

Call of the Ruby

Background:

Slyn was a sinister mage that died nearly 1000 years ago in his secret dungeon among the Aduin Hills, located northeast of the Ravendell region. Slyn was devoted follower of Chaos. He was fascinated with the dead and was always conducting experiments on them. From these experiments came his greatest accomplishment, the creation of the Ruby of Slyn. This enchanted gemstone held the power to raise the dead and to animate their mindless bodies through telepathy. However, the Ruby had a weakness that Slyn did not realize which eventually caused his demise. Upon raiding the area now known as Ravendell with an undead army, Slyn and his chaotic forces met their match. Their forces were caught out in the daylight as dawn arrived and his entire army of zombies fell limp on the battlefield. A lone elven archer from the defending forces shot Slyn in the chest with a poison-tipped arrow. The injured Slyn teleported back to his lair where he later died clutching his prized creation in his fist. An evil band of adventurers have found the ancient artifact while delving through Slyn's hidden dungeon. They have learned the powers that the gemstone holds and have slowly begun raising their own undead army. Locals that reside in the area have reported graves being robbed and cemeteries disturbed. Now the evil band has begun terrorizing the small mining village of Scarfall, part of the large and scattered Ravendell. The Players enter the small village just by chance in their passing to another location.

Arrival at Scarfall:

Before you is the small village of crudely built stone houses named Scarfall. Scarfall is a small part of the vast township known as Ravendell, in which its primary existence is mining. The entire village revolves around the mining of the Aduin Hills. The main find in the area is primarily iron ore; however more precious finds occasionally are struck. It seems to be very calm for this time of day, too calm as miners should be returning from their days work. Movement within the village itself is minimal at best with only a few folk outside of a dwelling. Glyphs and wards of Law are prevalent all over the village, painted on doors, walls and posts.

Any villager that is approached will appear glad to see the Players but warn them that "evil is in motion". If inquired about, the Players will learn that the village is in fear of a dark force that has visited their community last evening. The cemetery was desecrated with many of the graves dug up and headstones overturned. One drunkard from the Radiant Ringworm stumbled out and swears that he saw his uncle Gerald walk past him, the only problem is Gerald died two weeks prior in a mining accident. The wards and glyphs were distributed by priests of law to ward off the evil presence. It is two hours before sundown so give the Players a short time to explore the village and/or restock their supplies before continuing to the next section. Scarfall is a basic village, a map is not attached to this adventure as it can be easily created by the GM. Below are brief descriptions of the buildings that merit any special attention and additional information that will be useful to the Players later in the adventure:

Description of the Village of Scarfall:

Radiant Ringworm- This small tavern is just that and has no lodging for wary travelers. The Ringworm is run by a stout bald man named Ludwig. Ludwig will fight if asked or if his establishment is invaded.

Blue Forge Armory & Smithy- This is a fine blacksmith station that specializes in the making of mining tools. It is run by Hirn Wildhammer, a rotund dwarf with a crazy temper. He takes his business seriously and will lash out at any whom insult it. Hirn will gladly join the fight for Scarfall, wanting to test a new suit of armor that he made.

Scarfall Trading Post- This is a general store that takes more than just coin, allowing its patrons to barter for goods if necessary. As proof, a small pen is attached to the back with various livestock crammed into it. Mining, mountaineering, and traveling equipment are always hot trading items. This is owned and operated by a human named Barrett and his family. Barrett is a coward as is his offspring as they will be nothing of assistance besides a salesman.

Temple of Law- Here is a small temple built of fieldstone with a single bell tower extending towards the heavens. The temple of Law is lead by Beatrice Silvermore, high priestess of the Scarfall order. She is a tall slender human in her fifties, with long gray streaked blonde hair in a thick braid hanging over her shoulder. She is dressed in a grand robe made of orange and yellow fabrics that radiate the colors brightly. Beatrice is assisted by 4 acolytes whom spent the last few hours putting up the glyphs and wards around the village. The Acolytes wear similar robes to that of Beatrice, however not as distinguished. The temple offers healing and other magical services for non-Law worshippers at a fee. For those whom do worship Law, these services are complimentary. Beatrice will not leave the temple for her sole purpose here in Scarfall is to preserve the temple. Along with her, she will keep two Acolytes to assist her in her duties. However, she will send out the other two Acolytes to work with the Players to defend the villagers.

Cemetery- The cemetery is nearly in ruins, with headstones knocked over and graves themselves dug out. Most look as if they were dug out from within. Very few graves remain unscathed but a total of 32 have been “robbed” of the bodies. If investigated further, it is noticed that all the undisturbed graves have glyphs engraved into the headstones of various deities. While none of the others have any ward on them except for names and dates.

Village Militia, (3 with longswords, 2 with bows)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6

Pace: 6 **Parry:** 5 **Toughness:** 6

Gear: Leather armor (+1), Longsword (Str+3), Bow (12/24/48 ,2d6 damage)

Drunken Dwarves, (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Intimidate d4

Pace: 5 **Parry:** 5 **Toughness:** 7

Gear: Pick Axes (Str+2)

Special Abilities

- **Low Light Vision:** Dwarven eyes are accustomed to the dark of the underearth. They ignore attack penalties for Dim and Dark lighting
- **Slow:** Dwarves have a Pace of 5”
- **Tough:** Dwarves are stout and tough. They start with a d6 Vigor instead of a d4
- **Drunk:** These guys have been doing a lot of drinking, they may not be fast, but they are able to shake off damage better granting them a -1 to all trait tests and a +1 to their toughness

The Unholy Invasion:

An hour after sunset the evil band of adventurers will lay siege to the town with the Ruby of Slyn. Their plan is to kill anyone whom resists and just pillage the village of their riches (however, small they may be). It is up to the Players to save themselves and the village from their diabolical plan. This will require some quick thinking and defensive strategy on the Players part; they have the entire town as the battleground. Some villagers could even be recruited (besides the village militia) to assist in saving their homes.

Horrifying screams alert you that something is wrong, terribly wrong. Just beyond the village limits to the north, a massive group of undead is closing in on Scarfall. Some look to just recently have been deceased while others look like they have been long dead. Zombies, mixed in with a score of skeletons stagger towards the village. Their eye sockets (and eyes for those whom still have them) have a strange red glow emitting from them. Another ghastly scream then comes from behind you. As you turn around to investigate you see another large gathering of undead closing in as well. Then from within the Radiant Ringworm stumble out four dwarves armed with pick axes in one hand and a mug of ale in the other. “Ye damned varmints! Ye dare disturb ‘re ale! To the hells with ye!” one shouts. “Firble, I’s think they see’s de hells already!” another chimes in. “Let’s return de varmints then”, Firble returns. “To the ale!!!” they all shout and charge towards the mass of death. From the other side five half-elves dressed in the traditional militia garb attack the other group screaming, “For all the goodly folk of Scarfall!”. Each is armed with a torch in one hand and their sword in the other. People begin locking up their houses tightly or begin fleeing to the Temple. Small scores of undead are filtering in from the east and west as well.

The undead army is lead by a band of four evil adventures that wait just outside the village to the north. They will wait there until all seems won or they see a great opportunity to attack. The undead have been given orders by Pensa, the mage whom is in control of the Ruby. Pensa is a plump mage with long black hair and horribly scarred face that is wearing a purple and black robe. He instructed the undead army to slay any living creature they come across until the village is barren of life. Along with Pensa, is Tagle whom is a barbarian from the Northlands. Tagle is a blonde Northman with an extremely good build and is very strong. He wields a great warhammer that has a small humanoid skull at the butt of the hammer. Baba, is a slender dark skinned shaman that wears nothing at all except for a small tethering around his waist. The shaman has many of his extremities pierced with rings and wields a staff of bone. The final part of the group is Renaldo, a short human with short red hair and an equally short beard. Rinaldo is an archer by trade and is armed with a long bow of fine craftsmanship.

Pensa, Male Human (Wildcard)

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Notice d6, Intimidate d4, Fighting d4, Shooting d4, Spellcasting d8, Knowledge (arcane) d8

Pace: 5 **Parry:** 5 **Toughness:** 6

Gear: Staff (Str+1, Reach 1, 2-handed), Ruby of Slyn- enchanted ruby of that gives it wielder the power to command the undead through means of telepathy. The power of the Ruby makes the undead creatures it controls unable to be turned by any means. It can be destroyed only by smashing the ruby, spells are ineffective. The Ruby is powerless when exposed to daylight.

Special Abilities

- **Obese:** +1 Toughness, -1 Pace, d4 running die
- **Spells:** Bolt, Fear, Obscure, 20PP
- **Wizard:** Each Spellcasting raise reduces cost of spell by 1point

Tagle, Male Human (Wildcard)

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d6

Skills: Intimidate d8, Fighting d8, Shooting d4

Pace: 6 **Parry:** 5 **Toughness:** 6

Gear: Leather armor (+1), Warhammer (Str+2, AP1 vs. rigid armor)

Special Abilities

- **Berserk:** Smarts roll or go Berserk after being wounded; +2 Fighting and Strength rolls, -2 Parry, +2 Toughness; Roll of 1 on Fighting die hits random adjacent target
- **Bloodthirsty:** Never takes prisoners
- **Sweep:** Attack all adjacent foes at -2

Baba, male Half-Orc (Wildcard)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Notice d6, Intimidate d4, Fighting d6, Faith d8, Notice d6

Pace: 6 **Parry:** 6 **Toughness:** 5

Gear: Staff of Bone (Str+1, Causes fear to all opponents within 6", Reach 1, 2-handed)

Special Abilities

- **Strong:** Half-orcs have some of the strength of their fathers. They start with a d6 Strength attribute instead of a d4
- **Outsider:** Half-orcs aren't trusted by most other civilized races, and so subtract 2 from their Charisma
- **Infravision:** Half-orcs can see in the infrared spectrum, halving attack penalties (round down) for bad lighting
- **Spells:** Deflection, Stun, 15 PP

Ranaldo, Male Human (Wildcard)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Notice d8, Fighting d6, Shooting d8, Stealth d6, Climbing d6, Swimming d6

Pace: 8 **Parry:** 5 **Toughness:** 5

Gear: Leather Armor (+1), Bow (12/24/48 ,2d6 damage), Quiver of Razors (all arrows from this quiver act as if they had AP 2 when immediately being drawn and shot)

Special Abilities

- **Quick:** Discard draw of 5 or less for new card
- **Greedy:** The character is obsessed with wealth
- **Fleet-Footed:** +2 Pace, d10 running die instead of d6
- **Dead Shot:** Double ranged damage when dealt Joker

Zombie, (20)

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.
- **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.

Skeleton, (20)

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7; **Parry:** 5; **Toughness:** 7

Gear: Varies

Special Abilities

- **Bony Claws:** Str+1.
- **Fearless:** Skeletons are immune to fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows, bullets, and other piercing attacks do half-damage.

Decide and Improvise:

The remainder of the adventure is determined on the actions (or lack there of) that the Players will do. The GM must give the Players some leeway and reward them for good idea. Defense of a village can go several different ways depending on the separate strengths of the Players. Players that flee the village lose net gained xp for their cowardly actions. Players that defend the village successfully will gain xp for their noble deed. A great festival will be thrown in their honor with their heroics to be placed in the village records for all of history to know the story. This adventure can give the Players some natural enemies (if the evil band escapes with their lives) that can spice up later adventures. The most important part is to have fun with this. (Fighting along side the Drunken Dwarves should accomplish this.