

SUNDERED SKIES



BLADE OF DESTINY

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BLADE OF DESTINY

◆ BACKGROUND - GODSLAYER ◆

The grandly named sword, Godslayer, has only one purpose—to kill a god.

During the War of Fools, a small group of priests and scholars uncovered the true source of the war—The Battlelord. Foreseeing no end to the slaughter, and the end of life in the Skies, they hatched a desperate scheme to slay the god himself. One of their members, a renowned dwarven forge master, Kavalin Bladeson, was tasked with forging a weapon capable of such a colossal deed.

Kavalin spent 7 long years hunting and studying down treatise, manuscripts, and memoirs, risking his life many times as the War of Fools raged around him. Finally he was ready to forge the blade. Grim faced and resigned he started work.

The actual forging took weeks, during which time Kavalin slept and ate little. Vorak, Kavalin's apprentice—in truth a master weapon forger himself, was given the honor of striking the last few hammer blows. Now all that remained was to quench the red-hot blade.

Finally Kavalin revealed the last, and darkest secret of the forging. To fulfill its destiny the sword must be guided by a sentience. The forge master commanded his apprentice to run him through with the newly forged blade, quenching the forging and awakening the elemental spirit within it. Vorak argued with his master, but as the weapon started to cool he did as he was commanded, his tears falling on Godslayer's tang.

The finished great sword is a masterpiece, perfectly balanced and razor sharp, which never dulls. The blade has a faint red hue to it, which deepens perceptibly when used to slay sentient beings. This crimson hue fades back to its original color within an hour. Godslayer—its own name for itself—however, is truly a double-edged sword—possessed of its own sentience, the sword actively compels its wielder to fulfill its purpose—slay the Battlelord.

Once a wielder of Godslayer has drawn sentient blood with the weapon, the sword claims them. Each time they sleep, they are plagued by dreams of blood and war. These dreams become more intense as time passes, slowly eroding the will until the victim becomes nothing more than a puppet intent on fulfilling the sword's purpose.

Godslayer is a unique weapon, capable of wounding—maybe even slaying—a god. However, only the most skilled of warriors can even hope to land a blow. The sword is a mighty weapon, but gives no guarantee of success, or survival.

Godslayer has passed through many hands over the last 300 years. So far none have survived long enough to challenge the god. Presently the sword lies forgotten in a ruin out in the void.

Soon, it shall be found...

◆ THE SWORD ◆

Where: The Void

When: The characters are at least Seasoned.

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Presented below is a fast, fun, and furious way your heroes can come into possession of Godslayer. Obviously if you have a method of getting it too your heroes which better suits your campaign, then use it. Maybe a grateful client can give the sword to the heroes. However in such a case the wielder will probably not also have access to the pouch of fungus, and must discover its existence in other ways—most probably from the same scholar or priest who informs them of the sword's purpose.

THE RUIN

The heroes' attention is drawn to a small island by the glow reflecting from an almost unblemished marble dome. The island—a fragment from a ruined city, is roughly circular and about a half mile in diameter. The floor was once a marble floored courtyard, but is now cracked and broken. The low domed building is in the center of the island. A single arched entranceway can be found

THE DOME

Within the dome it is cool and dark; three pillars support the curved roof while a fourth lies broken across the floor. Chunks of rubble and dust obscure the floor although here and there a polished blue surface can be seen. Incongruous amidst the destruction, is an oval pool with a foot or so of crystal clear water in it—why it hasn't turned stagnant or evaporated is a mystery.

This was a shrine to Oceanus (the god of Oceans, now The Lightbringer). Several of his priests took shelter here only to be slain by marauding demon worshippers, during the chaos before the Sundering. Trapped here by the cataclysm, which followed, their vengeful spirits remain within the pool as drowned spirits. They rise up and attack all who venture within the dome.

On the far side of the chamber, is the bloated, and waterlogged corpse of a human male. A prior scavenger who fell to the drowned spirits, his crew lacked magical attacks and fled.

Drowned Spirits (1 per 2 heroes): see page 19.

GODSLAYER

Godslayer is a great sword 5' from pommel to point. The blade and crosspiece are a uniform matt black. Other than the unusual color, the sword does not appear all that remarkable. The crosspiece is merely a flattened and slightly curved rectangle, and the hilt is bound in crimson leather. The sword's pommel has been fashioned into an iron skull.

Once a hero has drawn blood from a sentient foe with Godslayer (caused a Wound or killed an extra) the sword claims the hero as its owner. Godslayer can only have one owner at a time. The bond lasts until the owner dies.

The sword bestows the Berserk, Mighty Blow and Trademark Weapon edges upon those it has claimed, for as long as they wield Godslayer. However the claimed one is also compelled to keep the sword. If the sword is given away, lost, or stolen the claimed hero starts to weaken, eventually perishing, unless the sword is reclaimed.

Godslayer also afflicts those it claims with vivid dreams of bloodshed and violence, which start the first time the hero sleeps after being claimed. The dreams begin with the claimed one fighting against a variety of opponents—creatures, feared opponents, and even friends. The dreamer is always victorious. Later, these dreams escalate to skirmishes, and major battles, during which the dreamer directs his victorious forces against vastly numerically superior foes.

The purpose of these dreams is to instill the confidence the hero needs to face the Battlelord in combat. However, they have a further purpose, to erode the will of the claimed one.

The hero starts with a number of points equal to their Spirit die. Each week the hero must succeed at a Spirit roll or lose one of those points. A Bennie *cannot* be spent on this roll. If a hero increases his Spirit die increase the number of points by 2.

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If the heroes' Spirit points are ever reduced to zero, he becomes a puppet of the sword, he retains freewill in day-to-day activities, and will not do anything stupidly suicidal, such as heading across the Draining Sea without taking the proper precautions first. However, he becomes very focused on confronting the Battlelord.

Edges bestowed: Berserk, Mighty Blow, Trademark Weapon.

Hindrances bestowed: Major Habit (God Slayer), Overconfident.

MOTHER'S BENISON

The fungus known as Mother's Benison is found only on one of the underisles of Plenty. The fungus can be used to create a foul tasting tea, which bestows a feeling of calm, soothing worries and stress.

One serving of the tea when the drinker first awakens gives a +2 bonus to all rolls to resist Glowmadness, and succumbing to a berserk rage. Furthermore, if the tea is taken daily, the claimed one is not afflicted with the Godslayer's dreams and need not make a Spirit roll for the week.

SALVAGE

The corpse wears ruined leather armor, and has two pouches one on its belt, and the other ties to the hilt of the sword. As he died the he was reaching for the hilt of an ornate great sword, which lies just beyond his reach. The sword is obviously Godslayer. The belt pouch contains 23 cogs; the other—engraved with the symbol of the Lifemother—contains a rotten fungus, Mother's Bension (detailed on page 3), there are enough doses of the tea to last for 15 weeks.

The most valuable salvage here—aside from Godslayer—is the floor. If the rubble and dust is cleared away, a mosaic is revealed, stylized waves of water with some sort of wingless skyler living amongst them. A successful Common Knowledge will reveal this to be of interest to the Athenaeum. Removing the mosaic will most probably destroy it, so the best solution is to sketch the mosaic and procure some earth from the island (by breaking through the marble outside). This will allow the Athenaeum to send some scholars out to examine, and excavate it. The heroes will be paid 1000 cogs after the Athenaeum have examined it.

THE SWORD AWAKENS

The first time Godslayer kills an extra or wounds a Wild Card it fully awakens and claims its wielder. Across the vastness of the void, the Battlelord senses the weapon and its intent. Although he seriously doubts it can harm him, bitter experience has taught him not to take the risk. The God summons the tribal elders of the Cracked Shield clan and commands them to seek out the blade and retrieve it. The heroes are building a reputation in the Skies, and their actions are often reported by songpriests and couriers, as such tracking down their general location will not be terribly difficult.

Listed below are some example encounters the heroes might have with the orcs of the Cracked Shield Clan. Details have been kept intentionally vague as the time and place of these encounters is down to the needs of the GM and his players. We advise you salt these encounters throughout the Savage Tales and Plot Points in the *Sundered Skies* setting book, so the link between them and Godslayer aren't obvious.

Initially the encounters will be with orc thugs and warriors, who are tracking down rumors of the heroes, but as time passes the attacks will be more focused and dangerous.

NEW WEAPON - GODSLAYER

Weapon	Damage	Weight	Notes
Godslayer	Str+d10	12	Parry +1; 2 hands; Bestows the First Strike Edge; see Godslayer Sidebar for further Edges and Hindrances

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ORC THUGS

At a suitable time and place a group of “drunken” orc thugs stumble into the heroes and begin a fight. The orcs aim is to steal the sword in the chaos.

Orc Thugs (1 per hero): See page 23.

ORC ASSASSIN

A single orc assassin attempts to deal with Godslayer’s wielder, choosing a time when he is alone if possible.

Orc Assassin (1): see page 23.

ORC WAR RAFT

A week or so after the heroes depart an island, they encounter an orcish war raft. Use the rules on page 160 of the *Sundered Skies* rules to create a war raft.

CRACKED SHIELD CLAN ORC WARRIORS

These warriors are not subtle, upon seeing the wielder of Godslayer they charge, yelling war cries.

Orc Thugs (2 per hero): see page 23.

Orc War Priest (1): see page 23.

CRACKED SHIELD ORC MERCENARIES

Better trained and equipped than most orcs of the Cracked Shield Clan, these mercenaries will pick their battlefield carefully, ensuring they have the advantage.

Orc Mercenaries (1 per hero): see page 23.

Orc Mercenary Captain (1): see page 23.

RESEARCHING THE SWORD

Once the dreams reach a certain intensity, and the claimed one’s comrades have noticed a change in his demeanor, it is possible they will seek out more information about the sword. Listed below are various sources of information available to the heroes. Heroes with the relevant skills and backgrounds might be able to gleam information themselves.

Tales of Godslayer are extremely rare, not only have most of them been lost to the mists of time, but also certain worshippers of the Battlelord have deliberately spread rumors to mislead seekers. Instead of giving the heroes the correct information on a successful Knowledge roll, use the table below. If the knowledge seeker scores a Raise on his roll add a +2 to the d10 roll. This may mean the heroes have to consult several sources before they have gleamed the truth.

As the heroes ask around for information on a very specific sword, their investigations will almost certainly draw the attentions of Cracked Shield hunters. They will also come to the notice of the charlatan and thief Sagus (see page 6.)

CONSULTING A SONGPRIEST

The worshippers of The Lord of the Festival were excluded from the planning and forging of Godslayer. They worshipped a god touched by madness, and as such were considered suspect. However, the muses of Festival eventually learn most things—even if what they have heard is wildly inaccurate

How to locate an NPC: Visit a temple to Festival or Streetwise roll, one attempt per week.

NPC Skill: Knowledge (Legends and Lore) d8

NPC Rates: Result of the skill roll times 10 cogs.

Success result: Roll a d10-4 on the Godslayer Tales table.

CONSULT A SORCERER

Esoteric and forgotten knowledge are grist for the mill to those who practice the sorcerous arts.

How to locate an NPC: Streetwise roll, one attempt per week.

NPC Skill: Knowledge (Ancient Legends) d8

NPC rates: Result of the skill roll times 20 cogs.

Success result: Roll a d10-1 on the Godslayer Tales table.

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CONSULT A SCHOLAR

Certain learned men of the skies are consumed by a thirst for knowledge, not for any religious reasons, or a desire to increase their power with the magical arts, but purely to satisfy their curiosity.

How to locate an NPC: Streetwise roll, one attempt per week.

NPC Skill: Knowledge (Ancient Legends) d4

NPC Rates: Result of the skill roll times 5 cogs.

Success result: Roll a d10-4 on the Godslayer Tales Table.

THE ATHENAEUM

The Athenaeum actually has quite a bit of information on Godslayer hidden away within its labyrinth-like libraries.

How to locate an NPC: None. The heroes must travel to Shadowhaven.

NPC Skill: N/A

NPC Rates: Each search of the libraries costs a flat fee of 100 cogs.

Result: Roll a d10 on the Godslayer Tales Table. This roll can be made once for every fee paid. If the roll brings up information already discovered at the Athenaeum, roll again.

Whatever the result of the first roll, the scholars also provide the heroes with the name of an Athenaeum scholar who came into possession of the sword, years ago. His name was Owein Thursmore, and he left Shadowhaven to return to his family home on the little known island of Remorse.

See Page 8 for more information on Remorse.

TALES OF GODSLAYER

Each source of information gives the relevant success die to roll. If the information source gained a success on his skill roll, add a further +2 to the roll.

d10 Roll “Knowledge” gained

- 1 The sword is actually a shapechanged demon. Once it has drank the lifeblood of enough victims it will return to its original form.
- 2 The sword is made of a rare metal found only in the deepest mines on the Draining Sea. The sword is a relic of the orcs of old.
- 3 Kin Slayer, the infamous dwarven pirate, forged the sword.
- 4 The elven noblewoman found the sword at the site of a mighty battle. The weapon possessed her and she slew all her family. It took a squad of Oakthorn to overcome her.
- 5 A wildling slave found the sword in his master's dead hand one morning. The elf had died battling his nightmares. The slave fled with the sword but was killed by orc pirates.
- 6 The sword whispers dark secrets to its owner, in his sleep.
- 7 An explorer once used the sword to murder a dwarf in cold blood. He was hung.
- 8 The sword is Godslayer, and it desires to slay all gods.
- 9 The sword is possessed of a dark sentience, and can control its wielder.
- 10 The renowned Drakin mercenary, Gildark, wielded the sword for many years. When he retired he passed the blade on to his dwarven companion who set out to explore the Lower Reaches. Within days Gildark regretted giving the sword away, wasted away while he sought it.
- 11 The sword is evil but its power can be countered if the owner daily drinks Mother's Benison.
- 12 The sword was forged to kill the Battlelord

LOREMASTER SAGUS

Sagus is a disgraced and failed member of the Athenaeum, who attempts to prey upon the heroes' need to discover more about the sword. He is a charlatan and a fraud,

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who arrives on an isle and then sets up his stall—resplendent with alchemical gear, and musty and important looking tomes. He then spends the next few days offering magical trinkets for sale, and offering his extensive arcane knowledge to passers by. When he feels he has outstayed his welcome he leaves the island on the first ship available, leaving his customers with worthless baubles and incorrect information.

Seeing the heroes as an opportunity to make a few easy cogs he approaches the heroes claiming to recognize the sword they have been asking around. If allowed, he will study the sword, and exclaim “I think it is!...” and then become very pensive. If the heroes ask for more information he will not want to say too much, until he has completed his research. However. He does say that he has been searching for this sword for years, and thinks it has a very dark purpose.

Initially, he will try and take the sword from the heroes “to research” it, he will not push the issue however—he doesn’t want to scare off the marks. He claims that his research and divinations will take at least three days, and, regretfully, he must charge the heroes a nominal fee of 500 cogs to cover his expenses. However, if what he suspects turns out to be true, then the heroes will make a hundred times that amount.

The next day, Sagus and his stall, have vanished. A successful Notice roll spots a beggar watching the heroes as they look around. The beggar will recall—once he has been suitably paid, or intimidated—Sagus and a couple of toughs packing all their gear up and leaving in the direction of the docks, ca couple of hours ago.

The docks are bustling; a fleet of trawlers has docked and is unloading their catches. However, a successful Notice roll spots Sagus aboard a merchant ship, however, reaching the ship can be a trial. Each hero must succeed at an Agility roll, otherwise the crowds delay them and they arrive a round behind those who succeed.

Sagus’ thugs on the dockside will intercept the heroes. If a fight ensues Sagus will attempt to slip away using his *invisibility*, and *stun* Powers. The crew and captain of the ship will not intervene beyond complaining loudly.

Should Sagus be caught, he carries 700 cogs on him (500 of which belong to the heroes). If the heroes track down the other victims of the fake Lorekeeper’s confidence tricks and return their money they will gain a +1 bonus to social rolls when in port. If they keep the money, there is a chance that the locals will search them out believing they are in league with Sagus.

Sagus (1): See page 24.

Hired Thugs (2): See page 21.

MOTHER’S BENISON

As stated on page 3, this fungal tea can delay the detrimental effects of Godslayer if it is drunk daily. The pouch found with the sword contains enough of the fungus to forestall the dreams for 15 weeks. However it is very likely their supplies will run low before they have solved the mystery of the sword.

Hopefully, the Lifemother’s symbol upon the pouch will lead them to enquire with a Provider, where they can discover the general purpose and the source of further Benison. If the heroes fail to seek out a Provider then they can discover the properties of the fungus from other sources such as a Songpriest or the Athenaeum.

Please note that only the scholars of the Athenaeum, or experimentation with the tea can discover the properties of the Benison in relation to the sword itself.

PLENTY

As outlined in *Sundered Skies* access to Plenty is only possible via Razor Passage. The journey through the Passage takes a total of three days. Rather than checking for random encounters use the encounter detailed below.

The Orcs of the Cracked Shield Clan are aware of the properties of Mother’s Benison and have prepared for the possibility

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the heroes will visit Plenty to acquire some more. To this end they have a sky sloop (see *Sundered Skies* page 35, apply the orc template to the ship) stationed in the passage on the look-out for the heroes ship.

As luck would have it, a mated pair of fog sharks attacks the heroes just before the orcish ship comes within range. The orcs are aware that if the sharks destroy the ship then Godslayer will be lost to the void, and may resurface again at a later time. They will actually aid the heroes in seeing off the sharks before attempting to board and slay the heroes.

Fog Sharks (2): See page 21.

Orc Mercenary Captain (1): See page 23.

Orc Mercenaries (15): See page 23.

THE TEARDROP

Any enquiries about Mother's Benison will lead the heroes to being directed to the Teardrop—The temple of the Lifemother on Plenty. Asking about the fungus in the temple will get the heroes a swift audience with Kedric Lifedancer, the high priest.

The heroes are shown into a small office in one of the wings of The Teardrop. Kedric sits behind a desk studying reports. The priest stands and greets the heroes dispatching a servant for refreshments before enquiring how he may aid them.

Kedric knows nothing about Godslayer; however, when subject of Mother's Benison is raised Kedric's face takes on a somber look.

"We do indeed grow Mother's Benison here on Plenty, or rather under Plenty. The fungus only grows on a very particular underisle, as you can imagine it is greatly prized by us for its ability in combating glowmadness.

The Heralds of the Light are very aware of its properties, and we have foiled frequent attempts to disrupt its production. A week ago, they launched there most—abem—insane attempt.

A madness bulk managed to make it through the Runoff Falls by sailing beneath one of the grain barges. The sheer size of the barge shielded it from the force of the water.

Once through the Falls, rather than launching an attack. The Herald captain rammed his ship into the underisle where the Benison grows. We can only assume this was deliberate, probably an attempt to destabilize the island.

It seems a sizable number of the glowmad survived the impact and now rampage across the island, several farmers managed to escape the underisle before were forced to cut the ropes which allow access to it, and they report that there is at least one Earthbane amongst the survivors. It is only a matter of time before the underisle is destroyed.

We have requested aid from the Trade Council, but so far it has not arrived. I am afraid until the situation is dealt with, we cannot provide you with any Benison.

The heroes may take this as their cue to volunteer to deal with the problem themselves. Kendric will gladly accept the heroes' offer even going as far as providing them with a number of professional militia who volunteer to clear the isle. Furthermore each of the heroes' weapons will receive a Major Blessing. Strangely such the Blessing has no effect on Godslayer.

The underisle is 120 yards (60 inches) below Plenty. Normally hemp rope ladders fixed at both ends allow access to and from the underisle, but these have been cut. New ladders can be dropped to the island. The descent is dangerous—the ropes whip around in the wind, but the climbers can wear harnesses to slow their fall.

Heroes descending the rope must make 3 successful Climbs rolls—one at 15", another at 30" and the last at 50" or they slip and fall. The harness prevents them falling to their death, they do, however take d6 damage from rope burns.

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THE UNDERISLE

THE SITUATION

The Volder's plan was truly—as can be expected—an insane one. The plan was to release five earthbane on to the island, and let them quickly destabilize the underisle. However the volder priest in charge of the mission was seized with a mania, and crashed the ship into the isle.

Many were slain in the collision including the madness priest and one of deputies and three of the earthbane. The remaining neophyte volder priest was wounded in the crash, and with no one to control them, the glowmad turned on one another once they had killed all of the islanders who remained on the underisle. Now, the volders have divided into three separate groups, along with an earthbane, which wanders the fields.

RECLAIMING THE ISLE

The ropes descend to a cleared area surrounded by acres of destroyed fungal farms. The wreckage of the ship can be seen scattered across the darkened fields. The underisle is constantly Dark, which inflicts a -2 on all trait rolls.

Staging Area: Surrounding the courtyard into which the are three large barns—where the fungus was collected before being hoisted up to Plenty. The fungi stored in the barns has been destroyed. A volder priest and several volder cultists are holed up in the furthest barn. Unless the heroes descend silently onto the underisle, they will ambush anyone who ventures from Plenty.

Neophyte Void Priest (1): See page 25.

Volders Cultists (2 per hero): See page 24.

Professional Island Militia (2 per hero): See page 24.

The Fields: Three different groups of glowmad stalk the fungus fields. Each is keeping clear of the others for now, but if one makes enough noise—say as it fights the heroes—then the others may come to investigate the ruckus.

RUNNING THIS SCENARIO LATER IN THE PLOT POINT

If the heroes return to Plenty after the events of the Savage Tale *The Hunger* (See *Sundered Skies* page 128), you can still run the scenario as written.

The chaos in the wake of the Devourer, makes it even easier for the volders to attack Plenty. They will have to approach through the Razor Passage rather than using a grain barge for cover. Kendric Lifedancer dies during the events of *The Hunger*, and Helan Joye or another provider must replace him.

Finally, the efforts to restore Plenty mean their will be no militia available to accompany the heroes.

The first group consists of a group of blinded led by an ogre. The second is a small group of ragers, and the third is the lone earthbane who can be easily tracked by the deep trenches he leaves in his wake as he walks the fields

Ogre (1): See page 23.

Earthbane (1): See page 20.

Blinded (3 per hero): See page 18.

Ragers (1 per hero): See page 24.

HARVEST

Once the volders, and glowmad have been dealt with, the islanders of Plenty can descend to survey the damage. It will take weeks to get production of Mother's Benison back to normal levels. However Kendric will provide the heroes with enough Benison for 100 weeks.

REMORSE

Remorse is a new mostly uninhabited isle. No Navigator Halls store its earth, for there is no reason to visit it. However a successful Streetwise roll on Plenty will locate a relative of one of the pour souls on Remorse who has some earth from the isle. Alternatively, the heroes might have made contact with one of

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the Son's Of Spire, such as Patreec Moar (see *Sundered Skies* page 114), who can provide them with a sample of earth.

The base travel time between Plenty and Remorse is 3 weeks.

APPROACHING REMORSE

Remorse, despite its dangers, is not blockaded like Aria. Very few know of the isle, and even fewer have reason to go there. A single Trade Council Frigate does patrol the skies around the island, and attempts to hail any who approach the isle and warn them of the danger. The frigate does not pursue or actively try to stop any who do not heed their warnings or attempt to evade them.

Approaching the island the heroes can see that Remorse has a single port surrounded by a small village and a dozen of so similarly sized villages scattered across the interior. The island presents an eerie sight with fields of dried vegetation, and villages devoid of all signs of life. A huge burial mound is visible inland of the port.

As the heroes' ship nears the docks a single figure, clad in black robes with the hood thrown back to reveal a weathered face, emerges from one of the dock buildings and moves to awaits them on the jetty.

DARRAS

The figure is Darras, one of the Son's of Spire. He greets the heroes, somberly, and warns them they have visited a dangerous isle. He can provide the information found in the sidebar on page 10. If asked what he is doing on the island, recite or paraphrase the following:

"I used to be a Son of Spire, but now I am a Namer of the Dead. I have dedicated my life to trying to ease the frustration, grief, and anger of those trapped as spirits by our colossal blunder. How could we be so stupid to think we had the power to trifle with the order of the isles."

"My brothers and I speak with each spirit to see what we can do to ease their pain. It is dangerous work—many are blinded by their agony and cannot be reasoned with, but we have sworn to perform this penance to atone for the error of the Son's of Spire."

Darras has maps of Remorse as well as long lists of names and facts used by the Namers of the Dead to identify restless spirits. A few hours of searching, finds the Thursmore name and the families home—a large house on the outskirts of a village three days travel from the port.

Darras offers to accompany the heroes to the Thursmore home, for no Namer has visited it yet.

THE INTERIOR

Darras advises the heroes avoid the villages, as they are full of restless spirits, and extremely hazardous.

Each day draw four cards, if any of them are clubs the heroes encounter a spirit, if the card is an even number it is a Grief Spirit, otherwise it is an Anger Spirit.

Grief Spirit (see above): see page 20.

Anger Spirit (see above): see page 20.

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FAMILY HOME

The house of the Thursmore family stands empty and silent upon a small hill overlooking one of Remorse's dead villages. The house is empty, but has all the trappings of a busy, happy family. Food is rotting on plates, chairs are pulled out from tables as if someone was sitting in them—the house looks eerily lived in. Those seeking wealth can gather valuables worth 2,000 cogs from within the manor, however see below.

A study can be found, and amongst the books on the shelves is the journal of Owein Thursmore (see page 10.)

Soon after the heroes discover the Journal, or when a hero helps himself to something valuable, a mighty psychic roar is heard, and the floor of the room the offending is in is ripped apart by a huge ogre-like monstrosity.

This abomination is a spirit eater. It has feasted well upon the spirits of the Thursmore family and has perversely become possessive about their belongings. It pursues the heroes, only giving up the chase once the stolen items have been returned.

Spirit Eater (1): see page 24.

THE JOURNALS OF OWEIN THURSMORE

Owein Thursmore was a historian, not the stuffy scholarly type, but the type who went out and *found* history, never happier than when he was exploring an ancient ruin on a remote island.

Owein collected fragments of history and recorded them in his journals, which run to 15 volumes, filled with cramped handwriting, and diagrams. The journals can be used as a catalyst to launch any adventure of the GM's devising, however, the entries which directly effect this scenario can be found on page 16 as a player handout.

DEEPSKY CITADEL

Following the clues found in Thursmore's journals, the heroes will eventually head to Deepsky Citadel, unless they are already friends of the Dwarves (see *The Damned*

REMORSE—A NEW ISLE

Einar was a small island, which followed a slightly eccentric orbit around Plenty and the Runoff Falls. Its orbit was such that it skimmed the falls, receiving ample water. However, for short period it would actually intersect the falls. Approximately a quarter of the island would be pummeled by the torrents of the Runoff falls. Buildings were destroyed, and the floods ruined crops.

Despite this, people lived upon the isle. The isle was even more bountiful than Plenty, and the residents became adept at rebuilding quickly after the infrequent floods.

THE SONS OF SPIRE

Then, the Son's of Spire announced they had perfected a magical ritual, which could shift the orbit of islands. They offered to shift Einar so that it no longer intersected the Runoff Falls.

Unfortunately the islanders on Einar accepted their offer.

The ritual in some ways was a success—the islands orbit shifted, and to this day has never intersected with the Falls, but the ritual also went awry and released a massive amount of magical energy which instantly killed every living thing on the island.

Today, Einar has been renamed Remorse, the souls of all who lived upon the island are trapped there as ghosts, and worse, and the soil cannot sustain any life.

Remorse has become forgotten, by almost everybody except the Son's of Spire who strive to appease for their mistake.

Dwarf, and The Dwarven Mother In Sundered Skies). They will first have to travel to Mount Ore to gather the earth they need.

Once they reach Deepsky, they might feel a bit lost, however if they mention the name Kavalin Bladeson to anyone, they are soon approached by a Dwarven Engineer named

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Stugard Wrenchminder. Stugard informs them he is to accompany them deep into the factory, where they will learn more.

He guides them through the labyrinth, which is the temple of the Artificer. He is not interested in small talk and is in a hurry. Finally they are led to a small chamber. Upon a low pedestal against the far wall rests an iron bust of a dwarf, lines etched upon its face give it a feeling of age and wisdom.

Stugard prostrates himself upon the ground before the bust, whether the heroes follow his lead or not is unimportant.

THE ARTIFICER SPEAKS

Aware of the heroes' quest The Artificer speaks to them through the bust, animating the cold iron as though it were flesh and blood and speaking with a metallic voice.

"My priests and I welcome you to The Factory. Word of your quest, and the sword you bear has preceded you and I know of what you seek. The sword, Godslayer, is one of our greatest secrets, revealed to few since its creation. Now is the time for you to hear of Godslayer."

There is the sound of gears shifting and meshing in to new patterns as steam hisses from valves and temporarily obscures the heroes' vision. As the steam clears the heroes are elsewhere, they stand in a town square where two dozen or so, people are fighting. Hovering overhead is the spectral figure of the Battlelord. As The Artificer speaks billowing steam and visions illustrate his words.

"Three centuries ago as you count time, our mad brother, the one you call Light-bringer, infected the Battlelord driving him into a berserk rage. His rage spread touching all as it went. So began the War of Fools where friend fought friend. and brother slew brother."

Even we could not foresee the outcome of that time but feared the worst—unchecked the Battlelord would bring death and destruction to all within the Skies. At a secret conclave a decision was made, with much regret, that a means must be found to stop our berserk brother."

The result is the sword you bear, Godslayer, a sentient weapon created with the soul purpose of slaying the Battlelord. My son, Kavalin Bladeson, was tasked with the creation and heavy was his spirit while he worked.

Events did not transpire as we feared. The Battlelord drew himself back from the brink and ensconced himself in his castle of ice where his fury was cooled. Even without his presence the War of Fools continued as the flames had been fanned too high. Thus we dedicated our efforts to quelling the battles.

With our attention diverted none noticed that the apprentice of Kavalin, ashamed and dismayed by his own actions during Godslayer's creation, stole the blade and fled the dwarven realms. Godslayer passed from our knowledge, emerging several times over the centuries but never long enough for us to recover it.

Godslayer is a weapon with a purpose that is now redundant and like all redundancy must be eliminated. Only its creator can unmake it, seek Kavalin Bladeson and convince him to destroy the blade."

The bust falls silent, its animated iron skin freezing into immobility.

SEEKING KAVALIN BLADESON

In the silence following The Artificer's revelations Stugard climbs to his feet and speaks with the heroes.

"Our shame is not complete with merely the sword we had made. Kavalin Bladeson was a craftsman like no other, an engineer without peer and we could not let him pass on with the creation of Godslayer. High Engineers gathered the spirit of Kavalin Bladeson and bound it into an iron golem so he might continue with his creations and pass on his skills to new acolytes."

Kavalin Bladeson was not pleased with this decision, he saw Godslayer as a sully upon his life, a taint that only death would shrive him of. Unable to destroy his new body, Kavalin pushed us aside, declaring

BLADE OF DESTINY

himself no longer a dwarf and sealed himself within his forge. For all we know he is there still, musing on his failure.

If you go to seek Kavalin you must venture into the Deep Delves a region of the Citadel that has been closed off for fifty years since a collision opened the lower levels to the dangers of the void."

Stugard gives the heroes a parchment map of what the Deep Delves used to look like and cautions them that things may have changed. He leads them out of The Factory and down deeper into Deepsky Citadel. Finally a massive iron door is reached, shaped like a cog and resting on a toothed rail. Stugard strains to turn a device like a ship's wheel, which slowly cranks the thick iron door open.

As the door opens a hellish shriek assails the heroes as a number of Grotesques squeeze through. Once the demons are dealt with Stugard will motion for the heroes to enter the Lower Delves, telling them he will close the door after them and wait to reopen it upon their return.

Grotesques (1 per hero): see page 21.

THE DEEP DELVES

About 50 years ago another island crashed against the lower reaches of Deepsky Citadel, the impact ripped out a swathe of the lower levels (known as the Deep Delves) exposing the remainder to the Burning Skies. With the dwarven population in decline, the decision was made to seal off the Deep Delves rather than repair them.

Kavalin Bladeson's workshop and forge were in the area hit by the rogue island and are now partially intact. The actual forge complete with its anvil and tools fell away, plunging into the Lower Reaches where it became part of the chain of small islands known as The Artificer's tears.

THE HEROES' JOURNEY

The heroes have a map of the Deep Delves, or at least a map of how it was 50 years ago – since that time many things have changed as the island has shifted and moved due to internal pressures.

Layout 10 cards face down to represent the path the heroes have to take. Turn over each card one by one and consult the table below. When the last card is turned over and resolved the heroes reach Kavalin's workshop. During their journey the heroes may garner a Haul level of salvage if they are so minded (see *Sundered Skies* page 88).

Card Suit Result

Hearts	The heroes discover a short cut, turn over the next card but do not act on it.
Spades	The path the heroes have followed is a dead end. Add a new face down card to the end of the path.
Diamond	The path follows the map.
Club	The heroes encounter a problem; check the cards value against the Hazard table.

Card Value Problem

Face Card	Trap – either set by one of the denizens or just a chance arrangement of debris. See the Traps entry on page 153 of the <i>Sundered Skies</i> book.
Ace to 2	Demon Infestation – a swarm of Grotesques,

Grotesques (2 per hero): see page 21.

3 to 4	Elemental Incursion – fire elementals from the Lower reaches sometimes ride hot thermals to within reach of Deepsky.
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Fire Elementals (1d4): see page 21.

5 to 6	Mad Dwarves – for once reason or another a number of dwarves have chosen to flee life in Deepsky and fled to the Deeper Delves, driven mad by what they have encountered there they are little more than beasts now.
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Mad Dwarf (2 per hero): see page 22

7 to 8	Dwarven Engineer – The Artificer moves in mysterious ways and more than one Engineer
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SUNDERED SKIES

has journeyed into the Deeper Delves and lost their way as well as their mind!

Dwarven Engineer (1): see page 20

9 to 10 Mad Machines – Dwarves are great engineers and left many creations in the Deeper Delves. Some of these have taken on life of their own.

Animated Puppets (2 per hero): see page 18

Joker Trap (see above) plus while the heroes deal with it they are ambushed – draw another card and use its value (ignore Jokers and Face Cards)

KAVALIN'S WORKSHOP

Eventually the heroes' reach the area marked on their map as Kavalin's Workshop. A still standing, wooden door banded with iron may be opened with a successful Strength roll. As the door is opened the corridor is flooded by harsh void light.

The workshop is a wreck, the wall opposite the door has been ripped away and the chamber is open to the void. Rubble is strewn across the floor and there is no sign of any furnishings. Silhouetted against the glow is the angular, mechanical shape of a dwarven golem – Kavalin.

Kavalin will turn with the sound of grinding gears and bellow "Leave me alone" as he moves to

attack the heroes. While fending off Kavalin's attacks the heroes must somehow convince him to help them. The heroes' best ploy is probably to try and convince Kavalin that they will free him from his iron prison if he helps them.

When Kavalin is convinced to aid the heroes he waves a hand at the gaping hole to the void and informs the heroes that to unmake Godslayer he will need his forge and anvil – no other equipment will do – and that they fell into the void long ago.

Those brave enough to peer out and down into the void below Deepsky Citadel can see the flames of the Flaming Skies far below them. A Notice roll sees large, dark shapes moving through the flames, querying Kavalin about them learn they are fragments of Deepsky Citadel, which have somehow reached equilibrium within the Flaming Skies.

Kavalin (1): see page 22.



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RETURN TO DEEPSKY CITADEL

Kavalin will refuse to accompany the heroes back to the inhabited levels of Deepsky, he will accompany them if the venture into the Flaming Skies, but they will have to maneuver their vessel into a position near his workshop to enable him to board.

The journey back is relatively easy as the heroes now have an updated map.

Stugard is elated to see the heroes and eager to hear their tale, once he is apprised of the situation he will show the heroes to guest rooms where food and drink awaits them. He asks them to wait while he complete with food and drink while he consults with his superiors.

A few hours later Stugard returns:

"There is still a slight chance that Kavalin's forge still exists. Over the years parts of Deepsky Citadel have been damaged and fallen away, many of these fragments have somehow remained with Deepsky albeit deep beneath it in the Flaming Skies. We know these small islands as The Artificer's Tears.

We possess several small ships capable of withstanding the great heat and fires of the Flaming Skies with one of these and suitable protection from our Engineers you may be able to find the forge."

INTO THE FLAMING SKIES

Stugard will procure the use of a metal plated Sky Sloop, *the Seeker's Delight*, for the heroes to journey into the Flaming Skies. The ship is specially outfitted for the heat and flames that will be encountered.

Seeker's Delight has no weapons and everything on board is as non-flammable as possible. The dwarves will warn the heroes to under no circumstances take gunpowder or explosives with them as the heat will cause them to explode.

The vessel can take accommodate a maximum of 12 people. Stugard can arrange for dwarven engineers to accompany the heroes. These engineers can fit each hero with an *elemental protection* harness, but

the dwarves will not leave the ship. If one of the heroes has the Weird Science Skill, then just the harnesses will be provided..

Seeker's Delight

Acc/Top Speed: 4/12; **Handling:** 0; **Toughness:** 15 (4);

Crew: 1+11; **Guns:** None; **Cargo:** 1

Metal Plating (already figured into statistics)

UNPROTECTED HEROES IN THE FLAMING SKIES

Basically heroes not protected by magic who are in the Flaming Skies will die! Actually they will burst into flames taking 3d10 damage per round plus anything not made of stone or metal will ignite.

Dwarven Engineers (1 per hero): see page 20.

THE DESCENT AND SEARCH

Picking up Kavalin Bladeson is not difficult, it is almost as if his new purpose has given him an agility unexpected in such a metal behemoth. He quickly jumps into the ship through a hatch.

The search is uncomfortable, but not actually dangerous. The dwarves know what they are doing, and the *Seeker's Delight* is sealed against the flames. When one of the Artificer's Tears is spotted, the ship dips into the flames to investigate.

Two such islands are detailed here, but the GM should feel free to create other islands with encounters or just throw in one or two empty ruins.

With their magical protection the climate and conditions within the Flaming Skies is like that of a warm day. The flames have no real effect aside from blocking visibility - in particular any fire elemental type creature requires a successful Notice (-2) roll to be initially seen.

THE RED HERRING

As the heroes descend towards this island they begin to make out walls and roofs it is obviously part of Deepsky Citadel. Successful Notice rolls spot several humanoid forms moving about inside the structure.

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Unfortunately for the heroes this island does not contain Kavalin's forge. However part of it was a temple used by Dwarven Engineers and the magics of that place remain protecting it from the worst of the heat and flames.

It will take the heroes 4 hours to explore this ruin sufficiently to be sure the forge is not here. During this time they will attract the attention the undead dwarves that haunt the ruins.

Burning Revenants (total of 12): see page 19.

THE FORGE

Heroes who succeed in a Notice roll as they descend towards this small island see what appears to be a forge. The forge rests at the crumbling edge of the island and is surrounded by collapsed stonework.

The forge consists of a large anvil sitting beside a still complete forge, a rack on one wall holds forge tools. Kavalin's visage looks almost affectionate, as he runs a metal hand over the anvil "I think we can dispense with the forger fire, don't you?" he asks with a hint of laughter in his voice.

Kavalin will request Godslayer, sensing its fate the sword will try to assert itself and dominate the hero who "owns" it. Make an opposed Spirit roll between Godslayer (Spirit d12+2, plus a Wild Die), and the hero. If Godslayer wins, the hero cannot hand over the blade, he stands frozen. If the sword gets a raise then the hero will actively fight to save the sword. Kavalin will fight alongside the unpossessed heroes, but will not attempt to spare the hero, striking to kill or injure.

Once out of the *environmental protection* fields surrounding the heroes Godslayer begins to heat up, its blade turning a glowing red color. As Kavalin raises his forge hammer Godslayer begins to scream. Any hero who fails a Vigor roll gains a level of Fatigue, as they assaulted by its psychic attack. Kavalin is immune to its psychic assault, and begins to hammer the sword.

The sword's scream attracts the attention of some of the denizens of the Flaming Skies. A number of Fire Elementals converge on the

forge with the intent of stopping the hammering. Kavalin's metal body begins to glow a dull red as it heats up, and he orders the heroes to keep the elementals at bay. On the fourth round of the combat an Inferno joins the combat.

Fire Elementals (1 per hero, plus 1): see page 20.

Inferno (1): see page 21.

GODSLAYER UNMADE

At the end of the tenth combat round, Kavalin's final hammer blow destroys Godslayer. For a long instant two metal tools meet and all seems to stop. Then with a mighty retort Godslayer shatters hurling razor sharp fragments of metal, and waves of magical energy rips through the area.

Any remaining elementals take 3d10 damage. Kavalin's metal body stops much of the deadly shrapnel but any hero who fails an Agility roll is hit for 2d10 damage.

AFTERMATH

With Godslayer destroyed the elementals lose interest in the heroes and depart. Kavalin has been finally laid to rest, his metal body rent by the fragments of his greatest and worst creation.

With the destruction of Godslayer its influence over the claimed one is finally over. The dreams end and he loses the Overconfidence and Habit hindrances.

Allow the heroes a moment or two to congratulate themselves before someone notices that their clothes are beginning to smolder and they begin to sweat – their *environmental protection* is failing. Even if they should have hours of protection left the energies of the dying sword has drained the power from the harnesses.

Astute, or greedy heroes can grab Kavalin's anvil, hammer and perhaps even his ruined body before they need to flee to their ship, how they maneuver these heavy items across the island may be a problem, however.

Godslayer's energies have also drained the elemental protection fields on the *Seeker's Delight*. Make the journey up out of the

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◆ PLAYER HANDOUT ◆

deadly heat of the Flaming Skies tense for the heroes, describe how small fires break out on their clothes, their hair; metal items on the ship become uncomfortably warm and then too hot to handle. Perhaps an unwounded hero's clothe burst into flames requiring his companions' aid to extinguish the fire. Call for Boating rolls and shake your head at the results. Call for Vigor rolls from the heroes and inflict Fatigue damage on those who fail.

Finally the Seeker's Delight crests above the Flaming Skies, with smoke and steam pouring from her hull, into the relative coolness of the Lower Reaches. The heroes are scorched, but safe.

THE END

The heroes are greeted as such when they return to Deepsky Citadel and, if appropriate to the GM's campaign, they are introduced to King Bloodaxe.

SALVAGE

The items the heroes may have retrieved from Kavalin's forge are worth a reasonable amount purely for there metal content; however to the dwarves of Deepsky Citadel they are worth much more for there association with one of there folklore heroes.

Kovalin's Anvil – 500 cogs / 2,000 cogs to the dwarves.

Kovalin's Golem Body – 300 cogs / 1500 cogs to the dwarves.

Kovalin's Forge Hammer – this is a magical weapon (see side bar) but if not detected as such is worth 200 cogs / 1000 cogs to the dwarves.

OWEIN'S NOTES ON GODSLAYER.

"Item – a sword of unusual make.

2 handed, approximately 5' long from pommel to point. All exposed metal has a dull, matt finish. Cross piece curved, rectangular plate. Red stained leather grip. Iron skull acts as pommel."

"Ever since I found the sword I have been suffering from night terrors – dreams of killing, sometimes just single one-on-one fights, other times wholesale slaughter in major battles. The dream is always from my view point."

"Attacked by pirates, I felt almost compelled to jump into the fray alongside the mercenaries we employ for such a purpose. Maybe it was my new found confidence with blades? Somehow I found myself facing the pirate leader, a rough and warlike orc – he saw my blade and hesitated muttering something about 'god slayer'? Acting on instinct I took the opportunity and killed him."

"Godslayer is the sword's name and its purpose. I have discovered a little of its history. Centuries ago the dwarves forged a sword which was to be powerful enough to slay a god! Of course the wielder would have to possess the skill and luck to actually engage a god in the first place, but with Godslayer in hand they would have the means."

KAVALIN'S FORGE HAMMER

Weapon	Damage	Weight	Notes
Kavalin's Forge Hammer	Str+d8	80	Parry -1; 2 hands; AP 2 vs. rigid armor. +1 bonus to Fighting rolls, +2 to damage. In the hands of a dwarf the hammer only weighs 20, and the Parry penalty is negated.

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"I spoke with an elderly dwarf, named Vorak, this day. He was an unsavory sort, missing both an eye and a leg. Vorak claimed that his master a renowned (at least in his time) forge master, Kavalin Bladeson, was commissioned to make a blade unlike any other - Godslayer. There was some secrecy about the blade and who commissioned it and the work was carried out in the depths of the Deepsky Citadel. Vorak hinted that something happened to his master and that he had to complete the sword. I am meeting Vorak again tomorrow and will try to persuade, or bribe, more from him."

"Last night Godslayer was stolen. I have no idea who the thief was or where they went. I feel bereft, almost as though I have lost a loved one. Strange to have such feelings for a lump of metal. I shall console myself by continuing my excavations within the Shattered City."

"Ever since losing Godslayer I have felt strangely lethargic, tired even. I think I shall return to the family home for an extended rest."

"Vorak was reticent even after I plied him with dwarfish ale and gifted the gemmed bracelet I found in the ruins. Eventually he blurted out the truth of the matter. It seems that for Godslayer to hold the power required of it the final forging had to be quenched in the blood of its maker! Vorak's master, Kavalin, bade him do this and, to his eternal dishonor, he did. This is why Vorak took up the life of a wanderer - he could not live with the shame of what he had done. Vorak hinted there was more but would not, or perhaps could not, talk more this night. I shall await him in the morning and get the rest of his tale from him."

"Disaster. I confronted Vorak as he left his inn. The dwarf refused to tell me any more about the sword and we argued. I don't recall what happened next or even how Godslayer came to be in my hand but... I thrust home and Vorak collapsed, his life's blood running from my blade. Vorak was dying but he beckoned me closer until I could hear his dying whisper, 'Sword, damned sword. It lives to slay, to kill. Cursed. Only Kavalin's forge can unmake it'. What do I do now? I should hand myself in to the guard but then what? Perhaps it is for the best if I disappear for a while; I have long mused on searching the Shattered City."

BESTIARY

ANIMATED DWARVEN CONSTRUCTS

Once these were dwarven tools, but exposure to the magic of the Flaming Skies has warped them into dangerous elemental creatures.

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

Skills: Fighting d6, Stealth d6

Pace: 3; **Parry:** 5; **Toughness:** 6(3)

Salvage: None.

Special Abilities:

- * **Armor +3:** Made from metal.
- * **Claws:** Str+d4.
- * **Construct:** +2 to recover from Shaken; No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Size -2:** animated constructs are only a foot tall.
- * **Small:** Anyone attacking an animated constructs must subtract 2 from his attack rolls.

BLINDED

Glowmad humans are the most common of their kind. Their scaly skin is earth colored and their features bestial. Their eyes have melted and their sockets shine with void-light.

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

Skills: Climbing d6, Fighting d8, Guts d8,

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Notice d10, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 7(2)

Gear: Stone axe (d8+d6)

Salvage: Junk.

Special Abilities:

- * **Armor +2:** Blinded have scaly skin.
- * **Blindsight:** Blinded can detect all foes within 10". All those beyond are totally concealed.
- * **Fear:** Blinded are the most infamous of all glowmad.
- * **Leap Attack:** Blinded may leap 1d6+2" into combat, gaining +2 on their Fighting and Damage rolls.
- * **Weakness:** Blinded are susceptible to sound and scent based attacks, suffering +2 damage and -2 on rolls to resist them.

BURNING REVENANTS

Many dwarves were carried away from Deepsky Citadel as parts of it cracked off and fell into the Flaming Skies. Those who clung most tenaciously to life became undead horrors, little more than bones wreathed in fire.

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: Various

Salvage: Junk for every 5 skeletons.

Special Abilities:

- * **Flaming Claws:** Str+d6, anyone struck has a 1-6 chance of catching fire.
- * **Undead:** +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage.



DARRAS

Darras is a former member of the Son's of Spire, who now has dedicated his life to easing the sorrow of the dead of Remorse.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Boating d6, Fighting d6, Guts d4, Notice d8, Persuasion d10, Spellcasting d8, Streetwise d10

Charisma: +0

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

Hindrances: Anemic

Edges: Arcane Background (Magic)

Gear: Staff (Str+d4, Parry +1, Reach +1)

Spells: (10 Power Points); *detect/conceal arcana*

Special Abilities:

- * **Sooth Spirit:** If Darras can best an emotion spirit in a Persuasion roll opposed by the spirit's Intimidation he can lay the spirit to rest.

DROWNED SPIRITS

Drowned spirits are very rare wraiths of those who drown—something that is almost unknown in the Sundered Skies. The ghost uses the water that killed it to form a body of sorts. Drowned spirits are vengeful creatures, which attempt to drown their foes.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d6, Intimidation d12+2

Pace: 6; **Parry:** 5; **Toughness:** 7

Salvage: None.

Special Abilities:

- * **Drowning:** If a drowned spirit gets a raise on its Fighting roll, it envelops the head of its victim in its watery form. The victim starts to drown (see Savage Worlds). The only way to save the victim is to destroy the spirit—their forms are too nebulous to be grappled free.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Fear -1:** Drowned spirits cause Guts checks at -1 when they let themselves be seen.
- * **Invulnerability:** Drowned spirits are immune to all non-magical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.
- * **Water Spout:** Drowned Spirits can project a torrent of rushing water in a Cone Template. This automatically puts out any normal fires, or 1d6 ship fires. Creatures within the Cone must make a Strength (-2) roll or be Shaken.

SUNDERED SKIES



DWARVEN ENGINEER

These dwarves have become lost within the Deep Delves. Something muttering to them from the deep flames has eroded their sanity.

Use the same stats for the engineers who accompany the heroes to Kavalin's Forge. Add *environmental protection* to their gizmos.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Climbing d6, Faith d8, Fighting d6, Guts d8, Knowledge (Craft) d8, Notice d8, Repair d8, Shooting d8, Weird Science d8

Charisma: 0; **Pace:** 5; **Parry:** 5; **Toughness:** 7(1)

Hindrances: Loyal, Slow

Edges: Arcane Background (Weird Science), Clan Trained, Gadgeteer, Low-light Vision, McGyver, Mr. Fix It, Tough

Gear: Leather armor (+1), axe (Str+d6), sling (Range: 4/8/16, Str+d4)

Salvage: Junk.

Spells: (15 Power Points); *bolt*, *deflection* (*elemental protection*)



EARTHBANE

Glowmad dwarves become ugly, hairless mole-like creatures with tiny eyes and large claws. Earthbanes destroy earth, stone, and dwarven structures with a wave of sickly energy, knocking people from their feet as the ground disappears beneath them. Earthbanes can destabilize an island within weeks.

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

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 5; **Parry:** 5; **Toughness:** 8(2)

Salvage: Goods.

Special Abilities:

* **Armor +2:** Earthbanes have a rocky hide.

* **Burrow (10"):** Earthbanes can disappear and reappear on the following action anywhere within 10". If the earthbane succeeds at a successful Stealth roll, opposed by the targets Notice, it gains a +2 on attack and damage rolls--+4 on a raise.

* **Claws:** Str+d8

* **Earthbane:** With a free action Spirit roll,

earthbanes can disintegrate earth and rock around them. Center a Medium Burst Template on the earthbane. All earth and rock in this area is instantly disintegrated to a depth of 2 game inches. Characters in the affected area must make an Agility roll or be knocked prone. Anything primarily made from earth or stone take 2d8 damage. This power only affects un-worked stone and earth, as well as dwarven constructs.

* **Light Sensitive:** An earthbane's eyes are extremely sensitive. Torch light or brighter, including voidlight, gives them a -1 penalty to all Trait tests requiring sight. They ignore dim light penalties and only suffer a -1 penalty from darkness.

* **Slow:** Earthbane cannot run.

EMOTION SPIRITS (GRIEF AND ANGER)

Emotion Spirits are ghost like entities that consist of little more than raw and powerful emotions.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

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

Gear: Thrown objects (Str+d4)

Salvage: None.

Special Abilities:

* **Emotional Touch:** An Emotion Spirits which successfully strikes an opponent passes on its overriding emotion. A Grief Spirit infuses an overpowering sense of grief and despair in its victim who must succeed in an opposed Spirit roll to act each round until the spirit is eliminated. An Anger Spirit infuses an overwhelming anger in its victim, if the victim fails an opposed Spirit roll he becomes berserk and randomly attacks a target each round until the spirit is eliminated.

* **Ethereal:** Emotion Spirits are immaterial and can only be harmed by magical attacks.

* **Fear -1:** Emotion Spirits cause Guts checks at -1 when they let themselves be seen.

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FIRE ELEMENTAL

Fire elementals appear as man-shaped flames.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d10, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 5

Salvage: None.

Special Abilities:

- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Invulnerability:** Fire elementals are immune to non-magical attacks but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- * **Fiery Touch:** 2d10 damage. Chance of catching fire.
- * **Flame Strike:** Fire elementals can project a searing blast of flame using the Cone Template and a Shooting roll. Foes may make an opposed Agility check to avoid the blast. Damage is 2d10, plus the chance of catching fire.

FOG SHARK

Fog sharks are flying, predatory fish-like creatures which can magically create a fog bank. They are most commonly found in the Razor Pass, where they pose a definite threat to shipping.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12, Stealth d12+2

Pace: 0; **Parry:** 7; **Toughness:** 16(2)

Salvage: Junk in stomach.

Special Abilities:

- * **Armor +2:** Fog sharks are covered in bony rasps.
- * **Bite:** Str+d8.
- * **Fog:** Fog sharks create fog banks as a free action. Place a Large Burst Template over the fog shark every round, leaving other Templates it has created in place at the shark's last position. The area covered by the Template becomes filled with a thick, magical, stationary fog which counts as Medium Cover for the shark only. The fog

can be dispersed with a light wind.

- * **Flight:** Fog sharks have a Flying Pace 12".
- * **Keel Rip:** A fog shark can rip apart a sky ship by scraping its back along the keel of the ship. These attacks do 2d8 damage, count as a Heavy Weapon, and have AP 4.
- * **Large:** Attackers add +2 to their attack rolls when attacking a fog shark due to its large size.
- * **Size +6:** Fog sharks can grow up to 40' in length.

GROTESQUE

These demons resemble small, four-winged gargoyles. They often hover in place and clap two of their wings together, creating a stunning force wave.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 6(2)

Edges: Dodge, Quick

Salvage: None.

Special Abilities:

- * **Armor (+2):** Stone-like hide.
- * **Bite:** Str+d4.
- * **Flight:** Grotesques have a Flying Pace of 8".
- * **Size -1:** Grotesques are only 3'-4' tall.
- * **Stun Wings:** By slapping together two of their wings, grotesques create a stunning cone of force. Use the Cone Template. Living things within the Cone must make a Vigor check or be Shaken.

HIRED THUGS

The dregs of the Skies, too stupid or lazy even to take up piracy.

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

Skills: Boating d4, Climbing d6, Fighting d6, Guts d4, Notice d6, Shooting d6, Stealth d6

Charisma: +0

Pace: 6; **Parry:** 5/6; **Toughness:** 5

Gear: Bone short sword (Str+d4, degradable), bone spear (3/6/12, Str+d6, Parry +1, Reach +1, degradable)

Salvage: Junk for every 5 thugs.

SUNDERED SKIES



INFERNO

Infernos are massive fire elementals, escapees from the flaming Skies. They are dangerous, but short lived.

Attributes: Agility d12+1, Smarts d8, Spirit d10, Strength d8, Vigor d12

Skills: Fighting d12, Notice d6, Shooting d10

Pace: 0; **Parry:** 8; **Toughness:** 16

Salvage: None.

Special Abilities:

- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Fiery Touch:** 2d10 damage with a chance of catching fire.
- * **Flame Strike:** Infernos can project a blast of flame with a range of 75/150/300 and a Shooting roll. Foes may make an opposed Agility check to avoid the blast. The damage is 2d10, plus the chance of catching fire. This attack counts as a Heavy Weapon.
- * **Flight:** Infernos fly at a rate of 12".
- * **Huge:** Characters add +4 when attacking an inferno because of their great size.
- * **Invulnerability:** Infernos are immune to non-magical attacks but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- * **Short lived:** An inferno quickly consumes itself unless a source of fuel can be found. Each round, it loses a point of Size (with the resulting drop in Toughness). Once its Size drops to +4, heroes get a +2 to attacks. If its Size drops to +2 or below, heroes lose all bonuses on attack rolls.
- * **Size (+8):** Inferno's are malevolent rolling banks of fire.



KAVALIN BLADESON

Kavalin's golem is proportioned like a dwarf although it is larger than any dwarf ever grows. His metal body is still sound after nearly three centuries but does creak and grind as he moves.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d12

Skills: Fighting d8, Notice d6

Pace: 6; **Parry:** 8; **Toughness:** 14(5)

Edges: Improved Block, First Strike, Sweep
Special Abilities:

- * **Armor +5:** Steam golems are iron constructs.
- * **Construct:** +2 to recover from being Shaken; Ignores Wound penalties; Immune to disease and poison.
- * **Explosion:** When a golem is Incapacitated, it explodes in an area equal to a Large Burst Template, inflicting 3d6 damage on anyone within. The twisted remains are equal to Goods salvage.
- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Forge Hammer:** Str+d8, AP 2 vs. rigid armor.
- * **Size +1:** Golems are significantly larger than a human.

MAD DWARF

These dwarves have become lost within the Deep Delves. Something muttering to them from the deep flames has eroded their sanity.

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

Skills: Climbing d6, Fighting d8, Guts d10, Notice d6, Shooting d6

Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 7(1)

Hindrances: Slow

Edges: Frenzy, Low-light Vision, Tough

Gear: Leather armor (+1), axe (Str+d6), sling (Range: 4/8/16, Str+d4)

Salvage: Junk for every 2 dwarves.



ORC ASSASSIN

These canny warriors are among the most adept of the Cracked Shield clan. They delight in playing the part of the archetypal thuggish orc warrior, lulling their target into false expectations before revealing their full range of skills.

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

Skills: Climbing d10, Fighting d10, Guts d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d10, Stealth d8, Throwing d8

Charisma: -2

Paces: 6; **Parry:** 8; **Toughness:** 8 (1)

Hindrances: Outsider

BLADE OF DESTINY

Edges: Acrobat, Big, First Strike, Frenzy, Sweep

Gear: Leather Armor (+1), Long Sword (Str+d8), Flintlock Musket (Range 10/20/40, Damage 2d8), Elven Potions – Quickness, Fast Regeneration, Wall Crawling

Salvage: Junk

ORC MERCENARIES

Orc mercenaries are a cut above normal orc warriors.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d10

Skills: Boating d6, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d4, Throwing d6

Charisma: -2

Pace: 6; **Parry:** 6/7; **Toughness:** 10(2)

Hindrances: Outsider

Edges: Big

Gear: Coin shirt (+2), battle axe (Str+d8), spear (3/6/12, Str+d6, +1 Parry, Reach 1)

Salvage: Junk

ORC MERCENARY CAPTAIN



Tougher, meaner, and scarier than those they lead. These orcs use force to command their troops.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Boating d8, Climbing d6, Fighting d10, Guts d10, Intimidation d12, Notice d8, Throwing d8

Charisma: -5

Paces: 6; **Parry:** 6; **Toughness:** 11(2)

Hindrances: Outsider, Mean

Edges: Big, Brawny, Command, Fearsome, Fervor, Improved Frenzy, Nerves of Steel, Strong

Gear: Coin Shirt (+2), Great Axe (Str+d10, parry -1, 2 hands), Flintlock Pistol (Range 5/10/20, Damage 2d6+1)

Salvage: Junk



ORC WAR PRIEST

These warpriests are even more martial, and fanatical than the average warpriest.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Boating d6, Climbing d8, Faith d10, Fighting d10, Guts d8, Intimidation d10, Notice d4, Persuasion d8, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 10(2)

Hindrances: Outsider, Vow

Edges: Arcane Background (Miracles), Berserk, Big, Command, Fervor, Weapon Ward-ed

Gear: Coin shirt (+2), battle axe (Str+d8)

Salvage: Junk

Spells: (15 Power Points); *battle lust*, *god-touched*, *healing*, *quickness*

ORC THUG

These orcs have been sent into the Skies below to seek out the sword Godslayer, and the heroes. These orcs are even more gruff and unpleasant than normal.

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

Skills: Boating d6, Climbing d8, Fighting d6, Guts d8, Intimidation d8, Notice d4, Throwing d6

Charisma: -3

Pace: 6; **Parry:** 5/6; **Toughness:** 9(2)

Hindrances: Outsider, Habit (sneering)

Edges: Big

Gear: Coin shirt (+2), bronze battle axe (Str+d6, degradable), bone spear (3/6/12, Str+d6, +1 Parry, Reach 1, degradable)

Salvage: Junk for every 2 orcs.



OGRE

Ogres are glowmad orcs, transformed into giants with huge potbellies and massive limbs. The least intelligent of the glowmad are the most easily tamed, as long as their energies are directed towards violence and mayhem.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 12(1)

Gear: Hide armor (+1), stamp hammers (Str+d8, AP 2 vs rigid armor, degradable)

Salvage: Goods.

Special Abilities:

* **Size +3:** Ogres are over 9' tall.

* **Sweep:** Ogres may attack all adjacent foes at -2.

SUNDERED SKIES

RAGER

Most glowmad goblins, and all glowmad glowborn, become ragers, tall, bestial humanoids covered in a bristly brown fur with vicious claws. Ragers are constantly in a berserk state.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climb d6, Fighting d8, Guts d8, Notice d4, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 8

Salvage: Junk.

Special Abilities:

- * **Berserk:** Ragers spend their, usually short, existence in a constant state of berserk fury. They gain +2 to Damage, Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.
- * **Claws:** Str+d4
- * **Hardy:** Two Shaken results will not put a Rager down.
- * **Size +2:** Ragers are over 8' tall

PROFESSIONAL ISLAND MILITIA

These are defenders of Plenty willing to accompany the heroes onto the underisle below Plenty.

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

Skills: Boating d4, Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8(2)

Hindrances: —

Edges: Combat Reflexes

Gear: Coin shirt (+2), long sword (Str+d8), dagger (Str+d4), pistol (Range 5/10/20; Damage 2d6+1). Half are equipped with muskets as well (Range 10/20/40; Damage 2d8)



SAGUS

Sagus is a failed member of the Athenaeum who now travels the skies Playing Confidence tricks on unsuspecting islanders.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Boating d6, Fighting d6, Guts d4,

Notice d8, Persuasion d10, Spellcasting d8, Streetwise d10

Charisma: +4

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

Hindrances: Greedy, Pacifist

Edges: Arcane Background (Magic), Attractive, Charismatic

Gear: 700 cogs, fake magic stall paraphernalia

Spells: (10 Power Points); *invisibility*, *stun*



SPIRIT EATER

Spirit Eaters are powerful hellish creatures who feed upon emotions – of the living or dead. Spirit Eaters can alter the perception of their prey, so they appear as their prey's worse nightmare.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d4, Vigor d8

Skills: Climb d6, Fighting d12, Guts d8, Notice d4, Stealth d8

Pace: 6; **Parry:** 8; **Toughness:** 8

Special Abilities:

- * **Burrow:** Spirit Eaters can burrow through the earth at a pace of 8".
- * **Claws:** Spirit+d6
- * **Ethereal:** Spirit Eaters are immaterial
- * **Fear -2:** Spirit Eaters manifest as their opponents worst nightmares.
- * **Fearless:** Spirit Eaters are unaffected by Fear.
- * **Immunity:** A Spirit Eater is immune to physical damage from weapons and magic.
- * **Size +2:** Spirit Eaters often appear as large ogre-like beasts
- * **Weakness:** Spiritual attacks, a Spirit Eater can only be harmed by the willpower of the attacker, use the attackers Spirit rather than Fighting, Shooting or spell casting skill. A successful "attack" inflicts damage equal to twice the attackers Spirit (i.e. roll the Spirit die twice).

VOIDER CULTISTS

Only one step ahead of the glowmad, these fellows act as the voider's "expendable" troops.

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

Skills: Boating d8, Climbing d8, Fighting d8,

BLADE OF DESTINY

Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Taunt d8, Throwing d8

Charisma: -3

Pace: 6; **Parry:** 6; **Toughness:** 6(1)

Hindrances: Greedy, Mean

Edges: Combat Reflexes.

Gear: Leather (+1), knife (Str+d4), cutlass (Str+d6), pistol (Range: 5/10/20, 2d6+1)

Salvage: Junk for every 3 voiders.



NEOPHYTE VOIDER PRIEST

This voider priest is surprised to be alive, but is more than willing to give his life for the cause of destroying the source of Mother's Bension.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Faith d10, Fighting d6, Guts d6, Intimidation d6, Notice d8, Shooting d6, Stealth d6

Charisma: -5; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Clueless, Delusional, Habit

(talk to the glow), Outsider, Ugly

Edges: Arcane Background (Miracles), Glow Glimpse

Gear: Various

Salvage: Junk

Special Abilities:

- * **Glowmad Immunity:** Lightbringer never takes one of his own.
- * **Insane:** If the voider draws a 4 or less from the action deck, he wastes the round muttering to himself. +2 Toughness; +2 to recover from being Shaken; ignores Wound penalties.
- * **Gift of Madness:** Victims of voider *bolts* suffer levels of glowmadness rather than wounds. The damage is soaked with Spirit rolls rather than Vigor.
- * **Wounded:** This voider is suffering from 1 Wound Penalty.
- * **Spells:** (All have 10 Power Points); *bolt*, *fear*.

A SWORD WITH A DARK DESTINY

A MISTAKE WHICH DESTROYED AN ISLAND

AN ANCIENT DWARF WRACKED WITH GUILT.

A find on a forgotten island out in the void sets in motion a series of events which sends the heroes to the hottest depths of the Skies, as they seek to save the soul of one of their number...

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