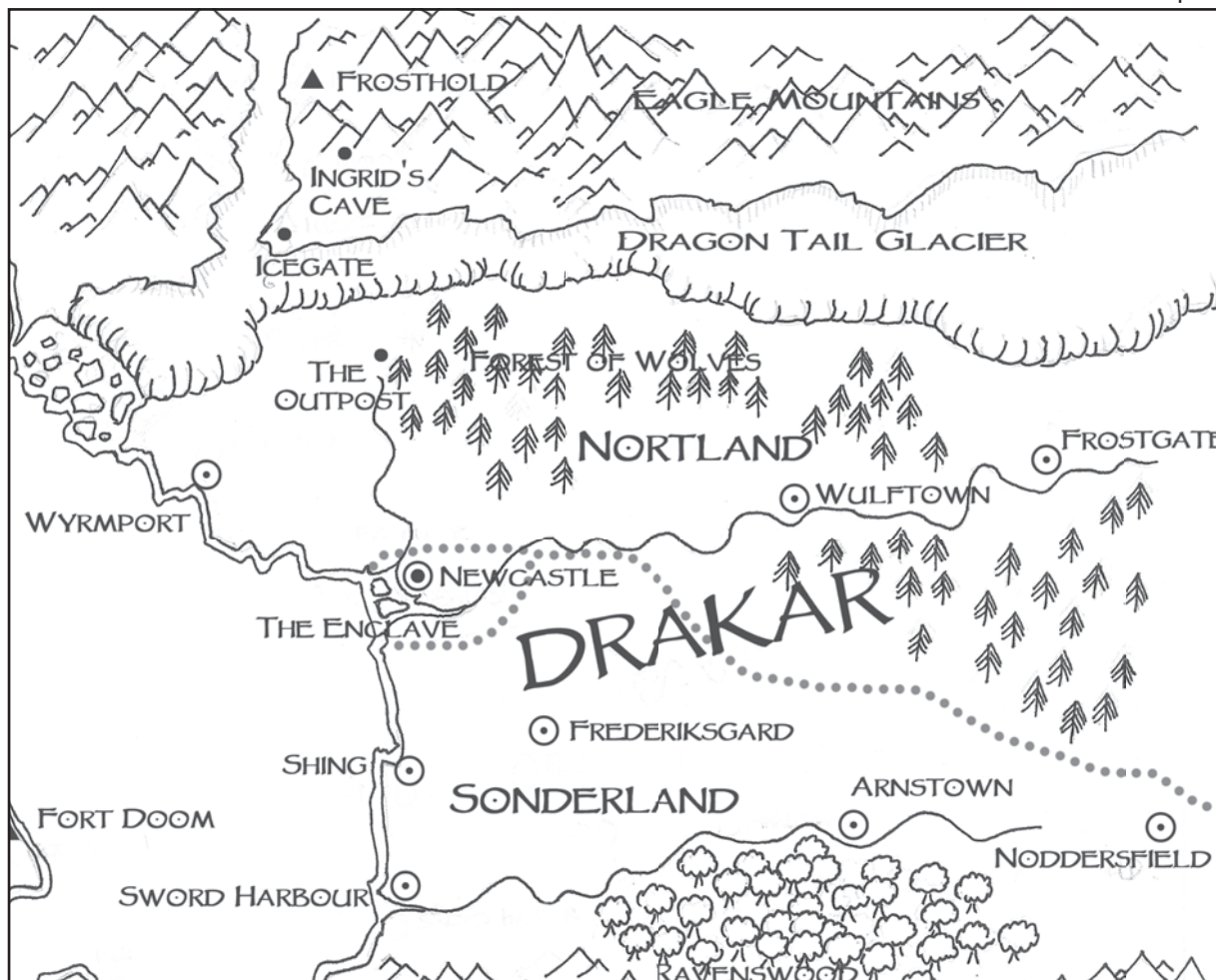
NORTLAND

"A once proud Wolf laid low, but beware the wolf for it may rise again fangs bared!"

Richjo the Sage.

A land covered in dense pine forest, prowled by wolves and dotted by the occasional settlement of Drakar farmers who huddle together in their long halls. Deep in the dark ancient woods can be found the long forgotten ruins and crypts of the Blood Gods and their creatures.

The least populous of the three regions, it took a large hammering when the Northern Knights defeated them at the Battle of Ulford. Many of its brave warriors died at Ulford and the land's leadership is



Guide to the Savage North

The Savage North

THE SHAMING OF NORTLAND

After the defeat of their army at Ulford, the Drakar of Nortland have been shamed in the following three ways.

Slave labour

"It is a dark day when free Drakar end up chains to do the binding of their fellow men"

Magnus the Bright

Many of the Drakar living near to Ulford ended up being enslaved after the conquest. Large amounts of slave labour were used to build Newcastle, especially the Castle itself and the Shipyards. The Northern Knights see it as a necessary step in beating out the wildness inherent in the nature of the Drakar saying that 'only by slavery can a man know how to behave as a free man and not a wild beast'. Cynics of this policy say that it's just an excuse for mass slave labour, pointing out that very few slaves earn their freedom through accepting the Celestial Emperor. Some slave masters no longer even try to teach their slaves the Imperial Way, since they are far more useful as forced labour. Slavery is moving from being a short term measure adopted after the Conquest to pacify the Drakar and build up Imperial holdings, to a institution that even converted Drakar are beginning to buy their wives a couple of household slaves to help with the chores.

Slaves are distinguished from Free Drakar by an iron collar, which is stamped with the mark of their owner. There is a small but growing slave section in the Imperial Market.

Newcastle Ale

"They take away the sword and give us Newcastle Ale to break our spirits, no wonder we get fat"

The lament of Fengwulf Fivebellies

A Gatanese bastardisation of two respected traditional ales., it is produced in such vast quantities that it fuels the drunken binges of a youth grown lazy and lax by the denial of traditional Drakar pastimes such as raiding and feuding, by Imperial Edict, as well as a general rise in drunkenness amongst the Drakar of the Enclave.

Hengulf the Beardless

"It would have been better that Hengulf had lost his head at Ulford than lost his beard afterwards"

Popular saying amongst the dissatisfied thanes of Nortland.

The defeat at Ulford broke the mighty King Hengulf of Nortland. He moved his court from the burnt ruins of his palace at Ulford, to the wilderness town of Wulftown and sank into a deep melancholy of sullen drunkenness. Shortly afterwards his long luxuriant beard fell out. Apart from rare appearances, when he wears a false beard, the King retired completely from public life. All the auguries point to the fact that Stromgar has deserted this unfortunate monarch, yet his grip on the Nortenhammer, the Hammer of the Gods themselves, delays the inevitable contesting of the throne by the younger warriors.



in a state of crisis. Although the canny high priest of Stromgar, Magnus the Bright, negotiated a truce with the Knights, it meant giving them the patch of land known as the Enclave on the Nortland coast and a solid base for further conquest. Young upstarts at court seek to unseat the aging King Hengulf on the grounds that Stromgar's favour has deserted him, as evidenced by his beard falling out after Ulford. Meanwhile in the cold and frosty forests the baying of the wolves is heard, Goblins are on the move and ancient things best forgotten stir from the deep underworld.

WULFTOWN

Originally the centre of Nortland's rich fur trade, its fortunes have sunk since King Hengulf's court retired here after the battle of Ulford. Once a thriving and lively market town it has become a dismal place where law and order is gradually breaking down as tensions within Hengulf's court rise.

FROSTGATE

The easternmost settlement. A market town for the villages and steads scattered in the frosty wilderness around it. Also notable for the temple of Villisa The Shield Maiden.

WYRMPORT

In Drakar mythology this is where Drakar the Ice Dragon slithered into the sea, leaving a large fjord in its wake. A notorious base for Drakar raiders, its ship builders build the fearsome Dragon Ships. Sheer cliffs surround the town giving it fearsome natural defences against the Northern Knight raiders.

ICE GATE FORT

An old ruined fortress of the Old Empire. Its impressive giant stone ruined walls are half buried in the snow. It is rumoured that the snow and rubble also hide the underground chambers of the fortress and the lost treasure of a Legion of the Empire, who never returned after the recall.

DRAGON'S TAIL GLACIER

The icy trail left by Drakar the Ice Dragon as he slithered out from the North Pole, over the Eagle Mountains and into the sea. Under the ice are buried horrors and untold riches from the days of the Serpent Man Empire. Occasionally a Snow Devil, a large hairy ape like creature whose white fur is smeared with the dried blood of its victims, will dig its way out from the lost ruins and bring havoc and death to the frozen world above.

A harsh and ice bound pass leads into the icy wastes that is only known as 'The Further North'.

THE ENCLAVE

NEWCASTLE

Built on the smoking ruins of Ulford, in the space of thirteen years Newcastle has rapidly grown from a small trade outpost into a thriving city. Constant influxes of colonists from Gatan and Drakar, moving to the city for a better life or at least one protected by rather than at the end of the swords of the Northern Knights. The Drakar are banned from worshipping Stromgar within the Enclave. This is in an effort to covert them to the Imperial Cult, but most have found solace in the simple traditions of the River Twins Wai-ai and Can-ai.

PLACES WITHIN NEWCASTLE

The Newcastle

The foundation of Imperial Might in the Savage North. A square stone keep that stands on a cliff in the centre of the city, which houses the court of Count Drisken and the Imperial barracks.

The Big Market

The heart and soul of Newcastle's local commerce. Here Drakar producers sell to Imperial traders and locals. At night there is a bustling night life courtesy of the fifty or so Taverns that face on to the market square.

The Imperial Market

When Countess Illis got homesick for Gatan, she established the Imperial Market to act as a place that Imperial Merchants could come and trade the luxuries of the empire away from the riff raff of the Big Market. It is infamous for its Slave Market.

Guild Street

This is where the city's major guilds are located, Drakar long halls jostling for space with new wood timber framed Gatanese trading halls. At the head of the Street, the largest building of all is the Imperial Merchant's League.

The Imperial Cathedral

An impressive building with a large spire that towers over the local cityscape. Houses a minor temple to the Celestial Emperor Maximus, as well as shrines to all of the five Emperors and the Imperial Matron. Also underground in the crypts beneath the cathedral are the headquarters of the local branch of the Imperial College of Magic. Headed by Grand Wizard Geller, the College of Magic acts as a secret police force for the Count.



Temple Arms

By day a quiet place of retreat opposite the Imperial Cathedral where one can have a nice cup of the distinctive dark strong ale produced by the initiates of the Imperial Cathedral. By sundown it becomes an all night drinking establishment of ill repute where the same ale is quaffed in tankards by the city's growing population of 'adventurers'.

The Docks & Shipyards

After the occupation, the Northern Knights rounded up all the local ship builders and housed them in this tailor-made district next to vast ship yards, all built by their enslaved country men. The cruellest irony is that the merchant cogs that the yard builds are used to export Nortland's wealth while the Longships

are used against their country men in the name of pacifying the sea.

THE ANGEL OF THE NORTH

Overlooking the city at top a local hill, standing twenty metres tall, this impressive bronze statue of a Gatanese Knight with eagle wings stands vigil over the city and protects the entire Enclave from Drakar raiders. Instrumental at the battle of Ulford, where it smashed the shield wall of the Nortlander front line, it is rumoured to have been brought to life by ancient magics of the Old Empire. The blood of King Hengulf's personal body guard still stains the length of its massive two handed sword. Lifeless unless activated by Lord or Lady Doom (see Fort Doom below), it appears to have fused into the cliff it stands on. It stands as a grim warning to the barbarians.

The Savage North

SONDERLAND

"They say Lokin rules in Sonderland"

Popular Drakar wisdom.

Battered by constant raiding of the Northern Knights and Wodesmen, Sonderland is a Kingdom in freefall, where the Insane have taken control in strange and disturbed times. It is ruled by the trickster and madman, King Morgus the Drooler, and his scheming wife, Queen Hadra, who gained the throne by murdering the previous ruler King Rignul the Just. Tragedy stalks the land like ravens after the battle as the thanes kill each other trying to gain the favour of the King.

The weather here is slightly mellower than Nortland, but the land is still covered in forests, the biggest being Ravenswood which dominates the south of the Kingdom.

FREDERIKSGARD

The fortified town of Frederiksgard is the seat of power of Morgus the Drooler, the local King. An ancient hill fort dominates the town, and it from here Morgus conducts his reign of tyranny safe from attack.

Trade caravans to and from Northern Bogdan recruit mercenaries here for the perilous but profitable journey through haunted Ravenswood and monster infested Griffin Pass.

ARNSTOWN

A stop-over for the caravans along the Drakar-Bogdan trade route, Arnstown is the last stop off before the wilderness of the southern frontier of Drakar. It is populated by opportunistic merchants, hardworking fishermen, hardy trappers and adventurers seeking loot amongst the mist shrouded ruins that are found in nearby Ravenswood.

SHING

This town is famous for its breweries and games of Beer and Skittles. It holds an annual beer festival after harvest, famous for its black comic poetry readings. Morgus the Drooler always makes sure his progression through his kingdom coincides with the Festival.

NODDERSFIELD

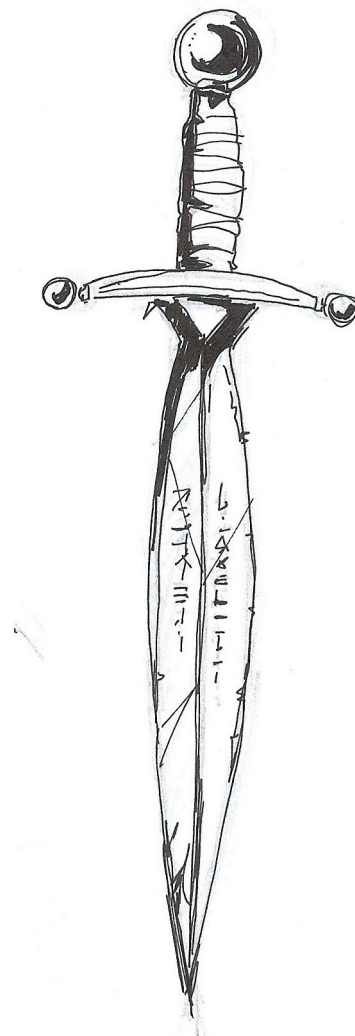
Alone to the west of the kingdom, a seemingly peaceful rural town, Noddersfield harbours a disturbing secret within the tomb of King Jarlfied the Great, who was buried here with his entire bodyguard of one hundred weapon thanes after a misguided attempt to pacify the Wodemen.

SWORD HARBOUR

An infamous haven for Drakar Sea Pirates, whose annual raids terrorise Gatan. Lord and Lady Doom have had less success in pacifying this lot, due to their habit of sailing through the mists around the Isle of Death.

GRIFFIN PASS

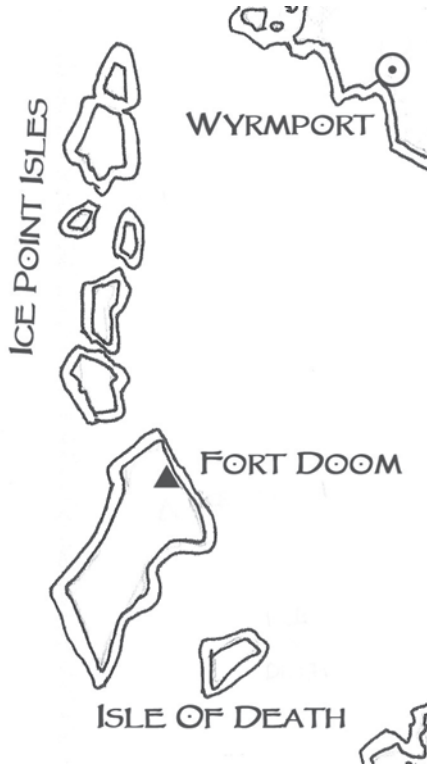
A wild and monster infested route into Northern Bogdan. Mercenaries are frequently sought to escort merchant caravans through the high walled pass. Bowmen are especially favoured as the Griffins who inhabit the pass greatly favour horse meat.



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ICE POINT ISLES

Craggy and inhospitable, used for hundreds of years as mustering points for Drakar pirates, until Imperial forces of the Third Crusade arrived in the area and purged the area.



FORT DOOM

An imposing stone Imperial fort that keeps the Drakar pirates in check. From its large stone walled harbour, the Imperial fleet in the North engages in punitive raids against the Drakar pirates of Nortland and Sonderland.

Lord and Lady Doom are super-heroic Imperials, sent personally by the Emperor to put down the heretics. They have control of the Angel of the North, much to the consternation of Count Drisken.

Doom for the Drakar?

Why don't Lord and Lady Doom just blast the heck out of the Drakar and be done with it?

Because they see the big picture, now that the Empire has a foot hold in the North through negotiation and quiet diplomacy backed up by the force of arms of the Northern Knights. Also they are too busy with their own schemes and personal dramas.

ROCKY ISLE

A trio of Imperial Priests were exiled here after bringing the Northern Knights into disrepute during their time in Newcastle. Father's Tedrick, Jackar and Dogus bring the Imperial Way in their own inimitable

style to the wild and strange inhabitants of this bleak and windswept isle.

ISLE OF DEATH

An icy mist surrounds this feared isle. Rumours abound of old ruins and crypts dating back to the time of the Old Empire and the Undead Legions that serve a cursed Sorcerer fated never to die by his peers.

'ALCOHOL' FROM RICHJO'S GUIDE TO THE SAVAGE NORTH

Newcastle Ale

Originally the cults of Wai-ai and Can-ai had separate and very competitive brewing traditions. When the Empire established the Enclave, it took control of the cult's brewing concerns and untrained Gatan Merchants hybridised the two brews to produce in vast amounts of "Newcastle Ale, a beer that unites the city of the two rivers!" Purists say that the new beer lacks the subtlety and flavour of the original beers and all that it is good for is fuelling the drunken binges amongst the disenchanting Drakar youth that break out in the Big Market once the sun goes down and the taverns open. Nationalists also decry the roaring trade done by the new Ale Merchants, who export the beer back home to Gatan.

Ice Beer

A type of Lager brewed in isolated breweries found on Rename - Dragon's Tail Glacier to the north of the country. Despite being cold to the touch and taste even a small mouth full will keep the warm the drinker for up to six hours (+50% to Resilience vs Cold). Often drunk by scantily clad revellers at the beginning of a night out on the Big Market.

Cathedral Ale

Dark and strong ale brewed by the novices of the Imperial Cathedral in Newcastle, to fortify the spirits of the Northern Knights. Does a roaring trade amongst the locals who appreciate the strength. Recommended to be drunk conservatively in small pottery cups, but most people knock it back from a pewter tankard.

Gatan Wine

Imported from Gatan for homesick Imperial Nobles, who pay silly money for it. Not recommended if you've not bought it from one of the 'Wine Merchants' that hawk their wares in the Imperial Market. If you have, you are likely to end up with a very expensive bottle of vinegar for your trouble.

Bogdan Stout

As thick and dark as the peat of Bogdan itself.

The Savage North

BOGDAN

"Urg those Imperials may have Iron, but we know the Secret of Steel"

Anonymous Bogdanian raider.

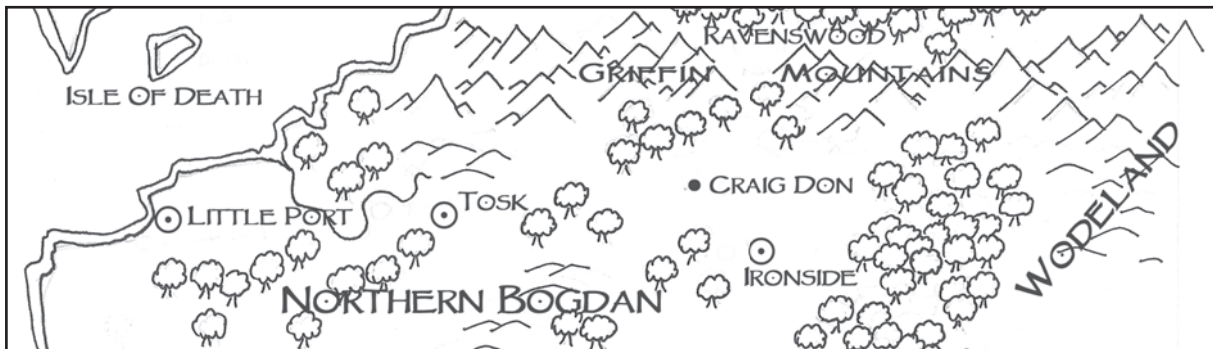
A wild hilly land, covered in scrub and woodlands. Bogdanians are a wild and barbaric lot who recognise no man as their King. Most settlements are isolated villages and farming steads and in the vast hilly expanse of Bogdan there are but four major towns. The highest political entity in Bogdan is the Chief and that is a fragile and fraught position. Mortal enemies of the Wodemen, they spend a disproportionate

IRONSIDE

This is an ancient training camp within whose stone ramparts the Forgemasters of Krum forge steel weapons and focused killers for battle. Anyone is free to enter the Arena of Death to test their skill and earn some coin. Not everyone returns.

TOSK

This is the stronghold of the Wheel Killers. It is said a man can prove his strength by walking the length and breadth of the town during the festival of the Wavering Radiant.



amount of time preparing warriors for raids into Wodemen. Although worship of Donya the Earth Mother is the main religion amongst the Bogdanians, many of the men worship the uncaring and distant Krum. Krum knows and taught the Bogdanian blacksmiths the secret of forging Steel weapons, which they used to overthrow their Vampire Masters at the end of the Blood Age.

LITTLE PORT

This is a quiet fishing town on the Bogdanian coast. It is a dreamy and peaceful place seemingly untouched by the violence that permeates the rest of the Savage North. Fishing is also unusually abundant in its harbour. At least two kings of Drakar and one would-be overlord of Bogdan have marched upon Little Port with tragic results, losing their lives and armies in mysterious circumstances.

CRAIG DON

This is the religious centre of Bogdan and a major site of the Donya. The Druids of Craig Dön are renowned for the healing and restorative powers of the Cauldron of Annwynn.

WODELAND

A harsh land of biting winds and broken hills, where life would be impossible if was not for the bloody rites of the Dark Mother and the cannibal god Crawral. It is populated by an insane group of tribes who worship the Blood Gods directly. Wodeland is renowned for its howling mad berserkers, blood thirsty priests and a general populace that lives in a state of terrified slavery. They constantly fight the Bogdanians, raid north into Drakar if unchecked and fight each other if no one else to fight.



MAGIC OF THE SAVAGE NORTH

Magic is a rare and wonderful thing in the Savage North.

Battle magic exists in the form of charms and everyday folk spells. Talented and blessed folk may know few spells learnt in near ignorance from a local wise woman or handed down as a family secret.

The power of the Gods is everywhere, but wielded by a few since learning their secrets is long and time consuming and takes you away from the daily struggle to provide for your family. Most Goddi are strange loners who were chosen from an early age by the cults they serve.

Sorcery, without exception is bad and evil. Its long association with the malign influence of the Blood Gods brings corruption to all that wield it. Even the supposedly upstanding members of the Imperial College of Magic are falling under their malign influence, as they study old grimoires recently found in long forgotten crypts near Newcastle.

IMPERIAL

As well as the cults presented in the OpenQuest Core Rulebook, there is one additional Imperial Cult operating in the Savage North.

THE KNIGHTS OF THE NORTH

These are followers of the Celestial Emperor Maximus, who bring the Imperial Way to the heathens and savages at the end of a sword. This order has its headquarters in Newcastle, but crusading Knights can be seen spreading the word in both Nordland and Sonderland and occasionally penetrate as far as Bogdan.

Worshippers: Members of the Order of the Knights of the North.

Type of cult: Warrior cult who Worship Maximus the Celestial Emperor.

Skills: Ride horse, Close Combat, Language (Gatan), Culture (Gatan)

Worshiper duties: Fight the ice beasts, convert the barbarians and protect the imperial colony. Obey the code of Chivalry.

CULT SPELLS

Battle magic: Countermagic, Light, Protection, Strength, Vigour, Warmth, Weapon Enhance

Divine magic: Absorption, Imperial Might, Lightning Strike, Shield

Imperial Might

Touch, Magnitude 1 Non-Variable

When cast this spell gives a +25% bonus to combat skill against enemies of the Empire.

Special Benefits: The Emperor's Warmth +25% when resisting cold

HOLY WARRIORS: KNIGHT OF THE NORTHERN ORDER

As well as being able to cast magic as an initiate the Knight's gain the following spell.

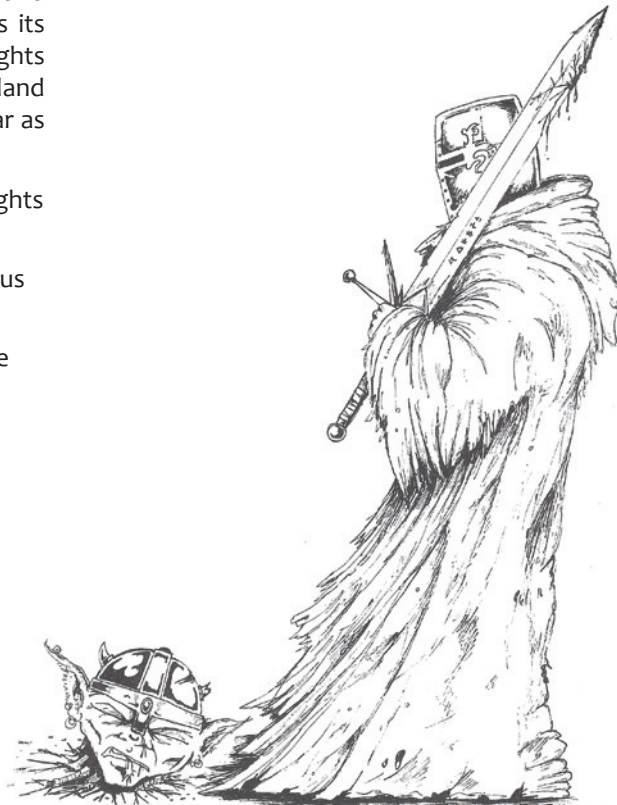
Break the Resolve of the Heathen

Area, Duration instant, Magnitude 2, non-variable.

This spell is used primarily to break the ranks of stubborn resistant Drakar who are arrayed in an impenetrable shield wall. Upon the casting of the spell all target's within the area of effect must make a Persistence test or flee at sprint speed in terror in the opposite direction to the caster for D6 x10 minutes.

Holy Armour: Shining Armour of Reflective Truth: Permanent Light spell, 10 AP.

Holy Weapon: Great Sword of Taming the Savage: +25% and Double Damage vs. Barbarians (Drakar, Bogdan and Wodemen), also Demoralise once per day.



PRIEST: FATHER OF THE NORTH.

These are the order's priests responsible for bringing the spiritual message of the Imperial way to the heathen by any means necessary and protecting and emboldening the spirits of those who have already converted.

Allied Spirit: Unlike their peers in Gatan, the Fathers incarnate their Allied Spirit in one of the Eagles native to the region. Not only does this show the barbarian a potent symbol of Imperial domination over even their local wildlife, but it affords the Father an aerial view of his parish.

ADVANCING IN THE ORDER

More than any other cult, advancement is a pyramid scheme where prospective candidates need to behave scrupulously and have the patronage of a sponsor higher up the hierarchy. This leads to many promising candidates being blocked by people with vested interests and who are more interested in their own relatives taking up the higher positions.

THE STRUCTURE OF THE ORDER

The Grandmaster (1), Highest Ranking Warrior, currently Count Drisken.

Warmaster (1), Highest Ranking Warrior and commander in battle.

Bishop (1) The Order's spiritual leader

Fathers (50) Priests who deal with spiritual needs of the Knights and Men at Arms.

Knights (50) Holy warriors of the Order, armoured in Plate. Each Knight commands and is responsible for the actions of 5 Men at Arms.

Friars (150) Initiates of the Order who tend to the day to day spiritual needs of both the fighting men of the order and the laity.

Men at Arms (250) Fighting Initiates of the Order, who are looking to be Knights. Each Man at Arms is responsible for 10 soldiers.

The laity

Soldiers (2,500)

Camp followers (uncounted, changes dependant on whether the Order is on the march)

DRAKAR THE FIRST

This family of deities led the rebellion against the Blood Gods. Their leader Stromgar summoned the Ice Dragon Drakar, who froze the tropical empire of the Serpent Men. After the overthrow of the Blood Gods, they established the Drakkar way of life before returning to the Halls of the Gods beyond the Eagle Mountains in the Furthest North.

STROMGAR THE ALL FATHER

The King of the Gods and a hero who started the rebellion against the Blood Gods. During the rebellion he learnt the ways of magic from the breath of the Ice Dragon Drakar. A Patron of both Kings and magicians who taught men the ways of Kingship and the Law. He raised the Courts of Kings which answers to the Gathering of free Drakar men

Worshippers: Nobles and Priests

Type of cult: Major Cult

Cult skills: Culture (Drakar), Influence

Worshipper Duties: fight the evil of the Blood Gods and their followers, uphold the laws of Stromgar, preserve the Drakar way of life, and maintain freedom.

CULT SPELLS

Battle Magic: Countermagic, Create Charm, Create Potion, Create Magic Point store, Dispel Magic, Enhance Skill (Influence), Second Sight, Spirit Shield.

Divine Magic: Call Elemental, Divine Heal, Lightning Strike.

Special Benefits: +25% to Influence and Culture (Drakar) tests.

PRIEST: RAVENMASTER

Black robed diviners of the cult who advise Chiefs and Kings of the Drakar. They have a strong association with Stromgar's sinister magical connections.

Allied Spirit: Raven. These birds are sacred to Stromgar and at least five accompany him at any one time.

THE GATHERING

This is a seasonal gathering of free local people to settle disputes. Each settlement has its own Gathering, where the local elders sit in judgement and weigh each case brought before them by the Laws of Stromgar.

'Minor' crimes in Drakar law

Disrespecting a woman. 1-20 lashes followed by a public humiliation by a local priestess of Villisa.

Theft. Removal of the hand that did the deed. This is a recent addition to the code of laws. Thieves were relatively rare, often punished under the other crimes they committed at the time of the theft, until the coming of the Imperials. Note that the stealing of livestock, such as cattle and sheep, or the spoils of a raid is not considered theft.

Denouncing the Laws of Stromgar. Banishment and exile from the settlement. Recently this has been amended to deal with the increasing numbers of preachers who arrive in remote settlements and try to convert the Drakar to the Imperial Way. Now offenders are striped naked and chased from the settlement by stone and stick wielding locals. If the offender happens to die during the chase, it is not considered a great loss.

Weregeld

Since killing and violence is common in Drakar society, Stromgar established a system of compensation known as the Weregeld, the amount of which is dependent on the social class of the victim.

Foreign retainer – 1 Gold, to compensate loss of services plus the inconvenience of replacing.

Freeman- 10 Gold

Tribal Elder – 50 Gold

Thane -100 Gold

Weregeld for settling a blood feud – 10 Gold per year that the feud has been in progress, plus weregeld for people

Crimes beyond the pale

The following crimes are considered completely heinous and offenders caught will suffer immediate and painful death.

Enslaving and Kidnapping

Worshipping the Blood Gods

Kin murder



BJORNAGR THE BERSERK

He is Stormgar's son, who aided him in casting off the shackles of the Serpent People. It is said that no restraint could hold him such was his might and power. A ferocious and uncompromising warrior he is the God of Drakar Warriors and patron of the Berserker elite.

Worshippers: Drakar Warriors and Berserkers

Type of cult : Minor warrior cult.

Cult skills : Close Combat, Unarmed Combat, Dodge

Worshipper Duties: Fight the worshippers of the Blood Gods and other enemies of the Drakar way of life.

CULT SPELLS

Battle Magic: Strength, Coordination, Fanaticism, Protection, Strength, Vigour, Weapon Enhance.

Divine Magic: Berserk, True Weapon

Special Benefits

+25% to attack and all damage done is considered magical when fighting minions of the Blood Gods.

HOLY WARRIOR PRIEST. BEAR OF BJORNAGR

Bears are the strongest and toughest of all the Berserks, who are easily identifiable by the bearskins they wear.

Holy Armour: Bear skin. The skin of a Bear hunted and killed by the berserker personally. 1 ENC and 10 AP, and a permanent Countermagic 3 charm.

Holy Weapon: Bear claws. A special hand held set of iron claws that do a base of D6 damage and +25% to attack in the hand of a Bear. Also enchanted so that all their damage counts as magical.

DRAKAR THE SEA DRAGON

The mythological beast from whom they take their name. In ancient times it came down from the North Pole beyond the Furthest North and froze the land before sliding into its present home in the northern sea. In present times it is the god of sailors and raiders.

Worshippers: Sailors and raiders.

Type of cult: Minor

Cult skills: Sailing, Craft, Lore (Navigation), Natural Lore

Worshipper Duties : Fight evil sea monsters and respect the sea.

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CULT SPELLS

Battle Magic: Counter magic, Extinguish, Slow, Water Breath

Divine Magic: Breathe Water, Call Undine, Pass Storm.

Pass Storm

Duration 1 hour, Magnitude 4

This spell allows a Dragonship to pass through even the harshest storm unharmed, the sea becoming becalmed in a one metre radius around the ship.

Special Benefits

+25% to Natural Lore when on the sea/ocean.

PRIEST: NAVIGATOR

Navigators are responsible for making the correct sacrifices to placate the Sea Dragon Drakar. They also know strong magic to calm the seas to allow Drakar Dragonships to safely travel from the Nroth to the Empire of Gatan and beyond.

Allied Spirit: Dragon prow. Navigators always bind their allied spirit into the dragon figure head of the ship they are serving on.

MINRA THE EARTH MOTHER

The Drakar name for the Earth Mother cult as presented in the core rulebook. Considered the 'bounteous wife of Stromgar', she has a presence in the Drakar home and is worshipped by Drakar Farmers. Unlike other parts of the world the cult of Minra has no attendant Axe Maidens, since the Shield Maidens of Villisa perform that role.

VILLISA THE SHIELD MAIDEN

Stormgar's headstrong and feisty daughter, who instead of settling down to a life of domestic drudgery took up sword and shield and joined her father's struggle against the Blood Gods.

She symbolises female liberation and as well as many tales of slaying evil monsters who have kidnapped women for nefarious purposes, is seen regularly chastising and humiliating other Drakar gods who belittle women.

She rides a white dragon, a son of Drakar named Ilkar, and is often seen over the battlefield collecting the souls of brave warriors to take them to her father's hall in the Further North.

Worshippers : Warrior Women.

Type of cult : Minor.

Cult skills : Close Combat, Ranged Combat, Unarmed Combat.

Worshipper Duties: Protect women from harm, Fight against Drakar enemies, hunt down and destroy the worshippers of the Blood Gods.

CULT SPELLS

Battle Magic: Demoralise, Dull Weapon, Drive out Spirit, Extinguish, Fanaticism, Heal, Light, Mobility, Multimissile, Protection, Weapon Enhance.

Divine Magic: Divine Heal, Shield, True Weapon

Special Benefits

+25% to Influence when defending the freedom of women.

HOLY WARRIOR-PRIESTESS: SHIELD MAIDEN

Protectors of home and hearth, the ultimate defensive warrior who looks after the women and children of the stead when cruel raiders attack.

Holy Armour & Weapon: Shield of Villisa +50% to Parry and always absorbs all damage.

Allied spirit: Shield maidens always bind their allied spirit into their Shield.

LOKIN THE FOOL

Stromgar's brother who sometimes helps him and sometimes hinders him with his tricks.

It is argued by Lokin's followers that he started the rebellion against the Blood Gods when he stole fire for man. Stromgar's Goddi reply that he merely ensured the survival of man when the North was frozen by Drakar. Either way Lokin remains associated with the element of fire, unusual in the lands of the Ice and snow.

Like Lokin who despite being given a stall in the Halls of the Gods in the Further North, Lokin's priests wander the Savage North playing tricks on passers by and amusing themselves, looking to luck to preserve them in good health. Only in the Court of King Morgus the Drooler in Sonderland does Lokin have any settled presence. This is considered a bad thing; "for a fool to settle and cause mischief in one place for too long". As the teller of stories and patron of music, he has a strong following amongst the Skalds of Drakar who are employed by the Nobles and Freeman alike to entertain them.

Imperial Priests consider Lokin yet another Face of the god they know as The Fool. In response Lokin's priests are strangely silent.

Worshippers

Skalds, Pranksters, social misfits, wanderers.

Type of cult: Minor.

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Cult skills

Deception, Perception, and Performance.

Worshipper Duties

Play pranks and be a source of warm entertainment for your fellow man on dark cold nights. Humiliate the stuffy and arrogant.

CULT SPELLS

Battle Magic: Befuddle, Countermagic, Coordination, Call Spirit, Coordination, Create Charm, Create Potion, Create Magic Point Store, Dark Wall, Dispel Magic, Enhance Deception, Disruption, Drive out Spirit, Ignite, Firearrow, Fireblade, Second Sight, Spirit Sight, Water Breath.

Divine Magic: Illusion, Reflection,

Special Benefits

+25% to any skill roll when playing pranks on the worshippers of Bjornagr.

PRIESTS: TRICKSTERS

Compared to other cults Lokin is too disorganised to have a formal hierarchy, however certain individuals who become living embodiments of their god can be considered 'Priests'

Allied spirits: There is no standard form of allied spirit for Lokin, although as a rule if the form they take is as offensive to other cultists so much the better.

THE LATE COMERS

A second wave of deities not involved in the revolt against the Blood Gods.

WAY-AI AND KAN-AI.

Twin Gods of the conquered Drakar around Newcastle, introduced to replace main Drakar Gods, whose worship is banned. Often characterised as the Gods of drunkenness and sluttiness by their unconquered neighbours, the gods provide a cool calm to their worshipers and magics needed for a successful life on the rivers.

They have their origins in the simple elemental deities associated with the Twin Rivers that converge at Newcastle.

Worshippers

People of the Enclave, fishermen and boatmen of the twin rivers.

Type of cult : Minor

Cult skills

Sailing, Craft, Natural Lore.

Worshipper Duties: Protect the purity of the rivers.

CULT SPELLS

Battle Magic: Befuddle, Create Potion, Enhance Natural Lore, Enhance Craft, Heal, Water Breath, Reduce Poison, Detect Fish

Divine Magic: Breathe Water, Call Undine

Special Benefits

+25% to Natural Lore while on the Rivers.

HOWAY THE HUNTER

A mysterious hooded figure who initially appeared in the Savage North after the rebellion was over to court unsuccessfully the shield maiden Villisa. He proved his worth to Stromgar by hunting down the remnants of the Blood Gods who had hidden in the secret places of the Savage North.

Worshippers: Hunters and Bounty Hunters.

Type of cult : Minor

Cult skills: Ranged Combat, Natural Lore, Deception

Worshipper Duties: Hunt animals cleanly, drive off despoilers of nature, hunt criminals.

CULT SPELLS

Battle Magic: Clear Path, Co-ordination, Countermagic, Create Charms, Detect Prey, Extinguish, Heal, Ignite, Mobility, Multimissile, Pierce, Protection, Slow, Speedart, Spirit Shield, Strength, Vigour, Weapon Enhance.

Divine Magic: Call Gnome, Sureshot

Special Benefits: +25% Natural Lore and +25% Ranged Combat when in the Wilderness.

HOLY WARRIOR PRIEST: HUNT MASTER

The hooded masters of the hunt. They are responsible for hunting down monsters and preserving nature in the woods and wilderness.

Holy weapon: Enchanted Long bow +25% to Ranged combat.

Holy armour: Robe of Howay. +25% to Deception tests and a Clear Path 1 charm.



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BOGDAN

KRUM

An uncaring god that epitomises the harsh and violent life many Bogdanians suffer. It was he that taught men the secret of steel that allowed them to overthrow the Vampire Lords in the Ancient days.

Worshippers: Bogdan warriors, blacksmiths.

Worshipper duties: Crush your enemies, drive them before you, and hear the lamentations of their women.

Cult Skills: Close combat, ranged combat, Performance (Krum likes grim battle songs).

Battle Magic: Strength, Demoralise, Weapon Enhance, Vigour
Divine: True Weapon, Berserker, Sureshot

Battle Cry

Magnitude 2, Duration 15

+25% to morale (Persistence / Resilience) of friends in earshot

PRIESTS: FORGE MASTERS.

Blacksmiths who know the 'Secret of Steel' and can therefore produce Steel arms and armour.

Allied Spirit: forge masters always bind their allied spirit into an enchanted steel weapon.

Forgemasters know the following two Divine magic spells, which are the magical expression of the 'Secret of Steel'.

Create Steel Weapons

Permanent, Magnitude 5

This spell increases the effectiveness of a weapon, increase the dice type by one.

For example a steel longsword would do a damage of 1D10 and a steel dagger would do a damage of 1D6+1.

All damage done by the steel weapon is considered magical.

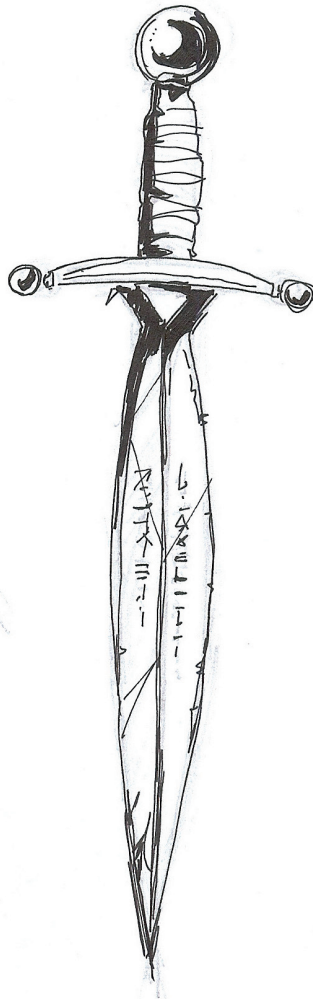
Each weapon costs 1 Improvement point to create.

Create Steel Armour

Permanent, Magnitude 5

Half again Armour points, rounded down, and half Encumbrance. Therefore Steel Chainmail would be 7 AP and 4 ENC and Steel Plate mail would be 9 AP and 6 ENC.

Each set of armour costs 1 Improvement point to create.



HOLY WARRIOR: BATTLE MASTER

As their name reflects the masters of close combat and melee mayhem, forged in the hard schools of Bogdan's martial colleges.

Required weapon skill: Close Combat at 75%

Holy Weapon: Steel weapons of any type. A Battlemaster is given a steel weapon of their choice when they attain their rank.

Holy Armour: Steel Plate Mail, provided by the cult when they attain their rank.

Divine Magic: As a initiate + the special spell Bladedance.

Bladedance

Duration 15, Progressive.

Upon casting this spell the Battlemaster becomes a whirlwind of death. Each point of Bladedance gives the Battlemaster an additional normal close combat attack (it can not be used in conjunction with All out attacks, Charges, Disarming attacks or Great attacks).

Notes: Krum does not provide Divination or Divine aid, because

Krum does not care!

DONYA

Is the Bogdanian version of the Universal Earth Goddess which is unusual in that it allows men as priests, who are known as druids.

SHAMANS IN BOGDAN

Bogdan's dark forests and swamps are awash with spirits. Shamans are numerous in these places, sometimes working with local communities other times living in isolation closer to the 'spirit spots' where the spirits congregate.

BLOOD MAGIC

This type of magic is wielded by the blood thirsty and terrifying worshippers of the Blood Gods, a group of deities who feed on blood and suffering and are alien to this world. Once they dominated the planet, making all their slave, but in Ancient times they were overthrown and banished back to the fearful plane they had originally came from, the Outer Dark.

LORDS OF THE OUTER DARK

“From the Outer Dark they came to this world, and to the Outer Dark Stromgar banished them again”

Magnus the Bright

The group of entities known as the Blood Gods are truly alien to the world. They come from a strange and hellish plane of existence known as the Outer Dark. Since their home plane obeys different laws of existence to the world of the player characters, they can not properly manifest here and always suffer some form of ‘corruption’. By using the power of the Blood Gods their followers suffer a similar effect (see Corruption below). The Blood Gods are attracted to the physical world because they crave spiritual energy, specifically that which is released as a result of suffering and pain. The main way that they collect this energy is through the result of Blood Sacrifice. During the Blood Age when they ruled the planet, their worshippers would hold regular mass sacrifices to court their favour.

YGGRSS, FATHER OF SNAKES

This deity is worshipped by the Serpent People and by depraved Sorcerers who associate with that ancient blood race. Yggrss derives power from the particular misery that results from Slavery. Control and domination of others is what gives Yggrss and is a measure of power amongst his cultists.

Yggrss gives his worshippers the Divine Magic spell of Slavery.

CRAWRAL THE CANNIBAL

This god is worshipped by the Hunter Cannibal cult who runs wild in Wodeland. He and his worshippers gain power and magic by eating the raw flesh of sentient beings.

Crawral gives his worshippers the Divine Magic spell of Cannibalise and Create Head.

ZONOS THE NULL

The Vampire Cult, that originated in Bogdan but has spread in the shadows across the whole of the Savage North. Zonos is patron of the undead creatures who gain power from the warm blood of living victims.

MORGA THE DARK MOTHER

This is a foul perversion of the Earth Mother. Her rituals require blood to be poured on the earth, to appease her and prevent her from corrupting plants and livestock. Her foul children bring corruption to the world, tunnelling up from the Outer Dark to the surface.

FRISS THE ICE WIND

A disassociated spirit that howls through the savage North bringing evil cold and death through frost bite. Master of the blood thirsty Snow Demons of the Tail Glacier.

SILVON THE BLOOD SUN

Banished to the deepest Outer Dark at the end of the Blood Age, Silvon was the evil deity that controlled the Sun, and burnt brightly, red with spilt blood of sacrifice to it. No longer worshipped directly, but the aim of all Blood Worshippers is to bring about its return and to see it rise in the sky to overlook a new Blood Age.

THE BLOOD GODS AS A PLAYER CHARACTER OPTION

Worship of the Blood Gods should never be available as an option for the Players. It is firmly in the camp of enemy cult and the methods of its worshippers are so inhuman and insane that you would never want your players roleplaying them.

WORSHIP OF THE BLOOD GODS

Worship of the Blood Gods takes the form of a disorganised cult, which lacks the cult ranks of a standard OpenQuest cult. Priests are merely individuals who through force of personality, magic or arms lead the demented worship of these unmentionable deities.

Worshippers are not technically limited to a single God, instead they either call upon them collectively or individually thorough sacrifice.

THE RELATIONSHIP BETWEEN THE BURNING HEART AND THE BLOOD GODS

It is a matter of much speculation amongst Imperial scholars of Theology whether the Burning Heart's worship of the Burnt One is a form of Blood God worship, and the Burning Hell is actually part of the Outer Dark. Detailed and conclusive research is probably suicidal and almost impossible given the subject matter. It's also highly improbable due to the very small number of scholars (amongst whom there is a higher rate of suicide and insanity) studying this topic.

BLOOD MAGIC

To gain Blood Magic all the practitioner need to do is sacrifice a sentient creature(s) in the name of the Lords of the Outer Dark, with POW equal to five times the Magnitude of the Battle Magic or Divine Magic spell.

The Battle Magic and Divine Magic known to practitioners in the Savage North is listed below.

BATTLE MAGIC

Befuddle, Disruption, Call Spirit (usually Pain and Madness), Create Scar Tattoo, Create Magic Point Store, Create Potion, Darkwall, Disruption, Dull Weapon, Fanaticism, Firearrow, Fireblade, Ignite, Pierce, Strength, Vigor, Weapon Enhance.

New spells

Create Scar Tattoo

Permanent, Touch

For each Hit Point permanently sacrificed by the recipient of the scar tattoo they gain a battle Magic spell of equal magnitude known by the casting tattooist. This is a quick and easy way of getting your insane non-magic using colleagues tooled up with magic.

Create Poison

Permanent

This spell creates a poison of 10 Potency per Magnitude. The basic poison is a foul smelling thick black liquid, but poisons created above five Magnitude are odourless and colourless. The poison created by this spell is either ingested by the victim or coated on weapons as blade venom.

DIVINE MAGIC

Berserk, Blood Earth, Call Undead, Create Preserved Head, Call Servitor of the Blood Gods, Cannibalise, Fear, Illusion, Madness, Mindblast, Slavery, True (Weapon)

New spells

Blood Earth

This dark ritual ensures the fertility of the Earth through the sacrifice to the Dark Mother. After the blood of innocents is spilled on the earth the yield of the harvest is doubled.

Create Preserved Head

Permanent, Magnitude 4

This is a nasty little divine magic spell that keeps the head alive and allows the owner to use spells known in life, fuelled by its MP, and draw upon its knowledge skills as if it was their own. Also the tortured spirit of the victim is trapped within the head and able to attack enemies of the caster who pass within five metres of it. If defeated in Spirit combat the head's spirit is released from its bondage.

Cannibalise

Permanent, Progressive

Upon casting this spell when eating the remains of a victim the caster can for each point of magnitude learn the spells (on a one to one basis) or skills (+10% for each magnitude of spell). This knowledge is temporary. Spells and extra skill points disappear after the spell or skill is used.

Call Blood Demons

Permanent, Progressive, Magnitude 2

This spell is used to bring forth the Servitors of the Outer Dark (see below)

Also a living sacrifice(s) of POW equal to that of the summoned Servitor is required before the Demon arrives on the mortal plane. Summoned Demons are either bound to particular location as guardians, and exact their payment in the blood and pain of those who violate their territory. Or they are used as bodyguards and assassins extrating payment in a similar manner from their slain victims.

Example Blood Demons

- Watcher of the Outer Dark, The Crypt in Icegate (p44)
- The Snow Demons of Friss (p45)
- Ice Maggots of Friss (p50)
- Spectral Serpent of Yggss (p69)
- Blood Beast (p72)
- Arcane Spiders (p85)
- The Invisible Demon (p104)
- Hunters of Yggss (p105)
- Cryptspawn (p110)

Slavery

Permanent, Magnitude 4, Resist (Persistence)

This spell is used to enslave other creatures. Upon a failed resist roll the victim's will becomes totally subservient to the caster's until the spell is dispelled.

SACRIFICE TO THE BLOOD GODS

Blood worshippers, by sacrificing living victims, are able to regain Magic Points on a one to one basis. Special enchanted obsidian blades are used for this grizzly task. The cannibal cultists of Cranwal regain Magic points by eating the raw flesh of their victims, two points per point of SIZ devoured.

SORCERERS

Without exception Sorcerers in the Savage North are corrupt, depraved, evil, scheming bastards who draw upon the power of the Blood Gods to lord it over others. They work in isolation in hidden lairs studying the blasphemous Book of Blood, the source of Blood Sorcery. Almost all are extremely long lived, knowing the blasphemous spell of Extend Life, which sees them bathe in the fresh blood of their victims to prolong their life. Their apprentices are often bound into service by promises of power and a deadly game is often played between master and exceptional students for magical supremacy as a result.

The corruption of the Imperial College in The Enclave, started when they found a copy of the Book of Blood in a long forgotten crypt deep below Newcastle. Originally the five Wizards who unearthed the book, intended only to study it in the name of furthering knowledge, but its corrupting effect has affected even these proud minds.

SORCERY SPELLS CONTAINED IN THE BOOK OF BLOOD

Cast Back, Create Scroll, Damage Boosting, Damage Resistance, Diminish (SIZ, INT, POW, CON, DEX), Dominate (Human, Orc, Goblin, Dwarf, Elf), Energy Projection (Type), Extend Life, Shape change Human to Bat, Shape change Human to Wolf, Smoother, Spell Resistance, Spirit Resistance, Summon Demon of the Blood Gods, Summon Undead, Tap (Characteristic), Venom.

New spell

Extend Life

Permanent

This spell extends the life of the caster for as long as the spell is in operation. There are two main components to the spell. The Magnitude of the spell which resists attempts to dispel it and the Duration of the Spell which determines how long the spell operates. While the spell is working the caster does not age. Unlike normal sorcery spells the spell must be fuelled by the magic points of sacrificed victims.

CORRUPTION

The Blood Gods are unnatural to this world. Their very presence is a vile mockery of the natural laws that govern the planet. If you use the power of the Blood Gods, it corrupts you and makes you less than human, gradually rotting your body and mutating it until it becomes a vile sack of human garbage.

For Sorcerers, based upon Sorcery Casting level. For Divine Magic users based upon Religion skill level.

Each time a worshipper of the Blood Gods gains 10 points of either skill their body becomes more corrupted. At low percentages the amount is hardly noticeable, perhaps a bit of necrosis on a limb, but as they gain more the rot spreads, until at 100%+ the rot has completely set in with casters looking completely inhuman. At 200% the powers of the Outer Dark so completely warp and corrupt the body so that the Worshiper dies and his spirit joins his masters in their hellish prison.

Also every time the worshipper gains 10 points they test the relevant skill. If they roll equal or lower they gain a Corruption feature, from the following table. Worshippers over 100% automatically gain a feature every 20 points.

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D100	Corruption	Effect
01-02	Acid for Blood	Opponent takes 1D4 damage to random hit location if creature is wounded
03-05	Additional Eye	+20% Perception
06-07	Albino	–50% hit points
08-09	Atrophied Arm	Loses the use of one arm
10-11	Cloud of Flies	All opponents within 2m suffer –10% to Weapon skill tests
11-14	Cloven Hooves	None
15-18	Cyclops	–50% to all Ranged Combat skill tests
19-21	Disease Carrier	Carries one random disease (creature is immune to this disease)
22-23	Exploding Death	Does damage equal to Damage Modifier (minimum 1D4) to all within 5m upon death; creatures may dive to avoid this damage
24-26	Extra Arm	Fully functional
27-30	Extra Leg	Fully functional
31-33	Eyes on Stalks	+25% Perception
34-36	Fangs	Gains natural weapon bite attack (1D6 damage)
37-39	Fire Breathing	Creature gains Breathe Fire (1D10 Damage, 1/day)
40-42	Great Stench	Opponents within 5m must make Easy (+25%) Resilience test every Combat Round or fall unconscious for 1D4 Combat Rounds
43-44	Heart of Gold	Heart is made of gold, worth 1D6 x 1,000 silvers
45-46	Horns	Gains natural weapon head butt attack (1D6 damage)
47-48	Huge Ears	+10% Perception
49-50	Huge Nose	+5% Perception
51-54	Hunchback	–50% Movement
55-57	Long Legs	+2m Movement
58-59	Metallic Skin	+4 AP to all hit locations
60-62	Obese	Halve Movement, hit points doubled on all locations
63-64	Perspires Acid	Unarmed attacks are considered natural weapons, +1D4 acid damage on all Unarmed attacks; also causes 1D4 acid damage to any creature grappling it
65-67	Pin Head	Halve INT
68-70	Poison Touch	Unarmed attacks are considered to be poisoned with equivalent to Gorgon Serpent Venom (see OpenQuest page 62)
71-72	Regeneration	Regenerates three hit points Combat Round; will not regenerate Major Wounds
73-75	Shaggy	Skin overgrown with long hair, +1 AP
76-77	Shell Hide	+3 AP
78-79	Single Leg	–2m Movement, –25% to Dodge tests
80-81	Snake Neck	Gains a 1m long neck
82-85	Tail	Gains a 1m long tail
86-89	Tentacles	Two limbs are changed into tentacles; +25% to Athletics tests, –25% to Mechanisms tests
90-92	Thick Hide	+2 AP to all hit locations
93-94	Chameleon	Skin changes colour and pattern; +25% to Deception Stealth tests
95-96	Valuable Gem	Fixed on random location, worth 1D6x100 silvers
97-98	Wings	Gains Flying Movement equal to normal Movement
99-00	Doubly corrupt	Roll twice on this table

THE BLOOD RACES

These are species directly linked to the Blood Gods usually by being spawned by one of the deities.

WEREWOLVES

These wild creatures are servants of Morga, the corruption of their nature comes from their worship of her and is passed down to their heirs. They roam the dark forests of the Savage North, hunted by the Hooded Ones of Howay the hunter.

VAMPIRES

These are the children of Zonos, who is considered the 'Father of All Vampires'. When Zonos came to the material world he was sustained by the living blood of his victims. Zonos has passed this trait onto his children.

The Vampires used to have a civilisation in Bogdan, based on the supply and demand of living blood sacrifices. The full Vampire Lords ruled a terrible Vampire cult, where mortal thralls would capture victims for their masters, in the hope of becoming full vampires themselves.

Organised into city states each ruled by its own lord would fight wars expressly for the purpose of taking captives for sacrifice. During the Blood Age when the sun was controlled by Silvon, Vampires walked about in daylight. Since the fall of the Blood Sun they can not stand the light of the New Sun'.

SERPENT MEN

Followers of Yggss they built an Empire based upon the slave labour of Humans. This all came crashing down when Stromgar led the revolt against them and froze the lush jungles by summoning Drakar the Ice Dragon. The survivors retreated deep underground and went into a form of hibernation, awaiting the Blood Dawn to awake.

Serpent men are a form of Lizard men, OQ page 108.

SLAVE RACES

These are the species that were enslaved in one form or another to the races above during the Blood age. Now they have a pitiful loyalty to their former masters

SNOW OGRES

Cold and calculating, they are even more cunning than the standard member of their race. A Snow Ogre is cunning and resilient enough to hunt its prey unceasingly across the cold snowfields. Former thralls of the Serpent People they easily fall under their domination if they meet.

Use the stats given in OpenQuest page 112, with a +50% to any Resistance roll due to Cold.

HUMANS

Most humans gave up the yoke of the Blood Gods during the Revolt at the end of the Blood Age. However there are two groups that still are held in its thrall.

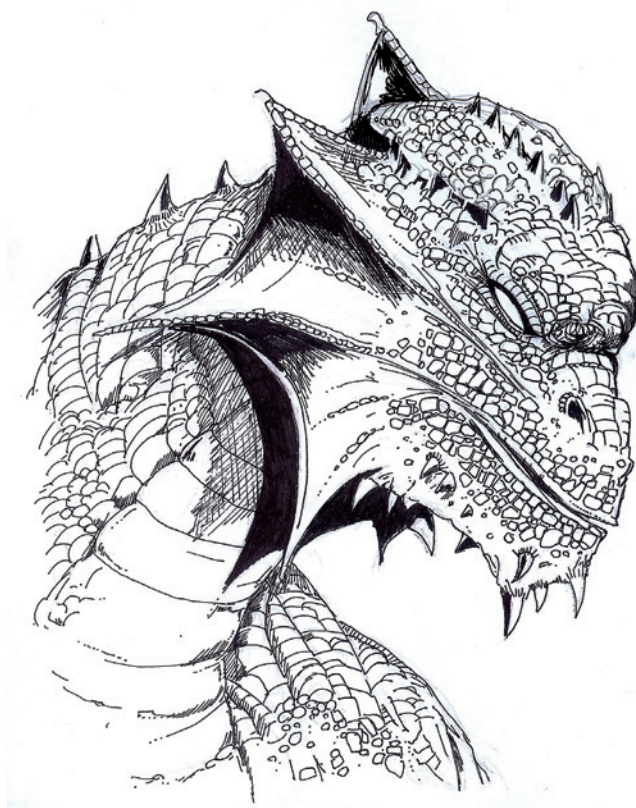
WODEMEN

Descended from humans who fled the fall of the Serpent Men empire and the Vampire Lords and settled in the harsh and broken land to the east, which is now called the "Wodelands" after

them. Many of the old traditions of the Blood Age are still practiced in a level of insane ferocity unchecked by their former masters.

THE CORRUPT

These are humans who are degenerated by the practice of Blood Magic. As their corruption grows they hide from normal human contact in the remote mountains and woods of the Savage North, waiting for the Blood Dawn and the return of their masters.



THE BLOOD DAWN

This chapter details the overarching plot that runs through the four adventures contained in this book. It is a plot that starts off small, with the player characters guarding a merchant caravan, and ends with them fighting against the armies of an Undead Sorcerer to prevent a world changing cataclysm.

Of course you could completely ignore this background story and run the adventures as completely unrelated but you will be missing out on a lot of fun

ARNULF ARNSON'S TALE

"It is said that at the Dawn of Time the Blood Gods ruled the Earth. Foul, mysterious, corrupt Lords of the Outer Dark, which lies beyond our waking world. Only through a constant flow of sacrificial blood did the Sun continue to shine. A cycle of life and death was played out in great savagery during those times.

Ten thousand years ago the Serpent People race, beloved of the Blood God Yggrrss, ruled a warm steaming jungle Empire, which covered what is now these Northern lands. The human race was their slave. To some of them they taught the foul life practice of blood drinking, the ability to drink another sentient being's life blood to maintain a state of living death, and they became Vampires.

The Serpent People's vice like grip on humanity was loosened when the god Stromgar led the revolt against them. Stromgar summoned the Ice Dragon Drakar who turned the lands of steam into lands of ice, freezing the Serpent's Empire and making it uninhabitable to them. As one the downtrodden arose against their masters. Stromgar and his followers destroyed the Empire and in the south the Bogdanians armed with the secret of steel eliminated the last of the Vampire Lords. No longer fuelled by the blood of innocents the Sun faded and became a pale presence in the sky, governed by the magic of the Earth Mother as it should be.

We thought we had destroyed them totally, eliminated all traces of their ever being from the earth, leaving them but a Skald's story to scare naughty children as a cautionary tale.

But they are coming back. Their servants, Werewolves and Vampires, roam the deepest forests from ancient ruined lairs. It is said that some of their Serpent Men masters survived too in tombs deep below the earth and now stir into action. Working towards the resurrection of Yggrrss and the other Blood Gods as rightful masters of the earth.

Once a thrall of a Vampire lord told me this before I thrust a dagger in his foul corrupt heart

"When the Necklace of Slavery is returned to its rightful owners

When a man is a pig

When the blue men rampage

An ancient sorcerer will call the dead to walk the earth again

Then you will awake to a Dawn of Blood and will know your masters have returned."

I did know not what this piece of bad poetry meant until now and its outcome fills me with dread."

Spoken by Arnulf Arnson, Priest of Stromgar to the Player Characters after the Curse of the Pig is lifted in Adventure 3 The Pig and the Cauldron.



THE MEANING AND THE METAPLOT

The above is revealed to the player characters after they remove the curse that makes Arnulf think he is a pig in the third scenario.

It talks of three nefarious plots that are being enacted by three separate groups of blood worshippers independently. Each group is guided by insane desires and urges, unknowingly works towards bringing back the Blood Gods from the Outer Dark in a bloody awakening known as the Blood Dawn.

PLOT 1. THE AWAKENING OF THE SERPENT MEN IN FROSTHOLD

Deep beneath the Old Imperial outpost of Frosthold, lie the sleeping Serpent Men priesthood of Yggss. Their powerful minds reach out to the weak willed and corrupt Snow Witch Matilda and goad her to bring the Brisingor Necklace, an ancient artefact of theirs, back to their cold lair. Once awakened the Serpent Men plan to re-enslave the lands of the Drakar.

PLOT 2. THE SLAYING OF DONYA

Ceaselessly the wild men of Wodeland throw themselves into Bogdan, killing and slaying all they meet and dragging captives back to their harsh homeland. They do this to bring sacrificial victims to their gods, but also to weaken Donya the Earth Mother. One canny raiding party penetrates deep into Bogdan and kidnaps the High Priestess of Donya herself. Sacrificing her on the bloody altar to Cranwal in Wodeland will ritually kill the Earth goddess in Bogdan, leaving the way clear for the return of Morga the Dark Earth.

PLOT 3. THE SUMMONING OF THE BLOOD SUN

Finally Anothep-Soth an ancient Lich sorcerer from the time of the Old Empire is trying to summon the Silvon, the Blood Sun, back from the Outer Dark. As well as ushering in a new Blood Age, it would also give him true immortality not the mockery that is his current undead form. He tried once before in the days of the Old Empire, but his peers from the College of Imperial Magic stopped his ritual. They left him for dead and a faithful apprentice escaped and hid the Skull containing the Soth's soul a ruin in what is now Ravenswood. In the present the player characters visit the Tomb (in adventure 3 the Pig and the Cauldron) and recover the Skull and the Eye. Anothep-Soth, from his lair on the Island of Death, like a spider starts drawing the player characters to him. He seeks the Skull and the Eye, the components he needs to summon Silvon the Blood Sun, and he sends out his undead legions to get them when the

player characters land on his island. While Anothep-Soth's forces try to kill them, the players rush through the underground chambers of the Island to find the Sorcerer to return the favour. The future of the world hangs in the balance!

Broadly speaking the lines in the Vampire Thrall's poem in Arnulf Arnson's Tale refer to the following events in the adventures.

"When the Necklace of Slavery is returned to its rightful owners"

This line refers to the The Brisingor Necklace that is held by the Snow Witch Matilda in the second adventure. It is an old artefact of power that has the power of Yggss instilled in it and is able to reawaken his Serpent men priesthood who sleep in the depths of Frosthold, a fort of the Old Empire. If awoken the Serpent Men would attempt to enslave the whole of Nortland using the necklace.

"When a man is a pig"

Line 2. Refers to the fate of Arnulf, Seer of Stromgar. Initially his peers think it's a priestess of Lokin, since this is the sort of thing that worshippers of that god do on a regular basis, but it turns out he was cursed by an ally of Anothep-Soth, an evil Sorcerer from the time of the Old Empire because he would be one of the people with the foresight to stop him.

"When the blue men rampage"

Line 3. Another reference to scenario 3 and the terrible Woadmen who attacked Craig Don to weaken the healing influence of

"An ancient sorcerer will call the dead to walk the earth again"

Line 4. Anothep-Soth the Sorcerer in pt 4 who is trying to summon the Blood Sun. The irony being that the player characters will actually bring part of the requirements 'The Eye of Lssarg' to him.

"Then you will awake to a Dawn of Blood and will know your masters have returned."

Line 5 the doom that awaits the world if they players fail!!

SELLSWORDS OF THE NORTH

GAMES MASTER'S BACKGROUND

The Player Characters are currently caravan guards, 'hired' by the merchants' guild in Newcastle.

The caravan is journeying through the Nortland, following the frozen river Can-ai north to the village of Little Wai, then onwards to the trading post on the northern edge of the forest of Wolves. The trading post has fallen victim to an attack from a goblin raiding party, and the Player Characters will be charged with hunting the goblins down and bringing them to justice.

What the Player Characters don't know is that the goblins are in the employ of a sorceress who dwells in and below the ruins of an ancient fortress known as Frosthhold. She is attempting to unite the goblin tribes of the Eagle Mountains, for as yet unrevealed reasons.

The Player Characters will track the goblin raiders, where they will meet the priestess Brianna, who is hunting the sorceress and her hidden lair, Frosthhold, which lies on Dragon's Tail Glacier, an ice field in the Eagle Mountains at a difficult pass between Drakar and the Further North.

PLAYER'S INTRODUCTION

It has been a particularly harsh winter in the North this year.

You silently curse hiring on as sell swords for Viktor the Spendthrift, a trader who belongs to the Merchants' Guild of Newcastle in the Enclave to the south. Especially as for the past few weeks your job has been to protect one of his caravans as it follows the frozen river Wai-ai towards the frozen trading posts north of the Forest of Wolves.

The caravan consists of four large covered carts, each pulled by a team of hardy northern horses attended by two of Viktor's apprentices.

So far the journey has been uneventful. In the distance you can see the snow capped peaks of the Eagle Mountains, jutting out of low cloud. The riverside trail is lined with the tall evergreen trees of the forest of Wolves, as is the far bank of the river. The trees have begun to thin out now, and you will soon be at the trading post that lies just beyond the forest's confines.

Snow is falling, but not too heavily, when you spot a column of black smoke rising sluggishly over the trees to the north.

OPTIONS

Assuming the Player Characters stop and go tell the caravan, Viktor, the caravan master will ask the Player Characters to go and investigate, as the smoke is coming from the direction and approximate location of the trading post.

Viktor the Spendthrift, male Nortlander trader age 43

STR: 14 CON: 15 DEX: 15 SIZ: 10 INT: 16 POW: 10
CHA 15

Hit Points 13 Mortal Wound 7

Damage Modifier: 0

Armour: Ringmail (3AP)

Magic Points: 10

Movement Rate: 15m

Close Combat 75%: Longsword (1D8), Round
Shield (1D6)

Ranged Combat 50%: Long Bow (1D8, 150m, one
round to load)

Skills: Dodge 40%, Persistence 60%, Resilience 75%,
Deception 50%, Natural Lore 60%, Perception 75%,
Streetwise 75%, Trade 85%,

Items: 2D10 Gold Ducats, 2D20 Silver pieces, Long
fur cloak worth 50 Silvers.

Viktor's Apprentices

STR:12 CON: 13 DEX: 13 SIZ: 10 INT: 12 POW: 10
CHA: 14

Hit Points 12 Mortal Wound 6

Damage Modifier: 0

Armour: Leather (2 AP)

Magic Points: 10

Movement Rate: 15m

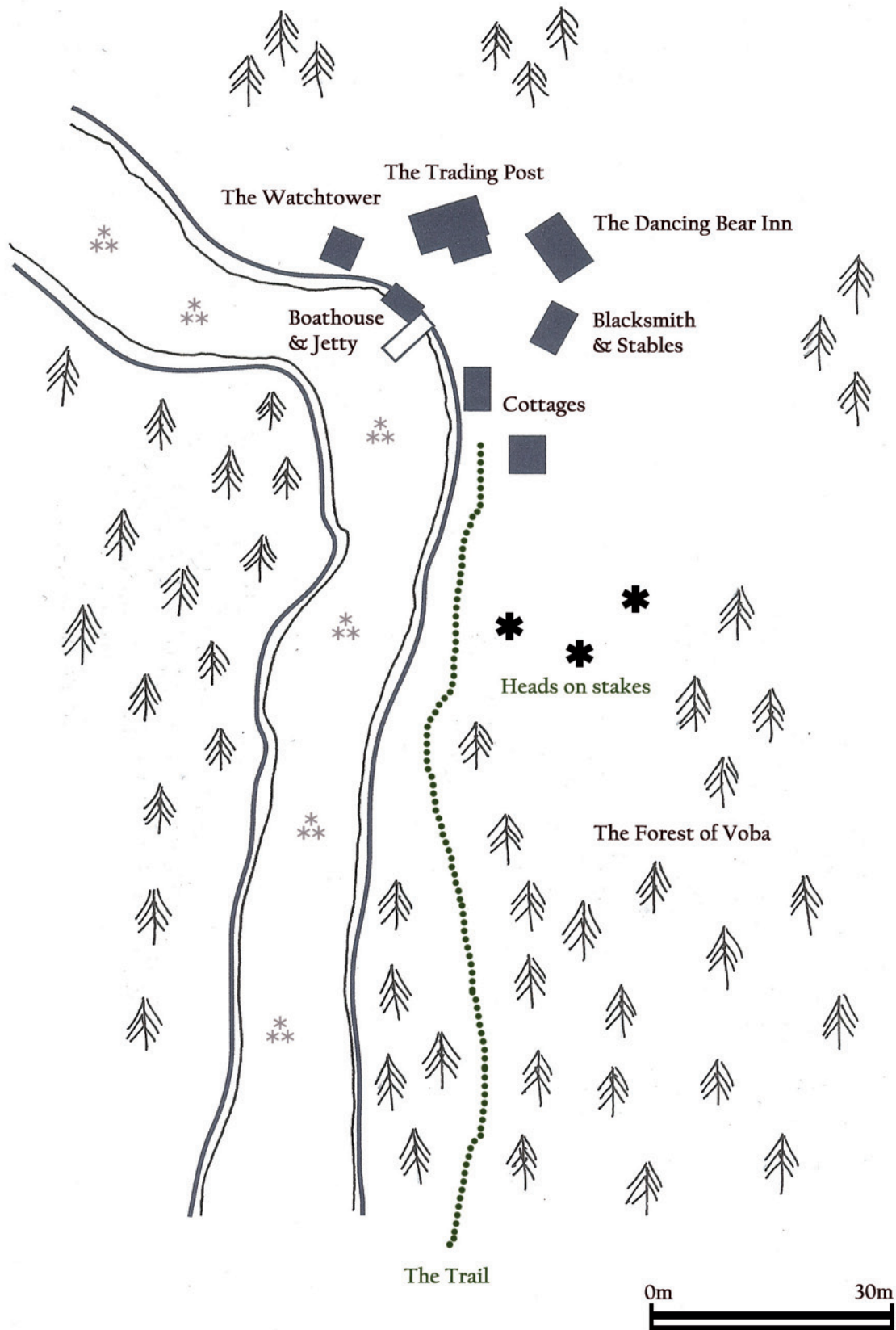
Close Combat 40% Longsword (1D8)

Ranged Combat 40% Long Bow (1D8, 150m, one
round to load)

Skills: Dodge 40%, Persistence 40%, Resilience 40%,
Deception 40%, Natural Lore 40%, Perception 50%

Items: Flask of Ice Lager, for um.. medicinal
purposes

SN01 MAP 1: THE OUTPOST



The Savage North

THE OUTPOST

See Map 1

The trading post is two hours on foot from the location of the caravan. When the site comes into view, things look bad. The watchtower is ablaze and there are signs of a recent battle.

From the Player Characters' vantage point a few hundred yards away not much can be seen of the trading post. There are six buildings, including the watchtower and what appears to be a boathouse next to a frozen jetty.

Approaching the outpost, the Player Characters can see spears driven into the ground with human heads atop them (two male, one female). The snow around them is red with freshly spilled blood.

Human sized footprints crisscross the area, as do the prints of a large four-legged animal (see Picking up the Trail below).

THE SMALL DWELLINGS

The Player Characters will find nothing of interest in here – these are simple rural dwellings each with a living/cooking area and a sleeping area. If the Player Characters insist on searching they may find some food and perhaps some furs.

BLACKSMITHS & STABLES

The stables are on fire. The Player Characters might be able to salvage some tools, horse shoes, arrow heads etc.

JETTY & BOATHOUSE

Inside the boathouse are two small fishing boats; both are single sail with oars inside. One boat also has a coil of hemp rope (15m), some fishing tackle, and a rolled up fishing net. Moored by the jetty, frozen into the icy Wai-ai River, is a third rowing boat.

INN

The Dancing Bear Inn is quite small, usually frequented by traders and trappers. Downstairs is the main public room, kitchen, wine cellar and office.

MAIN PUBLIC ROOM

A poorly stocked bar (nothing fancy here, some beer kegs, a local rather potent grain alcohol etc), four large round tables and chairs, a large hearth, stairs leading upstairs, and a curtain hiding the door to the other rooms downstairs.

Perception: The huge cooking pot in the hearth is in fact an upturned helmet for a large humanoid (a frost giant?). In it is some broth (the Goblins have poisoned this – any Player Character eating some of it must roll *Resilience* vs. a Potency of 30 or contract a fever (-5 DEX for 20-CON days) two hours later.

The door behind the curtain opens into a small room with two doors leading off to the right (office) and straight ahead (kitchen).

KITCHEN

A corpse of a man lies face down on the floor in here. It is Harald the cook. He has been beaten to death. The kitchen has been trashed. A trapdoor is open, leading down to the wine cellar.

WINE CELLAR

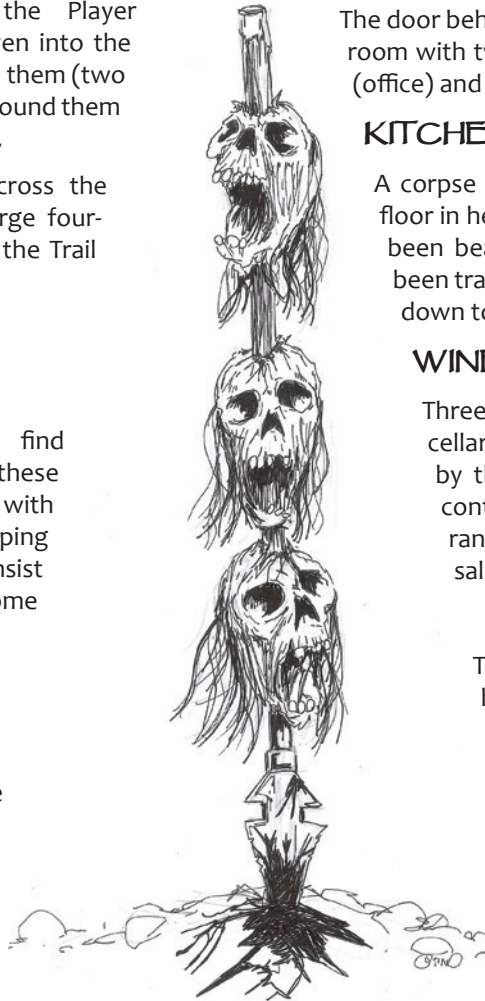
Three corpses of women lie in the wine cellar – they have been murdered by the goblin raiders. Some of the contents of the wine cellar have been ransacked, but there are still some salvageable bottles.

This is where the Innkeeper keeps his records of business. Desk and comfy chair, some books, papers, a quill pen and pot of ink, furs on floor, a pipe and tobacco on desk. Hanging on the back of the door is a decent sized battleaxe. In a desk drawer is a small silver hipflask filled with Gatanese brandy (worth 100sp) and a dagger with an ivory hilt (150sp value).

Upstairs are four guestrooms, all unused.

TRADING POST

Basically a large general store with living quarters in the back. It has been looted. Player Characters searching the place have a chance to find most basic equipment here (your discretion) such as salted meat, cold weather clothing on a successful Perception roll.



The Savage North

WATCHTOWER

Built on stone foundations but with a top half mainly constructed of wood which is on fire. Flames have engulfed the top half and a column of thick, black smoke pours skywards. Lying in the snow at the foot of the tower is a smouldering corpse. Three arrows protrude from its chest.

BODIES

In the snow in the centre of the ring of buildings that make up the outpost lie the bodies of a dozen men and women of varying ages, some as young as perhaps thirteen. All have been killed. Three corpses are missing heads.

PICKING UP THE TRAIL

Many tracks criss-cross the area, some humanoid (in boots mainly), some animal (the large wolf prints seen earlier). A successful *Natural Lore* roll reveals that the tracks arrive and return from a northerly direction, although the fresh snowfall is beginning to cover them. The Player Character can estimate numbers: at least ten humanoids and five animals.

A *Critical* success reveals that the spacing and weight of the booted footprints suggest a squat, almost apelike gait; goblins? The Critical success also reveals something else of interest: two sets of footprints made by humans, fresher than the first group of tracks, emerge from the river to the west and follow them north...

THE HUNT

As the Player Characters head north, snow continues to fall, until the tracks are covered beneath a crisp white blanket. Just as the trail is beginning to look hopeless, they spot a corpse peeking out from beneath the snow.

THE CORPSE

Partially frozen and half buried in the fresh snowfall lies the corpse of a goblin. It appears to have died from the wounds it bears. It has been stripped of armour and equipment and abandoned by its

comrades.

Brown Bear foraging for food

STR: 25 CON: 15 DEX: 11 SIZ: 25 INT: 05 (Fixed)
POW: 10 CHA 5

Hit Points 20 Mortal Wound 10

Damage Modifier +2D6

Armour: skin/fur 3AP

Movement Rate: 23m

Unarmed Combat 55% Bite (1d8), Claw(1d6)

Skills: Athletics 50%, Perception 50%, Natural Lore 50 %, Deception 50%

NIGHTFALL

As night falls in Nortland, the temperature plummets even further. Your breath clouds in front of your faces and the wind stings your skin. The moon looks down on you from a cloud-flecked sky.

It gets very cold during the night. If the Player Characters build a fire and cook food over it, it may attract wild animals (a bear foraging for food). If they don't build a fire, they must roll *Resilience* or lose 1d6hp to the bitter cold.

THE MONOLITH

As the Player Characters continue north towards the glacier and northern mountains, they will eventually arrive at the monolith. Standing at the side of the trail is a five metre high stone monolith. It is covered in hieroglyphs and around its base, half covered in snow, is a mixture of animal and human skulls. Painted on the monolith is a dragon shape surrounded by goblin clan markings.

A *Language (Old Empire)* roll reveals the hieroglyphs are from the time of the Old Empire and warn travellers that they are standing near the limit of the Empire's influence and that Frosthold fort lies beyond the edge of the glacier, in the Eagle Mountains..



The Savage North

THE VALLEY

By the end of the second day, the Player Characters will have arrived at the southernmost extent of the Dragon's Tail Glacier. The glacier walls tower hundreds of metres above them, but at some point in the past a fissure has split the creeping ice, forming a deep valley. The valley is wooded at the lower end, and at the far end there is a large cave mouth.

Perception: Shouts and the clash of weapons can be heard. Somewhere up in the valley beyond the trees, obscured from view, a battle is in progress!

BATTLE

A semi-circle of five wolves are attacking two humans – a man and a woman - who are cornered against the glacier wall at the east side of the valley. Urging the wolves on with a whip is a goblin in armour and furs. The man looks badly injured and as the Player Characters approach, he slumps against the ice, and falls to the ground.

If the Player Characters join the battle, the goblin turns and runs back up the valley towards the frozen waterfall. He is heading for the cave, and if he makes it will alert the goblin sentries there, who will join the battle, bringing five more wolves with them from the wolf pen.

Five Wolves, Goblin trained

STR: 15 CON: 11 DEX: 17 SIZ: 10 INT: 05 [Fixed]
POW: 11 CHA 5

Hit Points 11 Mortal Wound 6

Damage Modifier 0

Armour: fur (2AP)

Magic Points 11

Movement Rate: 23m

Unarmed Combat 45% Bite: (1d8) Claw (1D6)

Skills: Dodge 45; Natural Lore 85, Deception 50%, Perception 75%

Goblin Wolfmaster

STR: 16 CON:16 SIZ:11 INT:13 POW: 10 DEX: 16

Hit Points 14 Mortal Wound 7

Damage Modifier: 0

Armour: Ringmail (3AP)

Magic Points: 11

Movement Rate: 15m

Close Combat 60% Shortsword (1d6+2) Knife (1d4+1) Whip (2d4+2)

Skills: Dodge 50%, Natural Lore 75%, Perception 75%.

Items: flask of Heal 4 potion, with four doses left which smells of fresh apples.

Brianna Shield Maiden of Villisa

STR: 16 CON: 16 SIZ: 10 DEX: 17 INT: 17 POW: 17
CHA: 17

Hit Points 12 Mortal Wound 6

Damage Modifier: +1D4

Armour: Chainmail (5AP)

Magic Points: 17+15 from Ulfar

Movement Rate: 15m

Close Combat 80%: Long Sword (1D8) Round Shield (1D6)

Ranged Combat 80%: Long Bow (1D10, 150m, 1 round to reload)

Battle Magic 80%: Heal 6, Protection 6, Weapon Enhance 4,

Divine Magic: Divine Heal 6 x 2, Divination, Dismiss Magic 5, True Weapon, Shield 4, Spirit Block 4.

Skills: Dodge 80%, Natural Lore 75%, Perception 75%. Deception 75%, Persistence 90%, Resilience 60%

Items: Holy Shield of Villisa +50% to Parry and always absorbs all damage.

Allied Spirit: Ulfar the Eagle (INT 17 POW 15 MP 15 Knows Divine Heal x3 Heal 4 Protection 6] bound into Shield.

The Savage North

USING BRIANNA IN PLAY

Brianna is a powerful Non Player Character who provides the link between this adventure and the next, To Frosthold!

She is on a holy mission to retrieve the Brinsoror necklace and will not risk her neck unnecessarily. Therefore she will hang back and let the player characters take on enemies, providing support using her spells.

Part of this is characterisation and to ensure that she doesn't take over the players' action, becoming an all-powerful pet Non Player Character.

If the players pay her no attention, apart from when her healing powers are needed, she will eventually slip away and leave them.

After the group recovers the Necklace she will accompany them as far as Frederiksgard in Sonderland to deliver the item into the protection of Bjornulf a priest of Stromgar. (See Adventure 3 The Pig and the Cauldron)

A NEW ALLY?

The woman's name is Brianna, and she is a Warrior Priestess of Villisa the Shieldmaiden. Her comrade, the warrior Alfred, has died during the battle.

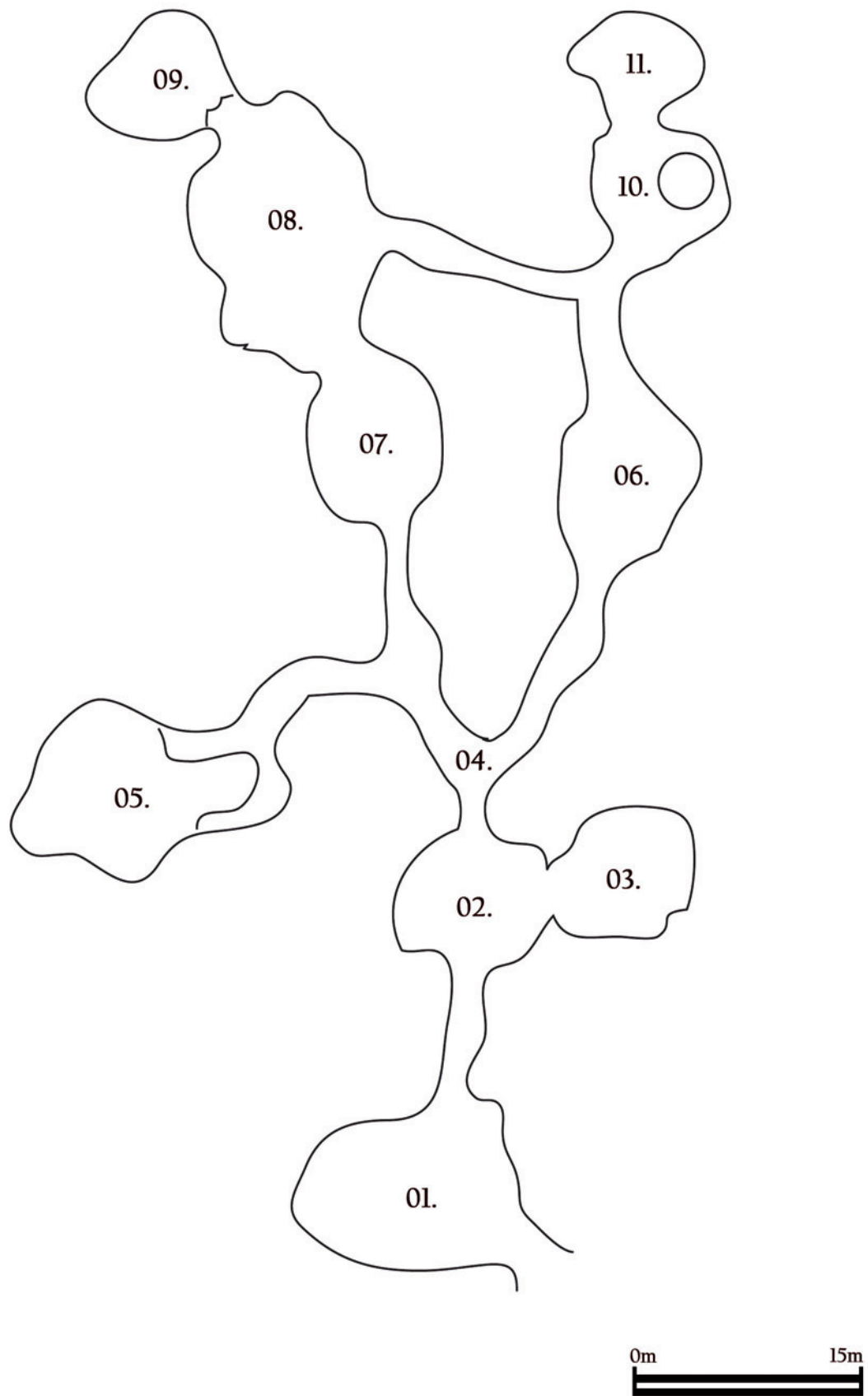
Brianna and Alfred were on a mission from the Temple of Stromgar, in Frederiksgard in Sonderland, to the stronghold of the sorceress Matilda, who is daughter of the Frost Giant Berglmir, an ancient and evil monster who lives in the Further North. Matilda has stolen the Brinsoror necklace, a sacred artefact of the Goddess Villisa imbued with powerful magics, that could give the wearer control over the minds of mortals. Brianna has learned that a goblin shaman by the name of Golbak has the key to locating Matilda's stronghold. What that key is, she has no idea though (divination spells eh?).

THE CAVE MOUTH

The large cave mouth at the top of the valley is the southern entrance to Icegate, an ancient ruin and goblin base of operations for raids into Nortland.



SN01 MAP 2: THE LOWER ICE CAVES



The Savage North

ICEGATE: LOWER LEVEL

The tunnels that lead up to Icegate are cut from the glacier, and appear to be part natural, part excavated by the goblins. Being made of ice, they are slippery and Games Masters may require Player Characters to make Athletics checks if any rapid movement is attempted.

Like in igloos, small cooking fires pose no danger of completely melting the ice, and provided there is a chimney or vent, there is no build-up of noxious fumes. Games masters should feel free to penalise players who use too much fire, by having it cause a cave-in.

1. RECEPTION

Inside the large cave is a small fire, over which roasts a rabbit. Sat around the fire are four goblins. If the Player Characters don't sneak in, the goblins will hear them coming and one will leap to sound the alarm (a bronze shield and war hammer serve as a gong, which will bring goblins from the guardroom running).

Perception: the goblins don't have much of value. A cave tunnel leads north, which slopes up ever so slightly.

Goblin Warriors

STR: 16 CON:16 DEX: 16 SIZ:11 INT:13 POW: 10 CHA 5

Hit Points 14 Mortal Wound 7

Damage Modifier: 0

Armour: Ringmail (3AP)

Magic Points: 11

Movement Rate: 15m

Close Combat 60% Shortsword (1d6+2) Knife (1d4+1)

Ranged Combat 50% Short Bow (1D8 75m, 1 round to reload)

Skills: Dodge 50%, Persistence 30%, Resilience 40%, Deception 75%, Natural Lore 75%, Perception 75%.

Items: furs, 1d10 Copper pieces

2. GUARDROOM

Depending on how quiet the Player Characters have been in (1) these goblins may be prepared for them. Thak, the goblin champion, resides here with a small retinue. He is in charge of keeping this entrance to Icegate secure. The guardroom has entrances to the north, south and east. In the room are: wooden table and chairs, weapons rack, cooking pot, etc. Present are Thak, the goblin champion, his mate, a female goblin, and six goblin guards. If combat ensues Thak will send his mate to the barracks to get help.

Thak, Goblin Champion

STR:19 CON:16 DEX:16 SIZ:13 INT:13 POW:10 CHA :8

Hit Points 13 Mortal Wound 7

Damage Modifier: +1D6

Armour: Chainmail 5AP

Magic Points: 10

Movement Rate: 15m

Close Combat 75% Rune inscribed Great Axe (2D8) with Weapon Enhance 2 charm.

Ranged Combat 75% Short Bow (1D8, 75m , one round to reload)

Skills: Dodge 60%, Persistence 40%, Resilience 50%, Deception 50%, Perception 50%

Items: furs, 1d10sp; Rune inscribed Great Axe with Weapon Enhance 2 charm; Black wolf pelt.

Magrak - Female Goblin – Thak's mate

STR:13 CON:14 DEX:20 SIZ:11 INT:13 POW:10 CHA: 8

Hit Points 12 Mortal Wound 6

Damage Modifier: 0

Armour: Scalemail (4AP)

Magic Points: 10

Movement Rate: 15m

Close Combat 55% Longsword (1D8)

Ranged Combat 70% Sling (1D6 +Poison see below)

Skills: Dodge 70%, Persistence 50%, Resilience 50%, Deception 75%, Natural Lore 75%, Perception 75%

Items: furs, 1d10cp 3x phials of poisons, each marked with different version of a skull.

1. Skull: Quick acting poison POT 30, 1D6 per round.
2. Skull with cross eyes and tongue. Slow acting poison out POT 30, 1D10 every minute
3. Skull with spirally eyes. A paralysing poison, POT 60 paralysis for D10 minutes.

3. WOLF PEN

A metal grate blocks the cave mouth here, raised by means of a pulley system to the left of the cave. From within comes a low growling. Five wolves currently reside in here, unless Thak manages to release them into combat.

See p 30 for details on wolves

4. CROSSROADS

The cave splits here. The right hand tunnel slopes upwards slightly.

5. WATER SUPPLY

A hole has been cut into the ice here, and buckets and rope lie around the edge. The buckets can be lowered into glacial melt-water about twenty metres below.

6. BARE CAVE

Just that, nothing else.

7. KITCHEN

Here is where most of the goblins' food is cooked. There is a hearth and a narrow ice chimney that leads out of the cave. Sat on the hearth is a cooking pot filled with food stolen from the Outpost. Numerous cooking pots and cooking implements lie about, a pile of dirty dishes next to a bowl of water, and a thin haze of greasy smoke fills the cave. A wide cave mouth lies to the north. In here, two female goblins cook, assisted by goblin youths. They will run into the barracks if surprised by the Player Characters.



8. BARRACKS

This is a living quarters for approx twenty goblins. Ten are present (others are on patrol, guard duty etc. They are armed as the goblin sentries, with a 45% chance of being unarmoured. One of the goblins is larger than the others, and wields a mace (1d8+1)

Perception: not much of value, but Player Characters can salvage 1d100bp and 1d20sp

See location 1 above for details on: Goblin warriors.

9. PRISON PIT

A sheer six-metre drop. At the bottom, amidst bones and human remains, sits Tam McSkye, a Wodeman raider, who blundered upon the goblins, who then slew his comrades. He is currently held here for their sport at a future date.

Tam McSkye , demented Wodeman raider

STR: 15 CON: 13 DEX: 16 SIZ: 18 INT: 8 POW: 8 CHA 14

Hit Points 16 Mortal Wound 8

Damage Modifier: +1D6

Armour: None

Magic Points: 8

Movement Rate: 15m

Close Combat 60% currently unarmed

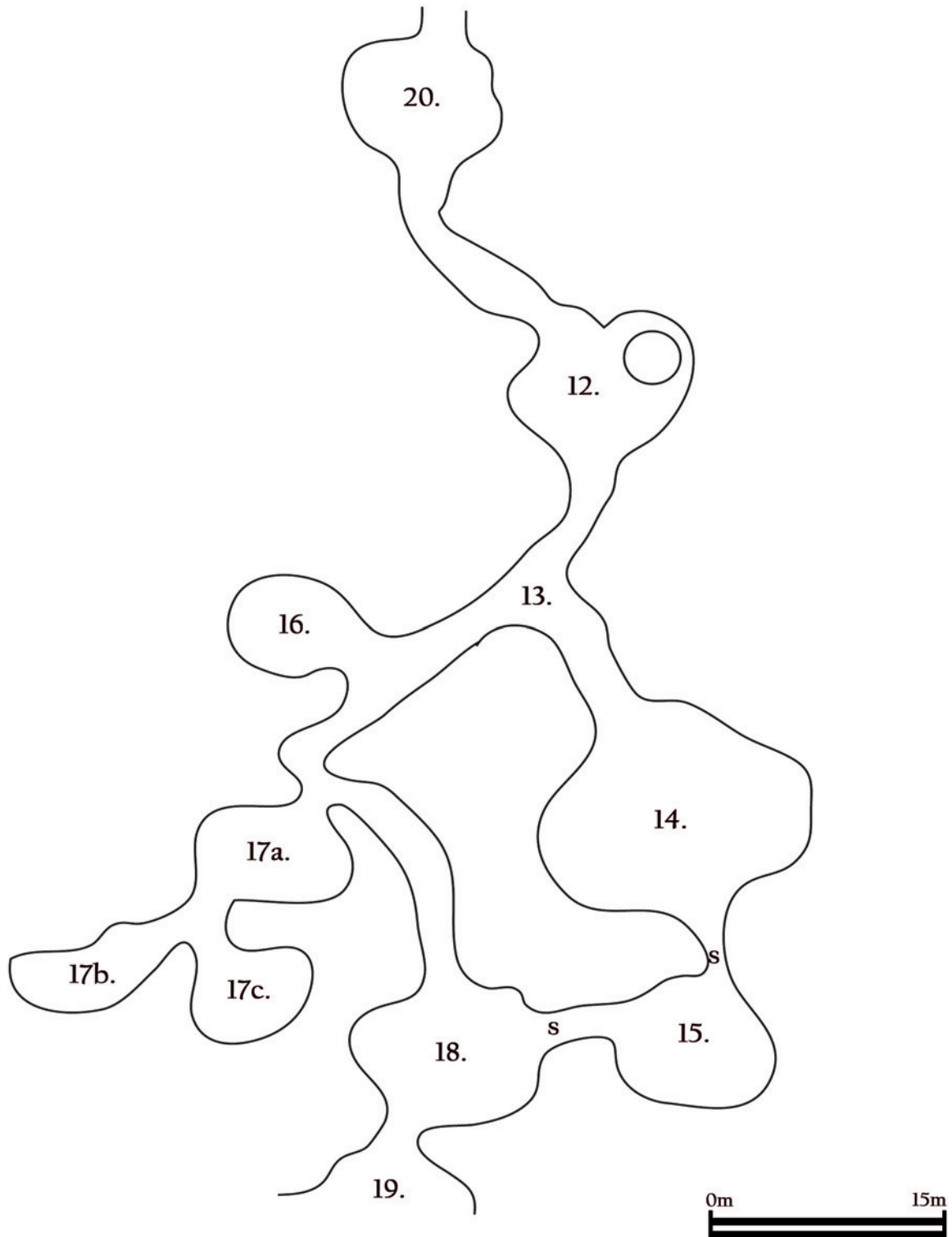
Ranged Combat 60% currently unarmed

Unarmed Combat 60% Fist (1D3)

Skills: Dodge 45%, Persistence 20%, Resilience 50%, Deception 50%, Natural Lore 40%, Perception 50%

Items: Loin cloth, lots of unpleasant blue tattoos all over body and face.

SN01 MAP 3: THE UPPER ICE CAVES



10. THE LIFT

In this cave sits a wooden basket type affair, on chains and ropes that are operated by a Troll that lives in the cave to the north of the room.

11. TROLL QUARTERS

A troll lives here, and won't take lightly to Player Characters disturbing him. On the bright side he's pretty thick and will charge into combat.

Troll Lift Operator

STR: 23 CON: 13 DEX: 10 SIZ: 26 INT: 07 POW: 7
CHA 5

Hit Points 20 Mortal Wound 10

Damage Modifier: +2D6

Armour: Hide (3pts)

Magic Points: 7

Movement Rate: 23m

Close Combat 45% Club (1d6)

Unarmed Combat 45% Claw (1d6)

Skills: Dodge 40%, Persistence 20%, Resilience 60%, Perception 75%

Items: None



ICEGATE: UPPER LEVEL

12. LIFT UPPER LEVEL

A hole in the ice floor here gives access to the lift. A wooden frame stands over the hole, for hoisting the lift up and down. Two goblins stand guard.

13. FORK IN TUNNEL

From the South Eastern tunnel, chanting can be heard.

14. TEMPLE TO YGGSS

The tunnel widens until it emerges in a large ice cave, dominated by a large stone statue of a brightly coloured wooden statue of a six armed snake man with a tail instead of legs.

Unbeknownst to the Players characters, this is a statue of Yggss, the serpent people's god which the goblins also follow.

Kneeling before the statue is a robed figure – a goblin shaman? No, merely the assistant. But do the Player Characters know that?

Perception: searching the temple will reveal a secret entrance behind the statue of Yggss

Goblin Assistant Shaman

STR: 16 CON: 16 DEX: 16 SIZ: 11 INT: 13 POW: 10
CHA: 8

Hit Points 14 Mortal Wound 7

Damage Modifier: +1D4

Armour: Leather and robes (2 AP)

Magic Points: 10

Movement Rate: 15m

Close Combat 35% Scimitar (1d8), Knife (1d4)

Skills: Dodge 45%, Persistence 75%, Resilience 45%, Deception 75%, Perception 75%

Battle magic 50% Disruption 2, Flamearrow, Darkness, Heal 3

Items: Silver pendant bearing an octopus symbol. Is a matrix for the Battle Magic spell Dull Weapon 3.

15. THE SHAMAN'S CAVE:

A six-metre square cave with a straw mattress to one side. Wooden screens line the walls, painted with arcane symbols and dressed with feathers and bones, armour and weapons also. A tunnel leads east. Stood on the far side of the room, robed in red, is the goblin shaman, holding his staff. He gestures, and the bones and feathers whirl into the air to form skeletons, in armour and wielding weapons.

During the fight the Shaman will cast *Fireblade* on his scimitar and attack the Player Characters.

Goblin Shaman

STR: 9 CON:12 DEX:16 SIZ:11 INT:13 POW:16 CHA: 5

Hit Points 12 Mortal Wound 6

Damage Modifier: 0

Armour: 5pts Protection Spell

Magic Points: 16+5 pts in Magic Point store in Staff

Movement Rate: 15m

Close Combat 45% Scimitar (1d8), Knife (1d4)

Battle Magic 80%: Befuddle, Darkwall, Protection 5, Heal 5, Call Spirit 4, Disruption 4.

Skills: Dodge 40%, Persistence 60%, Resilience 50%, Deception 50%, Natural Lore 30%, Perception 50%, Shamanism 75%

Items: Staff MP matrix 5 MP

Scimitar is a matrix for Fireblade

Catskull is matrix for Detect Enemy (amber eye swivels to direction of enemy)

A Map showing the route to Frostholt Keep

Upon his death, the Shaman will utter a curse upon a random Player Character in before attacking them in Spirit Combat. If the Shaman wins he dominantly possesses the character.

Skeletons x8

STR: 11 DEX: 11 SIZ: 13 CON - INT: - POW: - CHA -

Hit Points 7 Mortal Wound 4

Damage Modifier: 0

Armour: Ringmail (3AP)

Magic Points: 0

Movement Rate: 15m

Close Combat 55% Scimitar 1D8

As undead they are immune to disease, poison and mind control.

16. SENTRY POST

Two Goblins as standard.

See location 1 for details on: Goblin warriors

17. GOBLIN CHIEF'S CAVES:

This complex of caves is where the goblin chief dwells.

17A: RECEIVING AREA

Decked out with weapons, drapes and shields etc on walls, a raised chair is draped in red material, with spears standing either side. There are snow leopard fur rugs on the floor. On a small table next to the throne is a silver jug and two silver goblets (total value 500sp). The jug contains average wine.



17B: GOBLIN CHIEF'S AUDIENCE CHAMBER

Here sits Zrak, the goblin chief. He is in discussion with a dark elf by the name of Chalyx.

If given the chance Chalyx will teleport away, disappearing in a cloud of acrid purple smoke.

Zrak, Goblin Chief

STR: 19 CON: 15 DEX:16 SIZ:14 INT: 15 POW: 12 CHA 10

Hit Points 15 Mortal Wound 8

Damage Modifier: 0

Armour: Chainmail (5AP)

Magic Points: 12

Movement Rate: 15m

Close Combat 75% Bastard sword (1d8)

Skills: Dodge 60% , Persistence 60% , Resilience 60% , Deception 60%, Natural Lore 75%, Perception 75%

Items: Bag of 1d100sp, 1d100bp.

Chalyx, Drow Sorceress

STR:11CON:12DEX:18 SIZ:9 INT:18 POW:19 CHA:16
Hit Points 11 Mortal Wound 6

Damage Modifier: 0

Armour: Damage Resistance 5 (duration of 1 month)

Magic Points: 19+5

Movement Rate: 15m

Close Combat 100% Scimitar (1D8)

Skills: Dodge 75%, Persistence 75%, Resilience 40%, Deception 75% , Natural Lore 30%, Perception 75%

Magic: Sorcery 75%. Damage Boosting, Damage Resistance, Cast Back, Dominate (Human), Dominate (Goblin), Dominate (Snow Ogre), Fly, Mystic Vision, Palsy, Teleport, Shapechange (Bat), Venom

Items: Ring set with sapphire is matrix for Lightning 3.

Scimitar is black steel forged - Damage Boost 5 1 month duration left, matrices for the Battle Magic spells of Darkwall and Detect Enemy.

A black steel amulet is a 5 point reuseable Magic Store.

17C: ZRAK'S BEDCHAMBER

Nothing much seems to be in here:

Perception: searching Zrak's quarters will reveal a locked wooden chest, under a stone under his bed. The chest is jammed shut and requires a good solid blow from a blunt edged weapon or a successful Athletics roll. Piled inside are: 1261cp and 319bp. Hidden beneath a false bottom are a bag containing 12 assorted pieces of dwarven jewellery (7x10sp; 3x25sp; 2x50sp) and a hollow axe handle (plugged) filled with 18 small uncut ambers (15sp each).

18. SUMMONING CAVE

Pentagram drawn on floor, incense burners on tripods at each point.

19. THE VIEW

The cave opens out here to reveal a breathtaking view down the valley and into the foothills of Nortland.

20. ENTRANCE TO ICEGATE

The tunnel slopes upwards and continues for over a half mile until it suddenly ends at a set of stone steps. It would appear that the glacier has reached solid rock. The steps lead up to a heavy stone trapdoor set into the ceiling. A combined STR of 35 must be used to lift the trapdoor. It opens out into a dark room, about 20' square. There is a lone goblin sentry here who will try to make a run for it up a set of steps in the North Eastern corner of the room.

The steps lead up into the ruins of Icegate, an ancient keep overlooking the Dragon's Tail Glacier. The map possessed by the Goblin Shaman clearly marks the keep ruins that the Player Characters are standing in, but it also marks other places on the Glacier, including one called Frosthald...

REWARDS

Ultimately the level of rewards for completing the adventure is up to the Games Master. What follows are merely suggestions.

IMPROVEMENT POINTS

- One for the whole adventure
- One for successfully protecting Brianna
- Two points for successfully avenging the murdered traders of the outpost, i.e. capturing or killing the Goblin Leaders.

HERO POINTS

Award one to four Hero Points for especially heroic actions during the adventure.

TO FROSTHOLD !

GAMESMASTER'S BACKGROUND

The Player characters have succeeded in locating and destroying the base of the goblin raiders responsible for the slaughter at the trading outpost, along with many of the goblins.

During their journey north, they were presented with the opportunity to accompany the Drakar priestess Brianna on a quest to retrieve the Brinsor Necklace, an item belonging to the cult of the goddess Villisa. Brianna is a shieldmaiden of Villisa.

Brianna was on a mission to Frosthald, a castle of ancient origin located in the Eagle Mountains, on the edge of the Dragon's Tail Glacier. Frosthald is currently the stronghold of the sorceress Matilda, daughter of the Frost Giant Berglmir. Matilda has stolen the Brinsor necklace.

THE LEGACY OF YGGSS

What Brianna and the Player characters don't know is the reason behind why Matilda stole the Brinsor Necklace. For the past year, ever since she came to Frosthald, Matilda has been in the thrall of the serpent god Yggss.

Matilda was looking for a new place to live and carry out her sorcerous studies when she discovered Frosthald. Thinking it to be perfect for her needs, she didn't count upon finding the castle's previous inhabitants still alive.

Deep within the depths of castle Frosthald dwell twelve serpent-priests of Yggss – remnants of a previous age before the rise of the Old Empire. Millennia ago, these priests were the greatest priests of Yggss and when the fall of the serpent folk came they prayed to Yggss to save them.

Yggss made them immortal – but at a price. They are immortal, but their bodies are not. Of the twelve priests, six now lie in a deathly torpor, mummified in their ancient sarcophagi, only their minds left active. The remaining six are still active, but eventually they too will succumb. The priests are all powerful in the magical arts, especially in illusions and summoning.

Using powerful mind-control spells, the priests now control Matilda, and have amassed a small army of underlings to do their bidding, including the sorceress Matilda. Their ultimate goals are unknown, but they sought to gain the Brinsor Necklace to augment their already potent mind control powers.

PLAYERS' BACKGROUND

After defeating the goblins and meeting the priestess Brianna, the Player characters emerge from the caverns bellow Icegate and are confronted by cyclopean ruins of the old Imperial fort itself.

THE DRAGON'S TAIL GLACIER

According to their map, Frosthald lies atop Wyrms Rock, a 100 m high finger of icy granite that juts out of the ice at the eastern shores of the glacier. Brianna will explain that the main entrance to Frosthald is guarded by a powerful beast associated with Friss, god of the frozen north beyond Nortland. There is rumoured to be a secret way into Frosthald. To find this secret entrance, they must seek out the witch Ingrid, who lives in a cave on the north side of the Eagle Mountains.

THE RUINS

Icegate used to be an outpost of the Old Empire. It was abandoned when an ancient evil came to the place, summoned in error by an Old Empire sorcerer. With the aid of three other Old Empire sorcerers, the inhabitants of Icegate eventually succeeded in imprisoning the creature (in fact a Watcher of the Outer Dark, a demon of the Blood Gods which seeks out pain and suffering for its masters to feed on) beneath powerful wards in a crypt, along with the sorcerer who summoned it. The castle was then abandoned. The creature is still there to this day.

THE CRYPT

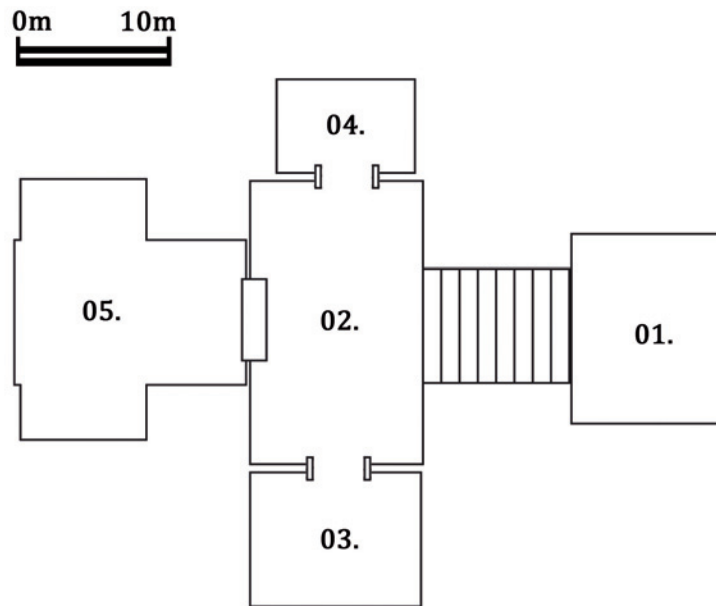
SEE MAP 1 FOR DETAILS

If the Player characters search the castle ruins, they will eventually discover the entrance to the crypt.

1. THE ENTRANCE

The cellar is cold and damp. It is bare except for a raised area 5 feet square in the centre of the room that seems to be the entrance to a crypt or grave. The entrance is sealed by a 1 m thick block of solid granite. Brushing the snow off reveals it to be carved with Old Empire symbols. Largest of these symbols is a central 5 pointed star, with a Star at its centre. If any Player character can read Old Empire, they will be able to decipher part of the symbols as a warning of some kind. If the Player characters wish to try to move the granite block, match their combined STR against 50. Once pushed aside, a 2 m wide set of stone steps leading down is revealed.

SN02 The Crypt at Icegate



2. ANTECHAMBER

The steps end at a 10 m x 6 m chamber, with a low vaulted ceiling. At the foot of the stairs lie 3 skeletons, wearing exotic armour and the rotted remains of clothing. Straight ahead of the steps, across the room, lies a heavy stone door. There is a stone archway in each of the other 2 walls.

The Skeletons

The three skeletons are those of the Old Empire guards who were slain during the imprisonment of the creature in the crypt. The armour that they wear and the weapons they carry are so rusted that they disintegrate if touched.

The Archways

Each archway leads into a small sub-chamber (3 and 4).

The Doorway

A heavy stone door covered in symbols identical to those on the granite slab sealing the crypt. Ornate carvings of strange beasts and disturbing symbols surround the frame.

A Perception roll will reveal that one of the carvings to the left of the door can be twisted both left and right. This mechanism operates the door:

Left: twisting the carving to the left triggers a trap left by the Old Empire to foil any who would attempt to free the creature imprisoned beyond the door. A bolt of lightning arcs from an eye symbol over the entrance to the crypt (up the steps) and strikes the unfortunate Player character. 3d6 damage is dealt.

Twisting the carving right again resets the trap.

Right: twisting the carving to the right opens the stone door, which rumbles out of sight into the floor, revealing the inner crypt.

3. SUB CHAMBER

In here lie the remains of one of the 3 Old Empire sorcerers who came to Frosthold to imprison the creature in the crypt. He was wounded by the Watcher of the Outer Dark and was unable to escape the crypt.

Search: the skeleton of the sorcerer is clothed in the rotted remains of what were once fine robes. A silver ring has fallen from his withered finger to the floor. It is enchanted with Old Empire magic and is a spell matrix for the Sorcery Spell Damage Boosting at 60%.

4. SUB CHAMBER

An empty chamber.

5. INNER CRYPT

This is where the Watcher of the Outer Dark and the sorcerer who summoned it reside.

As the stone door disappears into the floor, and the rumbling subsides, a muted silence fills the air. Before you lies the inner crypt.

The crypt is T-shaped, with a sarcophagus on a raised dais at the centre. Onyx statues of Old Empire warriors, each in exotic armour and holding a tall spear and shield flank your way to the sarcophagus, 12 in all.

A Perception roll reveals that the stone lid of the

sarcophagus is open.

If the Player characters enter the room and approach the sarcophagus they will be attacked by the Watcher of the Outer Dark.

Within the stone coffin are the remains of an ancient member of Old Empire nobility. A silver circlet is still in position upon its skull and its bony hands still clutch an exotic looking sword in an ornate scabbard. The jaw of the skeleton is wide open, frozen as if in an eternal scream...

Although the Player characters will no doubt be suspicious, the skeleton is quite harmless.

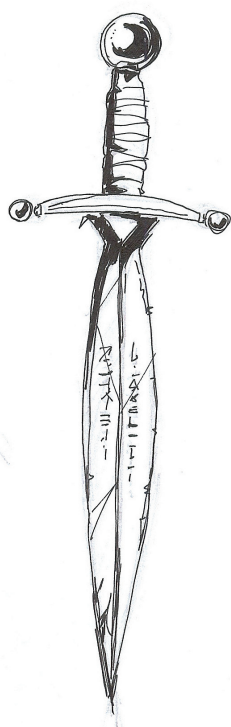
Silver Circlet

Fashioned from fine silver this is worth at least 3000sp to a jeweller/silversmith who could sell it for almost twice that.

Exotic Sword

An Old Empire sword no less! A bastard sword which can be wielded either 1 of 2 handed, it is forged from steel, a rare and highly prized metal alloy in Drakar. This confers +3 to the weapon damage and x100 value.

The sword has a keen edge and is made of steel – Krum's metal! It has also been enchanted by Krum's Forgemasters to deal double damage (once armour is penetrated) to the blood races of the Blood Gods (defined by the Old Empire as creatures of ancient evil, See Chapter 3 Blood Magic).



THE THING FROM THE CRYPT

However, before the player characters can examine the contents of the sarcophagus in more detail, the Watcher makes its move.

You become aware of something in the shadows beyond the sarcophagus. Something inky black in the darkness begins moving; crawling and flowing towards you...

Watcher of the Outer Dark

Demon of the Blood Gods

A large grey scaled orb, with a single huge eye, which is drawn to death and despair upon which it feeds.

STR: 45 CON: 30 DEX: 17 SIZ: 30 INT: 20 POW: 20
CHA: 5

Hit Points 30 Mortal Wound 15

Damage Modifier: +4D6

Armour: Scales (6 Points)

Magic Points: 20

Movement Rate: 25m Levitate

Unarmed Combat 75%

Tentacle Slash (1d8)

Tentacle Grapple

Ranged Combat 75%

Tentacle lash 1d6 (up to 20m)

The demon rapidly grows two tentacles for each character that attacks it. These scaly tentacles ending with dagger like claws can be used to grab opponents (i.e. grapple) or slash opponents at both close and up to 20m in Range.

Skills: Dodge 75%, Persistence 75%, Resilience 75%, Perception 75%.

Search:

Searching the back of the inner crypt reveals the remains of the sorcerer who summoned the creature mistakenly all those centuries ago. The skeleton is curled up in a corner.

ACROSS THE ICE

With nothing more to do at Icegate, the Player characters should soon set off across the glacier to locate the cave of the witch Ingrid.

The Dragon's Tail Glacier is a cold, forsaken place of vast ice plains, devoid of vegetation. Columns of rocks jut up through the ice where the pressure has forced them out, and huge drifts of snow make travel on foot difficult.

CLIMATIC EFFECTS

Every day the Player characters spend on the glacier a Resilience roll is required to resist the effects of the bitter cold. If the roll is failed, the Player character loses 1HP. If the Player characters are not wearing any cold weather clothing, this roll is lowered to Resilience – 25%

INFORMATION

Information about the mountains and glacier can be gained with a successful Nature Lore roll.

Eagle Mountains

This is a high range wending east and west along the northern borders of Drakar. The mountains loom over northern Nortland and harbour a primitive population of cannibalistic tribesmen, as well as such fauna as snow dragons and vampiric ice-worms. The passes are open only in spring and summer and lead to an even harsher frozen wilderness known as 'The Further North'.

Dragon's Tail Glacier

This is an ice field in the Eagle Mountains at a difficult pass between Drakar and the Further North. It is also called the River of Death Ice, perhaps after a river issuing from the glacier.

Frosthold

A castle of the sorceress Matilda, daughter of the frost giant Berglmir.

THE AMBUSH

As the Player Characters move across the ice...

1. Primitive Tribesmen

The Eagle Mountains harbour a population of cannibalistic aboriginals. Although rarely seen by visitors to the mountain region, these aboriginal tribesmen are sometimes known to attack travellers when food is scarce.

Clad in furs and a motley assortment of armour fragments, and wielding a variety of weapons, a group of 15 attacks the Player characters.

If the Player characters kill more than half their number, the remaining aboriginals will retreat. They are scared by any show of magic.

Aboriginal Tribesmen (x15)

Natives of the mountains who are frenzied cannibals and worshipers of the Blood Gods.

STR: 14 CON:14 DEX: 11 SIZ: 11 INT:6 POW: 9 CHA 10

Hit Points 11 Mortal Wound 6

Damage Modifier: +1D4

Armour: Leather and furs (2AP)

Magic Points: 9

Movement Rate: 15m

Close Combat 65% Bone Sword (1D6), Bone Knife (1D3)

Ranged Combat 60% Short bow (1D8)

Skills: Dodge 60%, Persistence 40%, Resilience 60%, Deception 60%, Natural Lore 65%, Perception 65%

Items: Waterskin, Tinderbox

2. Snow Demons

One night, while the Player characters sleep, a freezing mist rolls in from the north and engulfs the camp, limiting vision to three metres. A Perception roll by any player character awake and on watch will reveal an inhuman moaning sound somewhere in the rolling white mist.

All Player characters must make a Resilience roll to resist the effects of the supernatural cold that accompanies the mist. Failure means the loss of 1HP.

Suddenly the Snow Demons attack. There are three of them. Towering over 4m high, white fur stained with dried blood and gore of its victims, a snow demon is truly a terrifying sight.

Snow Demon - Demon of Friss

STR: 35 CON:35 DEX: 12 SIZ:20 INT: 8 POW: 10 CHA 5

Hit Points 26 Mortal Wound 13

Damage Modifier: +2d6

Armour: the Snow Demon's extraterrene physical makeup and heavy fur confers 8AP.

Magic Points: 10

Movement Rate: 15m

Unarmed Combat 65% Claws (x2) (1d6), Bite (1D8)

The snow demon can either attack twice with it

claws or once with its bite per round as its Combat action.

Skills: Dodge 50%, Persistence 50%, Resilience 80%, Deception 60%, Natural Lore 10%, Perception 50%

Special:

Appearance: Upon seeing a Snow Demon in the flesh, all PCs must make a Persistence test or be affecting as for a Fear spell by its intense corrupting aura.

Breath: at the expense of 3 magic points, a Snow Demon may emit a cone of intensely cold from its mouth. This mist has a range of 30' and deals 3d6 damage to any in the way. This damage penetrates non-magical armour as if it were non-existent. A Resilience roll is allowed to reduce the damage by half.

3. Snowstorm

At dusk, dark clouds gather on the horizon and a wind whips up as if from nowhere. A Survival roll indicates that a bad storm is on the way, and will hit the player characters in about 30 minutes.

As predicted, a violent snowstorm descends on the glacier. Over one metre of snow falls during the night with drifts as high as two metres player characters who found shelter from the storm must make Resilience roll to avoid losing 1HP to the intense cold. If any player character did not find shelter from the storm, they make a Resilience -25% roll and lose 1d3HP.

INGRID'S CAVE

The player characters will have to leave their sledges behind for the trek into the foothills of the Eagle Mountains to follow Brianna to the cave of the witch Ingrid.

The terrain is difficult, up an almost non-existent trail thick with snow which winds its way from the glacier up into the foothills. On both side jumbles of snow and ice covered rocks block out the faint winter sunlight, creating an eerie twilight. After about an hour the trail widens slightly opening up into a clearing, coated in virgin snow. Beyond the clearing the trail continues between a crack in a huge rock face that dominates the clearing.

Any player characters with Second Sight or Soul Sight will become aware of a glowing star shape about two metres from the ground on the rock face to the right of them. Only player characters who can see the star and make a Persistence roll are able to penetrate Ingrid's illusions and see the entrance to her cave. Allow any other player characters a Persistence -25% roll to penetrate the illusion once they see another

person seemingly disappear into what appears to be a solid rock face. Brianna and any player character who succeeded with their Persistence roll may enter the cave.

As you stare at the glowing star, the rock face seems to shimmer as if in a heat haze and suddenly a cave entrance appears before you. Light can be seen from somewhere within.

Once inside the cave entrance the player characters will discover that it is warm and lit by lamps mounted on the cave walls. Looking behind they will see the cave entrance as it truly is. There is a tunnel entrance on the far side of the cave, lit by lamps.

INGRID'S LIVING AREA

The tunnel emerges into a dimly lit cave, about 10 m across. In the centre of the room is a low stone table, around which are thick furs for sitting on. Another tunnel leads out the far side of the cave.

A fire flickers in a hearth to one side, and the walls are painted with various scenes from the Nortland Creation Myth. Laid out on the table are wooden and metal bowls and cups containing food and drink, almost as if someone were expecting you.

If the player characters enter the room, Ingrid appears behind them.

As you enter the room, a woman's voice suddenly sounds from behind you.

"What do you seek from Ingrid the witch?"

Turning around you see an old woman who can only be Ingrid the witch.

She is a Drakarian woman who looks about 60 years old, with long white hair braided with silver. She is dressed in heavy furs decorated with metal and bone jewellery, and leans on a rune-etched bone staff that looks like it was once the rib of some huge creature.

Her eyes are pale blue and sparkle with a youth that seems out of place in such an old face, and despite her advanced years, it is obvious that Ingrid was quite beautiful in her youth.

BEAR CAVE

This is where Uli the bear, Ingrid's "pet" and companion sleeps. Uli is a large white bear loyal to Ingrid, a gift from Villisa.

SUMMONING CAVE

This is where Ingrid performs her magics. The walls are covered in a multitude of wooden carvings and masks, and the centre of the floor is carved with a star of Mnara, the symbol of white magic. At each point of the star sits a wooden incense burner. Thin sunlight filters in from a chimney in the roof of the cave.

The Savage North

INGRID'S WORDS

Brianna tells Ingrid of her quest, while the old woman sits listening with her eyes closed. When Brianna finishes her tale, Ingrid smiles and opens her eyes.

"I had heard that the Brinsor Necklace had been stolen, but stolen by the daughter of Berglmir? There is more to this than there seems. I sense other forces are at work here, and the sorceress Matilda is not your true enemy. I sense the presence of an ancient evil at the heart of this.

But how to enter Frosthold secretly is the question. How indeed? You must travel to Stromgar's Gate. There is a cave in the ice beneath the statue that leads to a warren of tunnels. Beyond these tunnels lies the secret entrance into the castle. No more can I tell you."

Player characters can make a Culture (Drarkar) roll to learn the following about the God Stromgar:

Stromgar

The Nortland worship Stromgar, the Lord of Storm and War, who lives (according to legend), his castle far in the Further North. According to Nortland shamans, the souls of warriors who fall in battle go to Stromgar's Castle to feast and fight forever. This belief makes Nortland warriors terribly fierce in battle, and they often fight with no regard for their own safety.



Ingrid the Witch

Drakarian Female Shaman aged 64

STR: 10 CON:10 DEX: 11 SIZ:10 INT: 19 POW: 24
APP: 14

Hit Points 10 Mortal Wound 5

Damage Modifier: 0

Armour: 11 AP Total, although Ingrid only wears clothing that confers 1AP, she has Armouring Enchantments on all locations, giving her a further 10AP.

Magic Points: 24+22 (Allied spirit)+8 (from Staff)

Movement Rate: 15m

Close Combat 45% Staff (1D8), Knife (1D4+1)

Battle Magic 100% (All at 6 Magnitude) Call Spirit, Co-ordination, Countermagic, Create Charms, Create Potion, Create magic Point store, Demoralise, Dispel Magic, Dull weapon, Drive Out Spirit, Heal, Hinder, Light, Mindspeech, Protection, Second Sight, Spirit Shield.

Skills: Dodge 65%, Persistence 120%, Resilience 90%, Deception 50%, Natural Lore 110%, Perception 90%, Shamanism 150%

Special:

Fetch: Ingrid's Fetch has INT16 and POW22.

Items:

Staff: Carved from the rib of a wyrm, Ingrid's staff is a powerful magical item. It is a charm for a further 8MP. It has matrices for the following spells: Firearrow, Befuddle, Disruption 4. It also acts as a permanent Spirit Shield 5 spell for the user.

Bone Hawk Pendant: this item has a matrix for the spell Detect Enemy, which Ingrid always has in operation upon greeting visitors.

Silver Ring: Has a powerful Disease Spirit bound into it that Ingrid can order to attack foes. POW 16.

The Savage North

STROMGAR'S GATE

Once a huge statue of the God Stromgar stood here. The Dragon's Tail Glacier has since consumed the statue, so that only the head and shoulders are visible above the ice. Even so, these still tower to a height of 15 m. The area is dotted with columns of rock that jut up out of the glacier.

Perception:

A fissure in the ice extends from the front (southern face) of the statue that extends deep into the ice. There appears to be some kind of encampment next to the fissure. 4 sledges pulled by white wolves can be seen, and figures mill about a campfire that sends a pall of greasy smoke into the cold air. There are 4 Snow Ogres, a Snow Ogre Leader and 4 wolves. Use stats from Sellswords of the North for the wolves.



Notes: Over six feet of muscle, white skinned with piercing red eyes, Snow Ogres are an intimidating sight. With the aid of the Control Rune of the Yggss Priests, the Snow Ogres once allied to Matilda owe their allegiance to Yggss. The Control Rune is a small tattoo that each has on the back of their necks.

Snow Ogre Leader

STR: 21 CON: 18 DEX: 13 SIZ: 19 INT: 14 POW: 11
CHA 8

Hit Points 18 Mortal Wound 9

Damage Modifier: +1D6

Armour: Ring Mail (4 AP)

Magic Points: 11

Movement Rate: 15m

Close Combat 75%

Battle Axe 1D8

Target Shield 1D6

Knife 1D4+1

Ranged Combat 60%

Nomad Bow 1D8

Skills: Dodge 60% , Persistence 40% , Resilience 50% , Deception 40% , Perception 50%

Items:

Battle Axe with a rune for Bladesharp 3.

Crystal Pendant: on a leather cord around his neck, this pendant is worth 100sp.

Snow Ogres (x4)

STR: 20 CON: 18 DEX: 15 SIZ: 17 INT: 14 POW: 13
CHA 8

Hit Points 18 Mortal Wound 9

Damage Modifier: +1D6

Armour: Ringmail (3AP)

Magic Points: 14

Movement Rate: 15m

Close Combat 75%

2H War Maul 2D8

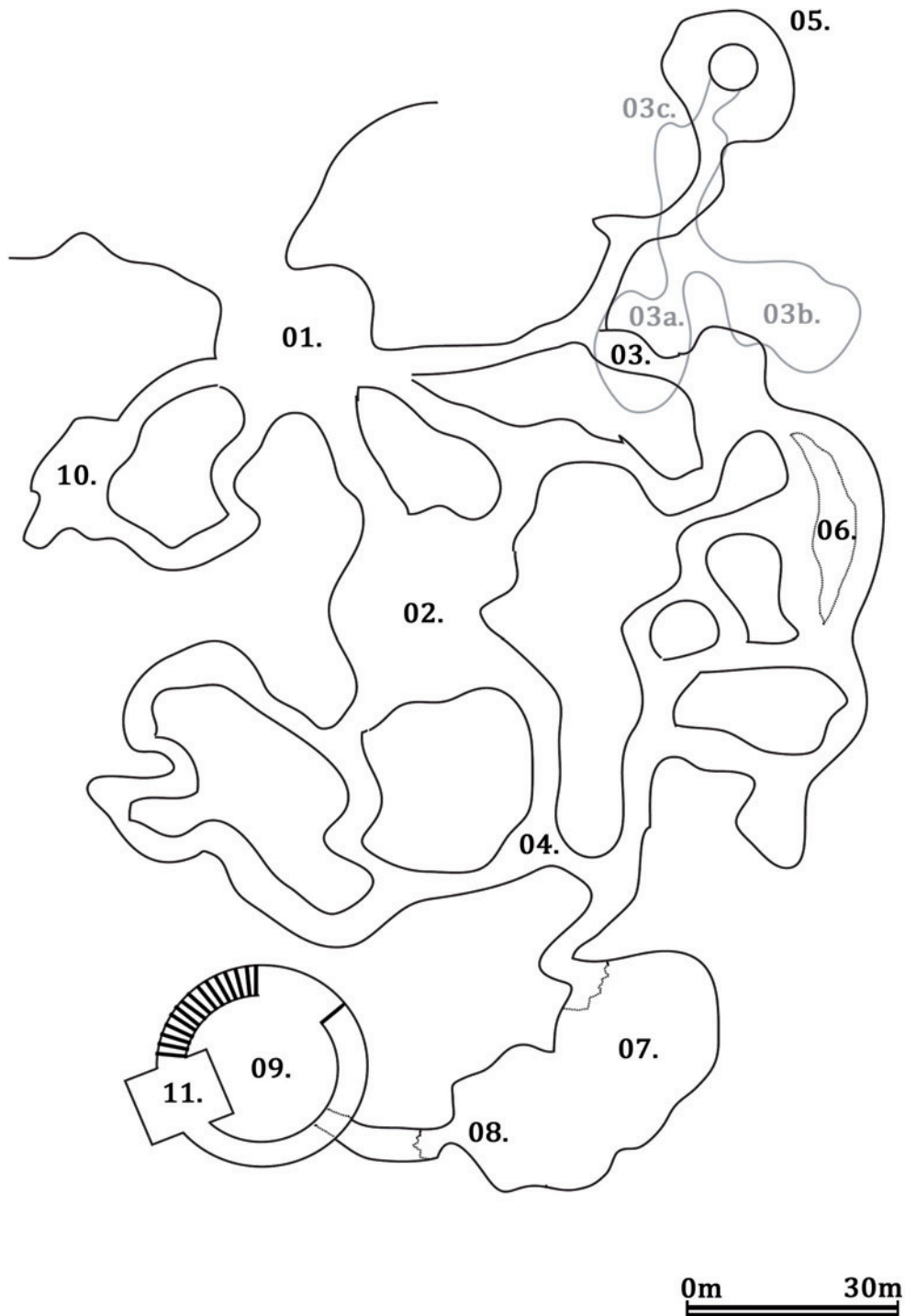
Skills: Dodge 50% , Persistence 40% , Resilience 60% , Deception 40% , Natural Lore 30% , Perception 40%

THE FISSURE

A Perception roll reveals a cave disappearing into the ice at the bottom of the fissure.

The fissure is 15 m deep, and climbing to the bottom is difficult. A Search roll reveals that a series of metal shod wooden pegs have been driven into the one wall of the fissure, extending from the ice by 50cm, to act as a crude ladder.

SN02 MAP 2 THE ICE CAVES BELOW FROSTHOLD



THE ICE CAVES

MAP 2

1. THE ICE CAVE

The cave at the bottom of the fissure is dark and silent. It is about 15m across and roughly circular, with 4 tunnels disappearing into its walls.

2. STALACTITE CAVE

The tunnel emerges into a large cave (30m across) with a high ceiling. Stalagmites of ice thrust up from the ground, in some places joining with hanging stalactites to form columns of ice. 3 other tunnels lead out of this cave, at roughly equal distances around the walls.

A Perception roll allows those successful to spot what appears to be a frozen corpse in the centre of the cave. Closer examination reveals that this is the frozen corpse of a Nortlander adventurer; his head is smashed beneath his crushed helmet. Before the player characters can search the body, however, they may activate the trap in this room.

If Player characters of a combined SIZ of 20 enter the room at the same time, stalactites fall from the ceiling above them. A successful Dodge roll avoids the trap. Any hit by a stalactite takes 3d6 damage to a random hit location.

If another Player character now enters the room while there is SIZ 20+ of player characters in the room, the trap activates again.

A Perception roll reveals that the frozen corpse has a brass ring carved with runes clutched in it's left hand – contains special Battle Magic spell Warmth (allows wearer to avoid resistance rolls against the effects of cold weather, and to ½ damage taken from cold based attacks).

3. ICE BREAKS UNDERFOOT

As the player characters advance up this particular tunnel, the ice under the feet of the lead Player character breaks, opening up a 10 m drop into an ice cave. An Athletics roll allows the Play to grasp hold of the edge of the hole, at the expense of dropping anything they had in their hands.

Falling 10 m into the ice cave below causes the victim to suffer 1d6 damage. They find themselves in (3a).

3A. CAVE OF BONES

The player characters are in a cave 15 m across that is dark except for whatever light comes from the tunnel above.

The floor of the cave is hard and icy, littered with many bones and dried blood. Closer examination reveals that while a lot of the bones are those of animals, some are not – they are human bones. A

dark 3 m wide tunnel leads out of the cave.

3B. CAVE OF THE ICE MAGGOT

An ice maggot dwells in here. It was discovered by the Snow Ogres some time ago and ever since they have been feeding it animal carcasses and the occasional live prisoner. It won't hesitate to attack the player characters.

Ice Maggots

These Demons of Friss tunnel up from the Outer Dark through the ice of Dragon's Tail Glacier. They have a massive slug like body, filled with putrid mass, and a heade that is a mass of writhing tentacles.

STR: 48 CON: 37 DEX: 7 SIZ:40 INT:17 POW: 16

Hit Points 34 Mortal Wound 17

Damage Modifier: +4D6

Armour: 5AP hide and muscle.

Magic Points: 16

Movement Rate: 10m

Unarmed Combat 75%

Tentacles 2D6 + Blood Drain

Bodily Crush 4D6

Special:

Blood Drain: if a tentacle attack succeeds it clings and worms its way into a victim's vitals, draining 1d6 CON.

The Ice Worm regenerates 4HP per round.

Skills: Dodge 50% , Persistence 35%, Resilience 50% , Deception 20%, Perception 50%



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Treasure of the Ice Maggot

The cave of the ice maggot smells foul, and is filled with the creature's bulk, but around and beneath it, you can see the bones of its more recent victims, along with their possessions.

Search:

Roll on the table below once per Player character searching to see what they find:

D100:	Treasure:
01-35	Player character finds money – 1d100sp and 1d20gp.
36-50	A skeleton wears a copper ring inscribed with the mark of Lokin, a god of thieves worshipped in most of Drakar (regional variations exist). His name is used to identify other thieves.
51-60	A battered round shield with a white dragon crest.
61-70	Silver flask with the symbol of Minra on it's front. It contains a healing salve with 2d20 uses left. If spread onto a wound it heals 1d6HP. The salve can only be used once per wound. The flask is worth 300sp.
71-85	Leather pouch contains 1d10 gems worth 1d100sp each.
86-95	Dagger – a finely crafted bronze dagger, x1 quality.
96-98	Spear – a spear with a broken shaft is found. On closer examination the head of the spear is seen to be forged from iron. This confers +50% AP and x2 quality.
99-00	Star Stone Pendant – a glint of silver catches the Player characters eye, and around the neck of a skeleton they find a pendant on a silver chain. The pendant is a Starstone of Mnara, a Powerful magical item against evil. Effects: Whilst worn around the neck, the Starstone acts as a permanent Spirit Block 3 spell and confers Soul Sight on the wearer when viewing the servitor races of Blood Gods.

3C. A WAY OUT?

The ice tunnel here slopes upwards towards a hole in the ceiling, about 3m square. On the icy ground directly underneath the hole there is much dried blood and frozen animal and human bones.

The hole in the ceiling goes up vertically for 10m where it emerges in (5).

4. ICE FALL

As the Player characters advance down this tunnel, part of the ceiling above them caves in, engulfing the lead 2 Player characters in heavy chunks of ice and snow. A successful Dodge roll allows them to leap beyond the cave-in and take only half damage.

Unlucky Player characters take 1d6 damage from falling debris.

5. THE PIT OF THE ICE MAGGOT

This cave is roughly 10m across and dominated at its centre by a pit 3m across that disappears into the floor. Around the pit wooden posts are driven into the icy floor, from which rusty manacles hang.

The pit descends 10m into the lair of the Ice Maggot. The Snow Ogres chain prisoners in here who are due to be thrown to the creature. If you wish, an Non Player character could be chained here.

6. CREVASSE

The tunnel here widens and is split up the centre by a wide crevasse that disappears into the depths of the glacier. The floor on either side of the crevasse is icy. Player characters must make an Athletics roll here to avoid falling into the crevasse. If they fail, allow an Athletics to grip the edge of the crevasse before they plunge 15 m to land on a ledge, taking 1d6 falling damage to 5 hit locations. The crevasse is over 30m deep.

7. THE LAKE

The tunnel emerges into a cave, on the shores of a subterranean lake. The water is inky black and sluggish with freezing ice particles. The far side of the lake, if one exists, is shrouded in darkness.

The subterranean lake is over 10m deep and about 20m out from the shore the water disappears into a tunnel that leads to (8).

How the Player characters get across the lake is a problem. There is a ledge 1m down just at the edge of the lake at the bottom of which, hidden beneath a canvas cloth and weighted down with rocks is a raft, capable of holding SIZ 30.

8. GUARD POST

The water tunnel ends after about 15m, and there is a mooring post upon which hangs a lantern here. This cave unlike the rest of the ice caverns is made from stone, not ice. A tunnel leads out of the far wall. Also here are two Snow Ogre sentries, armed with spears and bows. They will begin firing arrows at the player characters when they are 6m away.

As the player characters boat arrives at the shore, one of the Snow Ogres will make a run for it, trying to sound the alarm bell in (9). Use Snow Ogre stats

from earlier in the adventure. The tunnel ends after a further 10m in (9).

9. THE CHIMNEY

The tunnel opens out into a large cavern, over 30 m across, and which stretches up over 150m giving the impression of standing inside a vast stone chimney. Although the cavern walls and floor are made of stone, there is a thin layer of ice covering every surface.

A spiral staircase, cut from the stone, runs up around the wall out of sight above.

In the centre of the cave, hanging from a wooden frame, is a large brass gong with a wooden hammer next to it.

The player characters are now just below the secret entrance to Frosthold. Climbing the stairs is difficult, as they are very slippery with ice. When the player characters are about 75m up the stairs, they run the risk of being spotted by the sentries up above. Before this happens, read the following:

When you are about halfway up the spiral staircase, you become aware of a light source at the top of the cavern.

From where you are you can see what appears to be a ledge at the top of the stairs, part of which overhangs the cavern below. It is in front of this overhang that you spy what looks like a giant snakes head, carved out of the rock. It is from the mouth of this immense carving that the light comes.

If the player characters are cautious now, they may not alert the sentries. If they take no precautions, the sentries attack. Four Snow Ogres and four goblins guard the secret entrance to Frosthold. In addition

to their normal weapons, these carry spears for throwing. If player characters are spotted, the four goblins will man the arbalests, while three of the Snow Ogres will attack using their bows and when the range closes with spears. The remaining Snow Ogres will be sent to alert the guards.

Snow Ogres - see Stromgar's gate p 47

The player characters on the spiral stairs pass in view of the sentries 3 more times (3 rounds) before they reach the top. A Player character running up the steps must make an Athletics roll or fall.

10. CAVE

An empty cave, 6m square.

11. SNAKE HEAD

At the top of the spiral stair, about 10m from the top of the cavern, a 3m wide stone ledge is cut into the rock. Where the stairs arrive, a 10m wide thick stone ledge extends out over the cavern below to a distance of 3m (creating a 10m section of the ledge where it is twice as deep). Set into the rock opposite this ledge is a huge (6m tall, 10m wide) carving of a snake's head with its mouth wide open. The open mouth forms the entrance to a cut stone tunnel, 5m wide, lit with guttering torches.

At either end of the ledge, overlooking the cavern below are mounted 2 arbalests. Next to each is a basket of quarrels.

As stated in (9), the entrance to Frosthold is guarded.

An arbalest this size can fire 1/3MR and has a range of over 715m. It deals 2d6+2 damage and has an Enc of 8.0.

Goblin Sentries

STR: 16 CON:16 DEX: 16 SIZ:11 INT:13 POW: 10

CHA 5

Hit Points 14 Mortal Wound 7

Damage Modifier: 0

Armour: Ringmail (3AP)

Magic Points: 11

Movement Rate: 15m

Close Combat 60% Shortsword (1d6+2) Knife (1d4+1) Spear

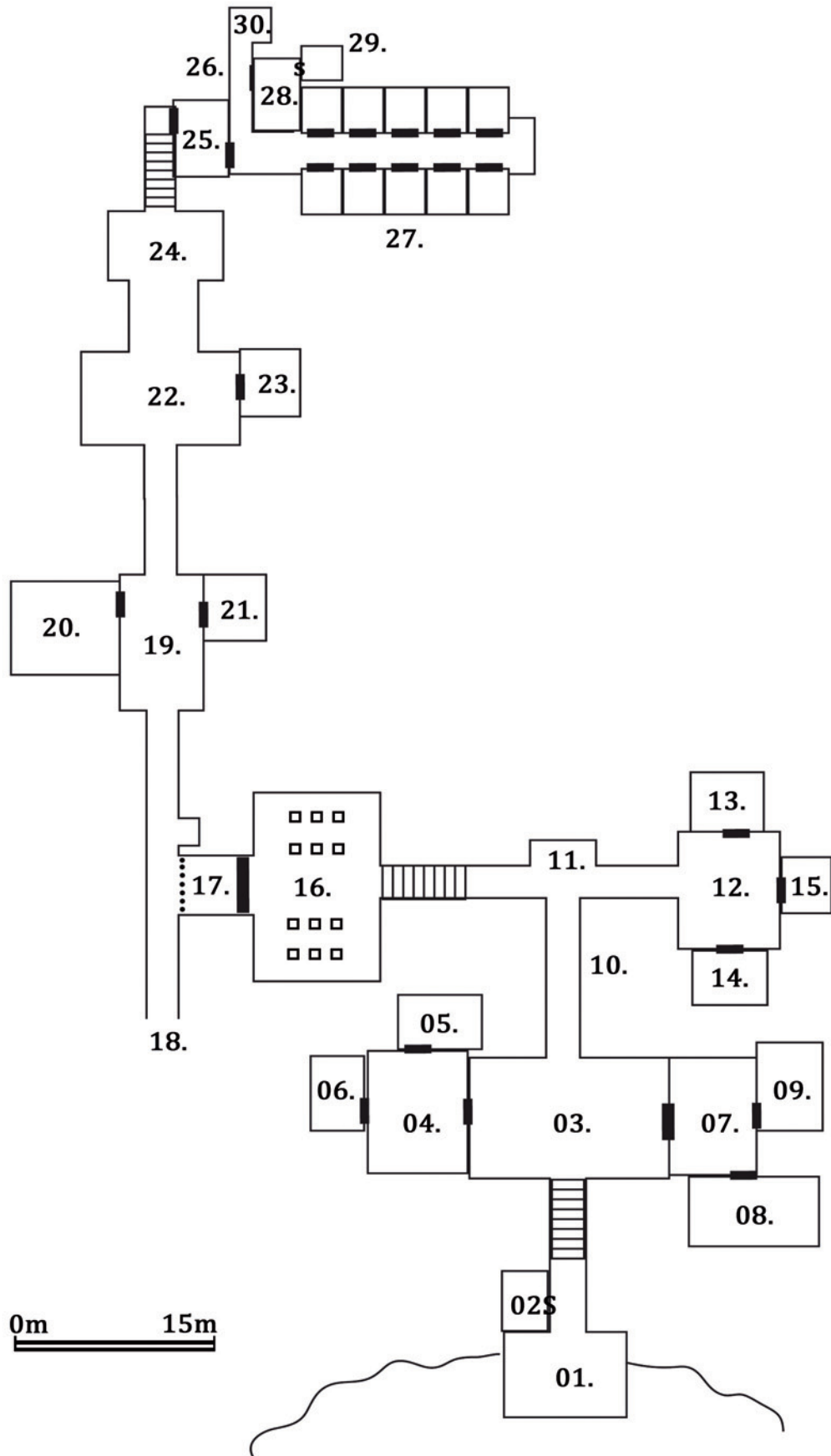
Ranged Combat 50% Short Bow (1D8 75m,1 round to reload)

Skills: Dodge 50%, Persistence 30%, Resilience 40%, Deception 75%, Natural Lore 75%, Perception 75%.

Items: furs, 1d10 Copper pieces



SN02 MAP 3 THE DUNGEONS BELOW FROSTHOLD



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FROSTHOLD – DUNGEON LEVEL

MAP 3

The dungeons of Frosthald run out from under the castle beneath its southern wall, and lead to a hidden entrance accessible only from the ice caves below Stromgar's Gate. They are inhabited by goblins and Snow Ogres, minions of the sorceress Matilda and the Snake-Priests.

1. INTO THE SERPENT'S MOUTH

Inside the entrance is a cut stone tunnel, 5m wide, lit with guttering torches.

Search: there is a secret stone door in the left wall of the tunnel. It leads to (2).

2. WINCH ROOM

A small (6m square) room that houses the winch controls for the portcullis. 2x goblins operate the portcullis. The portcullis winch takes STR 12+ to operate.

3. THE RECEPTION HALL

15m wide and 10m across, this hall is supported by large pillars intricately carved with leering demons and writhing snakes. A thin greasy smoke layer hangs about 1m from the floor. A 5m wide tunnel heads out of the room opposite the entrance, while in the west and east walls lie sets out heavy wooden double doors. Both lie slightly ajar. The flickering of a fire can be seen coming from the west doors.

4. OGRE GUARD BARRACKS

10m x 6m room, containing straw mattresses (x12), barrels, a table and 6x chairs. 2 doors – 1 in east wall, 1 in the south wall. The one in the south wall is locked and reinforced.

This is where the snow ogres guarding the secret entrance sleep. Four ogres are always on guard at the Snake Head (ice caves: 11), at least 4 are usually found here. The remaining four guard the junction at the statue of Yggss (10). Use Snow Ogre stats from the beginning of the adventure.

Search: there is nothing of worth here. The ogres carry what wealth they own, which is little.

5. SNOW OGRE ARMOURY

The Snow Ogre captain has the key that open the lock to this room. Otherwise, the door is counted as having a -25% modifier to force using an Athletics test. Within, armour and weapons are stacked on racks and shelves. In here there can be found:

- 12x bone long spears
- 6x sets of tarnished and smelly ringmail armour with accompanying bronze helmets. They will fit SIZ 18.
- 12x bone broadswords
- 4x bone knives
- 6x self bows
- 3d20 arrows
- a barrel of arbalest bolts (1d20)
- arbalest spare parts

6. THE SNOW OGRE CAPTAIN'S CHAMBER

6m square room sparsely furnished with a fur covered straw mattress, a wooden chest and a barrel, resting on which are two metal goblets. On one wall are a set of manacles and chains, used by the captain when he tortures prisoners privately. Unless alerted to the Player character's presence, the Snow Ogre guard captain will be here.

Snow Ogre Captain

STR: 22 CON: 18 DEX: 16 SIZ: 19 INT: 14 POW: 14
CHA 11

Hit Points 19 Mortal Wound 10

Damage Modifier: +1D6

Armour: Ring Mail (4 AP)

Magic Points: 14

Movement Rate: 15m

Close Combat 85% 2H Great Hammer (2D8)

Knife (1D4)

Ranged Combat 60% Nomad Bow (1D8)

Skills: Dodge 70% , Persistence 50% , Resilience 50% , Deception 40% , Perception 50%

Items:

Bronze Key: on a leather cord around his neck, this key opens the armoury (5).

Silver Torc: carved to resemble a snake, this is worth 100sp and is enchanted with the Battle Magic spell Mindspeech 1. The captain uses it to contact the Goblin Captain in (9).

Search: The wooden trunk is 1m long and contains 2 sacks and a small ebony case about 50cm long.

Sack 1

Contains 2 bottles of fine Gatanese brandy.

Sack 2

Contains fine silk and samite clothing, obviously too small for the Snow Ogre captain – these are taken from prisoners. Hidden in between the clothing is a small leather pouch containing 35 gold coins of Gatanese mint.

The Ebony Case

Two clasps hold this box shut. Within is a set of high quality tools obviously meant for torture.

7. GOBLIN BARRACKS

10m x 6m room, containing straw mattresses (x12), barrels, a table and 6x chairs. 2 doors – 1 in west wall, 1 in the north wall. The one in the north wall is locked and reinforced.

This is where the goblins guarding the secret entrance sleep. 4 goblins are always on guard at the Snake Head (ice caves: 11), at least eight are usually found here. Use Goblin stats from The Chimney (ice caves: 10).

Search: there is nothing of worth here. The goblins carry what wealth they own, which is little.

8. GOBLIN ARMOURY

The Goblin captain has the key that open the lock to this room. Otherwise, the door is counted as having 8AP. Within, armour and weapons are stacked on racks and shelves. In here there can be found:

- 12x bone long spears
- 6x sets of tarnished and smelly ringmail armour with accompanying bronze helmets. They will fit SIZ 18.
- 12x scimitars
- 4x bone knives
- 6x self bows
- 3d20 arrows
- a barrel of arbalest bolts (1d20)
- arbalest spare parts

9. GOBLIN CAPTAIN'S CHAMBER

6m square room sparsely furnished with a fur covered straw mattress, a wooden chest and a barrel, resting on which are 2 metal goblets. On one wall are a set of manacles and chains, used by the goblin captain when he tortures prisoners privately. There is currently a red haired Drakar woman hanging from the chains, naked and covered in blood.

Unless alerted to the Player characters presence, the goblin guard captain will be here, busy with his torture session.

Charnog Goblin Captain

STR: 19 CON: 16 DEX: 16 SIZ: 13 INT: 13 POW: 10
CHA:8

Hit Points 15 Mortal Wound 8

Damage Modifier: +1D6

Armour: Ringmail (3AP)

Magic Points:

Movement Rate: 15m

Close Combat 75%

X2 Scimitar (1D8)

Knife (1D4)

Ranged Combat 65%

Shortspear (1D6, 38m range)

Skills: Dodge , Persistence , Resilience , Deception , Natural Lore , Perception

Items:

Bronze Key: on a leather cord around his neck, this key opens the armoury (8).

Silver Torc: carved to resemble a snake, this is worth 100sp and is enchanted with the Battle Magic spell Mindspeech 1. The captain uses it to contact the Snow Ogre Captain in (6).

Notes:

He is proficient at 2 weapon fighting. Like all minions of Frosthold, Charnog has the control rune on the back of his neck

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The Prisoner

Beiwe is a Drakar priestess of Villisa, who was also looking for the Brinsor Necklace. She and her party fell foul of the denizens of Frosthold, and only she and one other still live (Erik, a warrior, imprisoned in location 27).

Beiwe is gravely injured and has been tortured by the goblin and ogre guards for over 6 days now, ever since the Serpent Priests of Yggss finished their interrogation of her. Her belongings are in the prison store room (28). Beiwe knows that the sorceress Matilda is under the thrall of some ancient evil, present in the castle. For more details, read below:

Beiwe, Initiate of Villisa

Red haired Drakar Female aged 26.

STR: 13 CON: 14 DEX: 11 SIZ: 11 INT: 15 POW: 16
CHA:14

Hit Points: 13 (02) Mortal Wound: 7

Damage Modifier: 0

Armour: None when first encountered.

Magic Points: 16 (04)

Movement Rate: 15m

Close Combat 60%

No weapon when first encountered

Ranged Combat 60%

No weapon when first encountered

Skills: Dodge 60%, Persistence 50% , Resilience 50%, Deception 50%, Natural Lore 50%, Perception 50%, Influence 50%

Magic

Divine Magic Shield 1, True Weapon

Battle Magic 65% Demoralise, Weapon Enhance 3, Heal 3

Items: (Currently in location 29)

Silver Ring: This ring is enchanted with the special cult Spirit Magic spell Warmth (allows wearer to avoid resistance rolls against the effects of cold weather, and to ½ damage taken from cold based attacks).

Beiwe's Story

If the sorcerer Tarik had not thrown in his lot with us, our quest would have been doomed from the outset. Tarik had brought with him the cloak of Naat, goddess of the night, and thus protected by this magic we were able to sneak by the Guardian which guards the main gates and into Frosthold disguised as a Snow Ogre patrol.

Our presence did not go undetected for long: upon reaching the chambers of the sorceress Matilda, we found her in the company of a member of a race thought dead and forgotten since before the Fall of the Old Empire– a serpent man, one of the Children of Yggss. (Yggss - the serpent god said to be the Father of all Serpents).

But this serpent man was dead – mummified and ancient, alive only through some foul black magic the kind of which is practised by the followers of the Blood Gods.

We fought, but a traitor was in our midst – Tarik the sorcerer betrayed us, killing Bjorn with one of his spells, and throwing in his lot with the enemy.

I saw Leif and Bjorn die, and I and Erik were overwhelmed by the castle guards. We were taken and placed in separate cells, I know not if he still lives.

During my sojourn here, I have learned that the true rulers of Frosthold are the Children of Yggss. The sorceress Matilda and all her minions are in the thrall of those undead relics from a dead age, who plot obscene alien plots in a hidden temple beneath the castle.

Search:

On the floor next to Beiwe is an unrolled piece of leather containing crude torture implements. The wooden trunk is 1m long and contains 2 sacks.

Sack 1

Contains 2 bottles stoppered with wax. One contains a clear liquid (POT 30 blade venom which does 2d6 damage instantly with 5x applications left – each use lasts 1 hr) the other contains a sluggish amber liquid (healing potion +1d8HP – 1 use).

Sack 2

Contains a cat skull wrapped in oiled cloth. This is the binding object for a Magic Spirit POW 8.

10. CORRIDOR

The corridor here is 3m wide and lit at regular intervals by oil lamps. It is cold and damp. The T-junction is guarded by four Snow Ogres.

11. STATUE OF YGGSS

Set into an alcove here on a pedestal is a 6' obsidian statue of the serpent god Yggss.

12. AGENTS OF YGGSS

This room and the rooms off from it (13-15) are inhabited by agents in the employ of the serpent priests of Yggss, while they are residing at Frosthald.

If the alarm has been raised, the occupants of this section will be armed and on their way to kill the Player characters. The room is 10m x 6m and has a long table around which are 6 chairs. On the table are 2 opened bottles of wine, 3 goblets (silver, worth 100sp each) and some half eaten food. There are 3 barrels of ale in one corner. 3 wooden doors in the N, E and S walls. Rooms 13-15 are all 6m x 6m

13. HAMISH'S QUARTERS

Sparsely furnished – a wooden bed covered in furs, a low wooden table on which sits a backpack and a sack.

Hamish, Pictish Mercenary

STR: 17 CON: 16 DEX: 15 SIZ: 16 INT: 8 POW: 10
CHA:10

Hit Points16 Mortal Wound 8

Damage Modifier: +1D6

Armour: Chainmail (5AP)

Magic Points: 10

Movement Rate: 15m

Close Combat 75%

Great Axe 2D8

Knife 1D4+1

Ranged Combat 75%

Shortspear 1D6, 34m

Skills: Dodge 75%, Persistence 30%, Resilience 50%,
Deception 50%, Natural Lore 50%, Perception 50%

Items:

Lighting Bolt Tattoo: This tattoo on Hamish's chest is a matrix for the Divine spell Berserk.

Search:

The backpack contains adventuring gear, while the sack contains some salted meat, wrapped in leaves.

14. TEMUR'S ROOM

A wooden bed is draped in silk sheets.

Temur the Sellsword from the Jungles of the South

STR: 19 CON: 16 DEX: 16 SIZ: 16 INT: 14 POW: 10
CHA: 10

Hit Points 18 Mortal Wound 9

Damage Modifier: +1D6

Armour: Ringmail (3AP)

Magic Points: 10

Movement Rate: 15m

Close Combat 75% Naginata 1D10

Skills: Dodge 60%, Persistence 40%, Resilience 60%,
Deception 40%, Perception 50%

Items: Naginata: an exotic weapon, basically a pole with a sword blade on the end, which can be used as a cutting or thrusting weapon.

15. CURRENTLY EMPTY.

16. TILED HALL

The corridor here ends at a flight of wide stone steps that lead up to and arched entrance to a large hall, 18m across and 12m deep, lit by guttering torches set into the N and S walls. The 15m high roof is supported by large stone pillars (x24), each carved with a relief of intricate, writhing snakes. The floor is tiled with large 1m square tiles, black and white arranged in a chessboard pattern. A set of large double stone doors stand half open at the far side of the room.

The room is, of course, trapped. See below for how to cross the room safely, and what combination of tiles triggers the room's traps.

Alternating black-white or vice-versa

This is the only way to cross the room safely without activating one of the room's two traps.

Black tiles only

Stepping on only black tiles activates a trap. The second tile the Player character steps onto opens up into a pit, 6m deep. Allow the Athletics – 25% roll to grab hold of the edge of the pit and save themselves from falling – of course they will have to drop whatever they are carrying.

The floor of the pit has 5 x 5' spikes pointing up from the floor. Roll 1d3 to see how many spikes the Player character lands upon. Each spike does 1d8+1 damage. The floor of the pit is stained with dried blood and

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broken bones lie about.

White Tiles Only

Stepping on only white tiles also activates a trap. As the Player character steps onto a second white tile there is an audible click, and secret panels in each of the 24 stone pillars opens up, revealing a figure dressed in tarnished armour and tattered clothing, wielding a rusty weapon. As the figures step out of their hiding places, you see their rotting, skeletal faces. They are zombie guardians.

Zombie Guardian

An ancient undead guardian of Frosthald.

STR: 17 CON: 17 DEX: 9 SIZ: 13 INT: 0 POW: 0
CHA 0

Hit Points 15 Mortal Wound 8

Damage Modifier: +1D6

Armour: Ringmail (3AP)

Magic Points: 0

Movement Rate: 15m

Close Combat 45%

Long sword 1D8

NOTE: Zombies are immune to mind control magics, disease and poison.

17. INNER GATES

Beyond the stone gates lies a 3m wide corridor that ends after 10m in a metal portcullis, which blocks the way. A bell and small hammer hang from the wall. Ringing the bell will bring the torture chamber guard room (19) to see who is calling. If they see the player characters, they will quickly raise the alarm in the castle above.

The portcullis machinery lies just around the corner from the gates, out of sight from the player characters. To lift the portcullis would require beating STR 50 – up to 4 Player characters can try to lift the portcullis at a time.

18. CAVE IN

The tunnel ends here at the site of an ancient cave-in.

19. TORTURE CHAMBER GUARD ROOM

The tunnel opens out into a 6m wide 12m long room lit by oil lamps. A tunnel continues out of the north wall, and there is a door in the east and west walls. There is a table and 6 chairs here. Unless events have caused the guards to be elsewhere, there are 6 Snow

Ogres guards here. Use stats from earlier.

Search: on the table is a deck of playing cards, 4 bone dice, 4 wooden cups and a large wineskin of ale, 27cp and 14bp.

20. TORTURE CHAMBER A

12 mx10 m room, furnished with the tools of torture. There is a metal rack, manacles on the walls, a table covered in torture implement, a bucket of water, a small brazier and the floor is stained with dried blood. The room is currently unoccupied.

21. TORTURE CHAMBER B

Smaller than the other torture chamber, this room is 6m x 10m and is furnished with a stone table, with chains and manacles. The table is pitted and stained. The room is currently unoccupied.

22. HALL

The tunnel from the torture chambers ends at a raised portcullis, which leads into a 12m x 10m unlit hall. Light can be seen coming from a 6m wide hallway that leads out of the hall's north wall, and from under the doorway in the east wall.

23. HEAD JAILER S QUARTERS

This is where the head jailer sleeps when not on duty in the prison (27). There is a 25% chance he will be here.

The room is 6m x 12m, furnished with a straw mattress, a table and chair, some food and eating utensils. An oil lamp burns on the table.

24. HALLWAY

Identical to (22), except this hallway is lit with oil lamps and is guarded by 4 Drakar warriors. Each was in the employ of Matilda, but are now in the thrall of the serpent priests.

Drakar Guards

STR: 15 CON: 14 DEX: 13 SIZ: 15 INT: 12 POW: 11
CHA 10

Hit Points 15 Mortal Wound 8

Damage Modifier: +1D6

Armour: Ringmail (3AP)

Magic Points: 11

Movement Rate: 15m

Close Combat 65% Battle Axe 1D8 Round Shield
1D6

Skills: Dodge 45%, Persistence 45%, Resilience 45%,
Deception 45%, Perception 60%

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Beyond the hallway, a 5' wide set of stone steps leads into a tunnel out of the north wall. The steps lead up for 10m before ending at a wooden door in the east wall on a small landing. The door is unlocked.

25. GUARD ROOM

A 6m x 6m room, one other door on the east wall. Sat around a table in here are 4 goblin guards, arguing over a game of dice. 17bp and 13cp lie scattered on the table.

26. CORRIDOR

Corridor running north-south. At it's southernmost end it turns east into a 5m wide tunnel which ends after 6m at a locked wooden door guarded by 2 Drakar warriors (as in 24).

27. DUNGEON

Beyond the wooden door is a dungeon. It is 12m x 18m and there are 2 rows of metal grates in the floor, 5 either side of a 5m walkway across the centre of the room. At the far end of this walkway is a table and chair, on which sits a Snow Ogre guard. There is a 75% chance that the head jailer will also be here. Use Snow Ogre Captain's stats from (5).

Search: The guard has a loop of heavy keys attached to his belt. They unlock the barred pits that function as cells. The head jailer has an iron key that opens the door to (28).

The Cells

Below each metal grate is a 6' square cell, 5m deep. Currently only 2 of the 10 cells are occupied (Beiwe makes 3).

Prisoner 1: Erik

Erik is one of Beiwe's party members, a Drakar warrior sworn to protect the priestess. Erik is injured – he has an infected wound in his thigh, and he wears only a cotton shift. His belongings are locked in (28).

Prisoner 2: Tarik

Tarik was one of Beiwe's party members, an Gatanese Sorcerer of the Imperial College of Magic, in the employ of an Imperial Wizard corrupted by the Book of Blood recently discovered in Newcastle. He betrayed Beiwe and his fellow party members in the hope of siding with the rulers of Frosthold in order to steal the Brinsor Necklace and return it to the Wizard. He was to be well paid, but the serpent priests saw his true intentions and threw him here to languish until they decide what to do with him. . His belongings are locked in (28).

Erik, Drakar Warrior

Red haired Vanir warrior aged 23.

STR: 15 CON: 15 DEX: 16 SIZ: 15 INT: 13 POW: 11 CHA 14

Hit Points 15 (08) Mortal Wound 8

Damage Modifier: +1D6

Armour: None when first encountered

Magic Points: 11

Movement Rate: 15m

Close Combat 75%

None when first encountered

Skills: Athletics 65% Dodge 45% , Persistence 55% , Resilience 65% , Deception 45% , Natural Lore 45% , Perception 55%

Items:

Sword: Erik's sword is forged from iron, and is x1 quality. It currently has Damage Boost 3 cast on it by Tarik, with 2 months duration left.

Notes:

Erik is sworn to protect Beiwe on her quest to find the Brising Necklace. He is secretly in love with the priestess, and offered his services to the temple of Villisa in Frostgate.

Erik is injured – he has an infected wound in his thigh, and he wears only a cotton shift.



Tarik, Adept Sorcerer (Necromancer)

Black haired Gatanese Sorcerer aged 34.

STR: 10 CON: 14 DEX: 10 SIZ: 11 INT: 18 POW: 16
CHA: 14

Hit Points 15 Mortal Wound 8

Damage Modifier: 0

Armour: None when first encountered, but has a
Damage Resistance 5 (1 week duration)

Magic Points: 16

Movement Rate: 15m

Close Combat

No weapons when first encountered.

Ranged Combat

No weapons when first encountered.

Magic

Sorcery 75%. Animate Dead, Dominate [Zombie],
Sense Life, Sense Undead, Tap [CON], Banishment,
Create Basilisk, Create Vampire, Immortality,
Summon [Zombie]; Energy Projection (Lightning);
Damage Resistance

Skills: Dodge 45%, Persistence 75%, Resilience 55%
, Deception 80%, Influence 75%, Perception 75%

Tarik was one of Beiwe's party members, a
Gatanese Sorcerer, formally of the Imperial
College and secretly in the employ of the Serpent
Priests who promised him access to their
blasphemous magic.

He betrayed Beiwe and his fellow party members
, but decided to steal the Brising Necklace for
himself. He was to be well paid, but the serpent
priests saw his true intentions and threw him
here to languish until they decide what to do with
him.



28. STORE

The door to this room is heavy and locked. The key is on the belt of the head jailer. The door has 10 AP and the lock requires a Special success in Mechanisms for a Player character to pick it. The room is 6m x 10m and unlit. Along the east wall are a jumble of sacks and wooden chests, against which rest a number of shields and armour pieces.

Search:

The sacks and chests contain clothing, weapons, armour pieces and adventuring gear – the belongings of the prisoners of Frosthold. If a Player character states that they are looking for a specific item, allow a chance to find it, as you see fit.

Beiwe and Erik will be able to find most of their clothing, armour and gear here, although some of their items will be missing, which they will comment on. The missing items are in (29).

Scrutinise:

If a Player character makes a Critical Perception roll, they will find a panel in the east wall that is painted to resemble stone. Behind the panel (only 1' square, at chest height) is a metal lock. Katorn the Stygian warrior (see later) has the only key to this lock.

Only a Special Mechanisms roll made with a -25% penalty will open the lock. Failure causes a poisoned metal dart to strike the unfortunate Player character in the hand. The dart is coated in a POT 30 paralysis poison that lasts for 20-CON hours.

The secret door is made of stone and cannot be opened.

29. SECRET HORDE

The stone door rumbles open, revealing a 3m x 3m room, at the centre of which is a large stone chest, 6' long, 1m wide and 1m high. It is unlocked but too heavy to move. The chest contains magical and special items taken from prisoners. See the list below:

Bag of Potions:

A leather satchel contains 5 small glass vials which are stoppered with corks and sealed with wax. They belonged to the sorcerer Tarik.

1. Inky black liquid. Label has a black cloud on it. When opened/smashed the liquid in this vial turns into a thick choking black smoke that expands to fill a 6 m square area. All in the smoke cannot see and must make a Resilience roll or become incapacitated for CON-20 MR.
2. Sluggish clear liquid. Label has an eye with a cross through it. When imbibed this potion turns the drinker invisible for 10 MR. It has a drawback – metal stays visible.

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3. Red liquid which churns and moves: the vial is warm to the touch and the label has a flame drawn on it. It contains a bound fire elemental which upon being released will do the Player characters bidding for 10MR before disappearing
4. Clear blue liquid. Label has a blue cross on it. This is a healing potion and will restore 1d6 to total HP if imbibed.
5. As 4.

Beiwe's Silver Ring:

This ring is enchanted with the Battle Magic spell Warmth (allows wearer to avoid resistance rolls against the effects of cold weather, and take only half damage from cold based attacks).

Beiwe's Spear:

Enchanted with the Divine Spell Lightning 3, this spear is forged from iron (+4AP).

Bjorn's Horn:

Large bull horn set with silver filigree. It contains a bound Slyph (air elemental) with a SIZ of 2m³. By blowing the horn, the Slyph is summoned and will

serve the owner of the horn for up to 1 full turn (25MR or 5 minutes). The Slyph can be summoned to serve 3/day.

Chainmail Hauberk:

Possibly owned by Bjorn or Leif. It is SIZ 14 + protects user for 5AP.

Erik's Armour:

If the player characters rescued Erik from the dungeon (27) then his armour will be here (see Non Player character info for details).

Erik's Sword:

As above.

Viking Round Shield:

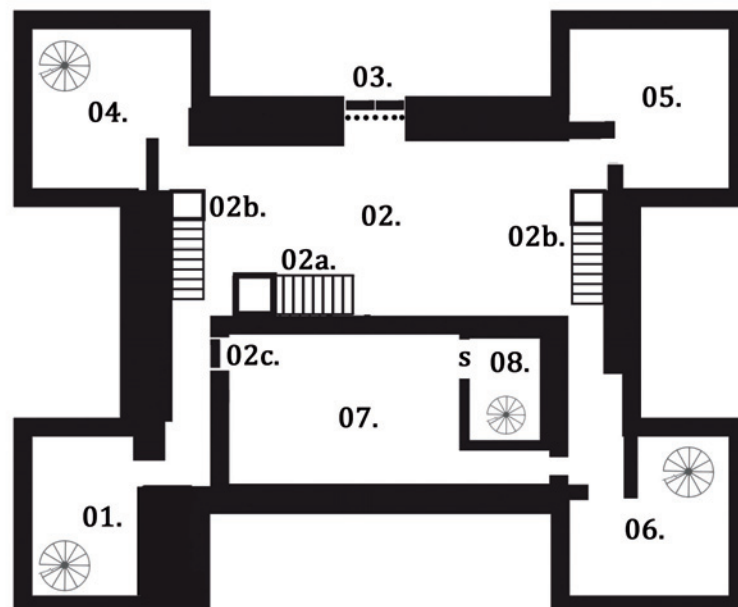
Decent shield with a red griffin motif.

30. SPIRAL STAIR

The Tunnel ends here at a spiral stair leading up. It ends in a heavy wooden trapdoor, propped open.

SN02 MAP 4 FROSTHOLD - GROUND LEVEL

0m 15m



FROSTHOLD – GROUND LEVEL

MAP 4

Above ground, the castle is a square keep built from black granite with four towers, one at each corner. Unless otherwise noted, the castle is lit with oil lamps, as wood is precious on the Dragon's Tail Glacier.

1. GUARD ROOM

10m x 10m room, no windows. A wooden door leads out into the courtyard. In the south-east corner of the room is a trapdoor, propped open, revealing a spiral stair that leads down to the dungeons. The rest of the room is filled by a table and 6 chairs, around which sit 4 Snow Ogre Guards, armoured and wearing furs. If combat ensues, 2 more will enter the room from the courtyard where they stand guard.

2. COURTYARD

The icy courtyard is open to the skies. Doors to each of the 4 towers and into the great hall lead out here, as do the giant main gates of the castle. Steps lead up the west and east walls to the battlements.

There is a 25% chance that any player characters walking around in the courtyard will be spotted by a guard on the battlements who will raise the alarm. See (29) and (30).

2A. STAIRCASE

3m wide stone steps lead up from the ice covered courtyard to (9).

2B. STEPS UP TO BATTLEMENTS

2C. DOORS TO FEASTING HALL

These double oak doors that are usually guarded by 2 Snow Ogres from the guardroom (1).

3. MAIN GATES

These huge iron-shod wooden doors are kept closed, except for admitting sledge patrols. Beiwe's party entered Frostholt disguised as a Snow Ogre patrol. The machinery that opens the main gates is located in (11b). In addition to the gates, a heavy portcullis also blocks entrance to Frostholt.

4. KENNELS

Double wooden doors open into a 10m x 10m room. The west half of the room is an animal pen, containing 8 large white wolves, the type the Snow Ogres use to pull their sledges. Next to the door there are 2 barrels of salted meat. A spiral stair leads up to a trapdoor.

5. SLEDGES

Double wooden doors open into a 10m x 10m room. 2

sledges are currently stored in here, along with tack and harness for the sledge wolves in (4). Each sledge is designed to be pulled across the ice by 4 wolves and can carry up to SIZ 40 in people, in addition to equipment.

6. FOOD STORE

A low wooden door leads from the courtyard into a food store. Barrels of salted meat, sacks full of grain, nuts and berries, root vegetables. A spiral staircase leads up into the kitchens.

7. FEASTING HALL

12m wide and 18m long, ceiling held up by stone pillars. A 10m long wooden table lined with chairs (10 either side, 1 larger than others at head) runs up the middle of the hall, and is littered with scraps of food and wine stains. Dirty and torn tapestries hang from the walls. Double doors lead out into the courtyard, and there is another door in the southern end of the east wall.

This is where the Snow Ogre chief and his cronies hold feasts for their followers. Entertainment usually involves fighting and the torture of prisoners.

Search: There is an arched doorway behind a tapestry at the northern end of the east wall that leads to (8).

8. SECRET STAIRCASE

Behind the tapestry lies a small chamber in which there is a spiral staircase leading up.

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FROSTHOLD - LEVEL 1

MAP 5

9. MAIN ENTRANCE TO INNER KEEP

At the top of the stone steps from (2a) is a 3m x 3m stone area in front of a pair of tall wooden doors, carved to resemble a dragon in flight.

The doors aren't locked, but it requires STR18+ to push one of the doors open. Doing this will certainly alert the guards in (10) to the player characters' presence.

10. HALLWAY

3m wide stone hallway that runs for 10m before turning to the right (west) out of sight. A set of double doors can be seen in the far end of the east wall. 6 Snow Ogres guard this hallway. They are 6 of the chief's personal guard (who number 12, including the Champion), and are fiercely loyal to him.

Snow Ogre Chief's Personal Guard (x6) – see stats on p47

3 are armed with war mauls, the other 3 with two-handed spears. One of the guards will go to alert the occupants of the Great Hall (17) to the intruders, and the alarm will be sounded.

Around the corner at the end of the hallway, the way narrows to 5' and ends in a wooden door, locked and bolted from the other side. This door has 10AP.

11. MAIN CORRIDOR

This corridor is 3m wide and runs around the west, north and east walls, connecting the front 2 towers to the inner keep.

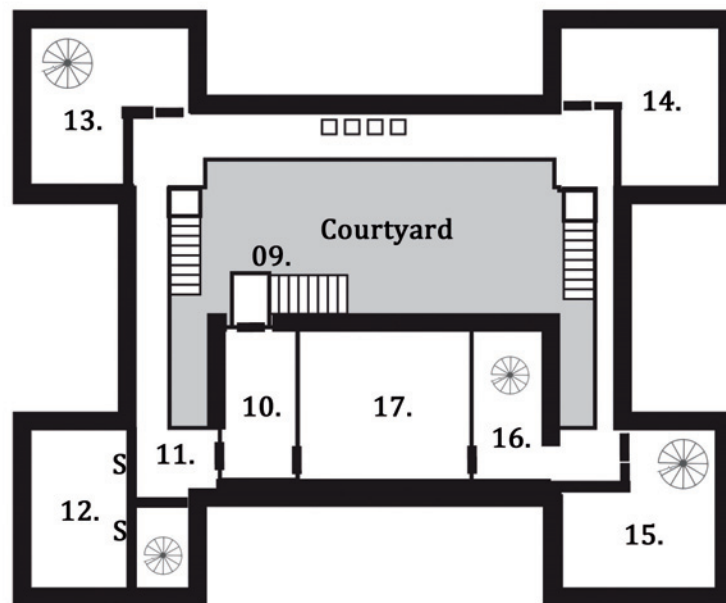
11A. MURDER HOLES

11B. MAIN GATE MACHINERY

Here lies the winch mechanism for the main gates and the portcullis. It is guarded by 2 Snow Ogres.

SN02 MAP 5 FROSTHOLD - 1ST FLOOR

0m 15m



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12. MATILDA'S LIBRARY

This room can only be accessed via a secret door to (11) or from the floor above. It contains the library of the sorceress Matilda, shelf upon shelf of books in black leather bindings and umber skins. A spiral stair leads up out of sight. The secret door here can be found but only opened from the Observatory above (19).

Search:

There are books about demonology, legends and myths, alchemy etc., all written in various languages. If the collection could be transported back safely, it would be worth 5,000sp to a collector.

Perception:

A Critical Perception roll will reveal a small book bound in a lizard skin and written in an ancient tongue (Old Empire). The book appears to be about the god Yggss, and his worship during the Old Empire. A marked chapter deals with techniques the priesthood of Yggss used to control the minds of their followers – one involved a ritual mark that acts as a focus for a Powerful Control spell.

If any player character thought to make note of the tattoo on the backs of the necks of the Snow Ogres and goblins, they will realise that it is the same as the one in the book. The book does not describe how the sorcery may be broken, but it does theorise that if the priest who performed the ritual were to die, this may break the spell.

13. WEST BARRACKS

10m x 10m room, The Snow Ogres who sleep in this barracks are also responsible for the wolves in the room below. There are 10 bunk beds here. All the inhabitants of this room will be on guard. The spiral staircase stops here.

14. EAST BARRACKS

As 13, except that the spiral staircase here continues upwards to (21), and there is a 45% chance that 3+1d4 Snow Ogres are in here.

15. KITCHENS

3 goblin women are cooking up a broth of some kind in here. There is a large fireplace on the outer east wall, over which hangs a large cauldron. Sacks and barrels sit around the walls. A spiral staircase continues upwards to (25) in the south-west corner of the room. The women will run away on sight of the player characters. They go to raise the alarm.

16. SPIRAL STAIR

This spiral stair lies behind a curtain, and goes both up and down.

17. GREAT HALL

This hall is 15m wide and 18m long, with sets of wooden double doors in the southern ends of both the east and west walls. Pillars of stone hold up the ceiling. There is a fireplace in the south wall. The walls are decorated with animal heads, tapestries and pieces of armour and weapons. At the north end of the hall is a raised dais at the top of a small flight of quartz steps. Sitting in a large quartz throne at the top of the dais is the Snow Ogre Chief.

The chief is surrounded by his cronies – warriors who obviously have status in the tribe who reside at Frosthold. They number 3.

Sat on the left arm of the throne is a tall imposing woman in a long flowing dark blue gown. Her hair is black with a blue sheen and her eyes are a bright blue that seem to glow slightly in the lamplight. Next to the woman stands a tall figure robed in black, its features hidden by the shadows of its cowl.

Guards stand at regular intervals around the walls (5 of them).

Obviously, combat will quickly ensue.

Round 1

The Snow Ogre chief will order his guards and champion into combat immediately, while he and his cronies cast their various enchantments. The woman in the dark blue gown will begin casting a spell (Teleport, back to a homing circle in her private tower, location 30 SW Tower) while the dark robed figure will begin making passes in the air with mummified hands.

Use stats from p47 for the guards. The champion wields a black scimitar in combat that has a matrix for the spirit magic spell Fireblade, and has Haste cast on him to improve his DEX.

Round 2

The woman will disappear in a cloud of freezing blue mist (any in it take 1HP cold damage). The chief and his cronies will enter combat. The dark robed figure continues casting (unless interrupted).

Round 3

The serpent priest casts the Summon Zombie. Any Snow Ogres killed in combat will pick themselves up and are now zombies.

Aftermath

If the player characters succeed in killing the serpent priest it will crumble to dust, and burst into green flickering flames that consume the cloak and body, leaving only a dark stain on the floor of the hall.

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FROSTHOLD - LEVEL 2

MAP 6

18. CORRIDOR

This corridor runs around inside the walls and connects each of the 4 towers.

18A. GUARDS GUARDS

Outside the 2 doors here are four Ogre guards. Use the Personal Guard stats from (10).

18B. ENTRANCE TO MATILDA'S TOWER

The Black wooden door here is painted with runes that run in a spiral. If any except Matilda or one of the Snake Priests tries to open this door, they will be struck by the Sorcery spell Venom 10. The door is also locked in a more conventional method. Only Matilda has the key.

18C. DOOR TO ARMOURY

Locked Door – Katorn and guard officers have keys to here. It has a -25% modifier if player characters try to break it down.

19. OBSERVATORY

Incense burners hang on chains from the ceiling here, giving the room a pungent smell of magnolia. This room is filled with star maps, obscure astronomical and astrological charts, shelves of scrolls and books and piles of manuscripts. In the centre of the room is a great ball of clouded crystal upon a stand of carved chrysolite.

Search: the books, scrolls and manuscripts are mainly written in obscure scripts unknown to the Player characters. The crystal upon the stand is Matilda's shewstone – a crystal used for scrying and focusing magics over long distances. Every shewstone is unique, and valueless to any but the owner.

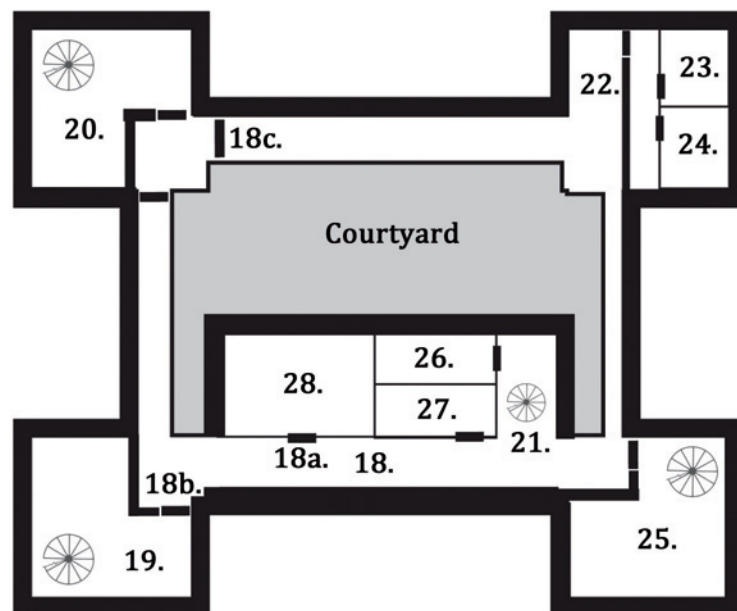
A Special search reveals a lever hidden behind a pile of scrolls. If twisted, a secret door opens in (12) that leads to the secret temple of Yggss.

There is a spiral staircase leading both up and down here. Down leads to the library (12). Up leads to a trapdoor to the battlement. It is bolted from this inside.

This is where Matilda will retreat to from the Great Hall (17).

SN02 MAP 6 FROSTHOLD - 2ND FLOOR

0m 15m



20. ARMOURY

Main store for weapons and armour for the denizens of Frosthold. Most of the occupants keep their weapons with them. As a result, the only things stored in the armoury are:

- 4 crates containing approx 50 arbalest bolts in each;
- 9 quivers each containing 20 arrows;
- 9 self bows (no bowstrings)
- 11 short spears;
- 2 arbalests
- 3 copper cauldrons, used to pour molten boiling oil on attackers;
- 3 barrels of animal fat;
- 3 suits of ringmail armour;

21. STAIRCASE

There is a stone spiral staircase here, leading down.

22. CORRIDOR.

23. Guard Captain's Quarters

A Snow Ogre captain sleeps here.

Snow Ogre Captain – see stats digest

24. STOREROOM

Barrels of salted meat, grains etc are stored here.

25. KITCHEN STAFF

This is where the female goblins who run the kitchens live. They sleep on straw mattresses and have little of value.

26. AVEAH'S QUARTERS

This is where Aveah, the priestess of Lokin can be found. She will only attack the first person entering the room – once she sees all the player characters she will quickly surrender. She will say she is there against her will.

Search: Aveah's room is sparsely furnished: a low wooden bed and straw mattress, desk and chair and a wooden chest. The chest is locked (Aveah has the key) and contains:

- Sack containing spare travelling clothes.
- Bone scroll case contains a map of Drakar on parchment.
- Ceremonial dagger with ornate silver hilt and an opal in the pommel (worth x5 value).
- Small onyx effigy of Lokin (100sp).
- Ceremonial robes.

Aveah, Priestess of Lokin

Black haired Drakar Female aged 23 with heavy black eye and lip makeup and pale skin.

STR: 13 CON: 14 DEX: 13 SIZ: 11 INT: 15 POW: 16 CHA: 13

Hit Points Mortal Wound

Damage Modifier: 0

Armour: Leather Armour (2AP)

Magic Points: 16

Movement Rate: 15m

Close Combat 45% Long sword 1D8, Dagger 1D4+1

Skills: Dodge 65%, Persistence 65%, Resilience 45%, Deception 65%, Healing 60%, Natural Lore ,75% Perception 75%, Read/Write Old Empire 50%,

Magic:

Divine Magic: Reflection 4, Illusion 5, Divination,

Battle magic 85%: Befuddle, Darkwall, Disruption 3, Fireblade, Heal 6

27. KATORN'S CHAMBERS

Katorn is a Southern born warrior-priest of Yggss, sent to locate the ancient temple of Yggss by Jagun Amsha, a powerful sorcerer dwelling in the Crystal city in the far south.

Katorn is a nasty piece of work, who enjoys killing in the name of Yggss. His chambers are bare except for a straw mattress and his belongings.

Katorn, Warrior Priest of Yggss

Black haired Southerner Male aged 25.

STR: 14 CON: 16 DEX: 19 SIZ: 10 INT: 15 POW: 13 CHA 15

Hit Points 13 Mortal Wound 7

Damage Modifier: 0

Armour: Leather Armour (2AP)

Magic Points: 13

Movement Rate: 15m

Close Combat 70% Scimitar in Left Hand 1D8

Knife in Right hand 1d4+1

Skills: Dodge 60%, Persistence 60%, Resilience 60%, Deception 75%, Natural Lore 65%, Perception 65%

Magic

Divine: Berserk, Slavery, Mindblast 4 True Sword

Battle Magic 75%: Dull Weapon 4, Disruption 3

28. MATILDA'S QUARTERS

A large room with elaborately carved stone pillars arching up to support the ceiling. The room is lit by candles that burn red, and the air is heavy with the smell of incense. The room is dominated by a large four poster bed carved from ebony, with silk sheets. On a rail next to the bed hang silk and samite gowns of fine quality. A table has a mirror and is covered in pots and brushes – makeup.

FROSTHOLD LEVEL 3

MAP 7

29. BATTLEMENT

The battlement runs around the four walls of Frosthald, connecting the 4 towers together. They are patrolled by Snow Ogres armed with bows and spears.

30. TOWERS

There are 4 towers, one at each corner of castle Frosthald.

NW Tower

Above the armoury, this tower can normally only be accessed from the battlement (although the trapdoor to the armoury can be unlocked if needed). There are 2 Siege Arbalests positioned here, which can be fired 1/5MR and does 3d6+1 damage. 4 Snow Ogres usually keep watch here.

NE Tower:

There is a catapult here and several baskets containing ammunition (stones). It has a range of 1000ft and does 6d6 damage. 4 Snow Ogres usually keep watch here. A trapdoor leads down to (21).

SE Tower

A trapdoor leads down to the kitchen staff quarters in (25). 2 Snow Ogres usually keep watch here.

SW Tower

Usually off-limits to any but Matilda, this is where the sorceress conducts her summonings. The tower is higher than the surrounding 3, reached from the battlement by a set of stone steps (see map).

4 columns jut up from each corner of the tower a full 50; above the castle, and are etched with symbols and sigils of power. There is a pentagram inlaid in silver into the stone floor.

THE HIDDEN TEMPLE OF YGGSS

MAP 8

The hidden entrance in Matilda's library leads down into the ancient temple of Yggss, located below Frosthald, in the rock upon which the castle sits.

Twisting the hidden lever in the observatory (19) causes a section of stone wall in an arch to rumble back, revealing a spiral stone stairwell leading down into blackness.

The stair is hidden in a wall of the SW tower, and goes down beneath the ground floor of the castle, emerging in (1) below:

NOTES ABOUT THE TEMPLE

Unless otherwise stated, all tunnels are hexagonal, 3m wide at the floor, 5m wide halfway up. Light comes from lamps set into the ceiling that emit a green light (they contain green fungus that glows in darkness when treated in a certain way), bathing everything in a low green light.

1. ENTRANCE TUNNEL

The stairwell ends deep beneath the castle, in a hexagonal shaped tunnel which disappears to the north. Lamps on the ceiling bathe everything in a weak green light. The tunnel ends after 15m at (2).

2. ANTECHAMBER

The tunnel opens up into a 10m square room with tunnels in the east and south walls. In each corner of the room, on a 50cm high stone pedestal stands a statue of a snakeman, 2m tall and dressed in exotic armour carrying a long curved blade and a shield. The statues here are quite normal. It is the statues located in the inner sanctum that are enchanted to animate.

3. TEMPLE OF YGGSS

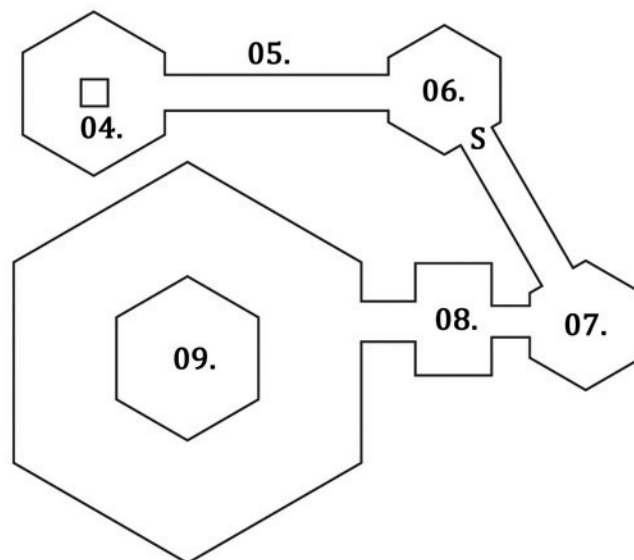
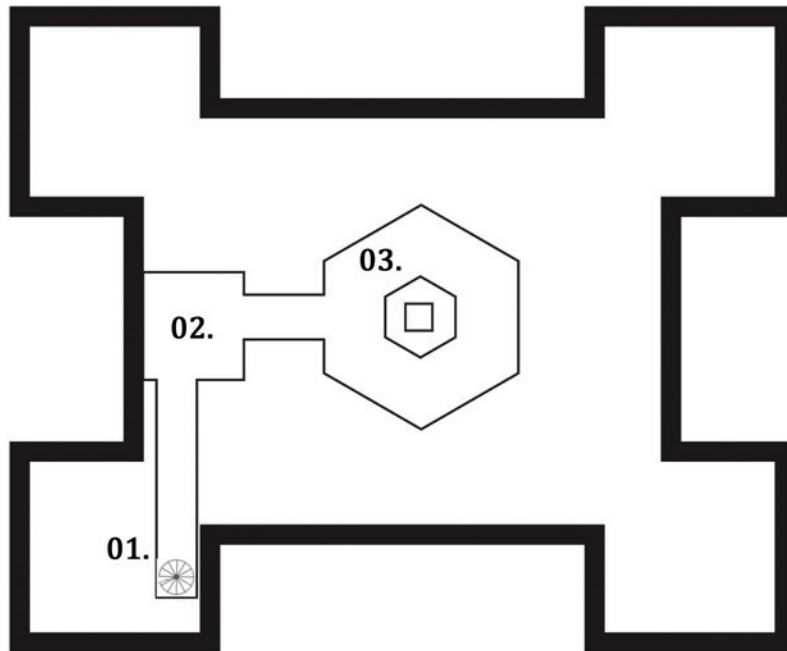
The tunnel opens out into a large hexagonal shaped chamber over 20m across at its widest point. Atop a raised platform in the centre of the room (also hexagonal) stands a 10m high statue of a serpent headed man which can only be Yggss, father of snakes. A flight of steps leads up the side of the platform facing you to the statue. The floor of the chamber is decorated with an intricate mosaic, the overall pattern of which cannot be discerned.

The Mosaic

The mosaic can only be seen from above the floor: two white wyrms entwined encircling the hexagonal platform at the centre of the room.

SN02 MAP 7 THE SECRET TEMPLE

0m 15m



The Statue

Closer examination of the statue reveals that its eyes are made out of what appear to be generously sized emeralds. They are out of reach. If a Player character decides to climb up the statue, they will see the mosaic on the floor for what it really is. They will also see it begin to move. Spectral Serpents rise from the patterns on the floor, circle the statue, becoming less spectral and more solid with each cycle. They attack the player characters.

There is a Snake Priest in the room, hidden by the Cloak of Naat (stolen from Tarik the sorcerer). It will activate the spectral guardians of the temple if any player character touches the statue of Yggss.

Spectral Serpent (x2)

Gigantic limbless winged reptiles in spirit form. Become quasi-solid after 3 rounds.

STR: 35 CON:23 DEX: 04 SIZ: 35 INT: 11 POW: 16
CHA:0

Hit Points Mortal Wound

Damage Modifier: +3d6

Armour: Only spells and magical attacks harm the spectral wyrms. The Old Empire Sword found at the ruins of Icegate deals double damage to these creatures.

Magic Points: 16

Movement Rate: 25m flying

Unarmed Combat 50%

Bite 1D10

Tail Lash 1D10

Skills: Dodge 65%, Persistence 75% , Resilience 75%, Deception 75% Perception 75%

The Eyes of the Snake God

On closer examination the eyes of the statue are revealed to be paste gems, clever fakes – worthless. However, they can be twisted.

Left Eye: if the left eye is twisted, the steps facing the entrance to the temple drop into the floor, revealing a hidden staircase.

Right Eye: if the right eye is twisted, a yellow gas hisses from the mouth of the statue – it is a derivative of the yellow lotus plant and is a POT 35 poison and on a failed opposed Resilience test cases 1d10 damage instantly.

4. CRYPT

The stone steps lead down beneath the temple into an unlit hexagonal chamber 12m across.

Search:

There is a secret entrance in wall opposite the stairway (east wall). It is opened by pressing a concealed switch, which causes the door to rumble slowly into the floor, revealing a hexagonal tunnel.

5. TUNNEL

Hexagonal tunnel. Walls are covered in carvings of snake-headed men and women performing cruel and perverted rites on humans.

6. THE TRAPPED CHAMBER

The tunnel opens out into a bare hexagonal chamber 12m across. There doesn't appear to be any other way out of this chamber.

The Trap

If more than SIZ 30 enters this room a trap is triggered. A stone door drops over the entranceway, and the ceiling begins to lower with a low rumble.

The ceiling will crush the Player characters in 10 rounds. The stone door has 10AP. A Critical Perception roll will reveals a hidden release outside the chamber in (6). This Search will take 3 rounds to complete, but the Player characters can have as many tries as they like.

The release causes the ceiling to retract, the stone door to open, and another secret entrance to open on the far side of the chamber.

7. GUARDIANS OF THE SNAKE PRIESTS

The tunnel opens out into a hexagonal chamber 12m across. Along 4 of the 6 walls stand statues of snakemen, 2m tall and dressed in exotic armour carrying a long curved blade and a shield. There are 2 to a wall, 8 in total. A tunnel, coated in a thin layer of ice, leads out of the east wall.

Although these statues will do nothing the first time the player characters pass them, they can be animated by the snake priests in (9) to defend the temple. They will animate 2 at most (the magical energies required to perform this rite are great).

8. ANCESTORS

The tunnel opens out into a chamber 10m deep and 12m wide. There are 2m high stone urns to either side of you, painted with snakes and wyrms. The entire east wall opens out into a huge hexagonal chamber, the centre of which appears to be sunken. Each of these stone urns holds the bones of a snakeman warrior who can be summoned by the snake priests to defend them should they request it. The urns will crack and explode in a shower of dust and stone particles, revealing an armoured skeleton with a sword and shield.

The Savage North

Guardian Statue

7' tall stone statue of a snake headed man dressed in exotic armour carrying a long curved blade and a shield.

STR: 20 CON: 20 DEX: 10 SIZ: 20 INT: 0 POW: 0
CHA: 0

Hit Points 20 Mortal Wound n/a does not suffer mortal wounds.

Damage Modifier: +2D6

Armour: Stone 8AP

Magic Points: 0

Movement Rate: 10m

Close Combat 65%

Falchion 1d10+1

Fist 1d6

Shield 1d8

Skills: Dodge 20% , Persistence 100* , Resilience 100* ,

*immune to disease, poison and mind control.

Skeletal Guardian (x4)

6' tall skeleton of a snake headed man dressed in exotic armour carrying a long curved blade and a shield.

STR: 20 CON: 20 DEX: 10 SIZ: 18 INT: 0 POW: 0
CHA 0

Hit Points 20 Mortal Wound n/a

Damage Modifier: +2d6

Armour: Platemail (6AP)

Magic Points: 0

Movement Rate: 15m

Close Combat 45%

Falchion 1d10+1

Fist 1d6

Shield 1d8

Skills: Dodge 20% , Persistence 100* , Resilience 100* ,

*immune to disease, poison and mind control.

9. INNER TEMPLE

A huge hexagonal chamber over 115m across looms before you. The floor of the chamber is sunken 3m below you, with a 3m wide raised walkway running around its walls. Stone steps lead down into the chamber from where you are stood.

The floor, walls and ceiling are all coated in a thin layer of ice which looks strangely luminous beneath the green light illuminating the chamber. Arranged in a circle about a central pit are 12 sarcophagi, each 2m in length. The top of each is open, and although six are empty, within each of the remaining six is a grotesque, mummified snake-man.

ENDGAME: AN ANCIENT EVIL

This is the inner sanctum of the temple of Yggss, and lair of the snake-priests. The Brinsor Necklace is hidden behind an illusion of a wall on the far side of the chamber. It is guarded by one of the 6 free snake priests. The sunken floor of the main chamber is protected by a Warding 3 spell. Any player character crossing this invisible barrier will take 1d3 damage to 3 random hit locations, ignoring armour.

Events will take place as follows:

Round 1

If any of the player characters enter the room, the snake priests in the sarcophagi will open their eyes in unison. Suddenly the stone urns behind the Player characters will explode, releasing the skeletal guardians contained within.

Round 2

The snake priests will next attempt to summon an Elder Horror to defend them. This will appear from a cloud of foul greasy yellow smoke – a being with the body of a large lizard creature but the head of some foul lizard-octopus hybrid. Tentacles writhe and twitch as it moves towards the player characters:

If the Elder Horror is slain, the snake priests will resort to their standard spells to attack the player characters (see elsewhere for stats).

The Pit

The pit runs deep into the earth – it is over 300' to the bottom, which is filled with thousands of subterranean dwelling snakes.

The Illusionary Wall

Behind the illusionary wall hides a snake priest. It can see the player characters and will attempt to make a surprise attack on any of them who approach. It will fight to the death.

The Savage North

Undead Serpent Priests - Free

Ancient mummified undead servants of the serpent god Yig.

STR: 08 CON: 15 DEX: 16 SIZ: 16 INT: 20 POW: 20
CHA 8

Hit Points 16 Mortal Wound 9

Damage Modifier: +1d4

Armour: Enchantments giving 8AP

Magic Points: 20

Movement Rate: 15m

Unarmed Combat 40%

Claw 1d4

Magic

Sorcery 90%

The serpent priests are practisers of sorcery, notably necromancy and mind control magics.

Spells (90%): – Dispel Magic, Dominate [Human, Snow Ogre, Goblin, Giant, Zombie], Sense Life, Sense Undead, Tap [CON], Banishment, Create Matrix, Create Scroll, Fly, Summon (Skeleton, Zombie, Ghoul), Project [Sight, Hearing], Summon [type of undead], Mystic Vision , Teleport, Venom.

Skills: Dodge 30%, Persistence 100% , Resilience 75% , Deception 65%, Perception 65%

Notes:

Over 6' tall, mummified flesh wrapped in bandages and covered in heavy black robes, the serpent priest are the embodiment of an ancient evil. They smell strongly of embalming fluids and preparations used to hold the effects of time at bay.

Undead Serpent Priests -Entombed

Ancient mummified undead servants of the serpent god Yig.

STR: 08 CON: 15 DEX: 16 SIZ: 16 INT: 20 POW: 20
CHA 8

Hit Points 16 Mortal Wound 9

Damage Modifier: +1d4

Armour: Enchantments giving 8AP

Magic Points: 20

Movement Rate: 15m – currently can not move

Unarmed Combat 40%

Claw 1d4

Magic Sorcery 90%

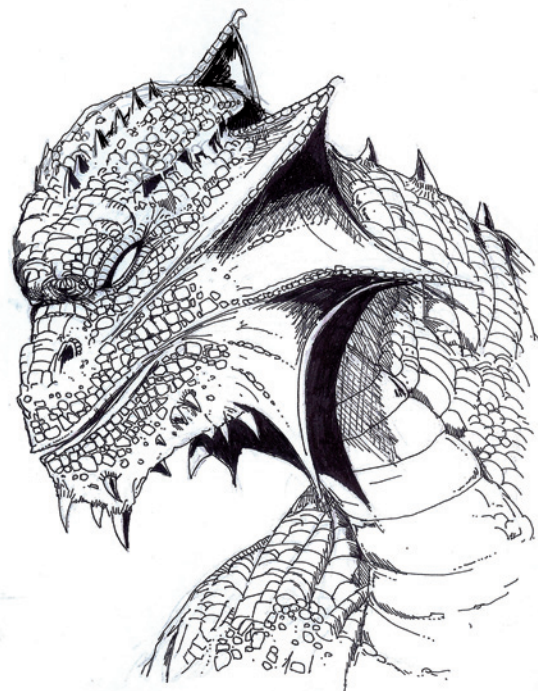
The serpent priests are practisers of sorcery, notably necromancy and mind control magics.

Spells (90%): – Dispel Magic, Dominate [Human, Snow Ogre, Goblin, Giant, Zombie], Sense Life, Sense Undead, Tap [CON], Banishment, Create Matrix, Create Scroll, Fly, Summon (Skeleton, Zombie, Ghoul), Project [Sight, Hearing], Summon [type of undead], Mystic Vision , Teleport, Venom.

Skills: Dodge 0% , Persistence 100% , Resilience 75% , Deception 65%, Perception 65%

Notes:

The entombed priests can pool their MPs to defend themselves.



Blood Beast

A foul blood stained monster with the body of a large lizard creature and the head of some foul lizard-octopus hybrid.

STR: 30 CON: 20 DEX: 12 SIZ: 30 INT: 04 (Fixed)
POW: 12 CHA: 0

Hit Points 25 Mortal Wound 13

Damage Modifier: +2d6

Armour: Thick Scales (6AP)

Magic Points: 12

Movement Rate: 15m

Close Combat 70% Tentacle (x4) 1d8 ,Claws (x2)1d6

Ranged Combat 70%

Acid Spit 1D8 +special Range 10m

The Blood Horror can attack either with it's acid spit and 2 claws or with 4 of it's 8 tentacles. The acid spit is acidic and destroys armour on contact.

Skills: Dodge 40%, Persistence 70%, Resilience 70%, Deception 30%, Perception 30%

Notes: when slain, the Blood Beast dissolves into a fetid pool of yellow-green slime that hisses and smokes. PCs who do not make a successful Dodge roll to back away in time lose 1d6 Hit Points from the noxious vapours.

THE TREASURE OF THE SNAKE PRIESTS

In the hidden chamber is a stone chest. Inside the chest lie the spoils of the snake priests.

THE BRINSOR NECKLACE

Forged for the Goddess Villisa by the Brinsors – four dwarf craftsmen of unmatched skill – this item is sacred to the cult of the Earth Goddess in Drakar

The necklace is a beautiful and intricate chain of gold and platinum, fashioned to resemble finely braided hair. It is set with a myriad of small sapphires, of such exquisite cut and purity they would make most jewellers weep. If worn it conveys the following effects:

- Villisa's Blessing: wearer's APP is raised to 18 (if already 18, then by 1 point to 19);
- Divine Presence: wearer is conferred a +25% bonus when making Influence skill rolls;
- Villisa's Charm: wearer can attempt to Charm individuals 3/day. Roll victim's Persistence vs

the user's Influence +50% . If they fail they come under Villisa's spell and become friendly towards the wearer and open to suggestions (not stupid ones though);

- Members of the Priesthood of Villisa can roll for Divine Intervention on d10 instead of d100.
- Shield 5, 1/day.

Also in the chest are the following:

- 2000 Silver pieces
- A silver necklace worth 200 Silver pieces
- A Battle Axe enchanted with a charm of Weapon Enhance 4
- A pair of winged shoes that contain the charm of Haste 4.

REWARDS

IMPROVEMENT POINTS

Hand out the following improvement points

- Rescuing Bewie 1 IP
- Overcoming the Serpent men 1-2 IP
- Regaining the Necklace of Brinsor 1-2 IP
- For each level of Frost hold successfully navigated 1-2 IP

HERO POINTS

Merely completing the heroic trek to the Hidden temple of Yggss gains the character 2 Hero Points

With an additional 1-2 for participating in the battle against the Serpent priests.

AFTERMATH

If Matilda is still alive and released from the influence of the Serpent Men, by their death for example, she will offer to Teleport the group to the sunnier climes of Newcastle in gratitude.

If not it's a long cold trudge down the glacier back to Viktor and his caravan at the Trading Outpost, and from there to Newcastle.

The two shield maidens of Villisa still need to return the Necklace of Brinsor to the temple of Stromgar in Frederiksgard in Sonderland, and will offer the group employ and reward if they accompany them. If the women have met their demise or the Player characters have declined their offer, the Games Master will have to contrive to get the group there by some other plot device. For it is at this Temple begins the next adventure, *The Pig and the Cauldron*.

THE PIG AND THE CAULDRON

PART 1. THE BEAST OF RAVENSWOOD

ARRIVAL IN ARNSTOWN

PLAYERS' INTRODUCTION

The player characters are a group of adventurers who have been charged with escorting the Seer of Stromgar Arnulf, who has been cursed by a Priestess of Lokin. Arnulf thinks he is a pig as a result of the curse.

As they trudge along the road which has turned to a muddy lake as a result of the heavy spring rains, they look at their fellow adventurers;

Suddenly the cart that they were provided to aid them in their quest gets stuck once again. As they once again stop to pull cart out of the quagmire they reflect on the High priest Bjornulf's request.

FLASHBACK TWO DAYS AGO: BJORNULF'S REQUEST

The following discussion took place at the temple of Stromgar in Frederiksgard, in the High Preist Bjornulf's chambers. Bjornulf offered the player characters food and wine, and then got down to the business at hand: the journey to Craig Dön.

"One month ago Arnulf, Seer of Stromgar and adviser to Olaf Frederikson, was cursed by a priestess of Lokin after they had a violent disagreement over an unknown matter. The culprit immediately fled the town and all efforts to locate and capture the priestess have failed. The curse takes the shape a strange madness which has possessed Arnulf, making him believe that he is a farmyard pig.

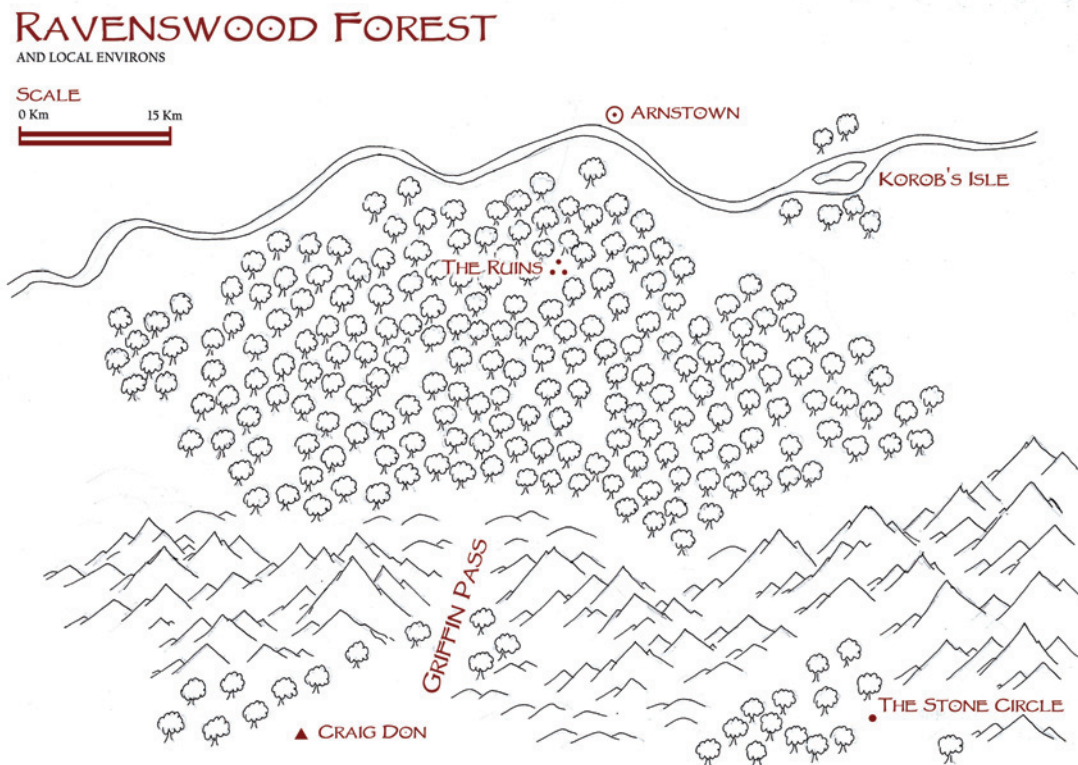
Casting the runes have revealed that if the creator of the curse cannot be found, the only other possibility of removing the curse is for Arnulf to drink from the Cauldron of Annwynn.

The Cauldron of Annwynn is an item imbued of powerful magics, which is entrusted to the safe keeping of the druids of Craig Dön, a holy site in Northern Bogdan.

Arnulf is to be taken to Craig Dön, I wish you to accompany him as guards, and help him to deliver our Seer safely to the druids of Craig Dön.

The journey is a long one, as Craig Dön lies a hundred leagues south-east of Frederiksgard, and will involve navigating the dark and mysterious Ravenswood and the snow capped peaks of the Griffin Mountains.

I can provide a cart and 4 horses for your journey, and provisions enough to reach Craig Dön."



ARNSTOWN



LEGEND

- 01. The Black Raven Inn
- 02. The Meeting Hall
- 03. The Watchtower
- 04. The Jetty

SCALE

0m 20m

ARNULF THE PIG

The PCs have no way of removing Arnulf's madness. If spoken to he will grunt and snort. He prefers to eat and drink from the animal's trough or root about on the ground. In short he will act and behave as if he is a pig. Milk this for all the comedy value it is worth, without it becoming tedious. If unsupervised and ignored Arnulf wanders off. This is very likely to happen in Ravenswood as the Man-Pig goes looking for tasty truffles or perhaps a mate!

Arnulf, Seer of Stromgar

STR: 12 CON: 15 DEX: 14(10) SIZ: 10 INT: 7 (Fixed as Pig, 17 as Human) POW: 18 CHA: 15 (he's a sweet loveable pig)

Hit Points 13 Major Wound 7

Magic Points 18

Armour:None.

Move 18m

Significant skills as Pig

Resilience 50%, Persistence 60%, Dodge 50% (30% as man), Athletics 60%, Perception 40%, Deception 30%

Unarmed combat 50% Bite (1D4)

RUMOURS AT THE WOLF AND RAVEN

Arnstown has only one inn: the Black Raven, which lies close to the north gate. It is run by Alfred and his wife Halli. In the main room of the guesthouse, the player characters will overhear a conversation between two trappers – they are discussing recent events in Arnstown...

Trapper A "I heard it killed Ulfar and Halfdan – Einaar the ranger brought their bodies into town this morning – minus their heads! The beast ate their brains!"

Trapper B "Where is Einaar now?"

Trapper A "I don't know, but I'd bet 100 pieces of silver that he'll be at the meeting hall this afternoon when they post the new bounty for killing the creature..."

Trapper B "That's the third time this month that they've upped the bounty on killing the beast – what was it last time I looked – 1000 pieces of silver – that's more than most earn in a year, nay, two years!"

Trapper A What use is a 1000 pieces of silver to a man with NO HEAD?!

If the player characters interrupt the speakers, they will hesitate to divulge the information, asking if the player characters intend attempting to claim the bounty by slaying the creature and bringing back its head to the elders of Arnstown. If the player characters hint that they may do this, then the elder trapper (Trapper A) will say the following:

"It started just before the start of last Autumn (its now almost the start of Spring). Trappers and woodsmen returning from hunting trips into Ravenswood brought back stories of comrades who had been lost to a creature of ancient evil which stalked any caught in the forest after nightfall. No-one has seen the beast and lived to tell the tale. Their mutilated corpses were found headless. None of the victims' heads have ever been found.

The merchants and elders of Arnstown posted a bounty of 500 silver pieces for whoever killed the beast and brought the head before them as proof.

That was 4 months ago. The bounty has been increased 3 times and now stands at 1000 pieces of silver, but still no-one has succeeded in slaying the beast."

BACK TO THE PRESENT

On the morning of their second day travelling southeast, the player characters will reach the settlement of Arnstown, on the banks of Arnswater, a river that flows into Drakar from the Grimpeak mountains to east.

Arnstown is the largest settlement south of Frederiksgard, and is populated by merchants, traders, trappers, fishermen, travelling pilgrims and those seeking adventure on the southern frontiers of Drakar and beyond.

The settlement is surrounded by a high earth rampart, topped with a wooden stockade with watch towers at regular intervals along its length.

As the player characters approach the north gates, they are hailed by guards in one of the towers. Once the guards are satisfied of the player characters' identity, the gates are opened.

The Savage North

THE MEETING HALL

At sunset the meeting hall in the centre of Arnstown is crowded with townsfolk, pilgrims and woodsmen from the local environs. The chatter dies as Sven Jacobson, one of the town elders, stands and declares that the bounty is to be raised to 1500 silver pieces.

Before he can continue he is drowned out by a roar of voices as everyone begins talking at once. Just then a tall figure approaches Jacobson and turns to face the crowd – he is tall and slim, with lank black hair. Cries of “Einaar!” are heard around you as Jacobson hammers on the table in front of him with his goblet, signalling for quiet. The chatter dies into a murmur, as Jacobson speaks.

“Einaar the Ranger, you discovered the bodies of the woodsmen Ulfar and Halfdan in the forest and brought them back to town this morning – do you have something you wish to tell us?”

Einaar strokes his chin and speaks:

“I have seen this beast which rains terror over the people and livelihood of Arnstown – I have seen it and tracked it to its lair!”

The crowd erupts into another roar of excited chatter. As it dies down, Einaar continues.

“The creature cloaks itself in a cold unnatural mist, which chills to the bone, weakening its victims before it even is upon them. I was hunting in the Ravenswoods when I heard the cries of Ulfar and Halfdan as the beast attacked and killed them. When I arrived at their camp I found them as you saw them this morning – decapitated – heads bit from their shoulders as if by mighty jaws. I saw the mist receding into the forest and followed it – at a distance for fear of the beast sensing my presence.

I tracked it to some ancient ruins deep in the North Eastern regions of Ravenswood – ancient ruins thought haunted by many.

I intend returning to its lair and slaying the beast, and ask now who will join me on this quest, for I will gladly share the bounty with any man or woman brave enough to accompany me.”

Will the player characters accept Einaar’s invitation and join him in attempting to slay the creature? If so they will be hailed as heroes by the townsfolk and treated to much backslapping, free food and ale and the attentions of some of the local young women. Einaar tells the player characters he intends leaving for the forest at first light, and recommends the player characters get an early night – if they return triumphant the ale, food and women will still be here.

What happens if they turn down Einnar?

First off there’s a lot of name calling and questioning of man hood, followed by a collective turning of backs and withdrawing of hospitality.

If that fails, well sure the players can wander off into dark Ravenswood. Later on so can the Man-Pig, looking for truffles in the Haunted Ruins (see below).

They can not escape their Doom.

Einaar the Ranger

STR: 14 CON: 15 DEX: 16 SIZ: 12 INT: 16 POW: 18
CHA 18

Hit Points 13 Mortal Wound 7

Damage Modifier: +1D6

Armour: Chainmail (5AP)

Magic Points: 18

Movement Rate: 15m

Close Combat 75%

Bastard sword (Two handed) (1d8+1)

Ranged Combat 75%

Long Bow (1d10)

Skills: Dodge 65% , Persistence 55% , Resilience 65%, Deception 65% , Natural Lore 65%, Perception 65%

Magic Initiate of Howay the Hunter

Battle magic 75%: Protection 5, Clear Path, Enhance (Natural Lore) 3, Enhance (Deception) 4, Multimissile 4

Divine magic Sure shot



RAVENSWOOD

Ravenswood is a vast expanse of dense, unbroken deciduous forest that stretches for over 100 kilometers to the west and 30 kilometers to the south of Frederiksgard. It is mostly uninhabited by man, but woodsmen and hunters cross the Arnswater river on regular trips to fell trees and hunt the wild game that dwells within the forest. Legends tell of intelligent apes that live somewhere under the canopy of pine trees, and of a necromancer who preys on travellers through the forest to add to the ranks of his undead servants.

The player characters take a boat from Arnstown across the river and land on the south bank. As they set out from the riverbank into the forest, read the following to set the mood.

The Arnswater river forms a natural border with the northern outskirts of Ravenswood. The trees here thin out and the ground is obscured by tall grass, thorny briars, ferns and other plants which grow to head height in most places. There is snow and ground frost covering everything and the air is cold enough so that you can see your breath.

Einaar leads you down a narrow trail that disappears into the dense undergrowth of the forest. In a few strides you are surrounded by the dark and gloomy forest. The light fades quickly and the air becomes cold and still.

Unless the player characters make successful Deception rolls, the crunch of their footsteps in the frost and snow echoes through the still and silent forest.

THE BEAST THAT STALKS RAVENSWOOD

The beast that has been terrorising the folk of Arnstown and the surrounding lands is in fact an old and powerful Icewurm, which has taken up residence at some ancient ruins lying in the northeast of the forest, avoided by trappers and woodsmen for legends of an ancient evil haunting the place. It only leaves the ruins by night, to hunt its favourite food: human brains!

Unbeknown to anyone, the ruins date from the times of the Old Empire and were used by a priest of the Blood Gods called Hanape to store the Skull of his master the mighty and evil Anothep-Soth an Ancient Sorcerer who 'lives' on the Isle of Death. Faithful Hanape did this to prevent Anothep-Soth's enemies destroying the Skull, which stores the Sorcerer's soul, after his master was killed in an attack by Wizards from the Old Empire. Now, thousands of years later, Anothep-Soth stirs and reaches out from beyond the grave to recover the skull.

THE HAUNTED RUINS

These ancient ruins of unknown origin lie about 2 days trek southeast into Ravenswood from Arnstown. A cold mist, unnatural in origin, cloaks the whole site limiting vision to about 6m at most, dropping to 3m in the Inner Sanctum (4). The mist seems to sap strength and reflexes. While in the mist, player characters must roll Persistence suffer a -10% penalty to any physical skill rolls.

1. OUTER WALL:

The mist crawls, rolls and claws, seeming to press you back, its cloying tendrils wrapping around you and limiting your vision to no more than 3m at most.

As you draw aside a branch, you are confronted by a demonic face leering at you from the swirling mist ahead of you. Carved out of stone, timeless, its face the figment of some bleak nightmare, it is a sculpture of some kind of demonic guardian. Beyond its malevolent unchanging face, you see that it stands guard in front of a weed-covered wall, 2m high. From the amount of moss and weed-covered stone blocks lying around on the ground, the wall was obviously once much higher.

The outer wall once stood over 6m high and surrounded the inner compound and keep completely. It is broken down in many places now and player characters can quite easily scramble over the jumble of rubble and stone blocks (2m high) to gain access to the inner compound.

Player characters looking for a way through the wall can make a Perception roll. If they succeed they will find the corpse of one of a band of unfortunate adventurers who came here to slay the beast. All the corpses are about a week old.

Sprawled face down on the ground here is the corpse of a man dressed in Drakarian style clothing and a chain hauberk. Just beyond his outstretched arm lies the hilt of a broken broadsword. Closer examination reveals the man bled to death here after suffering terrible bite wounds to his chest and abdomen.

Perception: The corpse has a silver armband worth 100sp, a silver ring set with an agate (50sp) and a purse containing 73sp and 22bp. A helmet lies nearby.

2. INNER COMPOUND

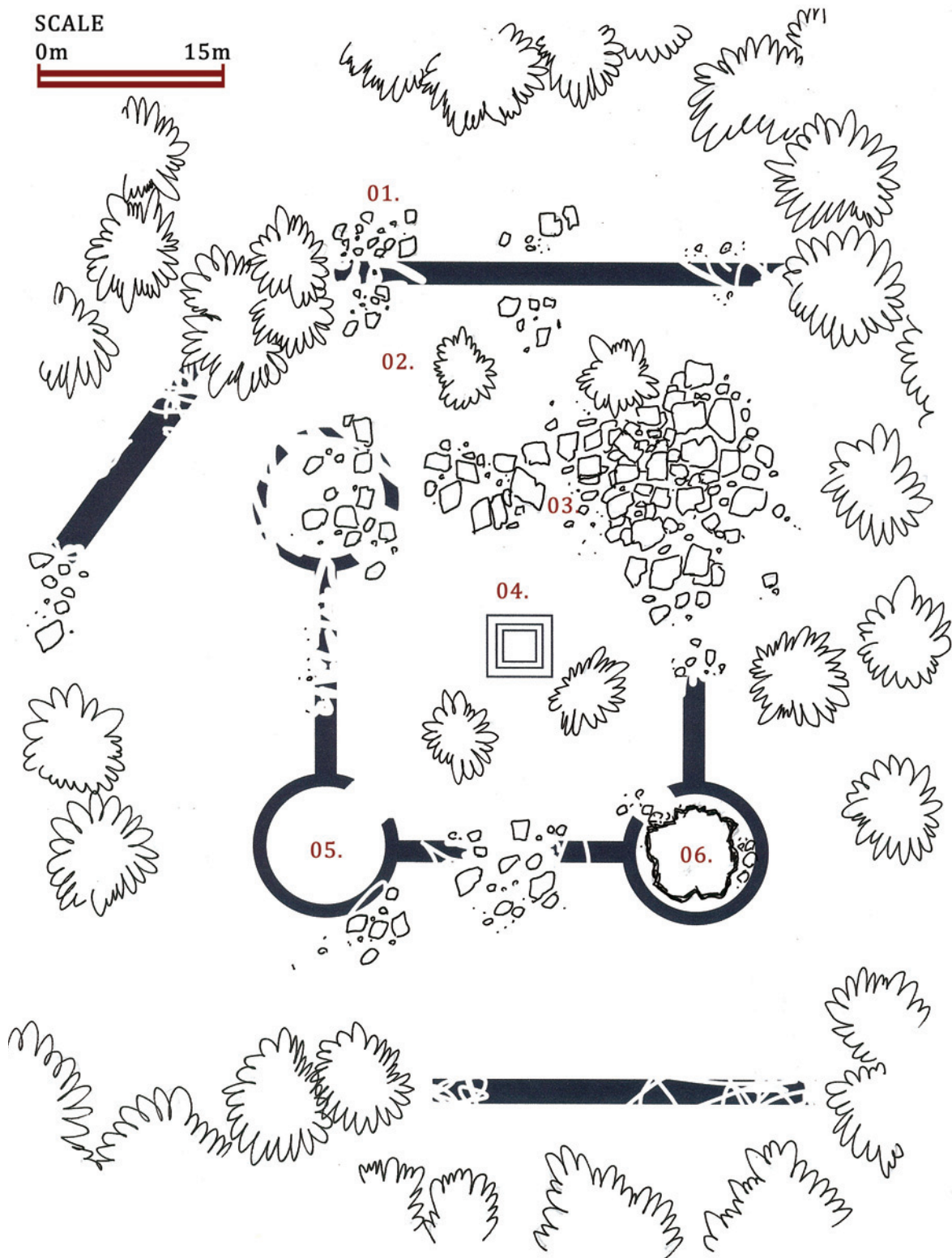
Trees and bushes have thrust themselves up from between flagstones almost completely obscured by vegetation, cracking and splintering the stone in many places. At the centre of the compound the remains of an inner sanctum stand, silent and forbidding, swathed in mist. The north wall of this structure has completely collapsed into a tall pile of rubble.

THE HAUNTED RUINS

SCALE

0m

15m



3. THE RUBBLE

The jumble of broken stone blocks that makes up the rubble of the north and east walls of the inner sanctum rises from 2m at its lowest to 4m at its highest point, but scaleable with a successful Athletics roll. If the player characters clamber over the rubble they will literally stumble over two more corpses on the descent into the inner sanctum's interior – one male and one female – both headless.

Perception:

- **Corpse 1:** male, wearing Drakarian style clothing and ruined ringmail armour. A battle axe lies next to the body. There is a dagger in one of his boots, and there are 3 silver rings on his fingers, worth 25sp each. A pouch contains a pipe, tinderbox and some tobacco.
- **Corpse 2:** female, wearing the garb of a Drakar frontierswoman (ranger), and a rigid leather hauberk. Underneath the body lie a broken self bow and a quiver containing 14 arrows. There is a dagger in her right hand. A silver locket (70sp) contains a love letter written in Drakar from someone called Finn Liefson (possible adventure arc later).

Also waiting to attack anybody who enters the ruins are ten skeletons, pawns of the Evil Sorcerer Anothep-Soth, an Ancient Sorcerer who lives on the Isle of Death. The Skeletons are here to drive off/kill any living thing that tries to enter the ruins, while their handler Ravaro (see below) finds the Skull and the eyes which are in the underground chambers below.

4. INNER SANCTUM:

The ceiling of the inner sanctum has long since collapsed, but most of the sunlight is still blocked by the tall pine trees of the forest, some of which grow from the floor of the inner sanctum itself. Mosses, lichen, weeds and thorny briars obscure most of the walls and floor. The mist is especially thick in here and vision is now limited to 3m.

Perception:

In the centre of the Inner Sanctum is a stepped platform, atop which is a 3m statue of an ancient horror, which has an squat, elephant-like body and a mass of tentacles, around where its head should be, that seem to reach out towards the viewer. The player characters can almost feel an aura of malevolence around the statue, which squats on the platform. Its dark evil eyes glitter in the misty gloom (Perception roll – they are dark emeralds each about as big as an adult thumbnail).

Skeleton Warriors

STR 13 CON 4 DEX 11 SIZ 11 INT 0 POW 0 CHA 0

Hit Points 8 Major Wound 4 Damage Modifier 0
Magic Points 0 Movement Rate: 15m

Armour: None

Close Combat 35%

Sword (1D8)

Medium Shield (1D6)

Skills

Dodge 10% Persistence 100% Resilience 100%

Immune to all diseases, poisons and mind control magics.

Magic

None

Special Rules

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. Skeletons are also immune to disease, fatigue, poisons and mind control magics. A skeleton has the same Movement Rate the creature had in life, but as a skeleton it cannot fly or swim (if the creature had those abilities while alive). Skeletons never suffer Fatigue.

Removing the Eyes

If any player character removes the eyes of the statue, they will find that they are of excellent craftsmanship, but each has a small dark flaw at its heart. A Trade roll will price them at 1500sp each, maybe more in Gatan itself. Nothing untoward will seem to happen, but secretly have the player character who possesses them roll a Resilience roll with a -50% modifier. Failure means that the player character comes under the influence of the gems, and will covet them and be unwilling to part with them at any price. The eye-gems play an important part in a future adventure – one contains the secret to locating the island of a long dead Wizard of the Old Empire, the other contains a bound demonic being of great power. (See The Journey South continues, Encounter 1)

5. TWO STOREY TOWER

This tower is 3 storeys high, and a spiral stone staircase winds up out of sight. The spiral stair also winds downwards but ends at a cave in.

First Floor: Overgrown with moss and weeds. Stair continues upwards.

Perception:

There is an ornate brass gong lying underneath the vegetation, carved like the demon statue outside the outer wall. If cleaned it could be sold for 100sp.

Second Floor: The second floor is open to the elements, with no ceiling and only 2 of the walls still standing.

Perception:

Signs of habitation: there is a cooking pot containing some bones of a small animal here. A *successful* roll here reveals that a humanoid was here about a week ago.

Also hiding here is the Skeleton's 'handler', a young apprentice of Anothep-Soth called **Ravaro**, who has been sent to get the Skull and Eyes.

If the player characters capture him and squeeze him a bit they will find out his master sent him and the skeletons to recover some hidden treasure. At this point Anothep-Soth puts the 'hand of death' on Ravaro remotely, Anothep-Soth's Sorcery skill is 300% so he can do ranged effects from his Island of terrible intensity to the main land.

Ravaro , Anothep-Soth's apprentice

A 20 year old Gatanese noble man and powerseeker who has been lured into the study of foul necromancy.

STR: 10 CON: 10 DEX: 10 SIZ: 12 INT: 16 POW: 16
CHA 11

Hit Points 10 Mortal Wound 5

Damage Modifier: 0

Armour: None except 4 points of Damage Resistance cast by his master with a duration of a month cast on the black hooded robe that he wears.

Magic Points: 16 Movement Rate: 15m

Close Combat 45% Dagger (1d4+1)

Skills: Dodge 45%, Persistence 55%, Resilience 35%, Deception 65%, Perception 75%

Magic Sorcery 55% Mystic Vision, Damage Boosting, Tap (Pow)

6. TOWER AND PIT

Although the walls reach higher than the other tower, the inside here has collapsed into a dark pit that encompasses the entire floor. The sides of the pit are a tangle of roots, creepers and chunks of broken stone, around which tendrils of mist snake and churn. The mist and low light inside the ruins completely obscures the bottom of the pit.

The pit is 10m deep, and emerges in a vaulted chamber that lies below the inner sanctum.

THE ICEWYRM LAIR

1. THE VAULTED CHAMBER:

This chamber has the same dimensions as the Inner Sanctum above (4). The room is 6m high, but directly below the pit is a pile of rubble piled 3m high.

The chamber is pitch black except for a shaft of faint light from above that barely illuminates the pile of rubble. Thick mist in here limits vision to 3m and artificial light reflects back off the mist.

A series of vaulted pillars supports the ceiling above. There is a stench of death and rotting vegetation in the chamber.

The Corpse:

The player characters will find the corpse as soon as they descend the rubble to the floor of the chamber.

At the foot of the rubble lies the headless corpse of another Drakarian warrior. It lies on its back, surrounded by dried blood and congealed guts. The body is dressed in typical Drakarian style clothing and a bloodstained ringmail hauberk.

A 2-H spear and horned open helmet lie by the body. The helmet has been split by powerful jaws.

This is the lair of the Icewyrms. There is a chance that the creature is hiding here in the darkness and mist, ready to attack the player characters and eat their heads. If you feel it would be dramatically correct for the Icewyrms to arrive once the player characters have descended into the pit, then have it attack the "rear guard" no doubt left at the mouth of the pit.

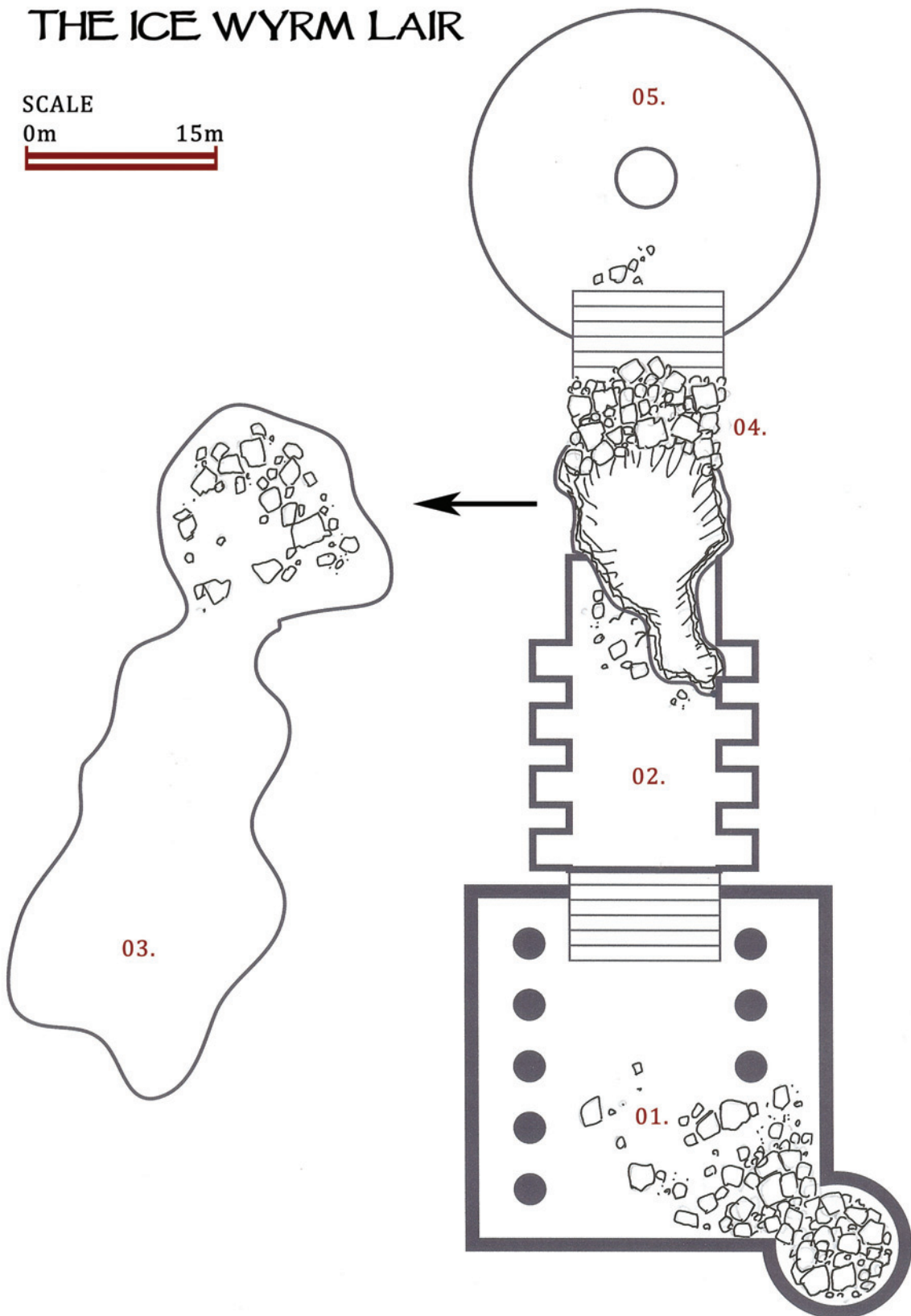
If the player characters succeed in slaying the Icewyrms they can search the chamber. There is a set of wide stone steps leading down through an archway in the north wall of the chamber. At the bottom of the steps the player characters will find a wide stone corridor leading north.

THE ICE WYRM LAIR

SCALE

0m

15m





Icewyrms

A Large wingless dragon, a numerous and minor offspring of the Great Dragon Drakar.

STR: 42 CON:23 SIZ:42 DEX:11 INT:9 (Fixed)
POW:15

Hit Points: 35 Major Wound: 18

Magic Points: 15

Armour 8AP of Scaly hide.

Move: 25m

Damage Modifier: +4d6

Skills

Unarmed combat 65% Bite (1D10)

Ranged Combat 100% Poison Breath

Other Skills: Dodge 60%, Persistence 50%,
Resilience 50%, Perception 90% Deception 50%

Special:

Breath: the poison vapours of its breath has a diameter of 10m and a range of 50m. Those within its reach must make a Athletics roll to hold their breath. The Icwyrms generates enough venom to create one breath daily.

Regeneration: Intensely magical the Icwyrms regenerates 4HP per round, until slain.

Notes: the Icwyrms can bite and use its breath weapon in the same round.

Icwyrms poison

Type: Inhaled

Delay: Instant

Potency:40

Effect: Intense Cold/Flu like symptoms that attack the respiratory system, causing choking and spluttering in the victim that gives a -25% modifier to all actions and causes 1D6 hit points of damage per round.

Duration: Icwyrms poison is thankfully short-lived and only lasts one minute.

2. THE CORRIDOR OF STATUES:

The corridor runs north, with alcoves at regular intervals holding tall statues of Old Empire craftsmanship, covered in tangled weeds and roots. After about 60m you arrive at an impasse – the floor has caved in. A chasm 6m across at its narrowest disappears into fetid mist-shrouded darkness below. Across the other side of the chasm, the corridor continues for a further 6m before ending in a cave-in.

3. THE TREASURE OF THE ICEWYRM

The pit is 20m deep and is the daytime lair of the Icwyrms. Its nest is made from rubble, plants and various bits of debris. Within the nest is a large pile of broken human and humanoid skulls (43 in all). The Icwyrms hordes no treasure, but various objects that were on the head or about the neck of one of its victims, such as necklaces, hair clasps, earrings, circlets, etc may still lie in the debris at the bottom of the nest.

If a player character searches for an hour, and they make a successful Perception roll, allow them to roll on the table below (see next page).

D100:	Treasure:
01-35	A silver earring worth 1d20sp.
36-50	A broken skull has 1d3 gold teeth, worth 2d20sp each.
51-60	A silver hair clasp set with amethysts worth 100sp
61-70	Silver circlet set with a small sapphire worth 250sp
71-85	Necklace
86-95	Gold earring set with topaz (25sp)
96-98	A glass eye made from amber and resembling a cats eye worth 50sp.
99-00	Star Stone Pendant – a glint of silver catches the player character's eye, and around the neck of a skeleton they find a pendant on a silver chain. The pendant is a Starstone, a powerful magical item against evil. Effects: Whilst worn, the Starstone acts as a permanent Spirit Block spell and confers Soul Sight on the wearer when viewing the greater and lesser servitor races of Blood Gods.

4. THE CAVE-IN

If the player characters opt to cross the chasm to see where the corridor goes, make sure they either come up with a good plan for crossing, or manage to make their Jump rolls! 20m is a long way to fall.

The corridor continues on for a further 6m before ending at a cave-in. A Perception roll reveals a gap in the rubble that any Player Characters of SIZ 14 or less can fit through (SIZ 14 player characters can only fit if they remove their armour).

If any player characters manage to wriggle through the gap, they will find that beyond the cave-in is a set of stone steps leading further into the earth. They wind down for another 90m before ending at a

domed, circular chamber.

5. THE STAR CHAMBER

The steps wind down and down into the earth until finally they arrive at a high arched entrance, beyond which your torchlight illuminates a circular chamber over 50m across with a high, domed ceiling which is a twinkling star map of semi-precious stones.

Around the walls are relief carvings of Old Empire warriors in exotic looking armour. Their armour and shields are emblazoned with the image of a tentacled horror which awakens a race memory of ancient terror in each of you.

In the centre of the room is a pedestal on which rests a stone box 1m square, carved with intricate runes, symbols and sigils.

Reading the Runes

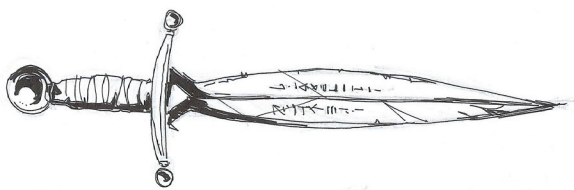
If any player characters can read Old Empire, they can try to decipher the runes on the stone box. A successful Read Old Empire roll will reveal that the box contains the skull of the Old Empire wizard 'Anothep-Soth' – dead these many centuries.

Further to this, the runes say that Anothep-Soth intended to become a powerful Lich upon his death, but before this could occur agents of his rivals entered his castle and stole the focus of his afterlife power – his skull. This they placed in a stone box which they magically sealed and took to an outpost on the mainland far from the wizard's tower on what is now the Isle of Death.

The final set of runes bears some kind of warning or clue, stating that "With one eye Nathotep forever looks upon the isle of Anothep-Soth, High Priest of Zonos". This is a clue to the map to the island being hidden in one of the eyestones.

The Stone Box

Trapped? Of course it is! The side of the box facing the ceiling bears a carving of the same tentacled horror that the player characters saw in the Inner Sanctum (4) above and which also glares at them from the shields in the carvings around the walls. The box is not locked, but may only be safely opened by an individual wearing an Old Imperial Charm of Protection. Otherwise one of the warding glyphs is set off – roll 1d100:



D100:	Glyph Effect:
01-25	12 MP Madness spell
26-50	12 MP Mindblast spell
51-75	3d6 fireball engulfs Player Character
76-95	3d6 lightning engulfs Player Character
96-00	12 MP Sever Spirit spell

If the box is removed from the pedestal (or just the skull) there is a distant rumbling noise, and the air shimmers as if in a heat haze. Next thing, the Old Empire warrior carvings have become very real, and are moving to attack.

Old Empire Guardians

One per player character.

Enchanted warriors of a dead age. Metal helm, metal breastplate, chainmail armour elsewhere. Cold blue eyes burn like slits of ice behind their helms.

STR: 14 CON: 12 SIZ:15 INT: 12 POW: 10 DEX:11

Hit Points: 15 Major Wound: Not applicable.
Magic Points 10

Move 10m

Armour: Chainmail (5AP)

Close Combat 55 %Broadsword (1d8), Shield (1d6)

If slain, the warrior guardians and all they carry crumble to dust in seconds, returning whence they came. The frescos remain empty.

The Contents of the Box

Inside the box are an ancient map on oiled animal skin, and a human skull.

The Skull

The skull looks like a normal human skull, albeit yellowed with the age of many centuries past. Its surface (inner and outer) is covered in intricate writing, arcane symbols and glyphs of power, some, of which glow a faint sickly green at night.

Anyone in possession of the skull is conferred a +25% any Persistence checks. Its other features will become apparent in the final part of the campaign: *Isle of the Sorcerer*.

The Map

The map shows the location of the Isle of Death, just off the coast of Bogdan, (see *Isle of the Sorcerer*).

CONCLUSION: RETURN TO ARNSTOWN

Einaar was right – on their return from Ravenswood carrying the head of the slain Icewurm with them, the player characters are hailed as heroes by the townsfolk and treated to much backslapping, free food and ale and the attentions of some of the local young women.

PART 2 THE JOURNEY SOUTH CONTINUES

When the player characters are ready to set off on their journey south again, they will be taken to the south banks of the Arnswater in boats from Arnstown, and put ashore. They will have to leave their cart in Arnstown, but they can take their horses through the forest if they like. Movement rate per day is as follows:

Riding 10 hours/day	30 miles
Hiking 10 hours/day	20 miles

ENCOUNTERS IN RAVENSWOOD

1. A VISITOR FROM ANOTHEP-SOTH (NIGHT)

This encounter only takes place if the player characters possess one or both of the emerald eyes from the statue of the ancient horror in the Haunted Ruins.

Anothep-Soth is the necromancer who, rumours say, lives on the Isle of Death. Soth found a way to prolong his live, and dwells in his lair (dungeons beneath a ruined tower) protected by his undead and demonic servants.

Anothep-Soth wants the Skull of Anothep-Soth, since he currently exists as a disembodied spirt and he needs *his skull* to reform his body. Even if the player characters don't have it, he believes they do due to their recent visit to the Haunted Ruins. To test the player characters' strength, he has summoned some Arcane spiders to attack them in the night.

As soon as the player characters are bedded down for the night, Lengian spiders drop on them from the trees.

Anothep-Soth doesn't expect the spiders to defeat the player characters. During the battle he will watch through his magical scrying shewstone, evaluating their fighting and magical skills.

Arcane Spiders

Huge purplish spiders with pustulently bloated bodies and long bristly legs. One per Player Character.

STR: 28 CON: 18 DEX: 17 SIZ: 35 INT: 10 POW: 14 CHA:5

Hit Points 27 Mortal Wound 14

Damage Modifier: +3D6

Armour: Chitin (4AP)

Magic Points: 14

Movement Rate: 15m

Unarmed Combat 65%

Bite (1d4+poison)

Ranged Combat 65%

Thrown Web entangle, Athletics -25% to escape once per round

Skills: Dodge 45%, Persistence 35%, Resilience 35%, Deception 85%, Natural Lore 65%, Perception 65%

2. THE SACRED GROVE (DAY – MORNING)

The player characters stumble upon a sacred grove of the Goddess Donya. If they steal fruit from the apple tree here, they will awaken the grove's guardians, the Brothers of the Pines.

Striking camp and heading south once more, after about an hour the forest opens into a clearing about 60m across. Above, the sky is clear and blue. In the centre of the clearing stands what looks like an old apple tree, surrounded by red poppies which wave in the light breeze. The tree bears fruit, succulent looking rosy red apples, which glisten in the bright morning sunlight.

Any Bogdan in the party can make a Culture (Bogdan). If successful they will have heard of an apple tree in a sacred grove that is sacred to the goddess Donya. The goddess allows forest travellers to eat the fruit of the tree while in the confines of the clearing, but it to take apples from the grove would awaken the Earth spirits.

The apples are indeed succulent, and blessed by the goddess Donya. If eaten the apples restore 1d3 to total HP. If any Player Character attempts to take apples from the sanctity of the grove, the guardians of the grove will awaken.

The Savage North

Search:

If the player characters search the clearing, a Special success reveals a skull in the tangled roots of the poppy plants.

Brothers of the Forest (x12)

Earth spirits given human shape by the power of the Earth Goddess.

STR: 18 CON: 16 DEX: 15 INT: 10 POW: 14 CHA: 12

Hit Points 17 Mortal Wound 9

Damage Modifier: +1d6

Armour: Wooden Skin (3AP) Fire damage ignores this armour.

Magic Points: 14

Movement Rate: 15m

Close Combat 75% Longsword (1d8)

Ranged Combat 75% X 5 Javelin (1d6, Range 36m)

Skills: Athletics 85%, Dodge 65%, Persistence 55%, Resilience 55%, Deception 90%, Natural Lore 85%, Perception 85%

Special: Regenerate 5HP/round while in pine forest.

Items: Their weapons are made out of a unique type of hardened wood, of value to alchemists.

Notes: Quick, graceful humanoids somewhat elfish in appearance, standing 6' tall. Their skin has a smooth, sculpted look, and is a pale green hue. Fine, ivory coloured hair frames their faces, and their almond-shaped eyes are of a cold, emerald nature.

Their bodies are not of flesh but wood, with clear sap running through their veins instead of blood. When slain they shrivel and die, turning into rotting wood which quickly falls into pieces.

a Persistence to avoid it's gaze. One of the player characters (random roll) will catch the creature's gaze (see below).

Undead Warriors (x8)

Zombie creations of the sorcerer Anothep-Soth.

STR: 18 CON: 16 DEX: 12 SIZ: 13 INT: 6 POW: 0 CHA: 0

Hit Points 17 Mortal Wound 8

Damage Modifier: +1d6

Armour: Ringmail (3AP)

Magic Points: 0

Movement Rate: 10 m

Close Combat 60% Club (1d6)

Skills: Dodge 10%, Persistence* na, Resilience* na

Special rules

* As members of the undead not affected by mind control magic, poison or disease.

Basilisk

A small reptilian horror, with bat wings and rooster claws.

STR: 4 CON: 13 DEX: 16 SIZ: 3 INT: 3 Fixed POW: 11 CHA 0

Hit Points 8 Mortal Wound 4

Damage Modifier: -1d6

Armour: Scales (2 AP)

Magic Points: 11

Movement Rate: 15m

Unarmed Combat 45% Bite (1d8 + Lethal poison Pot 25 -fail suffers immediate death)

Ranged Combat 100% Gaze (Death, Range: POW in metres)

Unarmed Combat 30% Bite (1D6-1D6+poison)

The basilisk can attack with both gaze and bite simultaneously in the same combat round as its action.

Magic

Poison Blood & Venom

Any non-magical weapon hitting the basilisk corrodes in the creature's blood, completely disintegrating after d4 rounds.

3. UNDEAD VISITATIONS (NIGHT)

Anothep-Soth sends a group of his undead minions to slay the player characters and steal the Eyes of the Ancient Horror. One of the zombies has a wooden box containing a Basilisk. As the undead approach, the undead warriors whisper "give us the eyes, the eyes".

Search:

One of the zombies was carrying a wooden box about 1m square. No sound can be heard from inside. Inside is a Basilisk. If the player characters set it free, any looking at the time of its escape must make

The basilisk's poison and corrosive blood are magical effects, which lose their special properties a few minutes after leaving the basilisk's body, making it virtually

impossible to use the creature as a source for such lethal compounds.

Basilisk Venom

Type: Ingested or smeared

Delay: Immediate

Potency: 65

Full Effect: 1D4 hit point damage, applies -6 penalty to victim's CON Duration: 6D10 minutes

Death Gaze

A basilisk can kill with a glance. In combat the basilisk glares at a single opponent each round. If the basilisk overcomes the target in an opposed test of its Persistence

against the target's Resilience, the target dies instantly.

Using the gaze attack costs no Magic Points, and the basilisk may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences

as if it were a Magnitude 6 Battle Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again.

Skills: Dodge 30%, Persistence 50%, Resilience 70%

4. WOLVES (DUSK)

A pack of hungry wolves encircle and attack the player characters as they are making camp for the night. They will flee if more than half their number is killed.

Twelve Wolves

STR: 15 CON: 11 DEX: 17 SIZ: 10 INT: 05 [Fixed] POW: 11 CHA 5

Hit Points 11 Mortal Wound 6

Damage Modifier 0

Armour: fur (2AP)

Magic Points 11

Movement Rate: 23m

Unarmed Combat 45% Bite (1d8) Claw (1d6)

Skills: Dodge 45; Natural Lore 85, Deception 50%, Perception 75%

GRIFFIN PASS

It will take the player characters at least 7 days to traverse Ravenswood north to south. On the 7th day the trees will begin to thin out and by noon the player characters will find themselves in lightly wooded foothills. Behind them to the north, stretching to the horizon like a vast green blanket, lies the forest. In front, to the south, shrouded in mists and low cloud, lie the Griffin Mountains. Another day's travel will take the player characters to the north end of *Griffin Pass*, a high walled valley which is the only pass through the mountains for many leagues in either direction. It will take at least 2 days to reach the far end of the pass.

The valley floor is forested, and the river Morr runs down from the mountains and joins the valley at the northern end, flowing south into Bogdan. Sheer cliff walls rear 1000s of feet on either side of Griffin Pass.

ENCOUNTERS IN GRIFFIN PASS

1. AMBUSH BY GRIFFINS (DAY)

The player characters are attacked by Griffins as they make their way down the steep trail into the pass. The Griffins are primarily after any horses or pack animals that the player characters may have with them.

Griffin (x3)

A large flying carnivore with the body of a lion and the head, wings and fore claws of a giant eagle.

STR: 36 CON: 22 DEX: 25 SIZ: 36 INT: 6 Fixed POW: 12 CHA 8

Hit Points 29 Mortal Wound 15

Damage Modifier: +2d6

Armour: Tough hide (3AP)

Magic Points: 12

Movement Rate: 23m on land, 30m when flying

Skills

Dodge 40% Persistence 80% Resilience 70%, Natural lore 60%, Athletics 80%, Deception 28%, Perception 50%

Combat

Unarmed Combat 70% Bite (1d8), Claw (1d6)

2. THE HANGING MAN (DUSK)

The body of a man is hanging on a tree branch next to the road; it is heavily decomposed, and about to drop off the rope. The body is unrecognisable.

3. THE WATERFALL AND THE NYMPH (DUSK)

At dusk of the second day in Griffin Pass, the player characters arrive at a cliff, which runs east to west across the entire width of the valley. The cliff is 15m high, and the trail winds down through jumbled rocks to disappear into the tree line below. The river pours over the cliff with a roar, forming a plunge pool below.

A water nymph that lives in the waterfall spies the player characters encamped for the night and tries to entice the male player character with the highest CHA away from the party when he is on watch.

The nymph will be attracted to the player character and will attempt to seduce him.

Aquia, Naiad of the River Morr

Beautiful young woman with waist length black hair and emerald eyes.

STR: 14 CON: 8 DEX: 9 SIZ: 9 INT: 18 POW: 23 CHA: 22

Hit Points 9 Mortal Wound 5

Damage Modifier: 0

Armour: 0

Magic Points: 23

Movement Rate: 15m

Close Combat

No effective attacks, uses Magic.

Magic: (Spirit Magic 115%): Coordination 6; Disrupt; Extinguish 1; Healing 4; Slow 3; Shimmer 3

Skills: Dodge 110%, Persistence 90%, Resilience 50%, Deception 75%, Natural Lore 100%, Perception 75%

4. BANDITS (DAY)

This encounter takes place as the player characters reach the southern end of Griffin Pass. The river is wider here and the once sheer valley sides are now forested and snow covered foothills. A group of bandits led by a Bogdann woman block the way south out of the pass, and demand a toll for passing safely. The player characters can attempt to bargain with the bandits.

Fran is a Bogdann bandit, leader of a group of Bogdanns and Drakar bandits who of late have taken to waylaying travellers on the Griffin Pass trail and robbing them of their wealth. There are a further 11 bandits hidden in the trees on either side of the trail.

If the player characters are aggressive, Fran will explain that before she can let them past, she must ask for a toll – half their silver. If they attack she will draw her sword and whistle – a signal for the archers to open up.

Bogdanns/Drakars in the party have a chance of bargaining with Fran into letting them past for a lesser toll.

Fran, Bogdan Bandit Leader

STR: 14 CON: 16 DEX: 16 SIZ: 13 INT: 15 POW: 12 CHA: 14

Hit Points 15 Mortal Wound 8

Damage Modifier: +1d6

Armour: Chainmail (5AP)

Magic Points: 12

Movement Rate: 15m

Close Combat 85%

Longsword (1d8)

Dagger (1d4+1)

Ranged Combat

Skills: Dodge 75%, Persistence 45%, Resilience 65%, Deception 65%, Natural Lore 45%, Perception 65%

Items: Fran wears animal skins and furs, and trinkets worth a total of 200sp if sold in a town

Orrick, Drakar Bandit

STR: 17 CON: 16 DEX: 13 SIZ: 16 INT: 13 POW: 11 CHA: 8

Hit Points 16 Mortal Wound 8

Damage Modifier: +1d6

Armour: Chainmail (5AP)

Magic Points: 11

Movement Rate: 15m

Close Combat 85% Two handed Great Sword

Dagger 1d4+1

Skills: Dodge, Persistence, Resilience, Deception, Natural Lore, Perception

Items: Orrick wears animal skins and furs, and trinkets worth a total of 100+1d100sp if sold in a town.

The Savage North

Bandits (x10)

A mixture of Bogdan and Drakar bandits

STR: 14 CON: 12 DEX: 11 SIZ: 13 INT: 12 POW: 10 CHA 10

Hit Points 13 Mortal Wound 7

Damage Modifier: +1d6

Armour: Ringmail (3AP)

Magic Points: 10

Movement Rate: 15m

Close Combat 55%

Longsword (1d8)

Ranged Combat 55%

Nomad bow (1d8)

Skills: Dodge 45%, Persistence 35%, Resilience 35%, Deception 35% Perception 35%

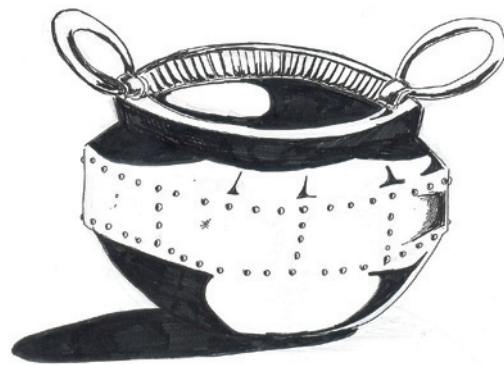
Items: 2d20sp

usually pilgrims (usually warriors or priests) from Drakar or Bogdan visiting the site.

THE CAULDRON OF ANNWYNN

The Bogdanns believe that the Cauldron of Annwynn once contained bloodshed by the god Krum, after he was wounded slaying the demon god Yggss. The Drakars believe that the cauldron once contained tears from the goddess Villisa. Whichever legend is true, the Cauldron of Annwynn has powerful healing and life-giving powers in the hands of the druids of Craig Don.

It is a large bronze cauldron inscribed with arcane symbols and sigils. It resides in a secret grove in the forest south of Alwin Hill and is well protected: a dragon guards the grove. Crugh the dragon has sworn to protect the grove for 100 years in return for Annwynn freeing it from a curse many years ago.



NORTHERN BOGDAN

Northern Bogdan is an unrelentingly sombre and snow covered land of darkly wooded hills and valleys, under skies nearly always grey.

Bogdan is a nation of barbarian tribes, living in villages deep in the humid forests. The people use iron weapons and have borrowed other elements from the higher cultures to the south. The Bogdan's chief god is Krum, who takes little interest in human affairs. The Universal Earth Mother, who is known as Donya, is also widely worshipped.

CRAIG DON

Said to be a focus for powerful earth magics, Craig Don is a respected holy site to both the peoples of Bogdan and those of Drakar. Druids dwell here and guard the site and more importantly the Cauldron of Annwynn, a legendary artefact brought here by the arch druid Annwynn over a century ago.

Craig Don lies atop Alwin Hill, a hill on the northern outskirts of the great tracts of forest that dominate most of central Bogdan. It consists of seven circles of rune-etched granite standing stones arranged around a central altar.

The dwellings of the druids lie at the foot of the hill on the northern side. There are seven druids at Craig Don including the current arch druid, Quinn, plus several dozen acolytes and retainers at any one time. In addition to the druids and their retinue, there are

ARRIVAL

As the player characters approach Craig Don from the north, they see smoke and signs of battle. As they draw near, they are met by two Bogdanns dressed in dented and bloody armour, one of whom is injured.

The Bogdanns are brothers, Tane and Callum McTor. If the player characters ask what happened and explain why they are there, Tane will take them to see the arch druid Quinn, and on the way tell them the following:

"If you came to lend your sword arms you are too late – the battle is done, and the enemy is fled. They attacked at dawn – a Wodeman raiding party led by a strange robed figure. We marshalled the druid's retainers as best we could. The fighting was fierce, but we were able to drive the raiders off. But at what cost – 7 dead, including 2 Drakar mercenaries and alas, our own younger brother, Alec.

But they got what they came for – prisoners - prisoners

The Savage North

for whatever foul magics their shamans can think up. The robed rider and those Wodemen still living escaped with several acolytes including Gwynyth, niece of the arch druid Quinn."

As they recount the events of the battle, The Bogdanns lead the player characters to the druid settlement on the north side of Alwin Hill. The houses here are arranged in a semi circle (see map 4) – the houses are all single floor buildings with thatched roofs. Inside the semi-circle they see druids and acolytes tending to the wounded, the dead and the dying. There are 7 corpses laid out in a line near the arch druid's house, including the body of a Bogdann and 2 Drakar. There is also a pile of semi-naked, blue wode-painted Wodeman corpses (19 in total).

THE ARCH DRUID QUINN

Quinn the arch druid was injured during the fighting, and the player characters find him sat in his house, a nasty leg wound being tended to by Yestin, one of the other druids, and an acolyte. Quinn is about 60 years old, tall, and thin with medium length hair and beard which are both white as snow (think Christopher Lee). He wears heavy brown robes and his body is covered in ritual tattoos.

Quinn promises that his druids will lift the curse on Arnulf, but requests the player characters' aid in return: track the Wodemen raiders and rescue their prisoners.

The druids can heal any wounds the player characters may have and provide food and water for their journey – they also have several horses captured during the fighting that morning. Bryn elects to remain at Craig Don with Arnulf, as does the priestess Brianna.

PART 3 HUNTING WODEMEN

GAMES MASTER'S INFORMATION

So what are these crazy Wodelanders upto?

Crazy is the defining word here. These people come from a mad and warped society where worship of the Blood Gods is the norm and human sacrifice is a daily occurrence. They believe that their gods demand a constant flow of fresh blood from sentient beings to keep the universe going. The magic that their priests receive in return for sacrifices and the ongoing existence of the world is proof to them.

They also believe that if they slay an important priestess of Donya on one of their altars, they will ritually kill the Earth Mother of Bogdan, allowing their own Dark Mother of the Earth to take over the rich and fertile lands of Bogdan with all those innocent peoples ready to go under the swords of their Blood

Chieftains. The blood will flow and Silvon the Evil Sun will rise in the sky once more.

Did I mention that Gwynyth the Arch-Druid's niece is also a Priestess of Donya? You know those crazy Wodelanders might just pull this one off if the player characters fail to stop her going under the knife.

BACK TO THE ACTION

The Wodemen have about a 4 hour head-start on the player characters and are riding north west towards the forested foothills of the Griffin mountains to avoid the territory of the Bogdann Northern Clans who populate this region. The journey back to Wodeland in the west will take a week of hard riding.

The player characters have a choice – they can follow the trail of the Wodemen north west, or head directly west and hope to catch them on the plains north of Ben Morgh as they turn south to head for the Wodeland border.

The Bogdann brothers at Craig Don estimate that there are still at least 15 Wodemen alive and they have 5 prisoners. They will be travelling slower than the player characters because of their prisoners. If the player characters choose to follow the Wodemen's trail direct, they will catch up to them in 3 days at most.

ENCOUNTERS WHILE TRACKING THE WODEMEN RAIDERS:

DAY ONE

Dead Wodemen – this Wodemen was sacrificed by the Shaman to boost his magical power. The body lies in the open, contorted into a grotesque position. The eyes of the corpse are missing. Carrion birds pick at the corpse. It is also completely bloodless.

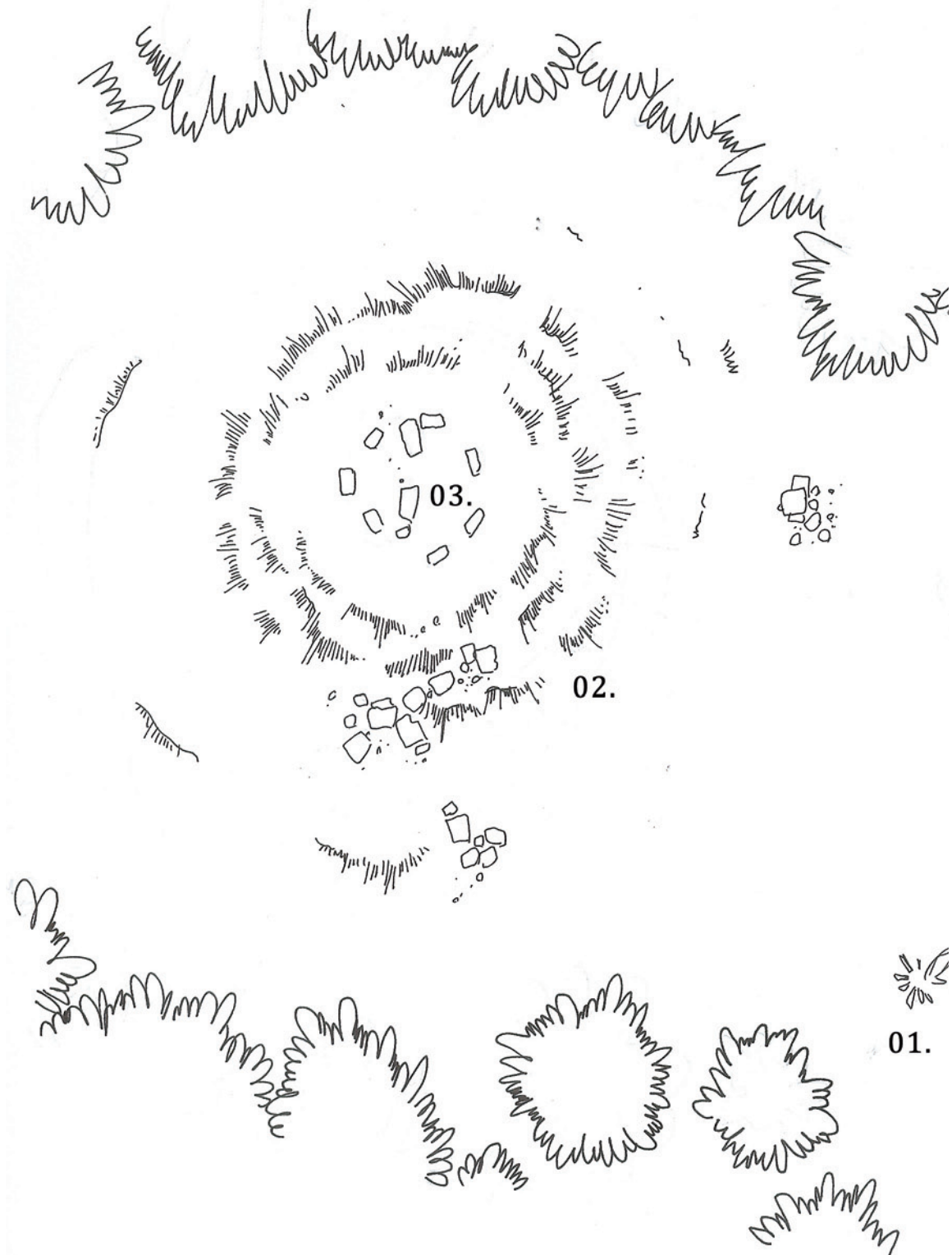
DAY TWO

Bogdann trappers – while travelling through light forest, the Player characters meet 2 Bogdann trappers, their packhorse laden down with furs. If questioned they will tell the player characters that they saw signs of a Wodeman camp about half a day's ride west of where they are. They can point the player characters in the right direction.

If there are any Bogdanns in the party, they will add that the camp fire was cold, and the tracks from the site headed west, towards the demon haunted Forest of Ayoon. It is a place of mist-shrouded forests, haunted by evil spirits and ancient evil. Most Bogdanns avoid the place.

If the player characters follow the Bogdann's directions they will indeed find an abandoned

THE STONE CIRCLE



The Savage North

campsite, with tracks at least a day old headed west.

DAY THREE

The third day finds the player characters in the bleak borderlands that lie between Bogdan and Wodeland. A light rain falls as the player characters travel across open grasslands dotted by rocky outcrops and the occasional lightning-damaged tree. Far to the south, the mist shrouded mountain Ben Morgh can be seen disappearing into the low cloud.

The player characters won't reach the Forest of Ayoon until nightfall and, when they do, they will realise that they may have arrived just in time.

THE FOREST OF AYOON

This region of forest lies where the boundaries between Bogdan and Wodeland are vague and indistinct. Few Bogdanni venture into its dark, leafy confines, for legends tell that the forest is haunted by an ancient evil.

Deep within the forest lies a low hill upon which stands an ancient stone circle. The hill is the prison of a demon of elder times. It was imprisoned under the hill by priests, using live slaves as bait. Once the creature was busy eating its 'victims' under the hill, the priests performed an arcane ritual, enchanting the stone circle. The hill became a prison for the creature, and until recently it lay undisturbed.

A Wodeman shaman named Calak has discovered a way to free the demon and bind it into his service. He needs to spill the blood of five Earthmother worshippers (druids in this case) onto the hill and stones while reciting certain runes. This is exactly what he intends doing.

Calak believes that the Demon is the Dark Mother herself and this is why he has kidnapped Gwynyth.

SENTRIES

There are 5 Wodemen on sentry duty in the forest making sure no one strays upon the ceremony whilst it is in process. They are hidden in the trees, armed with bows, knives, darts and blowpipes. If they spot any of the player characters approaching the stone circle, they will attempt to ambush them, screaming blue murder as they do so, to alert the other Wodemen.

Wodeman Sentries (x5) see stats digest

1. THE CAMP

Here the Wodemen's horses and provisions etc are looked after by a young Wodemen warrior (barely 16). He will sound the alarm if he spots any of the player characters

Wodeman Sentries (x5)/Warriors (x10)

Short, stealthy warriors hidden in the trees, their skin painted with charcoal.

STR: 14 CON: 16 DEX: 16 SIZ: 10 INT: 10 POW: 10
CHA: 10

Hit Points 13 Mortal Wound 7

Damage Modifier: +1d6

Armour: Leather (2AP)

Magic Points: 10

Movement Rate: 15m

Close Combat 65% Dagger (1d4+1)

Long Sword (warriors only) (1d8)

Short Sword (sentries only) (1d6)

Ranged Combat 65%

Short bow (sentries only) (1d6)

Battle Magic 65% (in the form of blood tattoos)

Sentries: Enhance (Deception) 4, Multimissile 4.

Warriors: Enhance (Deception) 4, Weapon Enhance 4

Skills: Dodge 65%, Persistence 35%, Resilience 35%,
Deception 85%, Natural Lore 45%, Perception 65%

2. THE MOUND

The remaining 10 Wodemen are all gathered around the foot of the Mound, watching the shaman at his work. If the alarm has been sounded they will have hidden in the trees around the mound, ready to ambush the player characters

3. THE STONE CIRCLE

The 5 prisoners are chained to the 5 of the standing stones atop the mound. Atop each stone a lit brazier burns.

The Shaman is here also. He is leaping around in glee wielding a long sacrificial knife. The prisoners are naked and their bodies have been painted with intricate symbols and sigils, in their own blood.

If the player characters take too long fighting the Wodemen warriors, and if the Shaman will manage to sacrifice at least 2 of the prisoners, the mound will begin to shake, and stones bearing the dead prisoners will crack and fall. A smell like sulphur will fill the air and cracks will appear in the mound, letting out noxious fumes. The creature is awakening.

Of course the Shaman has no idea how to control the Demon, which will promptly run amok killing friend and foe in a bloody gorging feast.

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Calak, Wodeman Shaman

Short, wizened old man, skin painted with blood red paint. Wears a headdress made of exotic feathers and bones.

STR: 10 CON:13DEX:16 SIZ:10 INT:17POW:17 CHA:7

Hit Points 12 Mortal Wound 6

Damage Modifier: 0

Armour: Protection 6 spell, precast

Magic Points: 17

Movement Rate: 15m

Close Combat 40% Dagger (1d4+1) + precast Weapon Enhance 6

Skills: Dodge 60%, Persistence 70%, Resilience 70%, Deception 65%, Natural Lore 85%, Perception 75%, Shamanism 85%

Magic: Battle magic 85% Call Pain spirit, Call Madness Spirit, Call Skeleton, Drive off Spirit 5, Spirit Block 5, Disruption 4, Create Potion 4, Create Charm 3, Healing 4, Protection 6, Weapon Enhance 6

Bound spirits

Pain Spirit POW 14

Madness Spirit POW 17

If slain, the shaman will take 1d4 rounds to die, and if any PC comes close, he will gurgle a curse through the blood running from his mouth.

The Demon under the Hill

An ancient creature of primal evil, the creature resembles a horrific cross between an oversized bear and a goat. It has huge curled rams' horns and long, yellow claws. Its eyes are slits of burning orange, and its long, matted fur glistens in the firelight. If given opportunity it will gobble up the sacrifices then attack the player characters and Wodemen both.

STR: 30 CON:30 DEX:14 SIZ:45 INT:8POW:14 CHA:1

Hit Points 30 Mortal Wound 15

Damage Modifier: +3d6

Armour: Steel hard hide (8 AP)

Magic Points: 14

Movement Rate: 15m

Unarmed combat 70 Bite (1d10), (Claw 1d6+3)

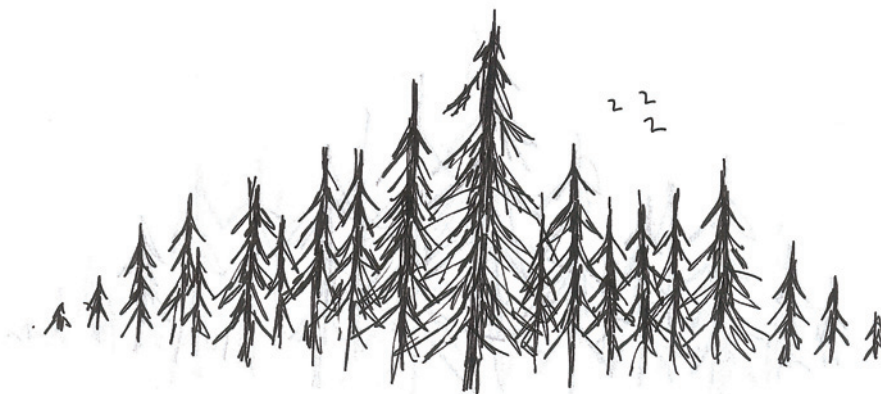
Ranged Combat 60 Breath (special see below)

Skills: Dodge 45%, Persistence 60%, Resilience 75%, Deception 30%, Perception 50%

Special rules

Breath: the noxious, sulphurous vapours of its breath have a POT of 45 and a diameter of 10m.

Regeneration: the creature regenerates 5 Hit Points per round, until slain. Wounds dealt by enchanted weapons do not regenerate



AFTERMATH

If the player characters succeed in rescuing the surviving prisoners, one of whom will be Gwynyth, it's up to them to make their way back to Craig Don to see them safely delivered to the arch druid Quinn.

Quinn will be overjoyed if Gwynyth is delivered alive and well to him. The druids will heal any wounds that the player characters might have and placing any dead members of the group in the Cauldron acts as a resurrection spell available too should it be required.

Arnulf will be led grunting and snuffling to the cauldron and two burly Bogdann Druid apprentices will lift him in. The Arch Druid Quinn will then recite some magic words, there will be a swirl of magical energy and Arnulf emerges from the cauldron rational and his old human self again.

There then follows a boisterous feast at which the player characters are the guests of honour. During which Arnulf is keen to catch up with what has happened since he's been a pig, so to speak. Upon hearing of the player character's adventures (he will ask them about the events before the Pig and the Cauldron) he will tell his tale as given on page xx of the Blood Dawn.

An expert on the dark lore of the Blood Gods, he comes to one conclusion that the Sorcerer Anothep-Soth must have been behind his cursing and that the dread Sorcerer seeks to bring about the *Blood Dawn*. He leaps up and starts making preparations to travel to on a visiting Drakar Long ship, which as luck would have it is visiting Craig Don, to set sail for the infamous Isle of the Sorcerer!

Of course the player characters' destinies are tied up in this great expedition to prevent the end of the world. Not to mention that Anothep-Soth has great treasures that he has been hording since the time of the Old Empire.

REWARDS

IMPROVEMENT POINTS

- 2 for slaying the Ice Wyrn
- 1-2 for the journey through Griffin Pass
- 1 for delivering Arnulf safely
- 2 for rescuing the captives from the Wodemen

HERO POINTS

- 2-4 Hero Points depending on how heroic the characters have been.



THE ISLE OF THE SORCERER

GAMESMASTER'S BACKGROUND

THE LEGEND OF ANOTHEP-SOTH

In the years before the cataclysm that destroyed the Old Empire, there lived a sorcerer priest of that ancient civilisation named Anothep-Soth. Anothep-Soth worshipped the darkest of Blood Gods and had commerce with a multitude of foul creatures in his quest for ever greater knowledge and power.

Using magical means, Anothep-Soth had extended his lifespan well beyond the norm, but despite all of his power, Soth was still mortal.

Late in his life, the foul Book of Blood came into the possession of the sorcerer and within its pages Soth discovered a means to preserve his life force for all eternity - he would perform the Rites of Zonos - and return from beyond the grave in the form of a Lich, an undead creature of immense power!

Now Anothep-Soth was well aware he had enemies - after all, what great sorcerer does not inspire greed and jealousy in his would-be peers? Individually they could not hope to confront the mage, so great was his power. What he did not count on was several of these enemies forming a pact, a temporary alliance, to finally bring him down and loot his knowledge.

On the very night of the recitation of the Rites of Zonos, a fleet of ships arrived at Anothep-Soth's island retreat. They had chosen their time well - Anothep-Soth lay helpless in a deathlike trance while his priests performed the arcane ritual.

An army of hired sellswords stormed the tower. Sparing no-one, they cut down everyone that they encountered, and when they found Anothep-Soth they severed his head from his body, throwing it into the storm-lashed seas, leaving his body to burn with his tower.

Once the inferno had brought down the tower of Anothep-Soth and the fires were dying, the victors departed for the mainland, celebrating their success.

What they did not know was that one of Anothep-Soth's priests had survived the massacre, having crawled unnoticed from the tower before one of the bloodthirsty attackers could kill him.

Hanepe, for that was his name, witnessed his master's severed head being thrown into the raging sea and, upon seeing the ships depart, stumbled from his hiding place, swearing to complete the ritual alone and raise his Master as a Lich, to take revenge on those who had conspired against him.

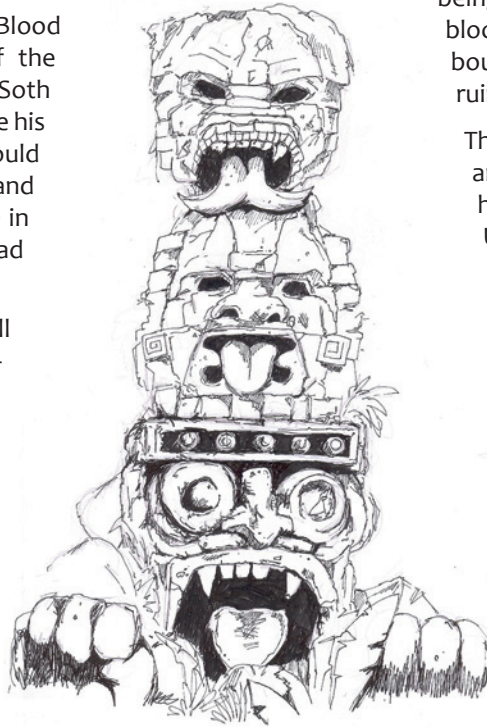
It was not to be so easy. Before leaving, Anothep-Soth's enemies had left some insurance behind. They had summoned a Lamia, a demonic being of great power that feasts on the blood and hearts of young men and bound it to guard the dead sorcerer's ruined tower.

The priest knew he was soon to die and he was no match for a Lamia, so he devised a plan. He summoned Undead and demons creatures of the darkest hells and bade them find and return to him Anothep-Soth's head. This they did and immediately Hanepe summoned a Demon wraith, a demon steed to transport him across the sea to Ravenswood, which was outside the Old Empire at that time.

In a remote, abandoned retreat deep within the Ravenswood, Hanape hid Anothep-Soth's head and along with it all the items necessary to transport it back to his ruined lair. The

dying priest hoped that the abandoned retreat would be discovered by a band of greedy adventurers, who would read of the 'treasure of Anothep-Soth' on an island far across the sea and unwittingly take Anothep-Soth's head back home, defeat the Lamia and complete the Rites of Zonos, thinking it would open a secret chamber filled with unbelievable treasures. Then Anothep-Soth would rise as an immortal Lich.

Millennia have passed, and The Old Empire itself has been destroyed, Now the time of Anothep-Soth might finally be at hand. Since the final part of the Rites of Zonos requires the presence of the Blood Gods themselves.



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PLAYERS INTRODUCTION

THE ISLE OF ANOTHEP-SOTH:

Two weeks you have been at sea. Two weeks chasing a legend.

Forewarned by Arnulf the Seer, you seek to prevent the Sorceror Anothep-Soth from bringing about the end of the world by summoning the evil Blood Gods from their lairs in the Outer Dark.

As you stand on the deck of the Sea Spider, you are buffeted by the damp, brine-laden wind. Ocean stretches to the horizon in every direction, while overhead the sky is clear and a warm sun beats down. Ahead you can see a storm-washed island archipelago and it is towards the largest of the isles that the ship is sailing.

There are about a dozen islands in the archipelago, all bleak, seaweed covered crags of black volcanic rock. As you draw closer, you can make out the wrecks of ships, sunken in the shallow waters formed by submerged coral reefs.

Soon the creak of oars and the rhythmic splash of water fills your ears, as your longboat makes for a beach of the largest island. It is a beach of black, volcanic sand, littered with the flotsam and jetsam of sunken ships; rotten longboats no longer seaworthy; bleached bones of long dead sailors and of other, less human creatures.



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THE ISLE OF ANOTHEP-SOTH

MAP 1

The Tower of Anothep-Soth stands on the largest isle of a storm-washed and barren archipelago of volcanic rock, many weeks travel across the sea. It is a dead place, where by rights no living thing should grow or dwell; its beaches are black volcanic sand and inland consists of briny pools, and jagged rock formations covered in dark green seaweed.

1. THE STATUE ON THE BEACH

About halfway up the beach, cut from a finger of rock, thrusting up through the beach, is a 3m high statue of Zonos. Its features are worn through endless weathering, but the distinctive fanged teeth are unmistakeable. Its eyes are two empty sockets, staring blindly out to sea.

Note: If the player characters played 'The Pig and the Cauldron' and the emerald eyes taken from the statue in the Old Empire ruins in Ravenwood are placed in the empty sockets, a magical barrier is reactivated which surrounds the isle and prevents outsiders scrying on it. It also prevents anyone leaving without Anothep-Soth's permission. So the only way off the isle once the barrier is activated is to ask him nicely, or more likely, kill him.

2. THE STAIRWAY

The only way up to the tower on foot from the beach is via a narrow set of stone steps, which are cut into the towering black cliffs and wind up through the solid black rock towards the ruined tower at the top of the isle.

3. THE TOWER ON THE PLATEAU

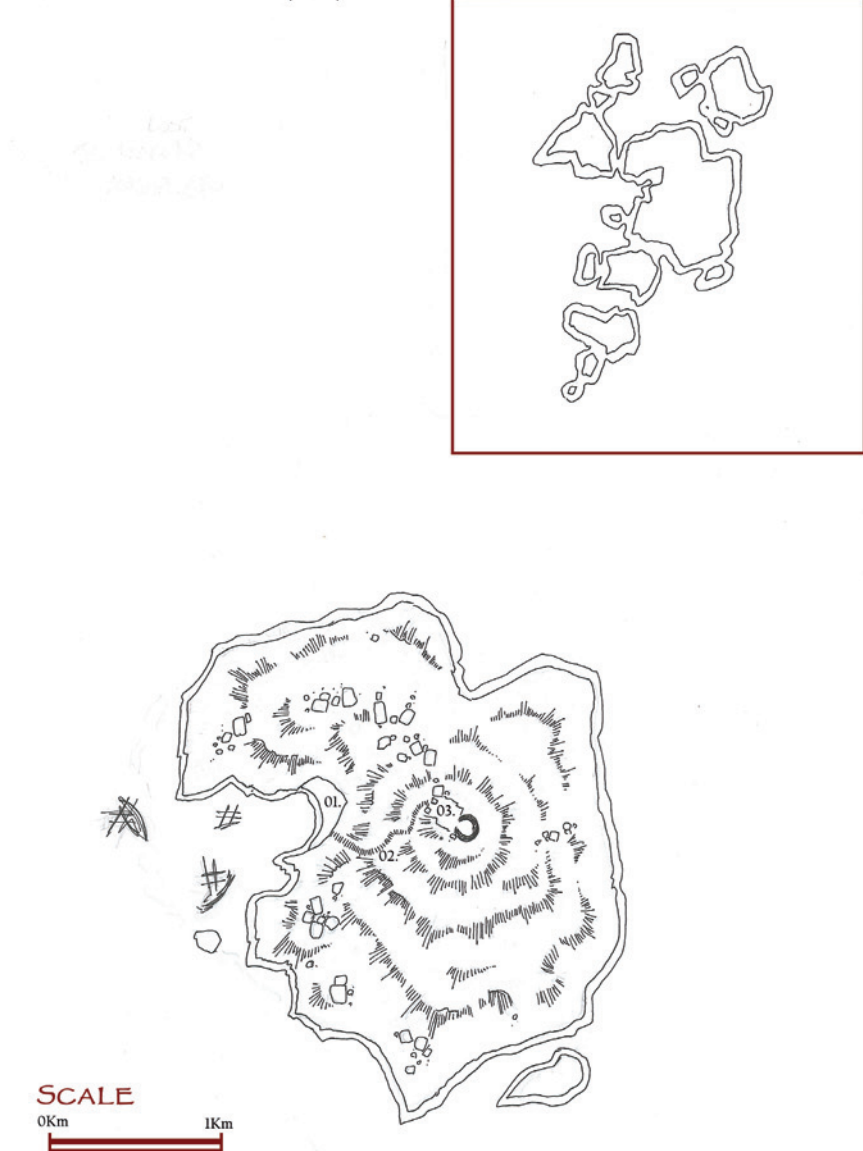
After a hard climb, the stone steps emerge through a broken arch into a courtyard in front of the ruined tower. The courtyard looks like it has seen much combat and is littered with sun-bleached skeletons clad in rusted armour and rotted leather. Broken swords, spears and arrowheads are scattered about and the black stone ground is stained brown with the dried blood of countless souls. Seagulls flap about in flocks, looking for titbits on the bones.

Search:

The age of the skeletons varies from ancient to relatively recent (a couple of years maybe); although all have been picked clean by the seabirds.

THE SORCERER'S ISLE

AND THE NAMELESS ARCHIPELAGO (INSET)



THE TOWER

THE SORCERER'S LAIR

The Tower is made of massive blocks of darkest green stone. It has a diameter of several hundred feet and before it was sacked by enemies of its owner, stood over 60m high. Now it is approximately half that high, its ruined upper half gives the appearance of cruel, jagged teeth against the sky. No door bars the black archway, which gapes wide at the ground floor. Remains of once magnificent double oak doors lie in rotted ruins.

Search:

Player characters examining the outside of the tower and the ruined doors will find ancient signs of fire damage.

GROUND FLOOR

Beyond the yawning entrance, it is dark inside the tower, the only light coming from the entrance way. A faint and wan grey gloaming pervades the space in the absence of other lights, revealing a vast pillared hall, dominated by a large, stone spiral staircase in the centre of the floor. It goes both up and down. The floor above is partially collapsed, leaving a jumble of weed-festooned stone blocks on the ground floor. Thin light filters down through the hole in the ceiling above.

Search:

More bones and pieces of rusted armour lie about.

FIRST FLOOR

Only part of this floor remains intact. The rest was destroyed when the tower's upper floors collapsed. There is nothing of interest up here.

DUNGEON LEVEL 1

MAP 2

Although much of Anothep-Soth's dwelling lay above ground, there were also two sub-levels. The first contained dungeons, laboratories etc, while below this lay catacombs, built by the previous inhabitants of the isle. Unless otherwise stated, there is no natural light source in the sub levels, and the air is damp and chill.

1. HALL OF THE LAMIA

The spiral staircase from the tower descends into the black rock of the isle, emerging into a large rectangular, pillared hall, lit by torches on the walls. The hall stretches away to the north for 45m, at which point three tunnels lead out of the room, west, north and east.

There is a tall, extravagant, marble throne at the far end of the chamber, surrounded by neat piles of human and humanoid skulls. The throne is occupied by a winged, demonic being from your worst nightmares. A winged creature spawned in some foul and nameless hell pit. Eyes like slits of lava glare at you. The creature speaks, its voice a female whisper.

"Visitors. It has been such a while since I had... guests and such succulent looking guests at that. (Smiles, revealing glistening fangs).

But I am forgetting my manners. There are formalities. I am the Tamarak and I am the bound guardian of this place. Only by defeating me may you gain access to the inner sanctum of Anothep-Soth, dead these many centuries. If I defeat you, then you become my next meal and I add your skulls to my collection."

Run the Lamia encounter carefully. Tamarak is terribly bored guarding the isle and she wants out.

Tamarak is confident that she can defeat any who

Tamarak

Giant Lamia Guardian of Anothep-Soth's dungeons

STR: 40 CON:40 DEX: 16 SIZ:25 INT: 20 POW:20
CHA:03

Hit Points 33 Mortal Wound 17

Damage Modifier: +3d6

Armour: Leathery scales protect for 10 AP. In addition Tamarak is immune to fire and cold.

Magic Points: 20

Movement Rate: 15m

Unarmed Combat 95% Claw (1d6), Bite (1d4+Blood drain)

Skills: Dodge 60%, Persistence 90 %, Resilience 90 %, Deception 60 %, Perception 60 %

Sorcery (90%) Dominate(human, zombie, mummy, ghoul), , Sense Undead, Tap (CON), Create Basilisk, Project (Sight, Hearing), Shapechange (human, gaseous mist, lizard, bat, dragon, seeping moisture) Summon (Lamia, Vampire), Energy Projection Electricity, Venom.

Special Rules:

Lamia are born of the coupling between a mortal man and a Succubus (a type of female demon). Powerful witches, Lamia can control the minds of men (but not women), shapechange to various forms, and cast powerful illusions that appear so real as to fool the weak minded.

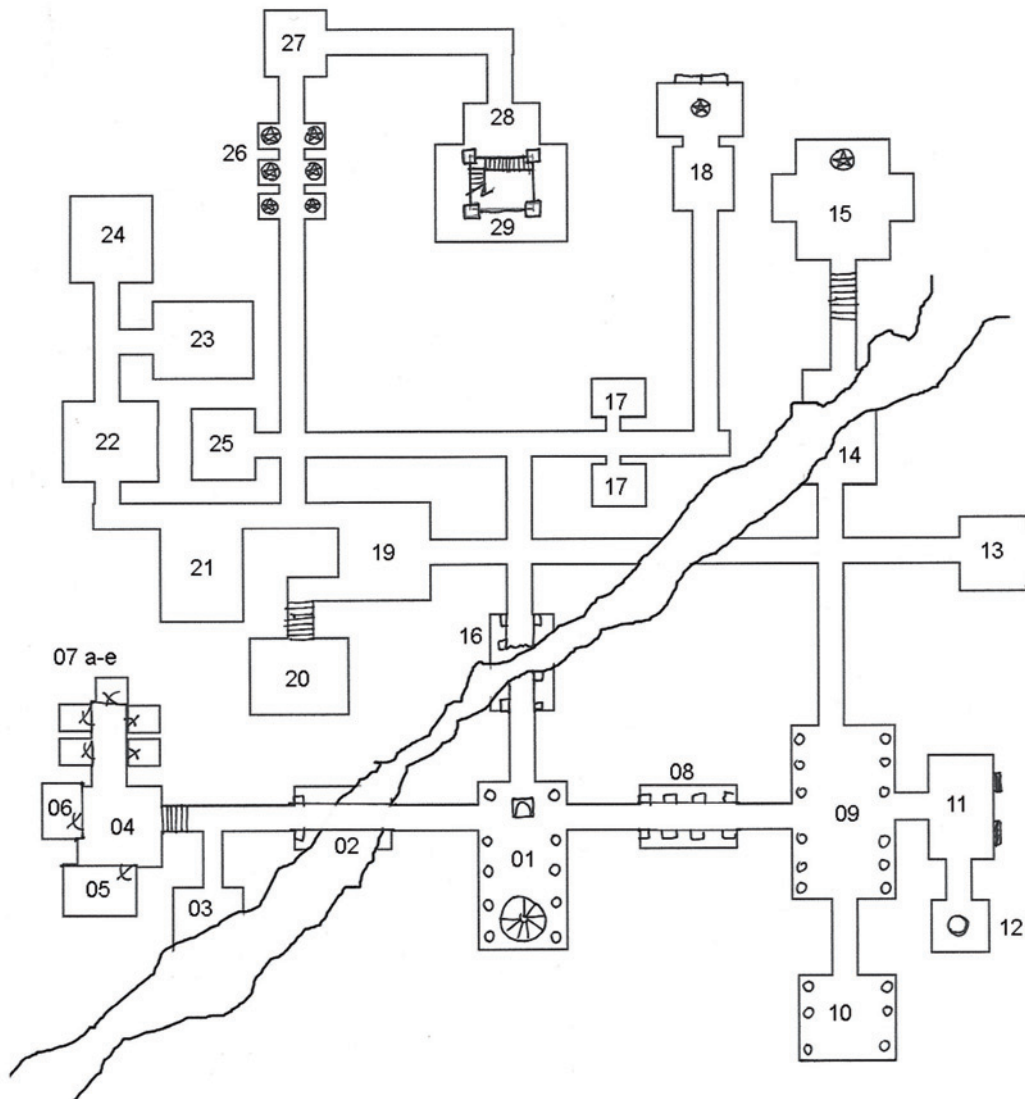
See OpenQuest p108 for more details.

THE SORCERER'S TOWER

DUNGEON LEVEL 1

SCALE

0m 30m



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challenge her, but is hoping an intelligent group of adventurers will eventually turn up and allow her to manipulate them into locating and destroying the item binding her to the servitude of long dead Old Empire sorcerers.

Tamarak has learnt that deep within the bowels of the island, somewhere in the catacombs, there is a block of red volcanic glass, which has a golden effigy of a Lamia at its heart. If the glass was smashed asunder and the Lamia effigy removed, the spell would be broken and Tamarak would be free.

If wily player characters realise that they can manipulate the wording of Tamarak's binding, they may be able to challenge the Lamia to a contest not involving combat. Tamarak will only agree to another form of contest if the player characters agree that should they lose, she will still be able to eat at least one of them.

If the player characters should strike a bargain with Tamarak, she will allow them to pass unharmed, but will warn them that if they return without freeing her, she will be forced to slay them all and eat them.

If the player characters succeed in releasing Tamarak, she will say that she is in their debt and will grant them a boon. Tamarak will shapechange into the form of a beautiful young human woman and give one of the player characters (highest CHA) a lingering kiss. The player character kissed will lose a point of POW, but will now be able to call on her aid once in the future. If she can help, she will.

2. BRIDGE

Here the tunnel opens out into a rectangular chamber, 30m long. The floor of the room was once 10m below, but it has since collapsed into a large chasm that disappears into inky blackness below. A bridge extends across the room, leading to an arched tunnel on the opposite side of the room. If a player character drops a lit torch, it will fall 10m and plop into unseen waters. There is in fact a large fissure that runs through the lower levels of the entire site southwest to northeast, effectively dividing the northern and southern sub-levels. If player characters try lowering themselves or a light source on a rope, they will see inky black waters and not much else.

3. HALF A ROOM

The southern half of this chamber has collapsed into the chasm.

4. GUARD ROOM

This 10m square room was the guard room for Anothep-Soth's dungeon, where he kept prisoners before taking them through to his laboratories to experiment upon them. There is a foul stench of rotting flesh in the air.

Denizens: Sat in the middle of this room, fighting over the half-eaten corpse of a dolphin, are 5 Ghouls. Ghouls have corpse-like white skin and piercing yellow eyes. They will bear their fangs at the player characters and attack them.

Ghoul

Ghouls are demonic monsters that feed on the dead. Ghouls have corpse-like white skin, resembling week-old cadavers, with piercing yellow eyes. They usually wear looted armour and fight with their claws and poisonous bite.

STR: 18 CON:14 DEX: 11 SIZ:13 INT: 20 POW:11 CHA:4

Hit Points 14 Mortal Wound 7

Damage Modifier: +1d6

Armour: Rusted Ringmail (2AP)

Magic Points: 11

Movement Rate: 15m

Unarmed Combat 33% Claw 1d6, Bite 1d6+Venom

Ranged Combat , Howl- see special rules below.

Skills: Dodge 40% Persistence 30 % Resilience 40%, Athletics 40 %, Deception 60%, Perception 30%

Special Rules:

Ghoul Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 22

Full Effect: Paralysis

Duration: 1D10 hours or until healing is administered that restores at least 1 hit point

Ghoul Howl

Ghouls employ a blood chilling howl in combat. When a ghoul howls, every creature in a radius equal to the ghoul's POW in metres becomes Demoralised (as the Rune Magic spell) unless he can overcome the ghoul's Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week. Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghoul's howl.

5. ARMOURY

Broken bits of rotted wood and rusted metal are all that remain from the weapons that were once kept here under lock and key.

6. DISUSED ROOM

This room is used occasionally by the Ghouls and it stinks as much as the Guard Room. Dried bloodstains and bones litter the floor.

7. CELLS

Steps lead down into the cell block. 5 doors each lead to a 3m square cell. All the doors have been broken open from the outside a long time ago, and are damp and rotten.

1. **Cell A:** Empty.
2. **Cell B:** An ancient, shrivelled corpse lies in here, the remains of an ornate looking spear piercing its chest. This is one of Anothep-Soth's vampire thralls, impaled by a magical spear, paralysed for millennia. If anyone removes the spear, its long dead eyes will flick open, and it will leap up, and hiss at the player characters. If they are wearing amulets from location 31, it will be wary of attacking them. (see location 35 for stats)
3. **Cell C:** A Ghoul sits in here, chewing on bones. *Search:* If the bones are searched, an amulet of a silver crocodile is found. It is worth 50sp.
4. **Cell D:** Empty.
5. **Cell E:** Empty.

8. BRIDGE

Here the tunnel opens out into a rectangular chamber, 30m long. The floor of the room is 10m below. Shrouded in cold mist, a stone bridge extends across the room, leading to an arched tunnel on the opposite side of the room. It is supported by 8 thick stone pillars, 4 on either side, carved with intricate designs.

Denizens:

None, but the floor below (41) leads into catacombs, which are infested with undead and Ghouls.

9. GREATER HALL

Large chamber, 45m x 15m, supported by huge stone pillars (x12). The room was the scene of an ancient battle, the floor littered with broken and rusted weapons and armour, rotted pennants and long dead warriors. A dark tunnel leads out of the centre of each wall.

Denizens:

This room contains both normal skeletons and the Skeleton Guards that killed them. They will rise to attack the player characters within 1d3 combat rounds of them entering the room. There are 10+1d10 animated skeletons in here.

Skeleton Guards x8

The skeletons encountered on the isle of Anothep-Soth are the remains of the lowest of the isle's undead guardians, created by the necromancer's foul magicks. They continue performing their final task: repel all intruders!

STR: 11 DEX: 11 SIZ: 13 CON: - INT: - POW: - CHA: -

Hit Points 7 Mortal Wound 4

Damage Modifier: 0

Armour: Ringmail (3AP)

Magic Points: 0

Movement Rate: 15m

Close Combat 55% Scimitar 1D8

As undead they are immune to disease, poison and mind control.

10. LESSER HALL

15m square chamber, the debris of the battle littering the floor in here also. Rotten tapestries hang from the walls, depicting scenes of ancient, foul rites to the Blood Gods. At the southern end of the room sit 3 stone thrones. In the centre throne sits an armoured, skeletal figure pierced by many arrows. In one hand he clutches an ancient, broken sword, in the other, a dented and battered shield.

Denizens:

This is the corpse of one of the attackers who sacked Anothep-Soth's tower all those centuries ago. He is long dead and will not animate. His sword is from the Old Empire and, if reforged by a master craftsman, will be found to be forged from folded meteoric steel, an Old Empire technique unknown in the present day. Reforged, it is a Bastard Sword that deals 1d 10+4 damage. Its hilt is worked with silver and set with sapphires and emeralds, worth 500sp alone.

Search:

Lying in amongst the bones on the floor is a small, blue glass flask with a silver stopper. It contains a bound Undine, 1m3 in size.

The Savage North

The Undine

Size	Damage	Hit Points	Attack	Area of attack	Movement rate	Dodge	Persistence	Resilience
9	2D6	9	45%	3m	18	90	60	100

*Elementals are immune to disease and poison.

The Undine attacks by engulfing its victim(s) in a 3m area, drowning them in its water. If the victim fails a Resilience roll they take 2d6 damage.

11. KITCHENS

10m x 10m chamber. This was once a kitchen serving the greater and lesser halls. It is now deserted.

12. WELL

A well disappears into the earth here. The wooden bucket and rope are rotten and unsafe. 10m down the well is water. It was long ago polluted with sea water.

13. CAVE IN

The tunnel ends at cave-in. broken bits of bone are mixed in with thousands of tons of rubble.

Search:

Player characters spending an hour searching will find a rotted purse of 34sp.

14. CHASM

The tunnel opens up into a 30m x 10m chamber. Most of the floor has collapsed into a dark, mist filled chasm, with only the southeast and northwest sections of the floor remaining. The edges of the collapsed floor look unsafe. The chasm is 5m across at its narrowest point. On the opposite side are fallen chunks of stone and a tunnel continues to the north.

Denizens:

None, but if the player characters want to proceed to the Catacombs, they must obtain the key in the Kradar Shrine (15) to open the door (29).

15. JAWS OF KRADAR

Steps lead down and the tunnel opens into a 15m x 15m chamber. At the far end stands a 3m statue of Kradar, the crocodile god worshipped in the southern lands, its mouth wide open and long tongue lolling over its teeth. The walls and floor are covered in hieroglyphics depicting Kradar in many scenes. There are several skeletons and scattered bones on the floor.

Search:

On the tongue of the statue is a golden key. It is affixed with twin metal clasps, which look rusted and corroded.

Denizens:

The room is trapped of course. If anyone tries to remove the key without first pressing a hidden catch at the back of the statue's mouth, the jaws of the statue snap shut, immobilizing the would-be thief. Allow an Athletics roll to see if an alert player character can jump back in time to avoid this fate. At the very same time as the jaws snap shut, a stone door falls into place, sealing the room. Player characters near the entrance can make an Athletics roll to see if they can dive out of the room in time. If they fail however, the door will strike a random hit location, dealing 4d6 damage.

Once the room is sealed, 50cm diameter holes will open in the walls about 50cm from the floor and sea water will begin rushing in. The room will fill with seawater in 5 minutes. It will then stay flooded for a further 5 minutes, before draining via hidden grates. If player characters make a Swim roll, they can tread water near the ceiling.

When the water drains away, the trap will reset, and the door will rumble open.

16. SUNDERED BRIDGE

Here the tunnel opens out into a rectangular chamber, 30m long. The floor of the room is 10m below. A bridge once extended across the room, leading to an arched tunnel on the opposite side of the room. It is supported by 8 thick stone pillars, 4 on either side, carved with intricate designs. The middle section has collapsed, along with the floor, into the fissure which runs through the island. At high tide, the seawaters from the fissure flood the floor below (42). If a player character drops a lit torch into the chasm, it will fall 10m and plop into unseen waters. The gap in the bridge is 5m.

17. GUARD POSTS

These two chambers contain Skeleton Guards, 6 in each.

Skeleton Guards – See location 8 for details.

18. FAKE ENTRANCE

This room is a 15m square chamber, with a high arched ceiling. The walls are covered in relief carvings depicting grotesque inhuman faces, some demonic, some fish-like. At the far end is a set of huge stone doors (each 5m wide and 3m high) carved with a huge representation of the foul god Zonos. In front of the doors on a small pedestal is a 50cm high idol carved from black volcanic stone. It also depicts Zonos. Shriveled corpses lie about, all twisted in grotesque poses.

Search:

The idol is secured by unknown means to the pedestal. On closer examination, the head of the idol is found to be loose and hides a vertical keyhole, into which the key from (15) fits perfectly.

The shriveled corpses look like they died in great pain, but there are no signs of injury on them.

Denizens:

This is a fake entrance, trapped to catch would-be thieves and attackers off-guard. Upon turning the key in the lock, a stone door rumbles down, sealing the player characters in the room. Player characters near the entrance can make an Athletics roll to see if they can dive out of the room in time. If they fail however, the door will strike, dealing 2d6 damage. Once the room is sealed, powdered Purple Lotus pollen is sprayed into the room.

Purple Lotus pollen is a paralyzing narcotic. Roll Resilience vs POT 45 or be paralysed for five hours. While paralysed, the door will rumble open and a pack of 1d3+3 Ghouls will turn up looking for food.

Ghouls – See location 4 for details.

19. LIBRARY REMAINS

Anothep-Soth kept most of his books and papers relating to anatomy and alchemy in this 15m x10m arched room, as well as several of his more mundane tomes on necromancy. His main library on one of the tower's upper levels was looted then burned. Two tunnels lead out of the west wall.

Search:

It is time that has destroyed most of the collection here, time and the damp climate. All of the books begin to disintegrate as soon as they are handled.

20. MORGUE

Steps lead down into a 10m square, dank and foul smelling chamber. Suspended from chains from the ceiling in here are rows of rotten corpses. Player characters must make a Resilience roll or vomit because of the smell.

21. CHAMBER OF EXPERIMENTS

15m x 30m pillared chamber. There are two rows of 20 stone slabs running north-south. Many of the slabs (28) hold shriveled corpses, each wearing rotten and rusted armour and with weapons lying across their chests.

Denizens:

The corpses are all *Zombies*. If any player characters enter here they will animate and lumber after them to attack.

Zombie Warriors (x8)

The dark necromantic magic that pervades the isle of Anothep-Soth makes all who die here rise as zombies 24 hours after their death. Most zombies are the preserved corpses of Anothep-Soth's prisoners, but some are the corpses of would be looters – adventurers, pirates and treasure-hunters who found ways into the catacombs which didn't involve passing by the Lamia.

STR: 18 CON: 16 DEX: 12 SIZ: 13 INT: 6 POW: 0 CHA 08

Hit Points 17 Mortal Wound 8

Damage Modifier: +1d6

Armour: Ringmail (3AP)

Magic Points: 0

Movement Rate: 10 m

Close Combat 60% Long sword (1d8)

Skills: Dodge 10%, Persistence* na, Resilience* na

Special rules

* As members of the undead not affected by mind control magic, poison or disease.

22. EMBALMING CHAMBER

10m square chamber. 10 stone slabs lie empty. The slabs each have a human shaped depression in the centre, and have channels for liquids. There are urns that once contained embalming fluids used in Anothep-Soth's foul experiments.

23. LABORATORY

This 15m x 10m room is filled with a jumble of ancient equipment and ingredients, arranged in no apparent order.

Search:

A jar contains some Yellow Lotus POT 15. When smoked, Yellow Lotus expands the user's consciousness, aiding magic users in summoning rituals. Add POT% to any casting skill when casting summoning spells for the next five hours after inhalation. There are 10 doses.

24. SUMMONING CHAMBER

10m square room. The floor is inlaid with a pentagram, surrounded by arcane symbols and sigils.

Denizens:

The pentagram contains an invisible demon, bound here millennia ago and very angry as a result. If any cross the pentagram, the demon will be released, and will leap to the attack.

The Invisible Demon

STR: 20 CON:20 DEX: 11 SIZ:18 INT: 8 POW:12
CHA:NA

Hit Points 19 Mortal Wound 10

Damage Modifier: +1d6

Armour: Tough hide (5AP)

Magic Points: 12

Movement Rate: 15m

Unarmed Combat 75% Claw (x2) (1d6), Bite (1d10)

Skills: Dodge 60%, Persistence 60 %, Resilience 60%, Deception 120 %, Perception 90 %

Special Rules: The demon's invisibility confers a -40% penalty to Player characters fighting it.

26. GUARDIANS

The tunnel is lined with stone slabs carved to resemble ancient warriors lying in classic crypt style. At the north end of the tunnel, 8 of the stone slabs (4 on each side of the tunnel) each hide a Zombie Knight. They will burst from the tunnel walls and attack the player characters.

Zombie Knights

Guardians of the Catacombs, this group of elite undead were created by Anothep-Soth to be superior to lumbering zombies in every way. They wear corroded and rusted plate and chain armour, and wield swords or axes and shields. Unlike normal zombies, Zombie Knights will defend themselves.

STR: 18 CON: 16 DEX: 12 SIZ: 13 INT: 6 POW: 0

CHA 0

Hit Points 17 Mortal Wound 8

Damage Modifier: +1d6

Armour: Platemail (6AP)

Magic Points: 0

Movement Rate: 10 m

Close Combat 60% Long sword (1d8), Target shield (1d6)

Skills: Dodge 10%, Persistence* na , Resilience* na

Special rules

* As members of the undead not affected by mind control magic, poison or disease.

27. ETERNAL WATCH

This 5m square chamber contains 4 more Zombie Knights.



25. GUARD ROOM

This 5m square chamber contains 10 Skeleton Guards.

Skeleton Guards - See location 8 for details.

28. STAIRS TO CATACOMBS

This 15m square chamber is dominated by a huge shaft that takes up the central 10m of the floor. A stone staircase descends around the edges of the shaft into darkness. The Shaft opens out to sunlight above (inaccessible cliff on island).

Denizens:

The shaft is a roosting place for a pack Hunters of Yggss, which will proceed to attack player characters. There are 3 of them.

Hunters of Yggss

These are great winged horrors with snake like bodies.

STR: 30 CON:12 DEX: 13 SIZ:40 INT: 15 POW:21
CHA:0

Hit Points 27 Mortal Wound 14

Damage Modifier: +3d6

Armour: Tough scaly hide (6 AP)

Magic Points: 12

Movement Rate: 20 m flying

Unarmed Combat 60% Bite (1d6)

Skills: Dodge 90%, Persistence 60 %, Resilience 60%, Deception 90%, Perception 120 %

Search:

In the centre of the two intricately carved stone doors is a keyhole. The gold key from the Jaws of Kradar (15) fits perfectly. With a loud rumbling and causing dust to be shaken from the walls, the doors will slowly retract into the wall, revealing a large chamber beyond.

Also there is a secret tunnel that leads into a warren of catacombs from here.

31. SUNKEN MAUSOLEUM

18m x 18m chamber. There is a 3m wide walkway around a central sunken area. Wide marble steps from the north entrance lead down into 50cm deep seawater. The walkways are lined with alcoves (x10) containing effigies of Zonos cut from solid pieces of black, volcanic rock. At the southern end of the room there is a vaulted doorway, flanked by two statues of winged lizards on pedestals.

Scan: A successful Scan roll reveal tide lines as high as 1m here.

Search:

Each of the effigies of Zonos in the alcoves wears an obsidian amulet engraved with a kraken motif on a silver chain.

32. SUNKEN CHAMBER

This 18m x 10m room is 50cm deep in seawater like the Mausoleum. Tunnels lead north and west, whilst a set of stone steps leads upwards to the east.

33. CRYPT OF THE DOOMED ANCESTOR

Stone steps lead up into a 10m square room, in the centre of which is an ornate mausoleum, carved in distinctive graceful and fluted Old Empire fashion. To open the stone slab sealing the mausoleum would require a roll of player characters' Athletics - 50% Inside is a stone sarcophagus, carved to resemble some ancient noble in full ceremonial armour. If the player characters open the sarcophagus (Athletics - 25%) they will find a skeletal figure dressed in an ornate scale mail hauberk and helm, which both have a golden sheen about them. It is clutching an ornate sword in a jewelled scabbard.

Denizens:

If the player characters remove the hauberk from the skeleton, they will awaken the creature that was living inside the ribcage and which was buried here with its victim, millennia ago. It is not of this Earth, an alien creature summoned by mistake. It will burst forth from the ribcage in a shower of metal scales, bones and dust, and attack the nearest layer character.

DUNGEON LEVEL 2: THE CATACOMBS

MAP 3

The first sublevel was built directly over ancient catacombs, built by the previous inhabitants of the isle. Another-Soth made good use of these catacombs, finding many corpses to serve as his minions or to be used in his necromantic experiments. Another-Soth's corpse lies deep within the catacombs, in the chamber where he was slain by his enemies along with most of his priesthood.

Unless otherwise stated, there is no natural light source in the sub levels, and the air is damp and chill.

30. ENTRANCE TO THE CATACOMBS

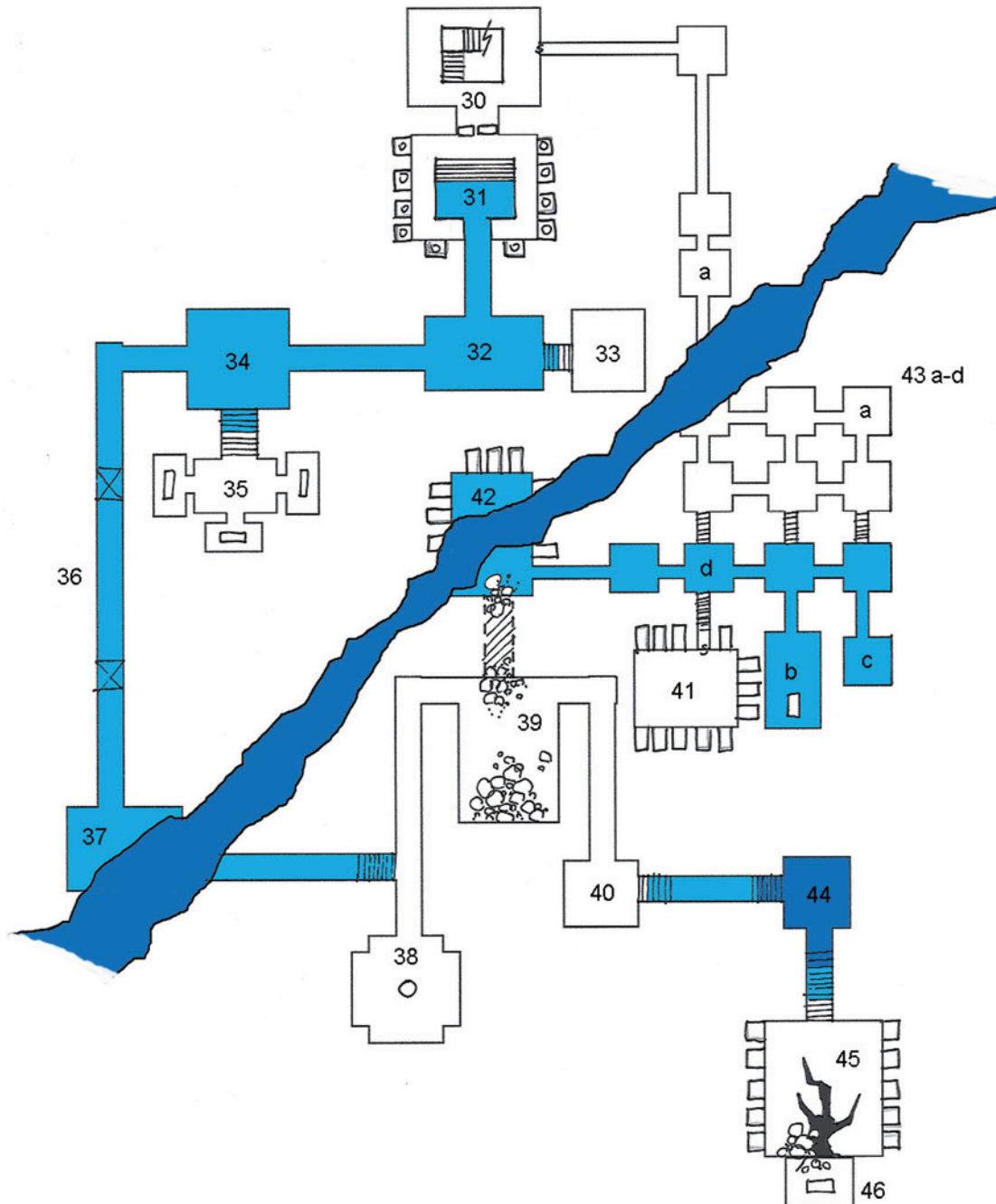
The stairwell ends in a 15m square chamber with a set of stone doors (each 5m wide and 4m high) set back 3m into an alcove in the southern wall. The doors are carved with a huge representation of the foul god Zonos.

THE SORCERER'S TOWER

DUNGEON LEVEL 2: THE CATACOMBS

SCALE

0m 30m



Extraterrestrial Parasite

STR: 18 CON:10 DEX: 20 SIZ:3 INT: 3 POW:18
CHA:NA

Hit Points 8 Mortal Wound 4

Damage Modifier:0

Armour: Tough Hide (6AP)

Magic Points: 18

Movement Rate: 15m

Unarmed Combat 90% Grapple
(Grapple+burrow)

Skills: Dodge 90 %, Persistence 75 %, Resilience 75 %, Deception 40%, Perception 40%

Special Rules: The creature is a squirming bunch of green-black tentacles that moves at an alarming speed. The creature will attempt to grapple someone. If it succeeds, it will attempt to force itself down its victim's throat (another grapple roll) from where it will commence to eat its way out (2d6 Damage per round)

Treasure:

The chainmail hauberk is ruined, but the helm is Old Empire in origin and has only ½ the Enc of its human counterpart. It has +1AP (6AP helm). The sword is also of Old Empire manufacture, equivalent of a Broadsword and is a +2 Damage. The jewelled scabbard is worth 200sp.

34. DART TRAP

The north wall of this 10m square room is covered in carvings of leering demonic faces. Tunnels lead west/east and a set of stone steps leads up to the south.

Denizens:

Hidden by the 50cm of seawater covering the floor are concealed pressure plates, that when stepped upon release poison darts from the eyes and mouths of the wall carvings. If a player character enters the room, they must make a Dodge roll to avoid activating the trap. The darts have a 75% chance of hitting and deal 1d4+2 damage.

35. VAMPIRE CRYPT

The stone steps lead up into a 10m x 5m chamber, with arched entrances in the west, east and south walls. In the centre of the room is a stone pedestal upon which is a large silver bowl. The bowl is covered on its inside by dried blood.

Denizens:

2 Vampires, both thralls of Anothep-Soth, kept imprisoned here and fed blood in return for indulging the Sorcerer's unhealthy lusts. See Appendix B for stats. Each of the arched entrances leads into a 5m x 3m low ceilinged room containing an open sarcophagus. Two of them are occupied by a shrivelled female corpse wearing the tattered remnants of once fine clothing. There is a wooden stake through the ribcage of both corpses.

Vampire

STR: 22 CON:22 DEX: 12 SIZ:13 INT: 13 POW: 0
CHA:16

Hit Points 18 Mortal Wound 9

Damage Modifier: +1d6

Armour: none

Magic Points: 14 (from previously drained victims)

Movement Rate: 15m

Unarmed Combat 60% Claw (1d4) , Bite (1d6 + Blood Drain)

Skills: Dodge 40 %, Persistence 80 %, Resilience 80 %, Deception 80 %, Perception 80%

Magic weapons to hit; immune to Fear, Control, Palsy, paralysis, poison, cold-based attacks and death-magic.

Special Rules:

- Blood Drain – bite takes 1d6 Magic Point per Combat Round attached.
- Shape shift – able to shape change into mist
- Sunlight – 1d6 damage per round exposed to sunlight
- Holy symbols – must make opposed Resilience roll vs. the Persistence of person presenting holy symbol or lose 1d4 Hit points and not be able to attack person and people protected by the holy symbol.

See OpenQuest p121 for more details on Special Rules for Vampires.

Search:

Both corpses have been looted. If any player character searches who has arm injuries, the wound will begin to bleed more heavily, causing 1 hit point of damage. The shrivelled corpse will sit up and pull out the stake from its chest.

36. TRAPPED TUNNEL

This long featureless tunnel is coated in cobwebs and the walls are pitted and rough. It runs for over 400m and is always at least 50cm deep in water. Two points along the tunnel are trapped.

Trap A:

Player character steps on a hidden pressure plate, triggering a stone block to drop on them from above. The stone block is 1.5m square and can be avoided if the player character makes a Dodge roll. Failure means the block strikes for 3d6 damage.

Trap B:

Player character steps on a hidden pressure plate, triggering two sets of rusted spears to spring from hidden cavities in the walls. A Dodge roll will avoid one set, but only a Critical Dodge will avoid both. Each set of spears strikes for 1d10+1 damage each.

37. FLOODED CHAMBER

This chamber has been sundered by the fissure that runs through the whole complex. Tunnels lead out of the north and west walls. It is 50cm deep in water where shown, but player characters must beware stepping into the deep water, plunging into its black depths. If they are in full armour, they may have to shed it to swim to safety. Each Enc point of armour is a negative modifier on any Athletics roll.

Denizens:

A giant Kraken dwells in these waters, and will attack

Giant Kraken

STR: 30 CON:20 DEX: 12 SIZ:40 INT: 05 POW:12
CHA: NA

Hit Points 30 Mortal Wound 15

Damage Modifier: +2d6

Armour: Tough Hide (6AP)

Magic Points: 12

Movement Rate: 20m swim

Unarmed Combat 90% Grapple, Bite (1d6)

The Kraken has 8 tentacles with which it attacks.

Skills: Dodge 45 %, Persistence 35 %, Resilience 50 %, Deception 35 %, Perception 25 %

any not wearing one of the Kraken Amulets from (31).

38. FLOOR TRAP

This octagonal room is 15m across and has a 2m tall octagonal monolith with a pointed top at its centre.

Denizens:

The room is trapped. The monolith is covered in glyphs that sap STR. Anyone approaching the monolith must roll Persistence or have their STR reduced to 3. This effect lasts for 30 minutes. At this moment the floor swings open and drops anyone in the room into a 5m deep pit, filled with 2m of seawater. The floor then closes and the trap resets. Player characters trapped in the pit may find a way out via a loose grate (51) if they make a Perception roll.

39. LOWER HALL

A 45m x15m hall, with tunnels leading out of the west and east walls and a collapsed tunnel in the N wall. It is identical in layout to the hall occupied by the Lamia Tamarak above, except that the spiral stair at the southern end of this hall has collapsed into a huge pile of rubble.

40. ENTRANCE TO OUTER CRYPT

A 5m square chamber. A tunnel leads north and steps descend to the east. There was once a heavy stone door blocking the eastern stairway, but this lies sundered, partially blocking the entrance. Bones lie scattered about the floor.

41. CRYPT

This 30m x 10m chamber lies 10m below the bridge (8) above. There is a layer of thick, damp mist in here that churns and roils, limiting visibility to about 5m. 8 thick stone pillars support the bridge overhead, running east-west through the chamber. Around the north, east and south walls are small alcoves, 1.5m high and 3m deep. Each contains a rather plain stone sarcophagus. There are 10 along the north and south walls and 3 along the east wall.

Denizens:

As soon as 3 player characters are in this room, Zombies begin emerging from the sarcophagi. There will be 10+2d10 Zombies in this room.

Zombies - See location 21 for details.

Search:

One of the Sarcophagi that didn't contain a Zombie (see map 3) contains a narrow set of stone steps that lead down into the sunken Catacombs (43).

42. SUNKEN CRYPT

Below the Sundered Bridge (16) is a sunken crypt, 30m x 10m in size. The general layout is identical as for (41) except that the room is 50cm deep in water where shown, and player characters must beware stepping into the deep water where a chasm cuts the room, plunging them into its black depths. If they are in full armour, they may have to shed it to swim to safety. Each Enc point of armour is a negative modifier on any Swim roll. The chasm is 5m across.

Denizens:

The sunken chasm contains a Kraken (as 37).

Search: One of the Sarcophagi (see map 3) contains a secret door at its rear that leads via a narrow tunnel into the sunken Catacombs (43).

43. THE CATACOMBS

This maze of interconnecting burial chambers is dark and damp, filled with the sound of dripping water. Where shown on the map it is flooded to a depth of 50cm - 1m depending on the tide. Each of the narrow, arched tunnels is identical, leading through a network of 5m x 5m tombs (bar one, detailed below), each containing a sarcophagus.

Search:

Unless otherwise stated, each tomb is empty, the grave long since looted by unknown grave robbers.

Denizens:

Encounters in the catacombs are shown below:

Encounter A: Ghouls

The player characters enter a tomb currently occupied by a group of Ghouls. There will be 3+1d3 Ghouls.

Encounter B: Mummy

This tomb is larger than the others, 5m x 10m and contains an ornate sarcophagus surrounded by 4 ornate brass braziers (unlit).

Denizens:

If the sarcophagus is tampered with in any way, it will release the Shades bound into the braziers. There are 4x Shades, 1 per brazier. The Mummy isn't animated,

but if touched crumbles, releasing yellow dust into the air. Any player characters near the sarcophagus must roll Dodge to leap back and avoid inhaling any of the dust. The dust carries ancient Brain Fever disease that attacks INT. Player characters must roll Persistence or succumb to a fever that lasts 20-CON days. When the fever breaks, they have lost 1d3 INT.

Search:

The mummy disintegrates completely, but left behind are 2 silver rings (50sp each).

Encounter C: Ghouls Ransacking Tomb

3+1d3 Ghouls have taken the lid of the sarcophagus in this tomb and have been disturbed by the player characters before they can ransack the body within.

Search:

The sarcophagus contains the body of an Old Empire warrior. He wears an ornate scale mail hauberk and helm, which both have a golden sheen about them. It is clutching an ornate sword in a jewelled scabbard.

Treasure:

The chainmail hauberk is Old Empire in origin, and has only ½ the Enc of its human counterpart as does the helm. The sword is also of Old Empire manufacture, equivalent of a Broadsword and is +3 damage. It is enchanted, bearing runes that describe the sword as the 'Purifying Flame of the Stars'. It was forged by the Cult of Maximus during a time when the cult was at war with the undead cult of Zonos.

The sword is inscribed with runes of power that glow with a faint blue light. In game terms it deals double damage to undead creatures once armour is penetrated, and is considered a magical weapon that does 1d8+2 damage. It also shimmers faint blue when undead creatures are nearby. The scabbard is decorated with sapphires and silver, worth 500sp.

Shade

Size	Damage	Hit Points	Attack	Area of attack	Movement rate	Dodge	Persistence	Resilience
9	2D6	9	45%	3m	18	90	60	100

*Elementals are immune to disease and poison.

The Shades will attempt to douse the PCs torches. The cold attack deals 1HP damage to a character touched by the Shade (armour does not protect). See the Creatures book for details on the Fearshock attack.

Encounter D: Cryptspawn

An undisturbed sarcophagus hides an elder horror.

Denizens:

A Cryptspawn hides in here.

Cryptspawn

These are creatures from the Outer Dark attracted to our dimension to by the smell of decomposing corpses, which they eat. They resemble an obscene hybrid of insect and octopus.

STR: 22 CON:22 DEX: 16 SIZ:12 INT: 10 POW:11
CHA:0

Hit Points 17 Mortal Wound 9

Damage Modifier: +1d6

Armour: Chitinous hide (6AP)

Magic Points: 11

Movement Rate: 15m Float through air

Unarmed Combat 55% Bite (2d6)

Skills: Dodge 55%, Persistence 45%, Resilience 65%, Deception 85%, Perception 65%

44. SUNKEN CHAMBER

5m x 5m chamber, flooded with seawater to a depth of 4m. Stairs lead up out of this chamber west and south.

Denizens:

Electric Eels writhe around near the floor of this room, entering and exiting via numerous small holes in the floor. Anyone entering the chamber will disturb the eels, which will electrify the water, dealing 1d3 damage per round to the Hit Points of anyone in the room.

45. ANOTHEP-SOTH'S MAUSOLEUM

18m x 15m hall, its west and east walls lined with dark alcoves. The floor of the chamber and the south wall has been split asunder by powerful magic, and there is rubble and skeletal remains scattered about.

Denizens:

Each alcove contains the mummified remains of one of Anothep-Soth's priests (x12). They will not animate until Soth's skull is positioned on the altar in his crypt. If the player characters destroy the bodies, they will still animate, whirling back together in a cloud of dust, bones and tattered robes.

Zombie Priest

STR: 18 CON: 22 DEX: 12 SIZ: 13 INT: 13 POW: 0

CHA 08

Hit Points 15 Mortal Wound 8

Damage Modifier: +1d6

Armour: Zombie Priests are mummified, and have armouring enchantments that protect for 7AP. They also are perpetually damp, so don't have a weakness against fire.

Magic Points: 14 * from previous Tapped victims

Movement Rate: 10 m

Unarmed Combat 60% Claw (1d6)

Skills: Dodge 10%, Persistence* na , Resilience* na

Spells (90%): Dominate (human, zombie, mummy, ghoul) ,Sense Life, Sense Undead, Tap (CON), Project (Sight, Hearing), Summon (Zombie); Energy Project Electricity, Venom.

Notes:

The Zombie Priests will usually attempt to Dominate several PCs, and make them fight amongst themselves. After trying this, they will use Energy Project Electricity and Venom to attack the player characters. They also can summon Wraiths and Zombies to their aid.

Possessions: Each Priest wears an amulet of Zonos around his/her neck

Special rules

As members of the undead not affected by mind control magic, poison or disease.

Edged weapons inflict 1/2 damage; piercing weapons inflict only 1 point damage;

Immune to cold or fire based attacks.

46. ANOTHEP-SOTH'S CRYPT

10m x 5m vaulted chamber. The north wall has been destroyed and chunks of stone lie about. In the centre of the room is an altar of black volcanic rock, intricately carved with foul creatures committing fouler acts. The floor is covered in dust, ash and bones.

Search:

There is a secret door below the altar, but it requires a Critical Perception roll to spot. It is protected by a Glyph of Madness (Persistence vs 14 pt Madness spell). This door is inaccessible until Anothep-Soth has been destroyed.

Denizens:

The spirit of Anothep-Soth, now a Demi Lich, is imprisoned without form in this room. If the Skull is taken into the room, Soth will Possess it. If this happens, the skull will rise up into the air of its own volition, as dust from the floor whirls and spirals around it, forming the outline of a robed figure. At this point all the Zombie Priests in (45) will animate, and the final showdown will commence.

Concerning Liches

A Lich is an undead creature similar to a zombie or mummy. When a powerful wizard wants to cheat death, they perform certain rituals and cast certain spells on themselves that keep them alive forever. To do this they have to suck their life essence out of their body, and become a soulless abomination. Though their body would live forever they would become twisted and evil in their non-life.

A demi-lich is a lich that has been around for thousands of years, who has slowly degenerated into nothing more than a pile of dust and bone. They are still very powerful, and can steal the souls of the living.



Anothep-Soth, Demi Lich

INT: 20: SIZ:01 POW:30

Hit Points 30 Mortal Wound NA

Magic Points 30

Move 20m

Armour: 10AP of enchantment.

Ranged attack 90% Life drain (see below), Cold fire (1d10 Range 50m)

Skills

Dodge 90% Persistence 200%, Resilience 100%, Perception 150%, Deception 90%

Special Rules

Can only be damaged by magic.

Attackers are at -25% to hit because of the size (Soth is just a floating skull).

Immune to Fear, Control, Palsy, paralysis, poison, cold-based attacks and death-magic.

When 'killed', spirit is transported into a 'Lich's Phylactery', hidden in the treasure room. Unless this is destroyed, Anothep-Soth will reform 1d10 days later.

Insect Swarm: a cloud of black flies swarms from the mouth of Anothep-Soth. They do no damage, but harass the Player characters, causing a -25% penalty to attacks.

Life Drain: a bolt of red energy arcs out from Anothep-Soth's mouth, automatically striking a target at random. Make a Persistence - 25% or take 2d10 damage. Even if resisted, victim loses 1d6 damage.

Spells (Sorcery 200%): - Animate Dead, Dominate (Human, Undead), Drain, Hand of Death, Sense Life, Sense Undead, Tap (CON), Create Vampire, Project (Sight, Hearing), Summon (any type of undead), Energy Projection Cold, Venom.

Hand of death is a special sorcery spell known only to Soth. It can be used to attack at range. Victim feels the cold icy hand of death grasp around their throat and must make a Resilience roll or take 1d6 damage per magnitude.

ENDGAME

FIGHTING THE DEMI LICH:

Anothep-Soth will attempt to *Dominate* one of the player characters, ordering them to spill blood upon the altar. This will complete the Rites of Zonos, and allow Soth to call on his God for aid. Zonos will answer and aid his servant in the following ways:

1. Zonos will give Soth the ability to regenerate HP and MP at a rate of 1d6 a Combat Round.
2. Soth will be able to *Raise* any of the Zombie Priests slain in combat at a rate of 1d3 per Round and at a cost of 1MP/Zombie.
3. Soth will be full lich, his body reforms!

If Soth's skull is destroyed, it will split asunder and there will a blinding flash of actinic, blue light followed by an unearthly howl of rage. All player characters must roll Dodge -25% or be knocked to the ground, taking 1d3 damage.

When their sight returns, they will see no sign of Anothep-Soth. His priests (if any remain) have fallen, lifeless, to the floor. The south wall has been split, revealing a narrow cave mouth.

COMPLICATIONS

Players being players will probably deviate from the above plan. Here's some alternative ways to drive the action.

What if the player characters do not place the skull on the altar?

Soth will dominate the character holding the skull. Even better Arnulf who suddenly insists that the skull be placed on the altar.

What if my players decided not to take the skull from the ruins in Ravenswood.

Then it was delivered by another apprentice, and is already on the altar when the player characters get there.

SOTH IN FULL LICH FORM AFTER THE RITE IS COMPLETED!



The Savage North

47. THE VAULT

Below the altar is a set of stone steps leading down into a 5m square room. In the centre of the floor lie 3 stone boxes. The room is thick with dust, as though no one has disturbed this place in centuries.

Denizens: None.

Search: The stone boxes are each 2m square and sealed with rune-inscribed silver. The runes radiate powerful warding magic. Each is far too heavy to carry.

THE TREASURE OF ANOTHEP-SOTH:

Chest #1:

Protected by a Glyph of Warding (10MP) that strikes the unwary thief with a 10MP Venom spell.

- Leather bag holds 317sp of ancient Old Empire mint.
- Leather bag holds 201gp of similar mint.
- Leather bag holds 45 various type loose gems (17x10sp; 13x15sp; 10x50sp; 4x100sp; 1x300sp).
- a small ivory rod which is a matrix for the spell Detect (gold).
- A dagger of Old Empire craftsmanship forged of High Steel +4 damage.
- Wooden box containing 5x vials of healing salve that heals 2d3HP. Each vial has enough salve for 3 applications inside.
- Wooden box containing 2x vials of anti-venom that can heal 2d3HP damage taken by poisons each.

Chest #2:

Protected by a Glyph of Warding (10MP) that strikes the unwary thief with a 10MP Madness spell.

Piled inside are 2261cp and 819bp. Hidden beneath a false bottom are 70 small gold ingots worth 50sp each; a bag containing 12 assorted pieces of Old Empire jewellery (2x10sp; 3x25sp; 7x50sp).

Chest #3:

Protected by a Glyph of Warding (10MP) that strikes the unwary thief with a Sever Spirit spell (Persistence -25% or they die, and their body crumbles to dust - even if resisted, victim loses 1d3-1 POW), this chest contains Anothep-Soth's most prized possessions.

- 8 gold medallions shaped like octopi (150sp each).
- A gold headband covered in Old Empire writing (250sp).
- Lamia Binding Object. A 6" square block of red volcanic glass, which has a golden effigy of a Lamia at its heart. This is the object that binds Tamarak and her kin into centuries of servitude to a long dead sorcerer. If destroyed, Tamarak will keep her word. See (1) for details. If the Player characters bring the binding object to her and try to get more out of her, she may attack them. There is nothing to stop her destroying the object herself, but her binding dictated that she could not enter Soth's crypt herself.
- Tiger Wand. A 50cm ebony wand inscribed with silver hieroglyphics depicting stylised tigers. This is a powerful magical item, and can summon a tiger which will do the wielder's bidding until slain or until 1 hour has passed, whichever comes first. Each time a tiger is summoned, one of the silver representations fades from existence. The wand is currently inscribed with 16x Tiger glyphs.

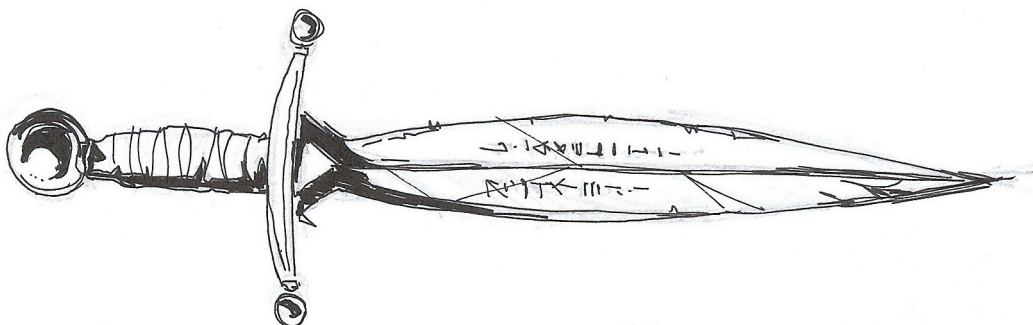
REWARDS

IMPROVEMENT POINTS

A round 5 basic IP, plus 2-4 for good play

HERO POINTS

Surviving the Isle and defeating Soth's scheme is worth 5 Hero Points



APPENDIX A

EXAMPLE CHARACTERS



The Savage North

HOGRA THE BLACK

"Krum cares not, neither do I"

Hogra is your typical boisterous Bogdanian barbarian out to have fun, usually at someone else's expense.

Hero Points 3

STR 18

CON 16

DEX 14

SIZ 12

INT 10

POW 11

CHA 8

Hit Points 14

Major Wound 7

Damage Modifier + 1D6

Armour: Chainmail 5AP

Magic Points 11

Movement Rate: 15 m

SKILLS

RESISTANCES

Dodge 60% Persistence 30% Resilience 40%

KNOWLEDGE

Language (Bogdan) 75%, Culture (Bogdan) 75%, Culture (Drakar) 30%, Language (Drakar) 75%, Natural Lore 60%

COMBAT

Close 75% 2-H Great Sword (2D8), Dagger (1D4)

Ranged 30% Thrown Dagger (1D6, 18m range)

Unarmed 50% Fist (1D3)

PRACTICAL

Athletics 75%, Craft 20%, Deception 60%, Driving 24%, Engineering 20%, Healing 20%, Influence 18%, Mechanisms 24%, Perception 60%, Performance 18%, Riding 32%, Sailing 24%, Streetwise 19%, Trade 20%

MAGIC

Initiate of Krum

Battle Magic 75% Demoralise, Weapon Enhance 4, Vigour 2

Divine Magic True Weapon, Berserk

EQUIPMENT

Chainmail, five thrown daggers, great sword, 10 Silver pieces.



The Savage North

SIR ALTELRIC

"In the name of the Celestial Emperor I commend your soul to Hell"

A knight adventurous on a mission to slay the monstrous and convert the heathen.

Hero Points 3

STR 18

CON 12

DEX 14

SIZ 16

INT 11

POW 10

CHA 8

Hit Points 14

Major Wound 7

Damage Modifier +1D6

Armour: Plate Mail 6AP

Magic Points 10

Movement Rate: 15 m

SKILLS

RESISTANCES

Dodge 60% Persistence 40% Resilience 30%

COMBAT

Close 75% 2-H Great Sword (2D8)

Ranged 50% Heavy Crossbow (2D6, 150m range, 3 rounds to reload)

Unarmed Fist 30% (1D3)

KNOWLEDGE

Language (Imperial) 75%, Culture (Imperial) 75%, Culture (Drakar) 30%, Language (Drakar) 75%, Natural Lore 30%

PRACTICAL

Athletics 60%, Craft 21%, Deception 25%, Driving 25%, Engineering 21%, Healing 21%, Influence 75%, Mechanisms 25%, Perception 60%, Performance 20%, Riding 32%, Sailing 25%, Streetwise 18%, Trade 21%

MAGIC

Initiate of the Northern Knights

Battle magic 75% Protection 2, Strength 2, Weapon Enhance 2

Divine magic Lighting strike 2, Imperial Might 2

EQUIPMENT

Plate mail, Great sword, Heavy cross bow with 23 bolts, 50 Silver pieces in a leather pouch, Hooded black cloak.



RAVENAR THE GOBLINSLITER

"Bad times are these, my axe has much work"

He is a proud Drakar warrior who tirelessly fights the enemies of his people.

Hero Points 3

STR 14

CON 18

DEX 16

SIZ 12

INT 11

POW 8

CHA 10

Hit Points 15

Major Wound 8

Damage Modifier +1D4

Armour: Chainmail 5AP

Magic Points 8

Movement Rate: 15 m

SKILLS

RESISTANCES

Dodge 30% Persistence 40% Resilience 60%

COMBAT

Close 75% Battle Axe (1D8), Roundsheild (1D6)

Ranged 30% Throwing Axe (1D6)

Unarmed 50% Fist (1D3)

KNOWLEDGE

Language (Drakar) 75%, Culture (Drakar) 75%, Natural Lore 40%

PRACTICAL

Athletics 75%, Craft 21%, Deception 60%, Driving 27%, Engineering 21%, Healing 21%, Influence 20%, Mechanisms 27%, Perception 60%, Performance 20%, Riding 24%, Sailing 28%, Streetwise 18%, Trade 21%

MAGIC

INITIATE OF BJORNAGR THE BERSERK

Battle Magic 75% Strength2 Coordination2 Fanaticism.

Divine Magic: Berserk, True Weapon

EQUIPMENT

Chainmail armour, battle axe, five throwing axes, an empty money pouch.



AESA THE MANWARNER

“Don’t mistake me for some Thane’s daughter waiting to be married off”

A bold and adventurous swordswoman, Aesa rights wrong and humiliates any man who belittles her.

Hero Points 3

STR 12

CON 16

DEX 18

SIZ 8

INT 10

POW 11

CHA 14

Hit Points 10

Major Wound 5

Damage Modifier 0

Armour: Chainmail 5AP

Magic Points 11

Movement Rate: 15 m

SKILLS

RESISTANCES

Dodge 60% Persistence 40% Resilience 30%

COMBAT

Close 75% Longsword (1D8), Round Shield (1D6)

Ranged 50% Long Bow (1D10, 150m, 1 round to reload)

Unarmed 30% Fist (1D3)

KNOWLEDGE

Language (Drakar) 75%, Culture (Drakar) 75%, Natural Lore 40%

PRACTICAL

Athletics 60%, Craft, Deception 60% , Driving 28% ,Engineering 20% ,Healing 20% ,Influence 75%, Mechanisms 28% ,Perception 21%, Performance 24%, Riding 29% ,Sailing 28% ,Streetwise 25% ,Trade 20%

MAGIC

Initiate of Villisa The Shield Maiden

Battle Magic 75%: Multimissile 2, Protection 2, Weapon Enhance 2.

Divine Magic: Divine Heal 3, True Weapon

EQUIPMENT

Chainmail, longsword, round shield, long bow with 50 arrows, leather pouch with 23 silver pieces.



The Savage North

GONTROM THE STEADY

"Eat my Sword, enemy of Stromgar!"

A faithful Weapon Thane of King Hengulf the Beardless of Nortland, steady and dependable.

Hero Points 3

STR 16

CON 18

DEX 11

SIZ 14

INT 12

POW 8

CHA 10

Hit Points 16

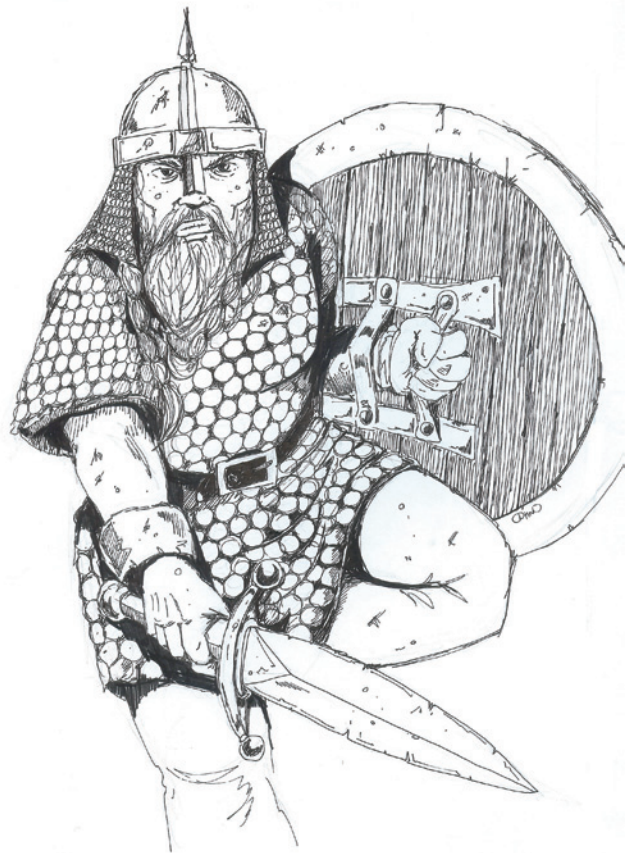
Major Wound 8

Damage Modifier +1D6

Armour: Chainmail 5AP

Magic Points 8

Movement Rate: 15 m



SKILLS

RESISTANCES

Dodge 30% Persistence 40% Resilience 60%

COMBAT

Close 75% Longsword (1D8), Round Shield (1D6)

Ranged 50% Long Bow (1D10, 150m, 1 round to reload)

Unarmed 30% Fist (1D3)

KNOWLEDGE

Language (Drakar) 75%, Culture (Drakar) 75%, Natural Lore 40%

PRACTICAL

Athletics 60% ,Craft 22%, Deception 23%, Driving 23%, Engineering 22%,Healing 22% ,Influence 75% ,Mechanisms 23%,Perception 60% ,Performance 20%, Riding 60% ,Sailing 22%,Streetwise 18% ,Trade 22%

MAGIC

Initiate of Stromgar the Allfather

Battle magic 75 % Enhance Weapon 3, Second sight, Counter magic 1

Divine magic Divine Heal 4 Lighting Strike 2

EQUIPMENT

Ringmail armour, a round shield, a long sword, a long bow, 50 Silver pieces in a leather pouch.

The Savage North

WILNAR THE FOX

"Once I had it all then Lokin laughed, now I laugh with him"

He was once a thane in Sonderland, misfortune befell him and his house. Now he wanders the lands a darkly tragic figure.

Hero Points 3

STR 8

CON 10

DEX 18

SIZ 12

INT 14

POW 11

CHA 16

Hit Points 11

Major Wound 6

Damage Modifier 0

Armour: Chainmail 5AP

Magic Points 11

Movement Rate: 15 m

SKILLS

RESISTANCES

Dodge 60 Persistence 40 Resilience 30

KNOWLEDGE

Language (Drakar) 75%, Culture (Drakar) 75%, Natural Lore 40%

COMBAT

Close 50% Long sword (1D8), Round Shield (1D6)

Ranged 75% Thrown Axe (1D6, 8m range)

Unarmed 30% Fist (1D3)

PRACTICAL

Athletics 26% ,Craft 24%, Deception 75% , Driving 32%,Engineering 24%,Healing 24% ,Influence 60% ,Mechanisms 32%,Perception 60% ,Performance 60% ,Riding 29% ,Sailing 32%,Streetwise 27% ,Trade 24%

MAGIC

INITIATE OF LOKIN

Battle magic 75% :Befuddle, Countermagic 2, Disruption 2

Divine magic: Illusion 4, Reflection 2

EQUIPMENT

Chainmail, longsword, five throwing axes, 0 SP in an empty leather pouch.



APPENDIX B

THE LOATHSOME TOAD OF TSH'SS'KOTH By Tom Zunder

This loathsome entity is summoned by mad or evil priests and sorcerors from dimensions unknowable to the human mind. It is a huge beast the size of a horse, mottled purple and green in colour with a slimy rubbery skin and strangely compound insectile eyes. It is active at night only, and is the centre of dark and evil cults. It is not known if there is one Toad, or many, but once slain it departs from wherever it came. Cultists have a deeply symbiotic and corrupt relationship with the Toad and will scheme, lie and even fight to drive victims into it's maw. However the Toad has no human frailty and will eat cultists and a strangers alike given the chance.

To summon the Toad the following ceremony is followed. When the moon is gibbous 7 cultists must meet at a well and drink a brew of belladonna, hemlock and ergot laden bread. Over a 7 hour ceremony a virgin's throat must be slit over the well, a stillborn child thrown into the dark waters below and each cultist must sacrifice 1POW permanently, after which each makes a Resilience roll versus a POTency of 75. Those who survive may then cast the appropriate Summon spell (or Call Blood Demons). Those that succeed hear a slow rumbling amphibian rumble from the well and have both summoned and psychically linked with the Loathsome Toad which will now dwell in the well. Each cultist must make a test for Corruption in the Savage North setting at this point. Those that have this link are immune to the siren call of the Toad, and anytime that a sentient being is lured to death, 7 MP and 1 POW is shared between the linked cultists. Who receives which is arbitrary and random, and is a common cause of the cultists plotting each other's murders so as to increase their 'yield' from the Toad. Any cultist who fails to cast the spell is not immune to the Toad's call, and receives no 'yield', they are usually the first into the well..

CHARACTERISTICS

STR 2D6+24 (33)

DEX 2D6 (7)

CON 2D6+24 (33)

SIZ 2D6+24 (33)

INT 7 [Fixed]

POW 1D6+7 (11)

CHA 0 (0)

ATTRIBUTES

Hit Points: 33

Major Wound 17

Damage Modifier +1D6

Magic Points: 11

Movement Rate: 15m

Armour: Rubber Skin (AP 3)

Plunder rating :2

SKILLS

Resistances

Dodge 10%, Persistence 90%, Resilience 90%

Combat

Unarmed combat 60%

Tongue (3D6+grab)

Swallow* (1D8+1D6)

Bite (2D8+1D6)

*Swallow, if a successful Tongue attack is made then the next round the Toad can swallow the victim whole, doing 1D8+1D6 stomach acid damage every round the victim is swallowed. A swallowed victim can make fist attacks at -50% whilst swallowed until dead.

MAGIC

Call of the Loathsome Toad, 90%, The Toad can emit a eerie crooning call that affects a victim at a sub-conscious level and draws them to leap into the well (usually taking 3D6 falling damage) and walk defenceless to the Toad, who wraps it's tongue around them and swallows them whole. The Call can be resisted with a Persistence roll versus the Toad ability, but must be resisted every single round. Blocking one's ears with wax or cloth gives a +50% bonus to the Persistence roll. This ability costs the Toad 1 MP per 24 hours, however many victims.

Absorb and Share Soul, 100%, if the Toad eats a victim it arbitrarily shares 1 POW permanently and 7MP temporarily with it's linked cultists. It also absorbs 1 POW permanently and 7MP temporarily to it's own stats. Each cultist must make a test for Corruption in the Savage North setting at this point.

Taint Water, all water in the well is automatically tainted with Corruption and at the first tasting and then every month thereafter the drinker must test for Corruption in the Savage North setting.

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