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SUNDERED SKIES

COMPENDIUM

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SUNDERED SKIES

COMPENDIUM I

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CONTENTS

THE ICE TOWER.....3

FATE OF THE SUMMONER..... 31

BLADE OF DESTINY 57

THE RACE 87

COVER ART133



THE ICE TOWER

◆ DISASTER! ◆

Where: Gateway

When: Anytime after the characters reach Seasoned Rank.

The approach to Gateway is dangerous; errant rocks from the Shattered City swarm erratically through the void. Most of the larger ship killers have been dealt with, either by cannon fire or charges, but the danger is still there. Some of the rock fragments can cause untold damage.

Normally we would suggest the GM ignore this danger, only highlighting it occasionally just to remind his players of the dangers of life in the skies. However in this instance we are going to ask you to do something we would never normally suggest. We want you to cheat!

The hook of this scenario involves the heroes becoming crewmembers of another ship. For this to happen, their ship must either be destroyed or damaged beyond a simple repair. What follows is only a suggestion; the object is to temporarily deprive the heroes of their hard won skyship. If circumstances arise which offer an opportunity to run this scenario without such a contrivance, then use that instead, even if it means moving the starting location of the scenario.

The heroes are returning from a particularly fruitless excursion into the Shattered City, when they are struck by

a rock during the approach to Gateway. This rock causes three Wounds, on the resultant Critical hit rolls, use the table below, and refer to the Critical Hit chart in *Savage Worlds*. The collision occurs even if they employ a pilot to bring their ship in. They are able to get a refund on the piloting fee, though.

D6	Result
1	Engine
2	Locomotion
3	Controls
4-6	Chasis

Unfortunately for the heroes, their disaster couldn't have happened at a worse time. Gateway is desperately short of the materials needed to repair their ship, and it might take weeks or even months for them to come in from another island.

The heroes sponsor, Hawke—or some other merchant if they are on bad terms with him—steps in and makes them an offer: he will get their ship repaired, and even pay for the repairs. In return he asks the heroes to accompany one of his business partners upon a scavenging mission to the Draining Sea. Hawke is a little vague on the details, himself; “Skinner has directions to a ruin upon the sea” is all he knows. Skinner is preparing to depart soon and the heroes will find him at the docks.

Asking for Skinner at the docks gets di-

SUNDERED SKIES ADVENTURE COMPENDIUM 1

rections to the frigate *Mirabelle*. The ship is a hive of activity as sailors load crates and barrels. Tethered behind the frigate is a Cloudskiff named *Rosie*. Hailing the ship, the heroes are soon invited aboard by Skiller himself.

SKILLER'S TALE

Very few have heard the legend of the Ice Tower. Fewer have dared to seek it. None have returned!
—*Tales of The Draining Sea.*

Skiller has heard good things about the heroes from Hawke and ushers them into his cabin to tell them his tale over drinks.

"Many years ago, I was trading in the Ice Isles amongst the orc tribes. I befriended one small tribe in particular, the Ice Claw, and became a member of the tribe. One day while I was absent, hunting for food on the Draining Sea with the tribal warriors, a rival clan attacked the tribe's homeisle. Outnumbered and without many of their warriors, my adopted clan was slain.

"Returning to the camp, we found the massacre. Among the dead was their battlepriest, mortally wounded, but not yet dead. With his final words, he made me pledge to stop the returning warriors from seeking vengeance, as the attackers were too many. He asked me to take them to a neighboring island where they could join another clan. I promised to do as he

asked, and he rewarded me with an old skin map."

Pausing, Skiller pulls a battered and worn skin from his tunic and unrolls it upon the table. The map (provided as a player handout on page 28) depicts The Draining Sea. Stylized houses are drawn here and there about the edge of the map signifying ice mines and clans. Inland from the Northeast edge of the Draining Sea is an area labeled 'the Ice Sea'. Roughly central of the Ice Sea is a third shape, with a stylized castle upon it, labeled 'Palace of Ice?'. Scattered about the Ice Sea are 13 irregular shapes; one of these is labeled 'Ice Tower'.

Skiller continues.

"I pondered long and hard on this map and the notes upon it. After many years, I encountered a song-priest who sang a tale of the Battlelord. In essence this tale related how the Battlelord resided within a tower of ice while he and his worshippers raised a permanent palace of iron hard ice. Once the palace was completed, the god abandoned the tower; never to return

"I believe that this map shows both the Palace and the Ice Tower. The surrounding water is ice, melted by the Battlelord's rage; the islands are composed of harder, glacial ice, like the tower and palace. I am looking for a few more hardy souls to accompany me to the Ice Tower. Within we may find relics touched by the god, himself; our fortune and our legends will be made. Are you with me?"

SKILLER'S PLAN

Skiller's plan is as follows; *Mirabelle* will sail to the Draining Sea and moor up along the North East coast, where members of the Ice Bear clan will meet them. The orcs will portage the *Rosie* across land—a distance of some 39 leagues, or about 100 miles—where she can be launched into the sea. *Rosie* will allow the heroes to navigate the Ice Sea and approach the Tower. On their return, the orcs will escort them back to the *Mirabelle*.

The crew positions the heroes fill can be decided by their skills and abilities. Skiller, if needed, can pilot *Mirabelle*, but ideally, a hero should fill that position. Other heroes should act as shipboard priests, healers, or gunners.

The *Mirabelle* is set to depart in a week. The heroes can use the time to attempt to pick up any items they may want or need. Skiller also gives them 10 cogs to have a drink or two on him, to welcome them to his crew.

THE BAR

Chances are the heroes will end up in a bar sometime during the week before the *Mirabelle* sets sail. Those who succeed at a Notice roll see an elven bard trying to entertain the busy hostelry. He is obviously nervous and is trying to cover his nerves with expansive arm movements. His voice is good, and he is singing a ribald tune called "*Sally and the Skyler Man*."

If the heroes keep an eye on the bard they will see his flailing arms knock a pitcher of beer from a drunken dockworker's hand. The furious man grabs the elf and flings him across the room—smash-

ing into the heroes' table. The elf looks beseechingly at the characters and groans, as the dockworker advances upon him.

If the heroes do not help—check those hindrances—the elf is soundly beaten and thrown out of the bar. Those who choose to help may attempt to defuse the situation or fight. The latter choice sparks a bar brawl. The dockworkers use fists and clubs and will run if anything larger than a dagger is pulled. Each brawler will surrender once they are Shaken.

Once the fight is over, the elf introduces himself as Eldeer. If the heroes take the time to talk to him, they will discover he is also part of the expedition. If they just let him go on his way, then they will make this discovery as the ship sails.

Eldeer, Elven bard See page 24.

Dockworkers (1 per heroes +2)
See page 24.

◆ THE EXPEDITION ◆

EQUIPMENT

Aside from the normal gear a ship carries for ad hoc repairs and day-to-day living, the *Mirabelle* also carries:

- 24 tree trunks (for rollers)
- 30 barrels of skyler guts (to grease the rollers)
- 8 ice axes (see page 5)
- 20 blankets
- 20 fur throws
- 10 ceramic flasks of oil
- 10 sets of flint and steel
- 5 hooded lanterns (like a bull's-eye lantern but with a hood that can be shut to keep the wind out) 200 yards of rope in 20-yard lengths
- 3 grappling hooks
- 10 yards of sail cloth
- 4 shovels
- 4 picks

SUNDERED SKIES ADVENTURE COMPENDIUM 1

- 20 sleeping canvases
- 20 torches
- 10 water skins
- 10 sets of altitude attire

THE CREW

The crew of the *Mirabelle* consists of two distinct groups. Everyone has a role on the frigate, but a smaller group will also form the scavenging crew who will investigate the Ice Tower. There are ten human sailors, a cat wildling named Lean, the two orc brothers, Karag and Volrog, an elven Songpriest, Eldeer, and finally, Skiller himself.

The salvaging crew consists of Skiller, Volrog and Karag, Eldeer, and the heroes.

A player handout can be found on page 27 which details the stats the heroes need to know about these characters when the crew get into combat.

TALKING TO THE CREW

The heroes may wish to question the crew during the voyage to the Draining Sea. For the GM's convenience we have detailed all they know below:

Human Sailors: All the sailors know is they are due a single share of salvage from some big ruin, inland on the Draining Sea. All they have to do is get the *Mirabelle* to the Sea's shore.

Lean: This cat wildling joined the crew after unsuccessfully stowing away at Heartland. Rather than being beaten and put overboard as he had witnessed stowaways being treated on so many elven ships, Lean was accepted as a crew-member and soon became the ships mascot. Skiller has earned the wildling's undying loyalty.

Volrog and Karag: The orc identical twins have been with Skiller for years, but only know of the events with the Ice Claw

tribe from what Skiller has told them. They say that they have gone on several salvage runs with their captain, and he is a skilled, resourceful adventurer.

Eldeer: An elven bard—not a song-priest. He seems amazed his first ship position is on a ship with a mission, which may go down as one of the greatest, recorded in the Songvaults. He is not a Boughbreaker, but is vaguely sympathetic to the wildling's plight.

SKILLER'S SECRETS

Skiller hasn't been entirely truthful with the heroes. For the GM's convenience, detailed below is the true story of Skiller's time with the Ice Claw Tribe.

Skiller did meet the Ice Claws through his trading expeditions. What he hasn't shared with the heroes is his wife, *Mirabelle*, and his daughter, Rosie accompanied him on his trading expeditions, and they were also adopted by the tribe. Tragically his family stayed with the tribe when he accompanied the warriors on their hunting trip. His wife and daughter were killed alongside the rest of the tribe.

The attacking tribe was called the Cracked Shield, a fanatical tribe of zealots who were tasked by the Battlelord to keep the ice around his palace free of the unworthy. The Cracked Shield patrol the ice plains of the Draining Sea. They waylay anyone they encounter and "test" them to see if they are worthy of approaching the Battlelord's Palace. These tests are frequently fatal.

The Cracked Shield also frequently raid other tribes—winnowing the weak, they call it. The tribe members only pay lip service to the diplomatic duties of the Battlelord's worshippers instead choosing to revel in the glory of combat.

As requested by the Ice Claw's Battlepriest, Skiller did ferry the surviving tribe members to a neighboring friendly tribe. However two of those warriors, twin brothers named Karag and Volrog chose to join his crew instead. The three have voyaged together for years, but have never forgotten the wrongs done them by the Cracked Shield Clan.

Skiller intends to take the items pilaged from the Ice Tower and publicly hand them over to the Battlepriests of the Arena on Shadowhaven. The Cracked Shield Clan will be humiliated, and all will know they have failed in their appointed task. There is even a chance the Battlelord's rage will reawaken and he will destroy those who failed him so. Skiller and the orcish brothers will finally be avenged for the death of their kin.

VOYAGE TO THE DRAINING SEA

Detailed below are a series of encounters you can use during the voyage. Two of these are compulsory if you want to use this adventure as written (think of them as mini plot points), others are optional

but serve to add flavor and spectacle to the voyage.

The compulsory encounters are **Pirates**, and **The Wreck of the Spirit of Knowledge**. The optional encounters are **Elf Overboard**, **Icefall**, and **Skylers Ahoy**. They are detailed below in the order we think they should be encountered. Feel free to include any other encounters, which you feel would enhance your game.

PIRATES

Four weeks into the voyage, the *Mirabelle* comes under attack by pirates. These wretches, having failed at everything else, have even failed at this villainous pursuit. They operate from a Cloudskiff, pompously named *Deathbringer*. The truth is these pirates haven't successfully taken a ship in months and are on the verge of starvation. Even though they are horribly outgunned and out manned. This is there last chance.

As luck would have it, their first fusillade of cannon fire misses the *Mirabelle*, but succeeds in shredding the nets deployed behind the frigate (yes, we are asking you to cheat again, for the sake of the story). Let the rest of the battle play out as it will.

NEW WEAPON

Type	Damage	Cost	Weight	Rarity	Notes
Ice Axe	Str+d8	250	10U	AP 1; Parry -1	

An Ice Axe differs from a battle-axe in that the blunt back of the blade is replaced by a sharp pick. The Armour Piercing and Parry modifiers are only applied if the pick is used to attack rather than the blade. An ice axe gives a +1 bonus to Climbing rolls.



Pirate Captain *Sundered Skies* page 161.

Pirates (7) *Sundered Skies* page 161.

AFTERMATH

Luckily the ship's nets have been bountiful lately, and the holds are full of food harvested from the skies. Unfortunately,

Skinner announces, rather shamefacedly, he had to make some very difficult decisions when stocking the ship and does not carry any spare nets. It was a financial decision; the Rosie had to be waterproofed, which proved to be very expensive.

Food isn't short yet. However, unless they restock, the ship will be on short

rations for the return trip. Skiller insists they continue and stop to re-supply, when they depart the Draining Sea, at one of the Ice Islands - reminding everyone the Ice Tower will make them all rich.

SKYLERS AHoy

Three weeks later, call for a Notice roll. Those successful see what looks like a large amorphous mass moving towards the *Mirabelle*. The mass is revealed to be a large flock of non-predatory skyler.

Following the flock, and only visible once it has passed, is a single, pure white skyler. Seeing this, the sailors stop what they are doing and fumble in their pockets to retrieve cogs (one asks to borrow a cog from a character on deck). The cogs are flipped into the void using the left hand, and then each sailor draws a circle around his heart three times and mutters "Lady of the Winds, bless me this day, I beseech you."

A Common Knowledge (-2) roll (heroes with a skysailor or Windpriest background lose the penalty), or asking a sailor, reveals white skyler are viewed as unlucky. Casting a coin into the void and asking for a blessing from the Lady averts the ill luck.

It is up to the Game Master what effect not following this ritual has on a hero. Possibly, the hero starts the next session with one less benny.

ELF OVERBOARD

Two weeks after the encounter with the white skyler, one of the heroes is awakened from his sleep by screaming and something thumping on the hull of the ship.

Investigating discovers Eldeer, the clumsy elf. It seems that a sudden eddy in

the winds caught him unawares, and he fell overboard. Luckily, he routinely tethers himself to the ship with a coil of rope, so he can be easily retrieved. He thanks his rescuers enthusiastically.

WRECK OF THE SPIRIT OF KNOWLEDGE

Three weeks later, the ship is suddenly seized by a wind current, which quickly propels the ship upward. Three days after this another frigate is spotted caught in the same updraft. The ship is in a bad state, her sails are ripped, and her hull is rent. She is just drifting in the current, so coming alongside her is an easy maneuver.

She proves to be the *Spirit of Knowledge*. A successful Common Knowledge roll allows a hero to recall she is the ship of the famous glowborn explorer, Galken. A raise recalls Galken was last seen leaving for the Ice Isles and the Draining Sea. Skiller knows of Galken and can fill in any knowledge gaps the heroes may have.

If the heroes explore the wreck, use the notes below. Details of Galken's ill-fated expedition can be found on page 27.

Upper Decks – frost covered, scarred, scratched, and holed in several places. A half dozen frozen, broken bodies lie about the deck. The crew who were not murdered when the 'Burning Madness' took hold fell victim to the demonic Wildlings (see Skitters in the Dark on page 11). Their corpses were further battered by a series of minor icefalls as the ship drifted beneath the Draining Sea.

The Helm – the ship's wheel has been wrenched from its post and jammed against the port rail. The ship's Waysphere has been shattered, and the water within has frozen.

Lower Decks – the mid-deck has

THE BURNING MADNESS

Burning Madness is an ergot-like fungal disease, which infects cereals. It causes a high temperature and weakness for 10 to 20 hours, after which the victim hallucinates for as long as 25 hours, before slipping into a coma, which can last several days.

Most don't survive the hallucinatory period, as they often fall into the void, either accidentally or due to the misguided belief they can fly, or enter into a homicidal rage.

If infected foodstuffs are ingested, a character must make a Vigor (-2) roll or become infected. Each hour thereafter, they must make a further Vigor (-2) roll or take a level of Fatigue, which can render them unconscious but not kill them. Ten or so hours after falling unconscious, the victim awakens and begins seeing things, they will believe the visions are real and cannot be persuaded otherwise. If something is perceived as a threat (and most things are) the sufferer will go berserk (as the edge) and attack. A dozen or so hours later, the victim slips into a coma, which may last as long as a week. When he awakens, he is free of the disease. Wildlings are immune to the Burning Madness.

a thin coating of ice, making footing unsteady; any sudden moves (such as combat) require an Agility roll to keep your balance. A Snake Eyes result sends the victim sprawling/prone.

The doors, walls, and floors all show

signs of being hacked and cut. Bodies lie in the corridors, bludgeoned or stabbed to death. The cabin furniture is splintered and wrecked, strewn throughout the decks. Searching through this will discover Junk value salvage.

Aft Room – the aft room on the mid-deck is where Galken and Ragnar made their final stand. The door has been hacked apart, but a makeshift barricade blocks the opening. Clearing the barricade requires a successful Strength (-2) roll.

As the door is cleared a figure lurches forwards and tries to push past the heroes. The figure was once glowborn but now half of its head is missing and its flesh is decayed—the undead remains of Galken. It holds a large bottle against its body. Galken fights savagely, however, if the heroes move aside, it ignores them, and makes its way to the upper deck and hurls the bottle into the void. With his goal achieved Galken collapses to the deck lifeless.

A search of Galken's corpse finds a flintlock pistol holstered on its belt and a strangely twisted metal amulet upon a leather cord around its neck. This is half of the key to the lower reaches of the Tower of Ice (see page 15). It is extremely important for the heroes to have the key for the adventure to continue later. If they do not search Galken, find another way to get them this half of the key.

A second corpse lies in the aft room, dead from a self-inflicted pistol shot to the head, the gun still held in its lifeless hand. The body wears a Chain Hauberk (enchanted to only weigh 13lb) and has a long sword sheathed at its side. In a pouch on its belt is a Woundseal potion.

The bottle the revenant clutches contains fragments taken from Galken's jour-

nal (see page 27.). The rest of the journal cannot be found.

Those looking for salvage in the room find two fine short swords, worth 150 cogs each, and six bottles of Elven wine, worth 25 cogs each.

Galken, undead revenant. See page 25.

Cargo Hold – fighting here resulted in the hold being flooded, as water barrels were shattered. Ice thickly coats the floor. Searching the hold discovers several sealed crates of supplies. Skiller is extremely pleased, as these will bolster the faltering stores. Two crates of salted meat, one of grain, and a barrel of the strong orcish ale called Choke.

The grain is infected with the fungal disease called the Burning Madness. See page 8 for more information.

SKITTERS IN THE DARK

The half dozen wildling crewmembers were unaffected by the madness which afflicted the rest of the crew, and they took refuge in the rigging away from the insane crew. The *Spirit of Knowledge* was truly damned though, for not long after the last infected crewmember died, the ship passed by one of the portals to hell, and possessing demons seized the wildlings.

The skitterlings should be played as an unknown threat for as long as possible. The creatures will only launch an all out attack when they outnumber the heroes. Describe the sound of their claws on the ice, like rats running in the walls, to unnerve the players before attacking. The skitterlings do not suffer any penalties from the icy decks, due to their claws.

Skitterlings (6) See page 27.

ICEFALL

As the *Mirabelle* nears the Draining

Sea a huge chunk of ice separates from the massive iceberg and hurtles through the void. Caught by a vicious cross wind the ice crosses paths with the frigate. Draw a card from the Action Deck to determine the size of the icefall as detailed in *Sundered Skies* core book on page 152.

THE DRAINING SEA

Approaching the Draining Sea is always an awe-inspiring experience. The Island is in fact a titanic iceberg of a size, which almost boggles belief. The void is rent with the ominous sound of cracks and booms, as the ice shifts and splinters, occasionally dropping massive chunks of ice into the void.

In the distance can be seen the occasional red/orange glow from the ever present fires at the orcish ice mines. As the *Mirabelle* approaches the landmass, they see a makeshift jetty and a couple of dozen figures awaiting them.

The voidglow is captured by the ice and directed at the incoming ship. The heroes must make a Spirit (-2) roll or gain a level of Glowmadness. This is caused by the unique qualities of the ice in this particular part of the Draining Sea, creating a lens which effects only those in the void. Those on the surface are safe from this particular danger. Don't bother to check for Skiller and his crew. Assume they succeed.

THE MEETING

The waiting group are orc warriors and goblin slaves of the Ice Bear tribe, which Skiller has contracted to aid the. Some of the heroes may have misgivings about the enslaved goblins, but the expedition needs them to progress to the Ice Sea.

Tarhog, orc leader see page 27.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

Azghar, orc champion see page 23.

Orc warriors (12) see *Sundered Skies*
Page 159

Goblins (20) see *Sundered Skies* Page
151

PORTAGE

Once the initial greetings are dealt with, the goblins unload the tree trunks from the *Mirabelle's* hold and smear the skyler guts over them to grease them. The *Rosie* is pulled ashore and heaved up onto the rollers. Ropes are attached to the skiff, and then the goblin slaves heave the boat forward. The now empty rollers at the back of the ship are manhandled around to the front, and the action is repeated.

The overland journey to the Ice Sea will take approximately 12 days. Going is slow, but on the plus side, the heroes do not have to carry their gear, which can all be loaded in the Skiff.

TERRAIN AND TEMPERATURE

The terrain of the Draining Sea is solid ice with a covering of snow, which varies in depth from a few inches to several feet. Temperatures vary between 10-20°. As one approaches the Ice Sea, the temperature rises to between 20-34° and the ice around the water has no snow cover, but a thin film of water.

ENCOUNTERS

For each day of travel, draw a card from the Action Deck. If it is a face card, then roll on the table below to see what the heroes have encountered. If a Joker is drawn, the goblins have been particularly motivated that day and shave an extra day off the travel time.

D10	Effect
1	Large Crevasse

2	Ice Bridge
3-4	Hidden Crevasse
5-6	Natural Creatures
7	Ice Elementals
8	Ice Worms
9	Blizzard
10	Cold snap

Large Crevasse: A wide crevasse splits the tundra ahead, with no way to get the skiff across. A detour of an extra day is required.

Ice Bridge: A wide crevasse splits the tundra ahead; there is a bridge of ice across it. Draw another card:

♣ The bridge gives way as soon as two people have crossed, leaving them stranded. An extra day's travel is required to rejoin the party.

♠ The bridge gives way after a number of people equal to the value of the card cross (the Skiff and goblins count as 10 people). A Jack is an 11, a Queen a 12, a King a 13, an Ace a 14, and a Joker is a 28. If the bridge breaks, an extra day's travel is required to rejoin the party. If the Skiff falls down the crevasse it becomes lodged between the narrowing walls and must be hauled out and repaired, taking two days.

♥ The bridge cracks but does not break if crossed slowly.

♦ The bridge is solid and will not break under any weight.

Alternatively, the party may elect to avoid the crevasse completely and add another day to their journey.

Hidden Crevasse: A random Wild Card runs the risk of falling into one of the smaller crevasses, which cross the tundra. Make a Notice (-2) roll to spot and avoid it, otherwise the character must make an Agility (-2) roll to avoid falling in. On a failure draw another card:

♣ or ♠ - 10 yard fall, damage 1D6+5.

♥ or ♦ - 20 yard fall, damage 1D6+10.

Natural Creatures: Draw another card and look at the suit.

♣ A pack of 2d6 wolves (use the stats in *Savage Worlds* rulebook)

♠ A hungry bear (use the stats in *Savage Worlds* rulebook)

♥ A swarm of ice crickets envelops the party. The swarm is so large it takes four rounds to pass by. It attacks as a swarm each round (use the stats in the *Savage Worlds* rulebook). After the swarm passes, the heroes see the goblins happily devouring still wriggling crickets.

♦ A hero plunges several feet through the snow and ice, into a nest of Ice Grubs. The nine-inch long creatures do no harm, and are considered a delicacy by goblins. The hero is treated like a lord by the goblins for the rest of the journey.

Ice elementals: A pair of these spirits abruptly rises up from the snow and ice, check for surprise.

Ice Elementals (2) See *Sundered Skies* page 157.

Ice Worms: A trio of these nasty critters burrows up from beneath the party.

Ice Worms (3) see page 25

Blizzard: The Temperature drops as the wind rises, snow billows around, and visibility drops drastically. The blizzard lasts for 1d3 days, during which Vigor rolls are made at a -1 penalty.

Cold Snap: The temperature drops sharply to 0° for a day, Vigor rolls are at -2 during this period.

THE VIGILANT

If the terribly stark conditions of the Draining Sea weren't bad enough, the

party includes a crazed cultist who harbors a deep hatred of orcs.

The Vigilant are a cult of vengeance who refuse to forget the orcs' barbaric past. It is a small, but dedicated cult, which initially set out to sway public opinion. When this failed, they turned to more direct, and violent, methods—causing riots, vandalizing orcish businesses, and outright murder. Most members are elves, dwarves, or drakin Chosen who have been influenced by the indoctrination of their elders and mentors.

Eldeer was raised as a vigilant form birth and although he plays the part of the bumbling bard, he is in reality a highly skilled killer. This masquerade has eroded his sanity over the years, to the point where the walls between his personalities have started to erode. The trials and tribulations of the voyage of the *Mirabelle* have furthered this mental erosion. Now, surrounded by his life-long enemies, he has finally snapped.

Although insane, Eldeer is cunning and attempts to hide his crimes, however his kill spree will be his undoing.

Detailed below are Eldeer's activities during the journey to the Ice Sea. Obviously, the heroes' investigations might disrupt him, especially if the party includes an orc.

Day 5 Sleep Cycle: Eldeer kills an Ice Bear orc, and hides the body in a crevasse. The disappearance is discovered upon waking and causes great alarm amongst the orcs.

Day 7 Sleep Cycle: Eldeer murders two more of the Ice Bears and leaves the bodies in their tent. He lays a blood trail to the one of the heroes' tents, in an attempt to frame them and avert suspicion from himself. Tarhog, in an attempt to appease

SUNDERED SKIES ADVENTURE COMPENDIUM 1

his men, demands that the heroes prove their innocence in single combat against his champion, Azghar. If the hero is successful, the orcs calm down but are still suspicious. If the hero fails, it provokes a full attack by the orcs on Skiller's party.

Azghar, Ice Bear Champion. See page 23.

Day 9 Sleep Cycle: Eldeer slays another orc but bungles the killing of a second, who survives and alerts the camp. Enraged by the killings, and the party seemingly shielding the murderer, Tarhog orders his orcs to attack.

Tarhog, orc chieftain. See page 27.

Eldeer, Vigilant murderer. See page 24.

Orc Warriors (8 max). See *Sundered Skies* page 159.

The violence disturbs and frightens the goblin slaves and they must be convinced to work for Skiller and the heroes. If they are promised their freedom or one of the heroes provided them with an ice grub feast, convincing them is decidedly easier.

◆ THE ICE SEA ◆

The depleted party can continue the journey to the Ice Sea and will arrive there eventually.

The sea is caused by the Battlelord's rage. The glacial ice of his home is reinforced with magical spells, which radiate his rage out across the Draining Sea.

The Ice Sea is not a natural body of water, and cannot help bring Lightbringer back to his former self, Oceanius.

THE CRACKED SHIELD CLAN

As the party set about constructing a ramp with which to launch the *Rosie*,

they hear a hunting horn in the distance. A Cracked Shield patrol has spotted them and is force-marching their way.

The orcs will take only ten minutes to be upon the party, and launching the skiff will take significantly longer—the orcs must be dealt with. The goblins run away at the sight of the orcs and hide in snowdrifts. If the heroes are on good terms with them, they promise to wait for the *Rosie's* return.

Cracked Shield Warriors (15). See *Sundered Skies* page 159.

A REAL SEA VOYAGE

The heroes are about to embark on one of the first sea voyages seen in the *Sundered Skies* for millennia. As such, rules not normally applied to a *Sundered Skies* game should be detailed:

Boating: Sky sailing is in essence similar to sailing on water. *Rosie's* ballast rails, which help change the altitude setting of a skyship, have been removed, but everything else is familiar, if unintuitive.

Reduce all Boating skills by one die type (e.g. Boating d10 becomes Boating d8) for skill rolls using watercraft. Those who's skill is reduced below d4 are unable to adapt to the strange new sailing.

Swimming: Islanders have no need or opportunity to learn to swim. Their Swimming skill defaults to d4-2, as normal.

Cold and Water: The Ice Sea is only fractionally above freezing. Anyone falling in must make a Vigor roll with a -2 penalty as they enter the water, and every ten minute thereafter. Failure earns a level of Fatigue. They will probably drown long before they freeze to death, though.

Armor: Armor is particularly danger-

ous in water; any armor's bonus is subtracted from all Swimming rolls. This is in addition to any penalties from encumbrance. Ignore magical bonuses when figuring this penalty, and use the typical Toughness bonus for its type.

Character may decide to leave their armor stowed, donning it only when battle looms. Leather and hide armor typically takes 1d6 minutes to properly fit. Chain takes 2d6 minutes. Plate mail requires 2d6 x 5 minutes to properly attach.

Discarding armor requires a number of rounds equal to twice the armor's bonus. Discarding plate mail, for example, takes six full rounds. Again, ignore magical bonuses.

Firearms: Any time powder gets wet, roll 1d6 per shot; each shot is ruined on a d6 roll of 2-6.

ENCOUNTERS ON THE ICE SEA

The voyage will take a base length of five days, modified by possible events. Each day, draw one card; if it is a Face card, an event occurs. If a joker is pulled, shave a day off the voyage.

♥ or ♦ **Blizzard:** Weather conditions are influenced by the Battlelord's mood. His anger causes icy winds and blizzards to scythe across the sea. Typically lasting for one or two days, wise sailors drop anchor and wait the storm out. If the party continues to sail apply a -2 penalty to all rolls, and call for vigor rolls to avoid Fatigue.

♣ or ♠ **Iceberg:** A rogue iceberg crosses paths with the *Rosie*. Call for a Notice (-2) roll for all those on deck. Success gives the pilot a +2 bonus on his Boating roll to avoid the berg. Failure means the ship grazes the iceberg and takes 3d6 damage. Everyone onboard

THE KEY TO THE TOWER OF ICE

The two pieces of twisted metal found on the corpses of Galken and Vincel are actually two halves of a key to the doors within the Tower of Ice. The two pieces fit together, but to do so requires a Smarts (-2) roll, and a half hour of fiddly, frustrating work.

must make Agility rolls or fall. Those who roll a natural 1 (snake eyes for Wild Cards) are thrown overboard.

THE PALACE OF ICE

If the party is foolish enough to approach the Ice Palace, they see a massive iceberg, which has been carved into a citadel. The walls of the Place reflect the glow as a blinding, but warming light. Silhouetted against this light, a large powerful figure can be seen striding back and forth atop the battlements.

If the *Rosie* doesn't turn back, she attracts the attention of the rage-filled god. The Battlelord ceases his pacing and turns his gaze upon her. All aboard must make a Guts (-2) roll or be overcome and paralyzed with fear. Allow all to make further rolls every 10 minutes until they break free of their terror.

A sudden storm strikes the ship. Use the blizzard rules on page 15. However, this blizzard cannot be waited out, and surrounds the palace for two days sailing time.

◆ THE TOWER OF ICE ◆

Eventually, the party will come within sight of the Tower of Ice. Originally con-

SUNDERED SKIES ADVENTURE COMPENDIUM 1

structed from hard, glacial ice, it has, over the centuries, been buried by ice and snow until only the battlements can be seen jutting above the covering mound.

THE GRAVE

Call for a Notice roll, those who succeed spot a strangely shaped ice column on the seaward side of the mound. Investigating reveals a frozen male human corpse strapped upright to a wooden post facing the Draining Sea.

The corpse had suffered a massive chest wound, which was expertly bandaged. Stuffed inside the armor are several pieces of parchment, pages torn from a journal (see page 29—Vincel's journal). The corpse's left hand is clenched tightly around something. Unfortunately, the fingers must be snapped off to discover what it is—a twisted piece of metal similar to that found on Galken's body.

THE MOUND

The ice on the mound around the tower is treacherously slippery. Sudden movement, such as combat, requires a successful Agility roll to keep upright.

Entry into the tower is via a large, shuttered window, in what would have been the upper story of the tower; the shutters appear to be locked from the inside. The Shutters have Object Toughness of 14 and can be destroyed with Cutting or Bashing weapons. Alternatively a successful Strength (-4) roll will force the shutters apart.

Successfully gaining entry into the tower in single round surprises the ogres—the last two “survivors” of Galken's expedition—within. Failure alerts the ogres, and they burst out of the tower to attack the heroes. Remember everyone,

including the ogres, must make Agility rolls every round to stay upright on the mound. Horrifically, the ogres have hammered bone and metal spikes through their frozen feet, giving them a +2 bonus to this roll.

Ogres (2) See *Sundered Skies* page 159.

UPPER STORY

Beyond the window is a circular chamber, almost the diameter of the whole tower. Opposite the window is a pair of enormous ornate doors, bound in iron. A strangely angular keyhole sits dead center on the doors.

The chamber also contains a pile of bones, probably from skylers, two piles of rags piled into sleeping mounds, four ice weapons, a large club (Str+d8 damage, degradable), and three icicle spears (Str+d6, Parry +1, Reach 1, requires 2 hands).

The door is, of course, locked and is magically augmented to render it completely impervious to harm. Only the modular key, the halves of which were found on the corpses of Galken and Vincel, can open the door.

The door opens onto a narrow landing and stairs that spiral down around the tower, descending some 50' before ending at an arched opening into the Watch Post (see below).

THE WATCH POST

The Watch post has six large windows, which allowed those within to have an unrestricted view of the Draining Sea around the tower. Ice has forced its way through the windows creating jagged spikes, which must be negotiated with care. The frozen corpse of a Provider is

slumped over one of these spikes. Opposite the stairs the heroes have descended is another set of stairs spiraling down deeper into the tower.

The corpse is Leith, yet another member of Galken's expedition. He was slain by the three cold spirits, which haunt the room. These frigid ghosts will attack all who enter the room; using the ice spikes, they will disappear and reappear to launch surprise attacks. They pursue the heroes deeper into the tower, but cannot pass through the door above.

Cold Spirits (3) see page 24.

THE DROP

The stairs from the watch post wind down around the tower and descend over 100 feet before ending abruptly at a sheer drop into darkness. The lower floors of the tower have collapsed into a massive cavern.

The drop to the cavern below is over 100', however a slope of icy debris reduces the drop to "only" 50' below the stairs. The slope is steep but manageable.

Two passages can be seen from the base of the stairs; however the catastrophe, which struck the tower, has made getting to them problematic at best. The first passage is 3" away from the stairs; the other is a further 2" beyond the first. Both passages end in stout, wooden, unlocked doors. One of these doors opens into the testing chamber, the other leads into the Council Chamber.

THE MURALS

Two murals are encased within the ice of the chamber above the drop.

The first mural depicts a massive pitched battle between members of all the races of the Skies. No discernible

INSIDE THE TOWER

The tower's interior is intensely cold, requiring Vigor Rolls every 2 hours; failure means the hero gains a level of Fatigue. If someone is foolish enough to touch the icy walls with bare flesh, they are frozen to the wall, and must be cut loose with a dagger, which inflicts 2d4 damage that ignores armor. Furthermore, any action involving the affected part of the body suffers a -1 Penalty for the next hour, including Pace.

Void light diffuses into the tower through the ice—lighting conditions are considered Dim. Any light brighter than a candle is reflected back at the party by the strange lens-like qualities of the ice. This is very disorientating and applies a further -1 penalty to all actions which require sight.

sides can be seen. Central to the mural is a looming figure clad in black armor. A massive shield, battered and rent, is upon one arm whilst his other wields a huge sword, which is hacking through multiple opponents with each swing. The figure's face is turned away from the viewer.

The other mural depicts a large circular chamber with ice blue walls, into which have been cut shelves, laden with massive tomes and books. A massive round table of dark wood dominates the room. Around the table sit or stand the gods of the skies. From the left of the mural and proceeding clockwise around the table:

A blue-robed, motherly, heavily-pregnant woman—The Lifemother.

A golden haired and beautiful man,

SUNDERED SKIES ADVENTURE COMPENDIUM 1

dressed in fine clothing. His eyes shine with either mirth, or madness, depending on from which angle he is viewed—The Lord of Festival

A figure as much machine as man, its strange form prevents it from sitting, and it stands behind its chair—The Artificer.

An empty chair covered in dust. A large raven perches on the back of the chair—The Alpha.

An androgynous figure, it is impossible to say where the figure ends and its chair starts. It even appears to have formed the table at which the gods sit from its body—The Wild.

A figure blazing with voidglow, strangely a shallow pool of water has formed at its feet—The Lightbringer.

A beautiful woman clad in diaphanous robes, which seem to reach out of the mural towards the observer—The Lady of the Winds.

A thin, black clad figure, its features hidden by a deep cowl, a skeletal hand emerges from its robes and is resting upon the table. The wood here is moldy and rotten—The Rotting One.

A final chair arm and leg is partially visible but the mural has been destroyed at this point — The Battlelord.

TESTING CHAMBER

It was here the Battlelord brought selected members of the warriors constructing his palace to test their mettle in battle. The God refused to let his warriors skills slip because of neglect.

The walls of this 40' by 40' ice chamber are scarred and pitted. The floor has alternating areas of smooth, slippery ice and rougher areas, as well as pits and balancing beams. The room is filled with crude humanoid dummies, which bear

the marks of being repeatedly struck with weapons. Some are set into the floor, while others swing from chains set into the ceiling. Weapon racks—mostly empty—line the walls.

On the far side of the chamber stands the 12-foot tall battle golem with which the god tested his followers. As the heroes enter the chamber it starts walking towards them. Once activated, it will not stop until it is defeated. The golem will follow the characters throughout the Tower of Ice—and beyond, if necessary.

The uses of the pits and beams are up to the players and Game Master. A beam can be climbed in one combat round with a successful Agility roll; the golem cannot follow or attack a character upon a beam. The pits are 10' deep; falling into one causes 2d6 damage. The smooth ice requires an Agility (-2) roll to be traversed without falling prone. The golem can be tricked out onto the ice.

The weapons in the racks include:

A magical throwing axe, with a +2 bonus to hit and damage.

An ironwood bow, which requires a Strength of d8 to pull and does 2d8 damage.

An iron flail—it has a magical +4 bonus to hit and damage, however each successful blow decreases the bonus by one until the flail becomes a normal, if well-made, weapon.

A non-magical long sword, and battle-axe.

THE RAGE

The Testing Chamber walls have absorbed the rage, anger, and humiliation of all those who have failed their god's test, and it is awakened again by any combat which takes place here. Each

hero must succeed at a Smarts roll or go berserk, as per the Edge. Anyone taking a Wound must make the roll again. Those who have the Berserk Edge automatically succumb to the rage.

Battle Golem See page 24.

THE COUNCIL CHAMBER

The gods themselves have met in this chamber to discuss their plight and their plans. The Battlelord chaired the meetings in his role as a peacekeeper—or peace enforcer. He ensured that conflict was kept to the purely verbal.

This circular chamber is the one depicted upon the mural outside. The shelves are now empty, but everything else is as depicted. Arranged around the dark wood table are nine overly large chairs. Each has a symbol carved into its back.

Starting from the chair directly in front of the door, and proceeding clockwise, the symbols are:

A shield, its surface split by a wide crack—The Battlelord, A teardrop—The Lifemother, A harp—The Lord of Festival, A toothed wheel—The Artificer, A raven—The Alpha, A tree—The Wild, No symbol—The Lightbringer, A feather—The Lady of the Winds, and finally, a skeletal hand—The Rotting One.

Upon the Lifemother's throne is a small blue crystal vial with a carved sapphire stopper. Within the vial is a small amount of liquid that has a metallic sheen. Each drop of this liquid serves as both a Wound Seal and a Mother's Restore potion. There are five such drops within the vial.

THE CAVERN

The cavern beneath the Tower of Ice

is enormous, much larger than the base of the tower itself. The ice floor is pitted and riddled with holes, each about 20' in diameter. The far walls also appear to be holed, although it is impossible to tell, at this distance, the diameter of the tunnels.

Investigating the cavern soon finds what appear to be the remains of icy eggshells as well as six intact, slime-covered eggs—a foot high and eight inches in diameter. The heroes are attacked by ice worms as they investigate the eggs.

Once two of the ice worms have been dispatched, their “parent”—an enormous Ice Wyrms burrows up through the floor and attacks the heroes.

Call for a Notice (-2) roll each combat round, from every hero present. Success spots the hilt of a large sword blade stuck in the wyrm's side. To retrieve the sword requires a successful Agility roll to get close to the sword, followed by a successful Strength (-2) roll to pull it free. Pulling out the sword causes an automatic wound upon the wyrm. The sword is Woundweaver.

The cavern is further destabilized by the combat and the burrowing ice wyrm. Chunks of ice fall from the ceiling whenever a combatant draws a 2 or a 3 from the Action Deck. If this occurs each hero must draw another card. The suit of the card determines the effect:

- ♣ The hero must make an Agility roll or be struck for 2d8 damage.
- ♠ The hero must make an Agility roll or be struck for 2d6 damage.
- ♥ The hero must make an Agility roll or be struck for 2d4 damage.
- ♦ The wyrm is struck for 2d8 damage.
- ♠ **Ice Wyrms** See page 25.
- ♣ **Ice Worms** (6) see page 25.

WOUNDWEAVER

This great sword gifts its wielder with the Improved Block and Mighty Blow edges, as well as granting a +1 to hit and damage.

ESCAPING THE TOWER

The death throes of the ice wyrm are so violent, they threaten to crush the heroes. It will only be a matter of time until the cavern collapses, taking the Ice Tower with it.

Fortunately the ice quakes have actually served to make the climb back up to the tower easier. A series of collapses has created a series of jagged cracks and ledges in the wall of the cavern. The stairs back into the tower are 6" above the heroes' heads (use the climbing rules found in the *Savage Worlds* rulebook). In addition, have each player draw a card from the Action Deck each round they are climbing. On a deuce, an ice chunk has struck them for 2d6 damage. They must succeed at a Strength roll opposed by the damage inflicted or fall back into the cavern.

Once the heroes reach the tower, it is just a case of running up the stairs and then out of the window. The tower is shaking, and ominous cracks start to appear in its walls. In truth, it will not actually collapse until the heroes have exited the tower, but this doesn't stop a cruel Game Master from quietly counting down or using a stopwatch.

THE COLLAPSE OF THE ICE TOWER

As the characters emerge from the tower onto the mound of ice surrounding

it, a massive tremor knocks everyone from their feet, and the tower starts to sink and fall in on itself. The ice shelf upon which the heroes stand starts to crack and break apart, leaving them no choice but to hurry to the *Rosie* and cast off.

As the skiff makes haste away from the shore, the tower finally completes its disintegration. Water is thrown over a 100' feet into the air, and the *Rosie* is swamped with icy water. Everyone onboard takes 2 Levels of Fatigue, which can be soaked with a Vigor roll without using a benny.

THE RETURN TO THE MIRABELLE

The journey back to the shore of the Ice Sea should be uneventful and quiet. The wave has sent any icebergs spiraling away from the path of the *Rosie* and even the rage of a god has been momentarily forgotten as his attention is drawn to the collapse of his old home.

The launch site of the *Rosie* has been overrun and destroyed by the orcs of the Cracked Shield. Spoiled supplies have been strewn across the ice, and the rollers used to portage *Rosie* here have been hacked apart. There is no sign of the goblins whether or not they promised to wait.

The party has no choice but to trek back across the icy tundra to the *Mirabelle's* makeshift dock. The Journey will take a base time of 12 days, as the *Rosie* will not slow them down. Use the same encounter chart (found on page 12) to determine encounters on the journey inland. Chances are the party has no food, so they may start to starve.

THE MIRABELLE REVISITED

Five days into the trek, the party spots what appears to be a ruin in front of

them. As they get closer they discover it is a wreck of a ship—The *Mirabelle*!

Inexplicably, the frigate has smashed into the pack ice after attempting to fly above the island. She must have spiraled up and out to gain altitude above the Draining Sea and then plummeted down in a suicidal dive. Why anyone would do this is a mystery.

Her stern is crushed and splintered and there is a jagged tear along her side. The masts have snapped and lie forlornly on the ice some half a mile behind her. Four bodies lie crumpled on the ice, surrounded by large red stains.

If Skiller is still with the party, he falls to his knees when he first sees the wreck of the *Mirabelle* and howls into the sky “NO! I will not have my revenge taken from me” before curling into a ball. Any character tending to Skiller hears him muttering “*Mirabelle, Rosie, I’m sorry, I’m so sorry,*” over and over.

The players may eventually coax out Skiller’s back story and plan. His final fate depends on the players’ reactions—if they agree to his plan, he recovers quickly fairly, willing to give what aid he can to escape the island. If they more-or-less ignore him, he becomes sullen and withdrawn. Eventually, he attacks any strange orcs he encounters.

Searching the wreck takes most of a day. The ship is beyond repair—even if there was a way to launch her into the skies. Only five sailors’ bodies are found, killed by stabbing and slashing weapons, and not the crash. In one of the aft cabins, the wildling, Lean, lies badly wounded.

Allow each hero to make a Notice roll. Each success and each raise allow them to discover something poten-

tially useful within the wreckage. The Game Master should let each player decide what they have found, but be prepared to overrule their choices as common sense dictates. If food stuffs are selected, enough is found to feed the party for a day. However, the Game Master should draw a card from the Action Deck each time supplies are chosen. On a Face card, the supplies are infected with the Burning Madness, and a hero may become infected.

CHOICES

The heroes only have two obvious choices to try and escape the island.

- * Seek out the Island Hopper left behind by Galken’s expedition.
- * Journey to an orc mining camp, and either steal a boat or buy passage on one.

THE GALKEN ISLAND HOPPER

This is the easiest option. Galken’s journal states they docked near an outcrop of ice that was shaped like a big cat about to leap. A successful Common Knowledge (-2) roll will recall seeing such an outcrop as the *Mirabelle* approached the Draining Sea, three days counter-clockwise from where the *Mirabelle* originally docked.

Finding this distinctive outcrop will take a base time of 4 days to find. Use the encounters system detailed on page 12 to see what—if anything—the party encounters during the journey. Don’t forget to keep track of the supplies the party carries.

THE CAVE

Once the outcrop is located, there is only the problem of getting down below the outcrop and into the shallow cave

LEAN'S STORY

The wildling has suffered 3 wounds.

He relates how five days after the group left, most of the crew came down with an illness, they complained of feeling weak and burning up. They had little choice but to take to their bunks. The following night they went berserk, yelling about demons stalking them, and attacked their crewmates. One of the madmen attacked Lean, but he escaped and hid.

Lean is unsure what happened next; all went quiet, save the occasional scream. Then he felt the *Mirabelle* moving, looking out of a porthole he saw the Draining Sea recede from view. The vessel climbed and circled around before abruptly diving. That is all he recalls; he has blessedly forgotten the fear and terror of the actual crash.

where the hopper waits. Two successful Climbing rolls are required to safely climb down and into the cave. Failure drops the climber into the void, unless they were securely fastened to a rope. Once one Hero makes it down with a rope, the others can descend safely.

Unfortunately for the characters, the cave is now home to void bats, which fight ferociously to protect their lair. The bats attack as soon as they detect an intruder. This will probably mean one hero must fight alone as his comrades race down the cliff face to join him.

THE ISLAND HOPPER

The island hopper appears to be in good condition, albeit fouled by bat droppings. The hopper can be launched into the void and rowed to Firsthome in three days of hugging the coast. From there, passage can be arranged to Gateway through one of Hawke's business associates.

Void Bats (5) see page 27.

AN ORC MINING CAMP

The nearest orc mining camp is a base four day trek clockwise from the landing point of the *Mirabelle*. By the time the party have reached the shore and then followed the coast, they will have traveled for five days. Use the encounters system detailed on page 12 to see what—if anything—the party encounters during the journey. Don't forget to keep track of the supplies the party carries.

As fate would have it, the Cracked Shield Tribe maintains this walled and fortified camp. Word of the heroes' trespass has gotten back to the rest of the tribe, and they are looking for blood.

THE WALLS

The mining camp is surrounded on three sides with a wooden palisade. The fourth side is open to the void on the edge of the island. Six towers act as both lookout posts and attack positions—one at each corner plus two at either side of the large gate in the wall opposite the edge. The towers are each manned by 2 orcs armed with crossbows in addition to their normal weapons. The towers provide Medium Cover.

Cracked Shield Warriors (12). See *Sundered Skies* page 159.

THE COMPOUND

The compound contains only three structures. Ten dire wolves roam the compound.

Dire Wolves (10). See page 159.

GOBLIN HUT

A large, wooden shed building is home to 40 goblin slaves. At anytime 20 are working the mine while 20 rest here. As luck would have it four of the goblins who accompanied the heroes to the Ice Sea are sleeping in the shed and may help the heroes convince the others to aid them, especially if their freedom is promised.

MINE HEAD

Little more than a crude roof over a wooden winch, four goblins are stationed here at all times to man the winch and pull up or lower the wooden platform. In addition to this crude elevator, there is a wooden ladder running down the side of the vertical shaft. Details of the mine itself are not included here; sensible heroes will not venture into the mine.

A large brass bell hangs from a post next to the winch. If this is rung reinforcements will arrive within two minutes in the form of 10 more warriors. Five minutes later, another ten warriors led by an orc berserker emerge from the mine.

Cutting the elevator ropes and smashing the ladder will prevent any reinforcements arriving for fifteen minutes, as another path to the surface must be found.

Cracked Shield Warriors (20). See *Sundered Skies* page 159.

Berserker Orc. Use Azghar's stats on page 23.

THE WHARVES

Jutting out from the island are two

wharves. Two orc skiffs are tethered to one, while an orc frigate is moored at the second. As is the norm for orcish vessels, they have no sails, and must be rowed.

AFTERMATH

And so ends the expedition to the Ice Tower, probably not the most profitable of the heroes scavenging trips, but they got to travel to places very few people ever have and experienced things they may wish they hadn't. If nothing else, they have probably gained a ship, which can be sold. The profits from the sale must be divided into three shares, one for Skiller, one for Hawke and the final share for the heroes,

Despite the seeming failure of the trip, Hawke is true to his word and their ship is repaired and refitted, free of charge.

NEW MONSTERS & IMPORTANT NPC'S



AZGHAR

Tarhog's right-hand orc and a sadist, He viciously beats the goblin slaves for the slightest misdemeanor.

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

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

Charisma: -6

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

Hindrances: Bloodthirsty, Greedy, Outsider

Edges: Improved Nerves of Steel

Gear: Chain Hauberk (+2), Knife (Str+d4), Great Axe (Str +d10, AP 1, Parry -1, requires 2 hands).



BATTLE GOLEM

The Battlelord constructed this golem to test his followers periodically. Even though their efforts were bent towards constructing his palace, he couldn't let their martial skills slip.

The Golem was left here by the god and now roams the tower.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d8, Notice d6

Pace: 8; **Parry:** 8; **Toughness:** 15 (3)

Improved Sweep

Special Abilities:

- * **Arcane Resistance:** +2 Toughness against magical attacks.
- * **Armor +3:** Plate mail.
- * **Giant Sword:** Str+d10, AP 1
- * **Improved Sweep:** The golem can attack all adjacent foes.
- * **Large Shield:** +2 to Parry. +2 to Toughness against ranged attacks
- * **Size +4:** Toughness +4
- * **Construct:** +2 to recover from Shaken. No extra damage from Called Shots. Immune to disease and poison. No Wound Penalties. Fearless.

COLD SPIRITS

These terrible shades are ghosts of the frozen dead, who now seek to drain warmth from the living.

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

Skills: Fighting d6, Intimidate d12+2, Notice d12, Stealth d12+4

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

Special Abilities:

- * **Ethereal:** Cold Spirits are immaterial.
- * **Fear-1:** Cold Spirits have terrible frost ravaged features.
- * **Fleet-Footed:** Cold spirits roll a d10

as their running die.

- * **Paralysis:** Those Shaken or wounded by a cold spirit must make a Vigor role or be paralyzed for 2d6 rounds.
- * **Drain Warmth:** Each round a Cold Spirit may drain the warmth from a paralyzed victim, with opposed Vigor rolls. If the victim fails he takes 1 Level of Fatigue.
- * **Immunity:** Cold Spirits are immune to all save ice weapons and spells.

DOCK WORKERS

Burly humans with tattoos and scars, they talk tough and play rough.

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

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

Hindrances: Mean

Edges: Brawny

Charisma: -3

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

Gear: Fists (Str), crude clubs (Str+d4)

DIRE WOLVES

Dire wolves are very large and feral wolves, often used by orcs as attack dogs.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

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

Pace: 10; **Parry:** 6; **Toughness:** 6

Special Abilities:

- * **Bite:** Str+d6.
- * **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Fleet-Footed:** Dire wolves roll d10s.



ELDEER

Eldeer is an Elven Bard—not a song-priest—good looking and easy to get on

with. He is a friend to all and absolutely useless in combat. Or so it seems. In truth he is a member of The Vigilant; a cult of vengeance who refuse to forgive the orcs for their past. Eldeer heard rumors of Skiller's quest and signed on hoping to sow discord amongst the orcs of the Ice Isles.

Note: Eldeer is a Wild Card, however his statistics in the players' section do not show this. If he is wounded whilst under the players' control the referee should ensure that he is never actually killed.

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

Skills: Fighting d10, Guts d8, Intimidation d8, Knowledge d8, Notice d8, Persuasion d8, Shooting d10, Stealth d8, Streetwise d8, Taunt d6

Charisma: +2;

Pace: 6; **Parry:** 9; **Toughness:** 7(2)

Hindrances: All Thumbs, Vengeful

Edges: Acrobat, Alertness, Attractive, Quick,

Gear: Elven Leather (+2), Rapier (Str+d4, +1 Parry), Dagger (Str+d4), Elven potions (Reflexes, and Vigor).



GALKEN, UNDEAD REVENANT

This revenant is hell bent on throwing its notes into the void.

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+d4.

* **Tougher than Hell:** Every time this creature is put down, roll a d6, on an even number, the revenant revives

one round later with 3 Wounds

* **Undead:** +2 Toughness. +2 to recover from being Shaken. Fearless. Called shots do no extra damage. No Wound Penalties.

* **Weakness (Head):** Shots to the head do +2 damage.

ICE WORMS

These 3'-long, white worms are the ravenous offspring of the Ice Wurm. Their tooth-filled maws are venomous, for extra horror.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 0; **Parry:** 5; **Toughness:** 5 (2)

Special Abilities:

* **Armour+2:** Thick hide.

* **Bite:** Str+d4

* **Burrowing (4"):** The worm can disappear and reappear on the following action anywhere within 4". Roll the worm's Stealth opposed by the target's Notice If the worm is successful it attacks with a +2 bonus to attack and damage.

* **Immunity:** Cold

* **Size -2:** These slender worms are only 3' long.

* **Small:** Due to their small size, anyone targeting a worm suffers a -2 to their attack rolls.

* **Poison:** If a victim is wounded or Shaken by a worms bite he must make a Vigor(-2) roll or take a level of Fatigue.

* **Weakness (Fire):** Fire based attacks do +2 damage.



ICE WYRM

This massive, leprous white, segmented worm is 40' long and 15' across.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

Its enormous mouth is lined with teeth, which work to drag prey into its gullet.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+10, Vigor d12

Skills: Fighting d6, Guts d8, Notice d10, Stealth d10

Pace: 0; **Parry:** 5; **Toughness:** 20(4)

Special Abilities:

- * **Armour +4:** Scaly hide.
- * **Bite:** Str+d8.
- * **Burrow (20"):** The wyrm can disappear and reappear on the following action anywhere within 20".
- * **Hardy:** The wyrm does not suffer a wound when Shaken twice.
- * **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking
- * **Size +8:** The wyrm is over 40' long and 10' in diameter.
- * **Slam:** The wyrm can rise up and crush its prey beneath its massive body. Use the Cone Template. The wyrm rolls its Fighting and adds half its Size to the roll, the victims oppose this with their Agility. Unsuccessful victims suffer 4d6 damage.
- * **Weakness (Fire):** Fire based attacks do +4 damage.

KARAG & VOLROG, ORC ADVENTURERS

Karag and Volrog are twin brothers of the Ice Claw clan. Like Skiller, they are obsessed with revenge against the Cracked Shield clan.

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

Skills: Boating d6, Fighting d8, Guts d8, Intimidation d8, Notice d6, Persuasion d8, Stealth d4, Streetwise d8, Taunt d6

Charisma: -2

Pace: 6; **Parry:** 7; **Toughness:** 9(2)

Hindrances: Outsider, Vengeful

Edges: Berserk, Combat Reflexes

Special Abilities:

- * **Vengeance Obsessed:** If either of the brothers see an orc sporting the tribal markings of the Cracked Shield Clan, they must succeed a Spirit (-2) roll or fly into a berserk rage.
- * **Gear:** Coin Vest (+2), small shield (+1 Parry), battle axe Str+d8

LEAN, CAT WIDLING SAILOR

Lean unsuccessfully stowed away some years ago. Skiller discovered him and offered him a place onboard the *Mirabelle*. The crew look upon the wildling as their lucky mascot.

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

Skills: Fighting d4, Guts d6, Notice d8, Shooting d8, Stealth d12, Streetwise d6, Taunt d8, Throw d8

Charisma: +2

Pace: 8; **Parry:** 5; **Toughness:** 4

Hindrances: Curious

Edges: Acrobat, Charismatic, Fleet-Footed, Luck

Gear: Dagger Str+d4

SAILORS, HUMAN

The crew has been with Skiller for months. They know that Skiller lost his family on a trading mission to the Ice Isles but don't know the details.

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

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

Charisma: +0

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

Gear: Short Sword (Str+d6), Furs



SKILLER

Skiller is an experienced scavenger, and captain of the *Mirabelle*. Seemingly

very amiable and easy going, but this is a façade hiding a cold, seething hatred beneath.

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

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

Charisma: +0

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

Hindrances: Vow (Will destroy the Cracked Shield tribe), Overconfident, Stubborn

Edges: Ambidextrous, Command, First Strike, Florentine, Two Fisted

Gear: Coin Vest (+2), Short Sword Str+d6, Dagger Str+d4

SKITTERLINGS

Skitterlings are demon-possessed wildlings. Three foot tall deformed caricatures of the wildlings they once were, covered in scales and spikes. Once possessed the wildling cannot be saved. Skitterlings are stealthy, ravenous, and remorseless killers.

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

Skills: Climb d8, Fighting d6, Guts d6, Notice d6, Taunt d8, Stealth d10, Throwing d8

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

Special Abilities:

- * **Bite:** Str+d4
- * **Fear:** make a Guts check or roll on the Fright table.
- * **Immunity (Magic):** No magic, whether divine or arcane, affects them.
- * **Small(-1):** These twisted creatures are only three feet tall.

TARHOG, ORC MERCENARY

Tarhog is a mercenary, who will do anything for money. This is an easy job:

meet Skiller's party, portage *Rosie* across the ice fields, and get paid.

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

Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d10, Notice d8, Shooting d8, Stealth d8, Taunt d10, Throwing d8

Charisma: -2;

Pace: 6; **Parry:** 8; **Toughness:** 9(2)

Hindrances: Outsider

Edges: Berserk, Nerves of Steel.

Gear: Chain Hauberk (+2), Knife (Str+d4), Axe (Str+d6)

VOID BATS

These skyler are nearly as large as a full-grown human. They prey upon other skyler usually, but are not above attacking an islander if hungry enough.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d8, Stealth d10

Pace: 2"; **Parry:** 5; **Toughness:** 5

Special Abilities:

- * **Bite:** Str+d4
- * **Flight:** Void bats fly at a Pace of 12".
- * **Voidsense:** Void bats are eyeless, however they can sense things in the void. The effective range of this ability is miles, but it becomes very focused up to a distance of 10 " around them. It is impossible to surprise a Void Bat.

◆ PLAYERS' HANDOUTS ◆

GALKEN'S JOURNAL FRAGMENTS

... docked with the Draining Sea near an outcrop of ice shaped like one of the leaping panthers of Heartland.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

...too close to the Palace, maybe we disturbed him, whatever the reason the water became rough and dangerous...

...time to record some of our thoughts on this strange habitat...

...home to more creatures than one would expect given its frozen and barren state. Examples of Bears, Wolves and many types of skyler. The water teems with life. The fish of legend, or rage given life? The orcs who live and mine the Draining Sea...

...creatures bought to the island by...

...The flying life arrived via skyler...

... eggs and the water based life likewise. More exotic creatures dwell on the Draining Sea as well; Ice...

...been infected by the Battlelord's rage, roam f...

...burrow through the tundra hunting the grubs of the ice crickets while legends tell o...

...chain is reliant upon the ice

crickets, an insect found on the relatively warm edge of the Ice Sea. It has a wingspan of a foot and is...

...grubs within hibernate for many years before emerging. During this time the ice slowly moves outwards...

...9" long...

...fish eat the grubs and smaller fish. skyler eat grubs, crickets and the... Bears and wolves eat the fish(?), crickets, crickets, and if necessary...

Dakan and Korsoth seemed strangely distant as we ventured within...too late, his blade sliced into Vincel... no choice but to flee...

...our haste forgot... spirits... Lieth...fear he is dead

...not thought Vincel's injury was that serious but he sickened and died as we left the tower. We discussed...so wanted to learn more of the Ice Sea, it is fitting he should rest here.

SKILLER'S MAP



...cannot find Vincel's half of the key to the tower; I am sure that I took it from his body. Maybe, after all it is for the best. What we discovered there should n...

...fled the Ice Sea as though the bounds of the Battlelord themselves were on our tail, which some might say they were, for the Cracked Shield had been watching over our launch site and soon gave chase...

...nightmare chase though the snow and ice, many times I feared for our lives of my surviving companions and myself. Flitter, despite being the smallest and least resilient of us all, launched himself aloft on his sky sail each day to try and spy out both our destination and those who pursued us. Without his valiant efforts we would have had not been able to rest and all would have perished...

...seemed like an eternity of running, snatching what sleep we could, and then more running. My feet and hands became horribly frostbitten. Finally, we neared the coast. Brave Flitter took to his skysail again and flew out to hail the Spirit. By the time we reached the edge an island hopper awaited us...

VINCEL'S NOTES:

...left hopper behind... remember land mark...

... at long last... found the Ice Tower... ventured within...

... some sort of watch post. Ghosts, cold, freezing cold... no effect...magic... less... Ragnar struck

one with a chunk of i... seemed to harm... faded...

...astounding discovery for all. Who would have believed that he could suffer from such an... The whole idea is terrifying...

...akin to cabin fever...

...carvings in the tower tell the story, the anguish and pain...has suffered

orc mercenaries...turned on us...one of the bas...cut me bad... fled island leaving Orcs behind...

NON PLAYER CHARACTER

STATISTICS — PLAYERS

Hand this page to your players, it contains the stats of all the NPC allies. Get the players to run them, the Games Master has more than enough to do already.

Mirabelle, Frigate named for Skiller's late wife

Acc/Top Speed: 2/10; **Handling:** 0; **Toughness:** 15 (2); **Crew:** 12+24

Guns: 4 Ballistae (30 shot), 2 Cannons (16 cannon balls and shot) and 2 Catapults (16 large boulders)

Notes: Heavy armour

Rosie, Cloudskiff named for Skiller's late daughter

Acc/Top Speed: 4/10; **Handling:** +2; **Toughness:** 13(2); **Crew:** 1+7; **Guns:** none.

Notes: Heavy Armor

ELDEER

Eldeer is a clumsy, young, elven bard. He is somewhat naïve in the ways of the Skies but is keen to help and entertain when he can.

Attributes: Agility d8, Smarts d6, Spirit

SUNDERED SKIES ADVENTURE COMPENDIUM 1

d8, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge d8, Notice d8, Persuasion d8, Streetwise d6, Taunt d4

Charisma: +2;

Pace: 6; **Parry:** 4; **Toughness:** 7(2)

Edges: Alertness, Attractive

Gear: Elven Leather (+2), Dagger (Str+d4),

KARAG AND VOLROG

Twin orc brothers who are fiercely loyal to Skiller after years of 'adventuring.'

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

Skills: Boating d6, Fighting d8, Guts d8, Intimidation d8, Notice d6, Persuasion d8, Stealth d4, Streetwise d8, Taunt d6

Charisma: -2

Pace: 6; **Parry:** 7; **Toughness:** 9(2)

Hindrances: Outsider, Vengeful

Edges: Berserk, Combat Reflexes

Special Abilities:

Gear: Coin Vest (+2), small shield (+1 Parry), battle axe Str+d8

LEAN, CAT WILDLING SAILOR

Lean Unsuccessfully stowed away some years ago. Skiller discovered him and offered him a place onboard the *Mirabelle*. The crew looks upon the wildling as their lucky mascot.

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

Skills: Fighting d4, Guts d6, Notice d8, Shooting d8, Stealth d12, Streetwise d6, Taunt d8, Throw d8

Charisma: +2

Pace: 8; **Parry:** 5; **Toughness:** 4

Hindrances: Curious

Edges: Acrobat, Charismatic, Fleet-Footed, Luck

Gear: Dagger Str+d4

HUMAN SAILORS (10)

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

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

Charisma: +0

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

Gear: Short Sword (Str+d6), Furs



SKILLER

Skiller is an experienced scavenger, and captain of the *Mirabelle*.

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

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

Charisma: +0

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

Hindrances: Overconfident, Stubborn

Edges: Ambidextrous, Command, First Strike, Florentine, Two Fisted

Gear: Coin Vest (+2), Short Sword Str+d6, Dagger Str+d4



FATE OF THE SUMMONER

SCENARIO BACKGROUND

Among the many secret societies and Cabals in the Sundered Skies, is one known simply as the Circle of Nine. This cult is moderately sized and is ruled by the eponymous Nine. Other members are either lowly henchmen and thugs or petitioners.

Petitioners are those with magical talent who constantly compete with one another, vying to be the best placed when a seat on the Circle is vacated.

The Circle believes the Sundering weakened the walls of reality between this world and the Abyss. They strive to summon demons, believing that with their help they will gain great physical, spiritual, and fiscal power. However, the gods themselves seem to block access to the Lords of Hell.

The Circle, through study, research, and experimentation, has found many places where the gods' influence seems to have waned. However, these portals have always been weak, and the demons summoned were relatively powerless.

With that in mind, one of the Circle, Caryl the Fair, purchased a doppelganger ship and renamed it *The Summoner*. She set sail intent on finding a place in the void where the gods' influence was weakest and she would be able to open a huge portal to hell.

That was 27 years ago. *The Summoner* was never heard of or seen again.

Caryl's first attempt at opening a portal proved too successful. *The Summoner* became somehow lodged in the Soulshield, which surrounds the Sundered Skies. Demonic energies and beings ravaged the ship. Only the sorceress herself survived, but her body was warped and broken.

Caryl's chair on the Council was left vacant, while petitioners scurried to find proof she was dead.

Then only a month or so ago, a small band of Scavengers came across a ghostly ship in the void. What they found there set in motion a chain of events which will affect many different islands...

MADNESS IN THE STREETS

Where: Shadowhaven

When: Anytime after the characters reach Seasoned Rank.

The scenario starts in Shadowhaven, although the location isn't terribly important. If it fits your game to start the scenario in another location, then it should be pretty easy to do so, though some of the details of listed below might have to be changed to suit the new location.

The heroes are trawling The Nexus, maybe looking to sell some hard won salvage or seeking much needed supplies or ammunition, when they hear sudden

THE POSSESSED MONEY POUCH

This money pouch always contains 10 cogs. Once the owner takes out the cogs, then closes it and opens it again, he finds it has refilled with cogs. Every time the pouch is emptied, this counts as one use in regards to the possessing mechanic. Once an individual has emptied it a number of times equal to three times their Spirit die type they will become possessed by a possessor demon (see page 19.)

Investigating the pouch with a successful *detect arcana* roll not only reveals the magical properties of the item, but also on a raise, detects faint, black, ominous smoke rising from the item.

Destroying the item is simple once its malignancy is detected. The item is no more resilient than its mundane version.

screams from ahead. The crowded streets start to surge with movement as people stampede towards them.

Call for a Notice (-1) check. Those who succeed, glimpse large, furry humanoids, harrying the rear of the surging crowds—Ragers. A successful Common Knowledge roll allows the hero to realize the leaning buildings of Shadowhaven make outbreaks of glowmadness extremely unlikely. Multiple outbreaks, as appears to have just happened, are unheard of. Something terrible must be happening, such as a voider attack.

Working their way up the street against the panicked mob will be extremely difficult. Use a variant of the Chase Rules

from *Savage Worlds*. The heroes start five Range Increments away from the glowmad, and each hero must fight his own way through the crowd using Agility rolls. A success means they advance one Range Increment, two with a raise. Snake eyes determines the character has been buffeted and pummelled by the crowd, taking d6 damage.

The glowmad are not attempting to escape the heroes, so they do not get any rolls, as in a standard chase. However, it is very possible the heroes will reach them at different times.

Rather than simply listing Obstacles as a category with a fixed modifier and having a collision as the only occurrence, this Chase includes a table of events.

When a hero draws a Club as his first initiative card, you just check the card value against the table below and run the mini-scene. The numbers in parentheses after the card value are modifiers to the participant's initial Agility roll that round.

Failure can lead to no additional effect, beyond not gaining any ground, due to the failed roll, so it will not cause a hero to lose Range Increments, become Shaken, or take damage. Success and raises are generally handled as normal, though sometimes there are additional benefits.

Duce (-4) Lost Child: A toddler sits in the street screaming. By some miracle he hasn't been harmed yet by the panicked mob, but it is only a matter of time. Scooping the child up requires an Agility (-4) roll. Failure means the hero has still grabbed the child and kept him from harm but has taken 2d6 damage, as they are smashed into by the hysterical mob. A raise on the roll means the hero

was quick enough to grab the child and advance one Range Increment.

While carrying the child, the hero suffers a further -1 penalty to her Agility rolls as she keeps the child from harm.

Three: (-2) Smashed Stall: One of the many stalls, which line the streets of the Nexus, has been destroyed, spilling its wares. The hero must hurdle the wreckage or fall and be Shaken. Shaken heroes automatically fail their Agility roll and take d6 damage until they recover.

Four: (-2) Knifemen: Some in the crowd are using weapons to cut their way through the mob. If the hero fails her Agility roll, she takes d6+d4 damage. The crowd pulls her assailant away before she can retaliate.

Five: (-2) Dominoes: Someone falls in front of the hero, causing all those behind to also trip and fall. If the hero rolls a 1 on his Agility die—regardless of the Wild die—he takes 2d6 damage, as he gets caught up in the crush.

Six: (-2) Blunderbuss: Somebody passes the hero, pivots on their heels, and fires a blunderbuss back into the crowd. The gun is fired wildly, so the hero can avoid the blast with an Agility roll. Failure means he takes 2d6 damage.

Seven: (-2) Defenestrated: The mob sweeps the hero off her feet and forces her through a window. If the hero fails the Agility roll, she is thrown through the window for d6 damage and falls back one Range Increment. Furthermore, the hero's Agility rolls receive a -1 Penalty for the rest of the chase, due to the painful glass splinters she has picked up.

Eight: (-2/0) Canopy Run: An opportunity presents itself to get above the stampeding crowd—a reinforced canopy above a market stall. The hero can attempt

to leap onto the canopy, or he can ignore it and continue to fight his way through the crowd. If he chooses to take the high road, he gains an extra Range Increment on top of what the dice dictate.

Nine: (-1) Fire!: A stall loaded with gunpowder explodes, and the hero is caught in the blast. On a failure, the hero takes d10 damage (see the fire rules in the Hazards section of the Savage Worlds rules).

Ten: (-1) Trapped: The hero gets caught up in the crowd which forces him into an open doorway, making him lose one Range Increment. More of the crowd attempts to get into this sanctuary. The hero must attempt to force his way out with either an Agility or Strength check. Until he succeeds at this roll, he can make no more progress. Success allows him to avoid this hazard and progress.

Jack: (-1) Swept Away: The hero is literally picked up off his feet by the crowd and carried two Range Increments back. Success allows him to avoid this hazard and progress.

Queen: (-0) The Cart: An abandoned cart lies in the hero's path; he must either hurdle it or make no progress this round.

King: (-2) Collapse: A building, already weakened by age, succumbs to the pounding of the mob, and partially collapses. If the hero fails her Agility roll she is caught in a choking cloud of dust and takes one level of Fatigue. The Fatigue lasts for ten minutes.

Ace: (-0) Glowmad: The hero encounters two blinded who have leapt into the crowd. If the hero fails his Agility roll, one of the blinded targets him with its leap attack. These two glowmad must be dealt with before the hero can advance.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

Heroes on the same Range Increment can aid the hero.

Eventually the heroes will work their way through the panicked mob, albeit probably at different times. The crowd is being harried by several blinded and ragers, a horrific creature follow—a possessor.

When the possessor is killed, it transforms into a naked human male, scarred from many battles. He clutches a money

pouch lies in his left hand, containing 10 cogs.

Blinded (1 per hero): See page 48.

Ragers (1 per 2 heroes): See page 53.

Possessor (1): See page 53.

THE EYE WITNESS

Asking around, it is not difficult to find someone who witnessed the transformation—a child who hid in a basket. She is



extremely scared, but can be coaxed to tell her story.

Her name is Cassy, and she begs in the Nexus. Her attention had been drawn to a human male, obviously a scavenger, and equally obviously a successful one, considering the amount of cogs he was flashing around in the market.

She followed him to a stew vendor and used all her skills to get him to hand over two or three cogs. He did this without even looking at her; he was so intent on purchasing a bowl of stew.

She quickly ran away—the stew vendor hates her begging around her stall, and had beaten Cassy more than once. As she ran, she heard a noise behind her like an implosion. Turning, she saw the stew vendor and all her customers had turned glowmad. Where only moments previously the scavenger stood, was this terrible being like a hole in the skies. The girl threw herself into a basket of cloth and hid until the danger passed.

THE INVESTIGATION

Hopefully, the heroes will want to investigate just what happened here. The obvious place to start is with the identity of the mysterious scavenger. If the heroes don't take the bait themselves, have them be approached by a representative of the Trade Council or Athenaeum, who will pay them 500 cogs to investigate the matter.

A successful Streetwise roll identifies the unfortunate man as “Scarred” Colan, a moderately successful scavenger who shifted much of the salvage he retrieved through a merchant known as The Peacock, for his flamboyant fashion sense.

THE PEACOCK

The Peacock's real name is Mytt Hart.

His store in the nexus is unnamed—everyone knows where The Peacock does business. He employs two orcish bruisers, who help him locate goods and serve customers. They also dissuade anyone from causing trouble on the premises.

The Peacock will be more than happy to talk to the heroes. Chances are he has heard of them, depending on their exploits so far. He leads them into a comfortable back room and provides them with drinks and something to eat while they talk.

Listed below are the questions the players are most likely to ask, followed by Hart's replies. If a question not covered here is asked, then the Game Master should be able to wing a response, based upon the information given here.

What can you tell me about “Scarred” Colan?

“He was a good scavenger who came to a bad end! I heard about your part in bringing that nasty business to an end. Thank the gods it occurred at the other end of the Nexus...”

Where was I? Oh, yes, Colan. He was a good man, if a bit greedy, at times. He was only here a couple of months ago with some salvage he found somewhere out in the void.”

What was this salvage?

“Shipboard salvage mostly. It was mostly new as well. Colan wasn't a man to engage in piracy, so I know that he came about it cleanly. However, the rest of his

SUNDERED SKIES ADVENTURE COMPENDIUM 1

crew was new, so I cannot vouch for them."

What can you tell us about this new crew?

"Colan had lost his crew in a trip into one of the ruins on Heartland. I told him it was far too dangerous, but he refused to listen to me, claiming that Gateway was woefully short on timber. Anyway, it didn't end well.

So it wasn't really a surprise when he turned up with a new crew. There were four of them: a magpie wildling, named Pica, another human, named Kym, a drakin Chosen, called Snowscale, and finally, a glowborn sorcerer, who went by the name Hayl.

I didn't know any of them, but they seemed fairly decent."

Did you notice Colan was carrying a new coin purse?

"Indeed I did. I have a smattering of arcane talent, and all five of them were carrying an enchanted item—not weapons or armor, but other stuff. I offered to buy them, but was rebuffed."

What were the items?

"Now you are asking! Colan had the coin purse, obviously—any idea what it did? The wildling had a spoon, of all things. The other human had a water skin; the

drakin had a sleeping canvas, and the glowborn had a backpack."

Do you know where the rest of the crew is now?

"They didn't really get along and went their own ways after we came to an agreement over their salvage. I know that Colan stayed on Shadowhaven, but I think the others have shipped off island. You will have to ask around for them."

Hart is interested in setting up an arrangement with the heroes to handle their salvage. If they mention any favorable rates they get from Hawke in Gateway (see *Sundered Skies* page 119), he intimates Hawke is in league with pirates and cannot be trusted. This isn't true, but it might make a hero wary of their patron.

THE DOCKS

Asking around at the docks confirms The Peacock's claims that the rest of the crew shipped off isle.

- Pica, the magpie wildling, left for Canopy, presumably to visit his "family" he left behind there.
- Kym, the human, left for Gateway.
- Snowscale left for Mount Ore, claiming he wished to visit the Artificer.
- Hayle departed for Freedom isle.

The events in Shadowhaven should have alerted the heroes to the dangers of the items the scavengers carry. Hopefully, they will feel the need to track them down and end the threat.

What follows below are episodic encounters, which can be inserted as needed into the main plot point of *Sun-*

dered Skies. The order these episodes are tackled isn't important. They are listed purely in alphabetical order.

ALTAR OF MADNESS

Where: Gateway

When: When the heroes' decide to track down Kym.

Kym is a scavenger at heart, so when she left Shadowhaven, she headed for Gateway, the scavenger's home.

Asking around for her on the busy island requires a Streetwise roll. Success discovers the scavenger is out on a salvage hunt for a merchant who operates out of The Market, by the name of Johann.

Johann is more than willing to talk about the hunt. He got wind of an ancient temple in the Shattered City, which seemed to be preserved by divine magic. Johann, along with the information, got a sample of the earth, which apparently fills the bowls in the temple.

It has been well over a week since Kym and her new crew embarked on their quest, and he has given up hope they will return. He is willing to offer the heroes the same deal he offered her—a quarter of the profit he makes from whatever salvage they can get from the temple.

DRY DAYS

The temple is magically protected, as Johann claims. The interior is exceedingly dry. This has preserved the wood of the pews from rot—indeed they are almost as hard as stone now. Unfortunately the enchantment also dehydrates anyone who enters the temple, which caused Kym to drink long and deep from her new water skin.

She was quickly possessed, and most

of her crew were turned glowmad. Those who weren't were quickly chased down and killed. The new glowmad and the possessor were trapped on this tiny island.

THE ISLAND

The four-day voyage to the temple in the Shattered City is uneventful, for the purposes of this scenario. Feel free to include encounters of your own devising. The island is small, little more than the temple and the graveyard, which surrounds it. A Cloudskiff, battered from collisions with small rocks, floats in the island's Capture Field. There are no obvious signs of life on the island or the ship.

Only two of the glowmad remain alive, an ogre and a blightwalker, and they have learned to avoid one another. They are currently both sleeping after an exhausting day. The possessor waits within the temple, amid the ruin of the wooden pews—destroyed by the blightwalker's touch. Also within the temple, are the broken and ruptured bodies of two blinded.

The glowmad are sleeping at the far opposite ends of the island, and only a determined search will discover them. The sounds of combat with the possessor will awaken them, and they will attack the heroes. Fortunately, they both bear the scars of combat with one another.

Possessor: See page 53.

Blightwalker: See page 47. He already has suffered one wound.

Ogre: See page 52. He already has suffered one wound.

AFTERMATH

Once the Possessor is slain, the water skin can be retrieved and destroyed.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

Sadly, the Blightwalker has destroyed the salvage both parties had been sent to retrieve. However, the Cloudskiff remains and can be claimed as salvage. It has suffered three wounds. Its main mast has snapped, and its rudder has been destroyed, and must be towed back to Gateway.

CIRCLE OF NINE

Where: Mount Ore

When: When the heroes decide to track down Snowscale.

Snowscale originally planned to visit Deepsky Citadel, but unfortunately he never got the chance. Circle of Nine cultists discovered him at Ironport and attempted to abduct him—hoping he would know the location of the lost *Summoner*. After a fierce battle, he escaped and fled into one of the played out mines on the island.

The cultists know he will attempt to leave the island eventually and are watching Ironport's docks, ready to quickly subdue him.

Luckily for the Chosen, this turn of events means he hasn't had to use the cursed sleeping canvas hardly at all.

DRAGON HUNT

Finding Snowscale in Ironport requires a Streetwise roll. Success uncovers stories of a recent battle in one of the tunnels, on the edge of the darkhome—the name dwarves give to their buried towns. Apparently several individuals attempted to assault a drakin Chosen.

Visiting the site of the assault can garner several inconclusive clues. Successful Notice rolls find both dry bloodstains and standing pools of water, as if something substantial melted here. No tracks can be

found of either the drakin or his attackers.

However, in asking around for the Chosen the heroes have come to the attention of both the cultists and a Dwarf, named Marag, who knows where the drakin is hiding out and has been taking him food.

The cultists decide that the heroes are probably too powerful for a frontal assault and decide to follow them, surreptitiously. Several cultists throughout their time in Ironport follow them, so it is almost impossible to spot the people tailing them. If a player says he is looking for people following them, attempt to distract him with Marag (see below). If he is still suspicious, then allow him to make a Notice (-4) roll to spot the cultists.

Marag also follows the heroes, but generally makes a hash of it and can be easily spotted. He believes he is being very stealthy, but is only serving to draw attention to himself. He is in awe of the "dragon" who has taken him into his confidence, and is curious of anyone who asks around about his charge.

Capturing the dwarf shouldn't be too arduous a task—Marag is not very athletic, even for a dwarf. He is an apprentice blacksmith and not used to being questioned by determined adventurers. He soon tells them all he knows. The dragon has enemies hidden somewhere in Ironport and has taken refuge in a spent copper seam, not far from the town. Marag will lead them there.

DRAGON AT BAY

Snowscale has made a relatively comfortable nest for himself in the dead end. He is initially very wary of the heroes,

even aggressive—especially if it appears the heroes have roughed up Marag.

However, if the heroes approach him peacefully, or mention that they are only interested in the sleeping canvas he carries, then he will allow them to approach him.

Detailed below are the questions your players will probably want to ask Snowscale and his answers. If a question not covered here is asked, then the Game Master should be able to wing a response based upon the information given here.

Where did you find the Sleeping Canvas?

"It was part of the salvage we found on a weird ghostly frigate, out in the void. You hear rumors of ghost ships, but no one I have spoken to has ever seen one with their own eyes. Anyway, we rowed out to it, and the closer we got, the more solid it became. We took what we found on the deck and left as soon as we could."

You didn't explore below decks?

"No, there was something very unsettling about the ship, the void was the wrong color, and we could hear a faint screaming. Plus, we could hear things moving about below decks. Nobody wanted to find out what they were."

Could you find the ship again?

"I can't, we came upon it in the deep void. Hayle, the glowborn sorcerer who accompanied us on the scavenger run, might have

THE POSSESSED WATER SKIN

This skin always contains water. Once the owner drinks it dry, and closes it and opens it again, he finds it has refilled with water. Every day cycle the skin is used counts as one use in regards to the possessing mechanic. Once an individual has used it a number of times equal to three times their Spirit die type, they will become possessed by a possessor demon (see page 19.)

Investigating the skin with a successful *detect arcana* roll not only reveals the magical properties of the item, but also on a raise, detects faint, black, ominous smoke rising from the item. Destroying the item is simple once its malignancy is detected. The item is no more resilient than its mundane version.

a better idea on how to find The Summoner again. He is far and away the cleverest non-dragon I have ever met."

Have you noticed anything unusual about the Sleeping Canvas?

"Other than it being magical? No. Quite frankly, I haven't had any reason to use it more than a couple of times since I took it off that ship. I have no idea what it does other than, if anything, than protect from the voidglow."

Do you know who attacked you, and why?

"I haven't a clue. They were humans, and armed with saps—so I can only assume they meant to capture me rather than kill me. They all wore amulets; I grabbed one in the struggle; I have it somewhere here.

Snowscale produces an amulet, which has been expertly crafted from bone. It is similar to a spoked wheel. There are nine spokes, and examination discovers that, rather than spokes, they resemble men's and women's forearms, the hands forming the "axle" of the wheel.

A successful Knowledge (Arcana) or Common Knowledge (-2) roll reveals this to be an amulet from the Circle of Nine, a cabal of sorcerers who strive to summon demons from the Abyss.

CULTISTS ATTACK

As soon as the heroes finish questioning the Chosen, or leave the seam, the cultists make their move. Bryce the dwarven hits the group with a *blinding flash*, and then the cultists' rush in to attack. Bryce stays out of melee combat if he can, sniping with his spells. The cultists will try to capture Snowscale, but they have no such compunction against killing the heroes and Marag.

Bryce, Dwarven sorcerer: See page 58.

Cultists (3 per hero +3): See Page 49.

AFTERMATH

Only Bryce knows the purpose of the cultists mission—to wrest the location of *The Summoner* from the drakin Chosen, Snowscale. He can fill the heroes in on the known history of the ship, but is un-

ware that it is presently lodged somehow in the Soulshield. Paraphrase the story found on page 31.

Snowscale will gladly allow the heroes to destroy the sleeping canvas—it has brought him nothing but bad luck. He will also offer to accompany them on their journey to find Hayle, unless they have already dealt with the threat of *The Summoner*. Marag goes back to his normal uneventful life and thanks the Artificer for his mundane existence every day.

COMMUNITY SPIRIT

Where: Canopy

When: When the heroes' decide to track down Pica.

Pica passed through Timber several weeks ago. He arrived on a frigate, which then loaded up with timber and left again. He is well remembered in the town because of the obvious delight with which he ate his food. Soon after, however, he set off into the ice forests of Canopy.

TRACKING THE MAGPIE

Following the magpie isn't at all difficult. The townsfolk of Timber know of several nearby wildling settlements, and once they are convinced of the heroes good intentions—which is much easier to do if the heroes have already completed the Shepherd Savage Tale (*Sundered Skies* page 122)—they will give directions to the few they know.

The wildlings in the settlements, in which the heroes are strangers, are at first wary of the heroes but soon warm to them. Questions about the magpie prompt tales of a traveler who carried with him a spoon, which made even the foulest tasting pap a gastronomic feast. He would come into the settlement, stay

for a few days while he told tales of the outside skies and allowed all to share the wonders of his magical gift, then he would move on to the next settlement.

The heroes travel further and further into the ice forest, always seeming to miss Pica by a few days at the most. The stories about him are always the same. But Pica isn't the saint he makes himself out to be; the wildling has a dark secret.

PICA'S SECRET

Pica is a quisling—a wildling who betrays his own kind. The wondrous spoon he has found allows him an excuse to travel the forests of canopy, infiltrating several wildling encampments and sharing the wondrous tastes of his find with those he finds. He also surreptitiously hides a guiding stone—a magical tracking device, which leads an elven strike team to those settlements—within one of the wildling huts.

As luck would have it, the strike force arrives on Canopy only days after the heroes and follows in their footsteps as the heroes themselves follow Pica. At first they will have no reason to suspect anything underhand is happening, but if they backtrack to a community they have already visited, they will find it destroyed and the wildlings slaughtered. Any which may have survived have fled into the forest.

Investigating a destroyed settlement calls for Tracking rolls. Success learns that several fast-running, two-legged creatures chased down the wildlings and gutted them. A much larger and heavier two-legged creature smashed the wildling's dwellings and crushed the inhabitants. A Raise on the roll also finds evidence of two individuals who appear to have stood

THE POSSESSED SLEEPING CANVAS

This canvas has healing properties. Spending a night cycle wrapped in it allows a hero to make a Natural Healing roll. Every time the canvas is used counts as one use in regards to the possessing mechanic. Once an individual has used it a number of times equal to three times their Spirit die type, they will become possessed by a possessor demon (see page 19.)

Investigating the sleeping canvas with a successful *detect arcana* roll not only reveals the magical properties of the item, but also on a raise, detects faint, black, ominous smoke rising from the item. Destroying the item is simple once its malignancy is detected. The item is no more resilient than its mundane version.

at the edge of the settlement and watched events as they happened.

It is possible that heroes who have experience with elves and ferals will attempt to make some educated guesses, rightfully suspecting an elven strike team. If the players openly speculate on the attackers being wolf and bull ferals, reward their attention to the game by pointing out that the fast creatures' paw prints are much smaller than a wolf's, and the rampaging creature was at least twice as big as a bull feral.

A WARM WELCOME

If the heroes don't backtrack to a settlement they have already visited, eventually survivors from one of the massacres overtake them, using paths unknown, and arrive at a settlement before the heroes.

The wildlings believe the heroes are the authors of their woes. Every settlement they visit has soon after had death and destruction rained down upon it. The wildlings don't understand how the heroes are doing it, but they believe they are purposefully leading the elves to them. Ill luck also places Pica in this settlement and he gladly spins a yarn about hearing rumors of elvish allies, known as the "death bringers," who search out and mark wildlings for later extinction. Some are even—and here he drops his voice menacingly—*wildlings!*

At the next settlement the heroes reach, all is quiet; nobody comes out to greet them, although a successful Notice roll reveals the settlement to be inhabited.

As the heroes get near the center of the settlement, Pica leads an assault on them. There are three wildlings for every hero. Assume they aren't battle-ready wildlings, and give them Fleshforge forms, which are not obviously useful in combat, such as bats, cats, lizards, ravens, and songbirds. If you have time before running the scenario, you could make them a bit more varied.

The wildlings are desperate, believing the heroes to be the harbingers of their death. However, heroic types should try to avoid killing their attackers until they have worked out what is going on. Remember, when a hero puts down an Extra, he has just knocked him out of the fight and hasn't necessarily killed him.

After ten rounds of combat, the elven strike force arrives. They take advantage of the chaos and attack almost immediately, attempting to kill everyone except Pica. The shepherd intends to take his time over the magpie's death. Pica fights on the elvish side unaware of their plans

for him. The remaining wildling's—witnessing the elves, and ferals attacking the heroes—quickly realize their mistake and fight alongside their new allies.

The elves start the assault with the elephant feral, which charges straight into the battle. The cheetahs attempt to pick on those fleeing the elephant. The Leafpriest stays on the periphery of the battle, sniping foes with his spells. The Shepherd targets those heroes who are having the most success against the elven force. He particularly targets wildling heroes.

Pica, Wildling Quisling: See page 52.

Ivy, Elven Leafpriest: See page 51.

Poisonoak, Elven Shepherd: See page 53.

Elephant Feral: See page 50.

Cheetah Ferals (1 per Hero): See page 49.

Wildlings: (3 per Hero): See page 55.

QUESTIONING THE QUISLING

If by some fluke Pica survives the battle, the heroes will probably want to question him. Unfortunately, he isn't exactly a font of information; all he knows is that he picked the spoon up on a weird ghost ship, somewhere out in the void. He was brought into the scavenging crew by Colan and didn't really bother to get to know the rest.

AFTERMATH

Sorting this whole mess out can be a challenge in and of itself. The way pointer—similar to a compass—can be found clipped onto the Shepherd's belt. Experimenting with it finds it unerringly points at the magpie, or more specifically a small bag on his belt.

Within are found seven magically charged crystal shards—guiding stones. The Leafpriest also carries 5 more of these crystals, but these aren't magically charged any longer.

The spoon can also be found on the magpie. Luckily no one has used it enough to become possessed, and it can be easily destroyed.

THE FATE OF THE SUMMONER

Where: Freedom Isle

When: When the heroes decide to track down Hayle.

Hayle is still on Freedom Isle and can be easily found. He purchased a small house with the proceeds of his salvaging career, and now spends his days conducting magical research.

He greets the heroes with a wary friendliness. If they have brought Snowscale with them, then the greeting is much friendlier, as the glowborn recognizes his old comrade.

Hayle has realized the backpack he came away with is a threat of some kind and hasn't used it a great deal. He has also given up the life of the wanderer, so it isn't intrinsically useful to him anyway.

Chances are the heroes will have questions, for Hayle, about the backpack and its origins. Rather than repeat the questions and answers already detailed in the interrogation of Snowscale, we suggest you paraphrase the information on page 39. Remember to change the details to reflect who is speaking.

Hayle is also fairly knowledgeable about the Circle of Nine and the known history of *The Summoner*. Again, paraphrase the information on page 31 for the players.

Even after Hayle hears of the dire ef-

THE POSSESSED SPOON

This spoon makes the foulest food taste fine. Every time the spoon is used, this counts as one use in regards to the possessing mechanic. Once an individual has eaten a number of meals with it equal to three times their Spirit die type, they will be possessed by a possessor demon (see page 19.)

Investigating the spoon with a successful *detect arcana* roll not only reveals the magical properties of the item, but also detects faint, black, ominous smoke rising from the item.

Destroying the item is simple once its malignancy is detected. The item is no more resilient than its mundane version.

ffects the possessed items have had on at least two of his old comrades, he is not willing to allow it to be destroyed. He believes the arcane residue, which can be seen radiating off the artifacts via a *detect arcana* spell, could have the same effect on a waysphere as the dirt from an island would. Indeed, someone who handles one of the items and then attempts to attune a waysphere is successful. The sphere points somewhere, at least.

He is also of the opinion that there must be many more cursed items aboard *The Summoner*. The ship must be destroyed before any more of these accursed items are taken off of it.

The frigate cannot be destroyed with cannon fire—even at short cannon range, the ship is insubstantial. The closer they get to the ship the more solid it becomes, but at the point where cannons could destroy the ship, the cannon crew would be

THE POSSESSED BACKPACK

This backpack allows the wearer to carry ten times their Strength die type before becoming encumbered. Each day the backpack is used counts as one use in regards to the possessing mechanic. Once an individual has used it a number of times equal to three times their Spirit die type, they will be possessed by a possessor demon (see page 19.)

Investigating the backpack with a successful *detect arcana* roll not only reveals the magical properties of the item, but also on a raise, detects faint, black, ominous smoke rising from the item.

Destroying the item is simple once its malignancy is detected. The item is no more resilient than its mundane version.

in danger of injury and death themselves. The only sure way to destroy the ship is to plant several powder bombs. However, this will involve going below decks—and splitting up!

Hayle is fairly sure three good-sized powder bombs could take care of a ship of *The Summoner's* size: one planted in the prow of the ship, the second planted in the aft, and the final bomb planted amidships. Individually, none of these bombs will destroy the sky ship, but the triple whammy of the three explosions will fundamentally weaken the ship, causing it to fall apart under its own weight.

Hayle will accompany the heroes on the mission to destroy *The Summoner*. He started this chain of events, so he might as well finish it. Snowscale will also accompany the heroes. Hayle can also bankroll

the purchase of enough powder for at least five bombs if necessary. He refuses to buy anything of elven make, including their potions.

THE GHOST SHIP

The voyage to *The Summoner* takes a base time of five weeks and is without incident—unless the Game Master has other plans, of course. Hayle's theory about the arcane residue of the cursed items proves correct, and the waysphere takes the heroes' ship straight to *The Summoner*.

As Hayle and Snowscale described, the ship appears insubstantial at Close Quarters and further away. The heroes may wish to experiment by firing cannons at the ship, but the cannon balls just pass through the ethereal vessel, causing no damage. They will have to approach the ship in an island hopper, for the ship is too insubstantial for the heroes' main vessel to be fastened to it with thrown grapples and ropes.

As the heroes approach the ship in an island hopper, it appears to become more solid—more *there*—but still insubstantial. Only when they are close enough to touch it, *The Summoner* finally becomes completely solid.

Now it is just a simple case of tying the island hopper up against the frigate and climbing aboard.

THE DECK

Once the heroes are aboard *The Summoner*, the void changes color. It turns a deep, reddish-black, the color of old blood. Furthermore, a distant screaming can be heard, not loud, but enough to throw off one's concentration. All Smarts-based skills, apart from Spellcasting, suffer a -1 penalty while aboard the ghost

ship. Even those heroes with the Hard of Hearing Hindrance are affected by this phenomenon.

As explained on page 31, when Caryl botched the summoning spell, her ship became somehow lodged in the Soulshield. What the heroes are experiencing is the sights and sounds of being so close to Hell.

The deck is a mess. Something big and powerful has smashed everything to

tinder wood and ripped all of the sails. Scattered among the debris, are many different mundane items: plates, forks, candles, uncoiled rope, and more. Anyone who uses *detect arcana* on these items, discovers they are all magical. Hayle and Snowscale state the ship was intact when they last visited it.

Three closed hatchways are found: one leading into the stern, one into the prow, and the third amidships.



SUNDERED SKIES ADVENTURE COMPENDIUM 1

GOING BELOW

Hayle is fairly insistent that the heroes should split into three teams and plant the bombs. If the heroes are unsure or resistant of the notion, he points out they only have so much fuse wire, and once it is lit, they only have a certain amount of time before the bombs blow. They'll have more than enough time to make it back to the island hopper, cast off, and get to a safe distance, but if they try and work their way through the ship, setting and lighting the bombs as they go, the first bomb will probably explode before they make it to the hopper.

The object here—as we are sure you have guessed—is to split the party up and conduct three simultaneous combats in different parts of the ship. Be vague about the actual pacing of events. The goal is to get the players into combat at the same time and have them stagger up onto deck at about the same time, as well. Due to the weird nature of the ship, no sound will travel between the three areas of the ship, so the characters will have no clue how their comrades are fairing. The *players*, of course, will know exactly how they are all doing. Remember to reward good role-playing with bennies.

It is very possible that all of the battles will be of wildly different lengths. Don't worry about it too much. The difference in time passed can be explained by adrenaline either speeding up or slowing down time, or time spent exploring below decks, which was hand-waved by the Game Master with a brief description. The important thing is they all emerge from below decks at roughly the same time.

A sensible, cautious—we hesitate to say boring—party, may insist on clearing

all the decks before they plant the bombs. Allow them to do this, but add a number of maulers equal to the number of Heroes to each encounter.

PROW

When *The Summoner* became lodged in the Soulshield, a wave of power passed through the ship, which literally pulverized almost the entire crew. Somehow, the pieces of flesh and bone, which remained, gravitated together. This huge pile of offal was animated by a demonic being—creating a corpse swarm.

This terrible gelatinous mass awaits those who venture into the ships prow.

Corpse Swarm: See page 50.

Maulers (1 per hero): See page 52. Only include these if the party has not split up.

AMIDSHIPS

A grisly puppeteer found its way onboard *The Summoner* and became trapped. Unfortunately, it has no corpses to animate and must make do with its Meat Puppet ability when combating the heroes.

Grisly Puppeteer: See page 50.

Maulers (1 per hero): See page 52. Only include these if the party has not split up.

STERN

A ripper waits here. It has squeezed itself into the stern of the ship, meaning that only two heroes may approach it at once. If attacked with missile weapons, it will obviously leave this vantage point.

Ripper: See page 54.

Maulers (1 per hero): See page 52. Only include these if the party has not split up.

ABANDON SHIP!

Once all of the bombs have been set, and the fuses have been lit, pick one of the groups—preferably the one which was most mauled during the attack. They suddenly hear something below them, screeching in anger. The voice sounds feminine, but distorted somehow.

Then, whatever it is starts to smash through the floor. It is very large, the heroes get a glimpse of a large black insectile leg covered in chitin, but the rapidly diminishing fuse should convince them to get above decks and onto the island hopper.

Describe the heroes coming together bloodied and bruised from their respective battles. The terrible screeching from below decks can now be heard by all, along with the splintering of the deck below being destroyed.

Surprisingly—well, we suspect the players will be surprised—the heroes get to the hopper and cast off, before the ship either explodes or the creature smashing its way through the lower deck makes an appearance.

However, a split second before the bombs detonate, a huge spider-like creature leaps from *The Summoner* towards the heroes' island hopper. The ship explodes behind it, disintegrating in a huge fireball. Whether the force of the explosion propels the creature or it is able to leap huge distances, it lands on the stern of the island hopper and attacks immediately.

It is the mutated Caryl, one of the inner Circle of Nine. Now her body is warped, and her mind shattered, by the failure of her summoning. She attempts to kill all on board, either by pumping them full of poison or simply throwing them overboard.

Caryl, Mutated Spider Sorceress:

See page 49.

AFTERMATH

With *The Summoner* destroyed, so are all the possessed items on board. The heroes might have made firm friends in both Hayle and Snowscale—if they survived. Hayle might even finally get his last name, if one of the heroes has impressed him with their deeds. At this point, Hayle suggests his backpack be destroyed.

However, it is entirely possible one or more of the original possessed items might be unaccounted for. Their threat hasn't been ended with the destruction of *The Summoner*.

Similarly, the Circle of Nine is still out there, and will continue to attempt to summon demons. They have partially pierced the Soulshield once; the next time might be truly catastrophic.

Unless a small band of heroes stops them, of course.

◆ BESTIARY ◆



BLIGHT WALKER

Glowmad elves become hideous plant-elf hybrids, with bark-like skin. Plant roots visibly burrow through their flesh and blossom into hideous gore splattered flowers, which then quickly wither and die.

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

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d4, Tracking d12

Pace: 6; **Parry:** 4; **Toughness:** 9(2)

Salvage: Goods.

Special Abilities:

SUNDERED SKIES ADVENTURE COMPENDIUM 1

Armor +2: A Blight Walker is covered in shifting bark.

Blight Touch: The touch of a blight walker kills any plant instantly and destroys wooden or wooden-hafted weapons. A blight walker hit by such weapons makes a Spirit roll, as a free action, on a raise the weapon is destroyed

Elemental: +2 when attempting to recover from being Shaken. They do not suffer additional damage from called shots.

Glowmad: Newly glowmad elves are in a constant state of berserk fury. They gain +2 to Damage, Fighting and Strength rolls and suffer a -2 penalty to Parry (already factored into the stats.) If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.

Root Blast: Blight walkers can make a Touch Attack (+2 Fighting) against a single foe and direct their tendril attack into one concentrated burst. This attack is particularly devastating and inflicts a -2 on Vigor rolls to check whether an injury caused is permanent.

Sweep: Blight walkers may direct their tendrils to lash out at all adjacent foes at -2.

Tendril Attack: d6+d4

Weakness (Fire): Fire based attacks do +4 damage. They catch alight on a 5 -6 on a d6.

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 voidlight.

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

Skills: Climbing d6, Fighting d8, Guts d8,

Notice d10, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 7(2)

Salvage: Junk.

Gear: Improvised Weapons (Str+d4 -1 to Attack roll)

Special Abilities:

Armor +2: Blinded have scaly skin.

Berserk: These glowmad are 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.

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.



BRYCE, DWARVEN CIRCLE OF NINE PETITIONER

Bryce is not a member of the true Circle of Nine, but he does hold great promise and truly expects to be invited once a chair becomes vacant. Meanwhile, he performs jobs he considers beneath him.

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

Skills: Boating d6, Climbing d6, Fighting d8, Guts d4, Notice d8, Spellcasting d10, Stealth d6

Charisma: 0; **Pace:** 5; **Parry:** 7; **Tough-**

ness: 9(2)

Hindrances: Arrogant, Slow

Edges: Arcane Background (Magic), Arcane Resistance, Low Light Vision, Tough, Wizard

Gear: Coin shirt (+2), staff (Str+d4, Parry +1)

Spells: (20 Power Points); *armor, blinding flash, bolt, boost/lower trait, stun.*

CARYL, MUTATED SPIDER SORCERESS

When her summoning spell went so horribly wrong, Caryl was buffeted by demonic energies. She had always envisioned herself as a spider at the center of a vast web, pulling everyone's strings. The demonic energy recreated her to suit her self-image. Unfortunately, the sorceress' mind was unable to take the strain, and it snapped.

The spider's face is an obscenely stretched female face, which might have been beautiful before the transformation. Its drools constantly, mumbling the words "Circle of Nine," repeatedly.

Attributes: Agility d10, Smarts d8 (A), Spirit d6, Strength d10, Vigor d8

Skills: Climbing d12+2, Fighting d8, Guts d6, Intimidation d10, Notice d8,

Pace: 6; **Parry:** 6; **Toughness:** 10

Special Abilities:

Bite: Str+d4.

Large: Those targeting Caryl gets +2 on their attack rolls.

Poison (-1): The bite of the spider causes instant paralysis for those who fail their Vigor roll. It lasts for 2d6 minutes.

Size +4: Caryl is disgustingly huge.

Slam: Caryl can use her bulk to knock a foe back. She rolls her Strength die and adds her Size bonus to the result. This result is opposed by the hero's Strength roll. Success means she has

knocked him back 1". If this knocks a hero overboard, don't forget the Falling Overboard setting rules on page 53 of *Sundered Skies*.

Wall Crawling: Caryl can move at her Pace along vertical surfaces.

CHEETAH FERAL

New ferals—fresh out of the Fleshforge—this is their first mission to hunt down and destroy fugitive wildlings under the supervision of a Leafpriest and a Shepherd

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Notice d8, Stealth d10

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

Salvage: None

Special Abilities:

Claw: Str+d6.

Fleet Footed: Cheetah ferals roll a d12 running die, instead of a d6. This die can Ace.

Pounce: Cheetah ferals often pounce on their prey to best bring claws to bear. It can leap up to 6" to gain +4 to its attack and damage. Its Parry is at -2 until its next action when performing the maneuver, however.

CIRCLE OF NINE CULTISTS

These cultists have no actual magical skill, but have been promised riches beyond their dreams if the Circle succeeds in their goals.

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

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

Charisma: -3; **Pace:** 6; **Parry:** 7; **Toughness:** 6(1)

SUNDERED SKIES ADVENTURE COMPENDIUM 1

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes.

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

Salvage: Junk for every 3 cultists.

CORPSE SWARM

Corpse swarms are animate chunks of flesh and body parts, animated by a demonic influence. They crawl and inch their way towards living prey, trying to tear them apart or just smother them. A corpse swarm covers an area of a Medium Burst Template.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d8

Pace: 10; **Parry:** 4; **Toughness:** 7

Salvage: None.

Special Abilities:

Fear (-1): Corpse swarms are disgusting, and terrifying.

Hardy: Two Shaken results do not put a corpse swarm down.

Tear and Gouge: Swarms inflict hundreds of attacks every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).

Swarm: Parry +2; because the swarm is composed of hundreds or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his Strength in damage each round.

Undead: +2 Toughness. +2 to rolls to recover from the effects of being Shaken.



ELEPHANT FERAL

These huge beasts are the biggest of the ferals and not well suited for stealth missions. They are usually used as shock troops.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+3, Vigor d10

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

Pace: 7"; **Parry:** 5; **Toughness:** 12(1)

Salvage: Junk

Special Abilities:

Armor +1: Leathery hide.

Large: Attacks are +2 to all attack rolls when targeting an elephant feral.

Size +4: Elephant ferals weigh over half a ton.

Trample: Elephant ferals can trample creatures of Size +1 or smaller. If the feral runs, anyone in its path must make an Agility roll or be run down. Victims take damage equal to the feral's Strength plus its Size and are knocked prone.

Tusks: Str+d6.



GRISLY PUPPETEER

Grisly puppeteers are hideous demons, similar in appearance to half-melted, obese humans. They have the disgusting ability to animate corpses.

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

Skills: Fighting d6, Guts d4, Notice d6

Pace: 5; **Parry:** 5; **Toughness:** 9(1)

Edges: Combat Reflexes, Nerves of Steel

Salvage: Goods.

Special Abilities:

Armor +1: Grisly puppeteers are covered in thick blubber.

Claws: Str+d4

Meat Puppet: Using one of its tenta-

cles, the puppeteer may subdue a living target with a grapple roll. With a raise on its Fighting roll, the puppeteer may then make an opposed Spirit roll against his subdued victim. Success allows the puppeteer to control his victim as if it had used the *puppet* power. The victim must be removed from the tentacle to escape the puppeteer's influence. Tentacles have Toughness of 13, and a wound severs them. Wounds inflicted upon tentacles do not transfer to the puppeteer.

Fear -1: Watching a grisly puppeteer Manifest its tentacles is terrifying.

Size +2: Grisly puppeteers are much bigger than humans.



IVY, ELVEN LEAFPRIEST

Ivy has fallen afoul of elven politics and has been named as a Boughbreaker. The shepherd Poisonoak is watching her almost as much as he is hunting wildlings.

Ivy isn't a Boughbreaker, but events may conspire to force her to join the side of the heroes. The shepherd is prepared to execute her at the slightest provocation.

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

Skills: Boating d6, Climbing d6, Faith d10, Fighting d6, Guts d4, Notice d8, Shooting d6, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2)

Hindrances: All Thumbs

Edges: Arcane Background (Miracles), Agile, Leaf Blessed (Perfume and Ivy Crawl Plant Heritages).

Gear: Elven leather (+2), ironwood sword (Str+d6), elven longbow (Range:

15/30/60, 2d6), elven sprint potion.

Spells: (15 Power Points); *armor, bolt.*



HAYLE, GLOWBORN SORCERER

Hayle only pursued the life of a scavenger in order to earn enough money to be able to comfortably pursue his first love, research. Now he finds his earlier life—his second life—is disrupting his chosen life—his third life.

Despite his advanced age, Hayle has never met someone worthy of his second name; he hopes he will before he dies.

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

Skills: Boating d6, Fighting d6, Guts d6, Investigation d8, Knowledge (Arcana) d8, Knowledge (History) d8, Notice d8, Spellcasting d10, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Bad Eyes (minor), Elderly, Loyal

Edges: Arcane Background (Magic), Jack-of-all-Trades, Rich, Scholar (Arcana and History)

Gear: Walking staff (Str+d4, Parry +1), glasses

Spells: (All have 10 Power Points); *armor, bolt, boost/lower trait, detect/conceal arcana*

MARAG, DWARVEN APPRENTICE

Marag is an apprentice dwarf who has gotten tangled up in affairs he neither understands nor can handle. If he survives the events of this scenario, he will probably never take an interest in the business of strangers to Mount Ore again.

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

SUNDERED SKIES ADVENTURE COMPENDIUM 1

Skills: Fighting d6, Guts d8, Knowledge (blacksmithing) d6, Notice d6, Repair d6
Charisma: 0; **Pace:** 5; **Parry:** 5; **Toughness:** 7(1)

Hindrances: Curious, Loyal, Slow

Edges: Clan Trained, Low-light Vision, Tough

Gear: Leather apron (+1, torso only), forge hammer (Str+d6).

MAULER

Reptilian demons with voracious appetites, maulers are slightly smaller than humans. They have a hunched, headless body and two muscular legs. They have two tentacles ending in teeth-lined maws, with which they tear their prey apart.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6,

Pace: 8; **Parry:** 3; **Toughness:** 6(1)

Edges: Fleet Footed, Improved Frenzy

Salvage: None.

Special Abilities:

Armor +1: Armored scales.

Bite: Str+d6.

Fearless: Maulers are immune to Fear and Intimidation.

Insane: Maulers are in a perpetual berserk frenzy. 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.



OGRES

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:** 4; **Toughness:** 11

Gear: Maul (Str+d8, AP 2 vs rigid armor)

Salvage: Goods.

Special Abilities:

Glowmad: Newly glowmad ogres are in a constant state of berserk fury. They gain +2 to Damage, Fighting and Strength rolls and suffer a -2 penalty to Parry (already factored into the stats.) If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.

Size +3: Ogres are over 9' tall.

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

PICO, MAGPIE WIDLING QUISLING

Pico is the worst kind of wildling, one willing to sell out his own kind. He has been promised his freedom and a life of relative comfort on Heartland for his treachery. Unfortunately (for him), he is fated to die on Canopy once his usefulness to the elves comes to an end.

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

Skills: Climbing d6, Fighting d6, Guts d6, Lockpicking d8, Notice d6, Shooting d6, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7(2)

Hindrances:

Edges: Acrobat, Beastling, Determined, Fleshforged (Magpie), Glowmad Immunity, Thief.

Gear: Elven leather armor (+2), short sword (Str+d6), sling (Range: 4/8/16, Str+d4), stealth elven potion, Possessed spoon, 7 guide stones.



POISONOAK, ELVEN SHEPHERD

Poisonoak is ruthless even by the standards of other shepherds. He thinks nothing of executing all who get in the way of his mission.

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

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

Charisma: +2; **Pace:** 6; **Parry:** 10; **Toughness:** 9(2)

Hindrances: All Thumbs

Edges: Acrobat, Agile, Alertness, Ambidextrous, First Strike, Florentine, Improved Block, Level Headed, Marksman, Nerves of Steel, Plant Heritage (Spores), Shepherd, Woodsman

Gear: Elven leather (+2), two ironwood swords (Str+d8), elven longbow (Range 15/30/60, 2d6), 5 elven potions (Regeneration, Sprint, Stealth, Toughness, Vigor), way pointer.



POSSESSOR

Possessors are demons, which possess mundane items and enhance them in some way, making them extremely useful. What the owner of the item doesn't realize, is that every time he uses the device, he takes a single step towards his eventual damnation.

The item can be used a number of times equal to triple the Spirit die of the owner—if the owner has a Spirit of d6, he can use it safely 18 times. The nineteenth time he uses it, he is possessed.

Upon possession, the victim becomes a swirling, black hole in reality, but still

retains his original outline. All his possessions are sucked into this hole and lost. Two tentacles covered in lamprey-like mouths emerge from the swirling darkness.

The final transformation also turns all extras within 5" into glowmad. Wild Cards are immune to this effect.

Once slain, the creature reverts back to the naked form of the victim. The item, which caused the original possession, is found nearby. If it is taken and used, the cycle of possession starts again. The item can be easily destroyed.

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

Skills: Fighting d8, Intimidation d10, Notice d6

Pace: 6"; **Parry:** 6; **Toughness:** 6

Salvage: None (but see above)

Special Abilities:

Fear -1: This creature is *wrong* on a fundamental level.

Immunity (Puppet): The possessed are immune to any attempts to control them.

Improved Frenzy: Possessor's may make two attacks a round, against two separate foes if desired.

Quick: Possessor's discard Action Cards of 5 or less.

Tentacles: Str+d6, Reach 2.

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

SUNDERED SKIES ADVENTURE COMPENDIUM 1

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.



RIPPER

These demons look faintly ridiculous. Their claws are incredibly long and look



almost fragile. The head of the demon is almost skull-like; the flesh appears to have been pulled taut over the head. The creature is without eye sockets, although the outline of them can be seen below the skin. The demon's body is extremely thin and sexless.

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

Skills: Fighting d8, Intimidation d10, Notice d8

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

Salvage: None.

Special Abilities:

Claws: Str+d8, Reach 2

Improved Frenzy: The Ripper may make two attacks per round, at no penalty.

Nerves of Steel: Rippers ignore one level of Wound Penalties.

Quick: The Ripper redraws any Action Card of 5 or less.



SNOWSCALE, DRAKIN CHOSEN

Snowscale is currently in hiding on Mount Ore. He told the wrong person about the strange ship upon which he recently found salvage, and has come to the attention of Circle of Nine cultists.

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

Skills: Boating d8, Climbing d6, Fighting d8, Guts d6, Knowledge (Arcana) d6, Knowledge (History) d8, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9(2)

Hindrances: Curious

Edges: Arcane Senses, Chosen, Dragon Breath, Dragon Hide, Dragon Might, First Strike.

Gear: Claws (Str+d6), sling (Range:

4/8/16, Str+d4), possessed sleeping canvas.

Special Abilities:

Icy Breath: Snowscale breathes a Cone of frigid air. In addition to the regular damage, the ground beneath the Template becomes icy. Creatures entering the template must make an Agility roll or fall prone. If they roll a 1 (regardless of Wild Die), they are Shaken, as well. The Template remains for 3 rounds.

WILDLINGS

Wildlings are either slaves living in squalor and pain or fugitives living in fear. There are no permanent wildling communities—they never feel safe enough to settle down for good.

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

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

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

Hindrances: Fugitive, Small

Edges: Determined, Fleshforged, Glowmad Immunity

Gear: Leather armor (+1), bone short sword (Str+d6, degradable), sling (Range: 4/8/16, Str+d4)

Salvage: Junk for every 3 wildlings.

NON PLAYER CHARACTER

STATS—FOR PLAYERS



HAYLE, GLOWBORN SORCERER

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

Skills: Boating d6, Fighting d6, Guts d6,

SUNDERED SKIES ADVENTURE COMPENDIUM 1

Investigation d8, Knowledge (Arcana) d8, Knowledge (History) d8, Notice d8, Spell-casting d10, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Bad Eyes (minor), Elderly, Loyal

Edges: Arcane Background (Magic), Jack-of-all-Trades, Rich, Scholar (Arcana and History)

Gear: Walking staff (Str+d4, Parry +1), glasses

Spells: (All have 10 Power Points); *armor, bolt, boost/lower trait, detect/conceal arcana*

MARAG, DWARVEN APPRENTICE

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

Skills: Fighting d6, Guts d8, Knowledge (blacksmithing) d6, Notice d6, Repair d6

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

Hindrances: Curious, Loyal, Slow

Edges: Clan Trained, Low-light Vision, Tough

Gear: Leather apron (+1, torso only), forge hammer (Str+d6)



SNOWSCALE, DRAKIN CHOSEN

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

Skills: Boating d8, Climbing d6, Fighting d8, Guts d6, Knowledge (Arcana) d6, Knowledge (History) d8, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9(2)

Hindrances: Curious

Edges: Arcane Senses, Chosen, Dragon Breath, Dragon Hide, Dragon Might, First

Strike.

Gear: Claws (Str+d6), sling (Range: 4/8/16, Str+d4), possessed sleeping canvas.

Special Abilities:

Icy Breath: Snowscale breathes a Cone of frigid air. In addition to the regular damage, the ground beneath the Template becomes icy. Creatures entering the template must make an Agility roll or fall prone. If they roll a 1 (regardless of Wild Die), they are Shaken as well. The Template remains for 3 rounds.

WILDLINGS

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

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

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

Hindrances: Fugitive, Small

Edges: Determined, Fleshforged, Glow-mad Immunity

Gear: Leather armor (+1), bone short sword (Str+d6, degradable), sling (Range: 4/8/16, Str+d4)

Salvage: Junk for every 3 wildlings.



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.

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.

Soon, it shall be found...

◆ THE SWORD ◆

Where: The Void

When: The characters are at least Seasoned.

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 79.

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 in sidebar), 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

GODSLAYER CONT...

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.

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 Bension 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.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

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

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.

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 84.

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 83.

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 84.

Orc War Priest (1): see page 84.

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 83.

Orc Mercenary Captain (1): see page 84.

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 62.)

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.

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.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

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 66 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, 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 85.

Hired Thugs (2): See page 82.

MOTHER’S BENISON

As stated on page 59, 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.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

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 Bension and have prepared for the possibility 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 81.

Orc Mercenary Captain (1): See page 84.

Orc Mercenaries (15): See page 83.

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.

Amadnessbulk 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 God-slayer.

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.

THE UNDERISLE

THE SITUATION

The Voider'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 voider 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 voider 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 voiders 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 voider priest and several voider 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 86.

Voiders Cultists (2 per hero): See page 86.

Professional Island Militia (2 per hero): See page 85.

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

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 voiders 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 heroes—then the others may come to investigate the ruckus.

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 84.

Earthbane (1): See page 79.

Blinded (3 per hero): See page 78.

Ragers (1 per hero): See page 85.

HARVEST

Once the voiders, 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 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 69. 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 80.

Anger Spirit (see above): see page 80.

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.)

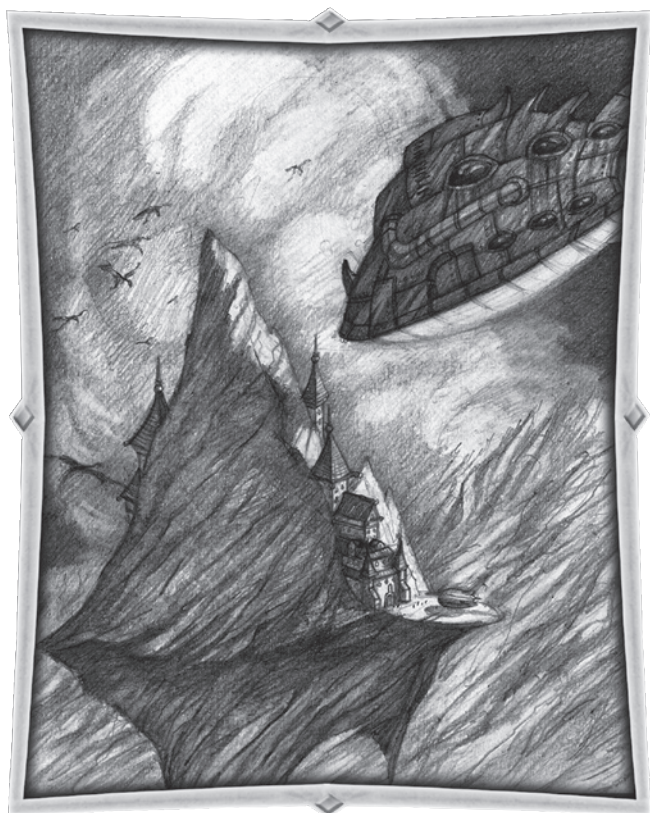
Soon after the heroes discover the Journal, or when a hero helps himself to something valuable, a mighty psychic roar is heard, and the floor of the room the offending is in is ripped apart by a huge ogre-like monstrosity.

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 85.

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 76 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 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 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 bear 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 Lightbringer, infected the Battlelord driving him into a berserk rage. His rage spread touching all as it went. So began

REMORSE—A NEW ISLE

Einar was a small island, which followed a slightly eccentric orbit around Plenty and the Run-off 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.

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 shrieve him of. Unable to destroy his new body, Kavalin pushed us aside, declaring 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 82.

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,
3 to 4	Elemental Incursion – fire elementals from the Lower reaches sometimes ride hot thermals to within reach of Deepsky.

Grotesques (2 per hero): see page 82.

Fire Elementals (1d4): see page 80.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

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.

Mad Dwarf (2 per hero): see page 83

7 to 8 Dwarven Engineer – The Artificer moves in mysterious ways and more than one Engineer has journeyed into the Deeper Delves and lost their way as well as their mind!

Dwarven Engineer (1): see page 79

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 77

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 83.

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



SUNDERED SKIES ADVENTURE COMPENDIUM 1

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 79.

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.

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 78.

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, sens-

ing 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 80.

Inferno (1): see page 82.

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 Kovalin’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 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.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

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.

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.

◆ PLAYER HANDOUT ◆

OWEIN'S NOTES ON GODSLAYER.

"Item – a sword of unusual make.

2 banded, 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."

"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."

"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."

"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."

◆ BESTIARY ◆

ANIMATED DWARVEN CONSTRUCTS

Once these were dwarven tools, but exposure to the magic of the Flaming

SUNDERED SKIES ADVENTURE COMPENDIUM 1

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 voidlight.

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

Skills: Climbing d6, Fighting d8, Guts d8, 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.

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)*

EARTHBADE

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:

SUNDERED SKIES ADVENTURE COMPENDIUM 1

- * **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 Spirit 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.

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,

SUNDERED SKIES ADVENTURE COMPENDIUM 1

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.

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

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

SUNDERED SKIES ADVENTURE COMPENDIUM 1

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, Fear-some, 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

Warded

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 God-slayer, 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.

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 Atheneaeum 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

SUNDERED SKIES ADVENTURE COMPENDIUM 1

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, 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.*



THE RACE

Where: Anywhere

When: Run this tale after the heroes have reached Seasoned rank

◆ PROLOGUE ◆

THE TRADE COUNCIL CONVENES

Pirates and Voiders have always stalked the Sundered Skies, preying on both merchants and pilgrims. They have always been a nuisance, yes, but in the last few months, the attacks have grown in number and brutality, becoming a serious impediment to the trade that is so important in keeping the peoples of the Sundered Skies alive.

While it is clear to all that the Trade Council cannot afford to have anything or anyone threaten that all important trade between the isles, the Council itself will not tolerate anything or anyone who might threaten its rule and authority. So while it continues to send its warships to deal with the threat directly, Representative Bran Wetfields of Plenty put forward a proposal that would demonstrate clearly to all and sundry that the Sundered Skies are still safe for traveling. A race through the void!

At first, the Representative's proposal was met with reluctance. It took a few weeks of patient persuasion, but

Wetfields' more or less subtle influence upon the Trade Council's key members was enough for the proposal to pass. The Trade Council decided to hold the Race. It would show the peoples of the Sundered Skies that not only is travel safe, but that the Trade Council can guarantee their safety!

Quickly, Couriers were dispatched to all of the Skies' major islands to announce the Race. Anyone willing to enter the race must go to Plenty before the registration date expires. This time limit should be kept vague so as to account for the time the heroes might need to spend getting to Plenty...

The player characters can hear about the Race on any island; wherever and whenever they hear the news, they will have just enough time to make it to Plenty before the registration date passes.

HIDDEN AGENDA

There is more to the Race than simply entertainment. Wetfields has commissioned the dwarves to create a recording device that each ship participating in the Race will have to carry aboard. This recording device is the Watcher—a big, hovering ball that resembles a crude robotic eye. The Watcher will focus on the crew and their daily routine. Officially, its purpose is to ensure that each crew behaves itself and does not engage in combat of any

NEW POWER

This new power is available to steampriests and songpriests.

Illusory Tale

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: Special

Trappings: memory crystal, strong memories

This power allows the priest to replay memories for an audience. She needs one of the rare memory crystals recently found by the dwarves, or she has to rely on her own personal memory. If a priest wants to commit a scene to her memory for replay, she must make a Smarts roll at the end of the scene that she wants to remember. A priest can memorize a number of memories strong enough to use with the Illusionary Tale power equal to half of her Smarts die. Additional memories can only be remembered at the expense of a previous one, the priest being free to choose the one she discards.

A memory consists of a complete scene, usually just a few minutes long, but at the Game Master's discretion, it can be longer or shorter. When the power is successfully cast, the images appear wherever the priest wishes. The memory can only be replayed in visual form, leaving the narration to the priest.

kind! After all, the idea behind the Race is that the Skies are safe to travel, and a fight would be proof that it was anything but. Unofficially, the Watcher's purpose is to record a documentary about the heroes of the Skies!

After the Race is over, the Watchers will be handed back to the dwarves who will extract the recorded images and magically store them in small crystals. A steampriest or songpriest with the Illusory Tale power (see sidebar) can use the stored images to recreate scenes of the Race for her tales.

The Watcher: see page 119.

◆ STAGING THE RACE ◆

PLENTY

The port of Plenty is always busy—but rarely have you seen it as bustling as this. You spot dwarven ironclads, elven warships, frigates, sky galleys, cloudskiffs, and even a couple of council ships. You thought the Razor Passage was bazardous, but this sight beats even that.

If the characters have already been through *The Courier* and *The Hunger* Savage Tales, they can spot the *Peacekeeper* among the council ships. It is not here to enter the Race, but its presence provides the heroes with the opportunity to visit old friends.

ENLISTING

Once the heroes have reached Plenty and docked, it is hard for them not to lose each other in the crowd. The Race has attracted even more people than is usual for the busy port —some hoping to participate in and win Race, while a great many more are there to watch the start of a great event. The even larger number of people prowling the port's docks and

streets also happens to be the perfect opportunity for one of the heroes' enemies to stage an attack.

To register for the Race, the heroes need to see the Trade Council clerk at the harbormaster's office, something that any bystander can point out in case the player characters overlook the numerous signs pointing the way. As the party makes it way through the crowds—easier if they have a mean-looking orc amongst them, as people tend to make way for the big guys—they attract the attention of a pickpocket, a small human boy who tries to make off with a purse belonging to one of the characters. Unless the players declare they that they are making the extra effort to guard their possessions as they push through the crowd, the young thief only needs to make a straight Stealth roll. If they are being careful, the roll is opposed by the Notice skill of the character being targeted. If the thief is successful, the character loses his purse. If the thief gets caught, he will try to get away. Use the Chase Rules, but the dense crowd means that Obstacles are *Thick*.

Pick Pocket: see page 119.

SIGNING ON

Once all distractions have been dealt with, and after a short wait standing in line in front of the harbormaster's office, the heroes eventually get to see the Race Clerk, a glowborn by the name of Robster.

It takes a few minutes to enter the offices of the harbormaster, but luckily most seem to want to speak to the harbormaster directly rather than to his clerk. A sign on

RACE RULES

All participants in the Race must follow a simple set of rules. The heroes will probably find the last one a bit puzzling, but its purpose will become clear to them soon.

1. Each participating captain must field his or her own ship.
2. Each ship must follow the Race's official route.
3. Each ship is free to plot whatever course to the next island they wish.
4. Each ship must claim a token on each island to prove they visited it.
5. No ship's crew shall know the full route beforehand.
6. Combats between Race participants are not permitted.
7. The Watcher is not to be harmed in any way.

the wall opposite the entrance directs you to the offices to the left. Inside behind the counter, you find a Glowborn dressed in plain white robes, a plain amulet with a blue stone within a brass circle on a chain around his neck.

He is quietly humming a tune, a distant smile on his lips, and seems to be taking some notes. He does not look up as you enter, and after you address him, he looks up and says politely: "It'll be just a moment, gentlemen."

Unfortunately for the heroes, Robster is a snob, believing himself to be much more sophisticated than any

GIMME THE PRIZE!

At the end of the Race, the winner will receive a Prize. What this Prize is depends on you and the specific needs of your campaign. Several suggestions have been given at the end of the adventure.

sailor. Usually just an assistant to the Harbormaster's Senior Clerk, his officiousness and his knowledge of skyship safety has earned him the new, although temporary, position of Race Clerk. Robster has every intention of enjoying what little power his new position affords him and throughout their interview with him, will both patronize the heroes and offer them minor insults, obviously enjoying the banter. Typical phrases he might use include:

- * "Why, of course..."
- * "Certainly, but are you aware about 'Rules, subsection B'?"
- * "Your sailing skills must be *truly* exceptional..." (After a hero did or said something stupid.)

Fortunately for the heroes, Robster knows that he only get away with so much. In his view, they need him much more than he needs them, but he still wants to keep his new position. As long as the player characters can suffer a minor insult or two, and even give them back (Robster will not mind, to him it is all part of the banter), the Race Clerk will describe the entry qualifications for the Race and answer any questions that they might have.

To be accepted as Race entrants, the heroes have to formally vow to

uphold the rules of the Race (see the sidebar). Once this is done, Robster will book an appointment with the heroes to inspect their ship. He only offers one time—tomorrow morning. They should meet him at the pier and bring him aboard. The aim of the inspection is to make sure that only ships in good condition can participate. It would be rather embarrassing for the Council if a ship broke apart halfway through the Race. Also, the information gathered is used for determining the odds for the bets. Lastly, there is a registration fee of 200 cogs, a modest sum that is simply meant to cover Robster's efforts.

Should the heroes prove themselves unable to bear the clerk's patronizing behavior and threaten him with violence, Robster will ban them from the Race and alert the authorities. If the characters possess one or more influential contacts on Plenty, they can ask their patron to pull some strings and get them into the Race anyway. If all else fails, they can always go back to Robster, apologize, and grovel to regain entrance to the Race. This last option needs a Persuasion roll at -4 to pull off.

Depending upon their actions, the authorities might go as far as throwing the "heroes" off the island. If this happens, it will be a while before they are allowed to set foot on Plenty again.

INSPECTION

Read this when it is time for the characters to meet with Robster at their skyship.

Robster is waiting at the pier, exactly at the appointed hour, impeccable, unmoving, one hand behind his back, the other pressing a few parchments against his chest. He greets you with a thin smile. "I was wondering if we said afternoon, but apparently it was only you who thought so. Well, which ship is yours?"

Robster is very thorough in his inspection and offers his opinion on anything, no matter if asked or not. As before, he is not really trying to be rude or annoying, it is just his nature. The Race Clerk knows his skyships very well and will spot minor weaknesses that the characters have the opportunity to take care of if they listen to him and do not just see him as annoying. This should be played up, with Robster pointing out not only any flaws that the heroes are aware of in their ship, but also anything that that they particularly proud of. Have him point out a few of those weak points and then take careful note of how the characters react. If they inspect the flaws that he has pointed out, allow them time to effect repairs. If they do nothing, the heroes' ship will probably suffer an accident during their voyage at a dramatically appropriate time.

Examples of this are provided below:

Flaws: *"Have you noticed that the rudder is bent, captain? It might be that your lack in graceful maneuvering stems from this. Of course, it might have nothing to do with it."* (If someone points out that Robster never actually saw them steer the ship, he replies: *"Of course I didn't, I was extrapolat-*

ing from the way you walk. Ah, so here's where you store the tools to patch up any leaks. Very wise to keep them within easy reach.")

Things they're proud of:

"I take it that the awful color of your sails was chosen to repel razorwings?"

"What an odd figurehead. Given to you by a family member you didn't wish to offend? Oh, you paid for this? Really...? Well, I would say whatever the sum, it would have been better invested in a treatise on taste."

Actual help: (Pointing to a knot in the rigging) *"My dear captain, you're either braver than I thought or you find yourself with a redundancy of crew members. Not that I would dispute the latter."* (The knot is loose, but this is not clearly visible. On closer inspection it is apparent that the rope is about to break, and will if it is put under any strain. If the characters do not bother to examine this, the rope will snap while one of the crew is climbing the rigging, threatening to throw him into the void.)

After almost two hours, Robster finally declares the ship in acceptable condition for the Race and makes a final note in his papers. Then he waves for two of his helpers to bring a chest aboard. Read or paraphrase the following:

The two assistants put the chest

RUMORS

"The damn dwarves have figured out a way to navigate without a Waysphere... That'll give them an edge once they find out what the route is." (False)

"The elves will break all the rules they can to win the prize."
(An opinion, but true)

"I heard a volder ship is running as well." (False)

"The Trade Council already fixed the race. The ship with the worst odds will win." (Not quite right)

"A guy I know told me that all the major islands wanted to be part of the Race!" (True)

"I think they won't just hand out those tokens... better you bring some extra cogs to grease the gears..." (True, and an opinion on how to deal with it)

"Rumor has it pirates are already swarming like razorwings to take on them racers." (True)

down on the deck. Robster takes time to compare the number on the lid of the chest with his notes, then nods and indicates that they should open it. Inside there lies a metal ball, about twice as large as a cannonball, carefully wrapped in cloth. Suddenly the ball begins to rise into the air! It is made of multiple gears and shifts around. From its underside three small pistons protrude, which sometimes hiss air. In the middle of one of its

faces sits a slightly recessed dark round glass window.

"This," Robster explains, "is your Watcher. Its task is to make sure that you and your crew behaves and follows the rules. I pity it already, for this certainly is a most strenuous task. Make sure that it is not harmed, or you will forfeit the Race."

He hands the characters a copy of the Rules of the Race (see sidebar), reiterating their importance. After collecting the registration fee (if not paid already) and reminding them that the Race starts in three days, he bids the crew farewell and good luck and leaves them be.

It is up to the characters to decide how they intend to spend the next few days. They might take the time to repair one or more of the flaws that Robster pointed out or to install an upgrade that might give them an advantage in the Race. Or they might run an errand or two, depending on what sort of side quests and side plots your campaign currently calls for. Lastly, they might just decide to blow off some steam in any one of Plenty's numerous taverns. If the heroes visit a tavern or two, it is possible that they will meet crew members from other ships that have entered the Race.

They might also hear a rumor or two.

GENTLEMEN, MAN YOUR SHIPS...

Read this to the players once it is time to start.

The port of Plenty is filled with people, many of them cheering and waving, all waiting for the Race

to begin. They crowd the harbor, watching the crews of the racing ships who are lined up, one after the other, waiting for the signal to go. Access to the ships is blocked by a rope that spans the entrance to the pier and is tied in a knot on an elevated stand where Representative Wetfields waits with together with Robster. Finally the time has come! Robster beats a gong, quieting the crowd.

Wetfields raises his arms and addresses the crowd:

"People of Plenty! In a few moments, the first Race across the Skies will start. The ships' crews do not know yet where the winds will take them, but all are eager to prove their prowess. The Trade Council will match the abilities of the victorious crew and present them with..."

(At this point, fill in the prize that you have chosen for the winner of the race. Then continue to read the following paragraph to the players.)

Applause and appreciative cheers rise. Representative Wetfields waits for them to quiet down again, and once again raises his arms and shouts: "Captains! Ready your crews! Man your ships! For the Race... BEGINS!"

A cannon is fired and the rope blocking the piers is cut. As it falls to the ground, the wooden planks already reverberate with the

THE COMPETITION

Hand the Opposition handout to the players. It lists the ships considered to be the favorites or main contenders to win the Race. Based on the experience and reputation of the player characters they might find themselves listed among either the contenders or the underdogs. The heroes can either learn this information by spending time in the taverns or by speaking directly with their fellow racers.

If you need additional ships, refer to the table in the GM overview. With a few dice rolls you can come up with a name, type, and anything unique or special about the ship.

*thumping sounds of dozens of feet.
The Race is on!*

RUNNING THE RACE

Running to the ships can be as easy or as hard as you want. Have the players roll Agility to avoid a level of Fatigue from bumps and bruises—their opponents are not above knocking an opponent to the floor and trampling over them, if it will give them a small advantage.

If you want to make things a little more challenging, let one of the heroes' extras get knocked off the pier as he runs for their ship—but let him grab the pier's edge before he falls into the Void. Pulling him back up is made all the more difficult with the number of other crews pushing past. Two heroes can pull their crewmate up with a successful Strength roll at -2, but both will need to make an Agility roll

WATCHING THE WATCHER

The Watcher is a potential nuisance for the player characters, but after the first few days they will probably get used to its presence. It floats in almost silence around the ship and its crew, the only note of it being present will be the occasional click of its gears and the hissing from its pistons.

Unfortunately, there might occasions when the characters have to break the rules in order to stay in the Race, but sometimes they might simply want to break them, like attacking another ship or bribing an official to withhold the token for any ships arriving after them. The Watcher will be drawn to any signs or sounds of combat—but with its low Smarts score, it is easily distracted. The Watcher can only see, not hear, so acrobatics, dancing, or similar movement is more likely to catch its attention than simply singing or shouting.

to avoid being pushed over the edge as well. Other characters may assist in the Agility roll by providing a cordon against the on-rushing masses.

Once the characters make it onto their ship, they need to hurry to make it ready for departure. The captain will find a bag with dirt next to the Waysphere—they have their first target island! The Watcher is hovers next to their Waysphere, its gears clicking and something inside whirring.

To determine which ship is ready to leave first, all captains must make a Boating roll. Their respective Crews can help with a cooperative Group Roll. The heroes can roll their own Boating skill to

help the captain as usual. Note down all the results, the highest total leads the way to the sounds of loud cheering from the crowd back at port. The rest of the ships trail behind in order of their Boating rolls.

To leave Razor Passage uses *Savage Worlds'* Chase Rules. Each round of the chase covers half a day of maneuvering, and it will take three days to escape the Passage. Look again at the results of the Boating rolls. The difference in the rolls determines the number of Range Increments between the ships. Deal cards out as usual. The first round of the chase takes place before the ships enter the Razor Passage. The next five rounds take them through the Passage.

Razor Passage counts as *Dense* Obstacles. Only deal with the ships the heroes are in direct competition with and assume all others make it through unhindered and undamaged. If the heroes are not in the lead as they exit the Razor Passage, they see that one of their competitors, *The Handsome* has been hit by a sizeable rock, and the ship has started to list. The three crew of this skysloop is desperately trying to maintain altitude, but the ship will sink in 10 rounds. It is up to the players if—and how—they react to this. If they act heroically and decide to help the crew of *The Handsome*, they should be awarded a Benny. Depending on the size of the heroes' ship, they might offer the rescued sailors to stay on; however, having lost their ship they accompany the heroes only to the next port and leave the heroes there, spreading the tale of their rescue.

The outcome of the chase determines the characters' position in the race order as they exit Razor Passage. To determine how the other competitors are doing, go

back to the ships' Boating rolls and roll again for each ship traversing the Razor Passage. Be sure to apply the -6 penalty to the Boating rolls for the dense Obstacles of the Passage. Any ship that fails the roll suffers a wound, but makes it through the Passage and is still in the Race. If a ship has already suffered a wound or more due to it directly competing with the heroes' ship, then assume it escapes the passage without suffering further damage. Add the result to the previous Boating roll to determine the order of ships before and behind the players.

◆ GATEWAY ◆

GETTING THERE

It does not take long for the characters to realize that the first leg of the race will take them to Gateway. Shortly after Plenty is behind them, they start to lose sight of most of the other ships, as they all try to plot the fastest route to their destination. The base number of weeks for travel time to Gateway is six. Let the player characters make the usual rolls to adjust the travel time.

The first few weeks of traveling are themselves rather dull and uneventful—there are still too many ships in close vicinity for pirates or voiders to challenge any one of them.

Note down the order of the ships in which they left Plenty and the Razor Passage. To mix things up a little, you can run them through one or two chases, or use the more complex vehicle rules from the core rulebook. No matter what the outcome of the rolls above, the heroes find themselves being trailed by *The Royal Heart*, and they will soon learn that the

Elves are not shy about using dirty tricks to gain an advantage.

THE HEART OF GOLD

About four weeks into the Race, one of their competitors starts to close on the heroes' vessel. It is *The Royal Heart*, an elven ship that is one of the favorites to win the Race. With her sails straining under the weight of the wind, *The Royal Heart* surges forward at a tremendous speed. Apparently, the elves have found a favorable wind current to ride, just a little above the characters' current course.

Run the players through a chase. If the Elves manage to get alongside the heroes' ship they open a large hatchway in the side of *The Royal Heart* through which a catapult pitches something at their ship. At first sight, the object appears to a rock tethered to the catapult by a rope. As it gets closer, it is clearly something covered in canvas and when the rope pulls taught, the canvas splits under the strain, releasing its contents, a flock of Glimmerwings right on top of the heroes' ship!

Luckily, for the heroes, the swarm has been weakened by its captivity.

While the heroes are busy dealing with this threat, *The Royal Heart* takes advantage of the confusion her crew has caused and sails on ahead.

Glimmerwing swarm: See *Sundered Skies* page 150. The swarm has already suffered a wound and is only the size of a Medium Burst Template.

ARRIVAL

When the heroes dock in the port of Gateway, they are met by the harbormaster who tells them that they need to meet Morten Vastfell at the Trade Council's

GAININ' A REPUTATION

Depending on their actions during the Race, the player characters can gain a reputation, good or bad. There are two situations where they might get noticed right at the beginning:

(—) The player characters decide to stay behind in the run through the Razor Passage. This is a prudent choice. The Race is long and will not be decided by who makes it out first. It will be much easier and safer to traverse the Passage once all of the dare-devils have made it through. However, they will gain a reputation as being overly cautious at best, cowards at worst.

(+) Rescuing *The Handsome*. If the heroes stop to help the crew of this Skysloop, they will lose time to the others. However, they will gain a reputation as fair and gallant—even noble heroes, putting the lives of others before their own and before personal gain. This will make them the public's favorite to win the Race.

(-) Ignoring *The Handsome*. If the heroes ignore the plight of the crew and instead race for the exit to Razor Passage, they will gain a reputation for being incredibly callous and in only having their interests at heart.

local offices. He will readily give directions—the offices are close to Hawke's Clearing House—and he will also volunteer a warning. Morten "Vastbelly" Vastfell ("Vastbelly" due to his enormous girth) is

not known for his good temper and will not have much time for them.

Unfortunately for the heroes, the harbormaster's warning is true. Morten's duties keep him very busy and he has little patience for anything that keeps him from his work, which includes having to deal with a bunch of pesky sailors. Even worse for the characters, his patron on the Trade Council is an opponent of Representative Wetfields who not only voted against the Race being held, but is prepared to do something to discredit this "pointless idea of racing."

Vastfell is in a sour mood on his best days, but having to deal with a bunch of irritating sky sailors has aggravated him even further. When dealing with the player characters, he will be short to the point of being rude. Read or paraphrase the following when the characters pay him a visit.

When you enter the offices of Morten Vastfell, you understand why the harbormaster, when giving you directions, referred to him as "Vastbelly." The human's girth is immense, and you wonder how he managed to achieve such a massive frame, given the general shortage of food. Then you wonder how any chair can support anyone of that much weight.

Vastbelly, er, Vastfell looks at you as if you were something the cat brought in, coughs twice, and, in a surprisingly high-pitched voice, asks you: "Let me guess—you're another lot of them. Those useless sailors wasting everybody's time with this ridiculous race. Race!"

Ha! Running across an island, that's what I call a race! Anyway, I assume you're here for this?"

He reaches down into a chest and dumps a small satchel, apparently filled with dirt on the counter. "There's your next destination. Now, sign here to acknowledge that I gave you the bag and then shoo! I haven't got all day!"

The characters still need to collect the Token proving that they have completed this leg of the Race's route. If they forget about it, allow them to make a Smarts roll after they leave Vastfell's office. When they return and demand the Token, Vastfell argues that they already signed for it, but eventually relents and slams a metal disc on the counter. It bears the seal of the Trade Council, with an affirmation that the characters visited the Shattered City as part of the First Race across the Skies. The Token is genuine.

DEPARTURE

The heroes are free to leave the Shattered City and Gateway at their leisure—but remind them that they are in a race, after all. When they look inside the satchel, they find a letter from Representative Wetfields, congratulating on making it to the first island. Their next destination is Meeting Place, which they will reach by using the dirt contained in the little bag accompanying the letter.

Unfortunately, Vastfell was given instructions to exchange the bags and he has followed his Patron's instructions to the letter. The letter from Representative Wetfields is genuine, but the dirt is from Canopy. There is no way, however, for the

GAININ' A REPUTATION

The player characters hire a harbor pilot to take them in.
This will result in the player characters being regarded as "soft."

characters to determine this prior to their leaving Gateway.

MEETING PLACE

GETTING THERE

Getting to their next destination will be a little tricky for the heroes. The good news is that most of the other ships will also have to take a little detour to Canopy first. The base travel time to Canopy (as opposed to Meeting Place) is seven weeks.

To determine if the other ships in the Race realize that the dirt bags have been exchanged, draw a card for each of them. Any black card means that they fall for the trick and will sail to Canopy, where they will learn about their mistake, but be able to buy another bag of dirt to take them in the right direction (or they realize it before, but have no dirt from Meeting Place to re-attune their Waysphere). Every ship falls back one position.

Any ship that draws a red card will realize about halfway through the journey that it is on the wrong course, but has the dirt necessary to re-attune its Waysphere. This will merely add one week to the travel time. If it is a red face card, the ship can change course without much delay and her crew do not lose any travel time.

After each week of travel, give the ship's captain a Common Knowledge roll

at -2. If successful, he realizes that they are on the wrong course and have to re-tune their Waysphere. For every three weeks spent traveling towards Canopy, add one week to the travel time to Meeting Place. If the heroes reach Canopy (or have to go there because they lack the necessary dirt), calculate the travel time as normal (base time is three weeks). Possible events on Canopy are discussed in the Optional Stages chapter at the end of the book.

However much time the characters spend traveling, roll for one encounter.

In addition to the random encounter, a second encounter will take place during this stage of the Race. During the second week out from Gateway, tell any character on deck to roll Notice. If he makes it, he spots something up above closing on the ship. Fast. A few moments later, a body crashes down on the deck with a sickening sound. Roll 5d6 for damage to the ship to account for the height of the fall as well as the body being only a “soft projectile.”

The poor sap is beyond saving, of course. Luckily for him, he was already dead before he hit the deck. Far above in the void, a battle raged between two ships and he fell overboard. There is nothing the heroes can do besides pick up the pieces and clean up the ship. Even if they try to climb up to the site of the battle, when they finally get there the ships involved will have long gone. Should they search the body, they merely find gold rings on his thumbs and middle fingers, as well as a gold necklace with a cog worn as an amulet. There is no way to discern the identity of the human. Should the players contemplate alerting the authorities, remind them that they are on a tight

schedule. They could arrange for a patrol to be sent out to watch for pirates in that area of the skies, once they reach Meeting Place, however.

ARRIVAL

As the heroes approach the floating city, let them make a Notice roll. On a success, they recognize another ship competing in the Race, the *Confidence*. Unlike the heroes' vessel, it is not anchored there like any other visiting ship; she is tethered to the rest of the city, her masts taken down, her deck leveled. On a cursory examination, the *Confidence* does not appear to have suffered a leak or taken damage from a fight, either of which would explain why she has been salvaged, so for the moment, the cause of her current state remains a mystery.

Once they have anchored and set foot on the planks of the floating city—really a feeling of boarding another ship rather than having solid ground under their feet—the heroes will find themselves alone. Unlike their arrival at Gateway, there will be nobody to meet them and it is up to them to find whomever is responsible for giving the participants in the Race the directions to the next destination. A few questions quickly reveal it to be Karrg Keelbender, a local shipwright.

Keelbender can be found near the harbor, overseeing some repairs to an Orc galley that has been hit hard by an ice fall. When approached by the characters, he asks them to wait a while, but says that he will be with them soon. The Orc suggests that they had best wait at the Meatgrinder, a nearby tavern. “Soon,” as it turns out, is a rather relative word for Keelbender.

If the party takes up Keelbender's

suggestion, read or paraphrase the following:

The Meatgrinder, lovely as its name suggests, is a rundown establishment that mainly serves orcs and goblins, so your group sticks out like a sore thumb. However, none of the patrons bother you, and while the food is deservedly cheap, the ale the tavern serves is some of the best you ever had. Minutes quickly stretch into hours without Keelbender showing up. You start worrying if he might have forgotten you, when suddenly a very drunk human grabs an empty chair and pushes it toward your table. He sits down, his ale mug covering his face. Only when he lowers it, do you recognize him as Silas Lent—the captain of the Confidence!

Silas has been here for three days after losing everything—including his ship and his crew. He refused to fight for the Token—a proposition Keelbender is going to put to the player characters soon—and found himself not only disqualified, but also stripped of his ship by the accursed orcs! Silas is too drunk for a coherent conversation, but manages to get out the following warning:

"Listen, friends—I saw your ship on Plenty. I think we had a few drinks before the whole Race thing started, right? Lemme tell you something: Get away. NOW. Go back to your ship and forget about the Race. Them damn orcs, they stole my Confidence!"

GAININ' A REPUTATION

The way the players fight. Keep an eye on how the characters fight. Are they cautious or do they use lots of Tricks? Are they ferocious in their attacks? Do they try any tactics? Are they beaten down again and again before finally prevailing? At the end of the fight, is there one left standing or many? There are no clear guidelines here, but the more remarkable the heroes' deeds are within the ring, the more likely they that will later hear stories about it.

At this point he sees Keelbender coming towards the table and quickly stands up, his rapid retreat almost brought to halt when he stumbles and nearly falls onto another table. The orcish shipwright barely acknowledges Silas and instead of sitting down with the party, leans over them, his fists resting on the table, his shoulders thrust forward.

Take a look at your notes here and see what position the characters are in. If they are the last, change the paragraph below as necessary. "Alright, folks. Here's the deal. Plenty had that race through the Passage. We want us some entertainment too. So every ship coming through here gets the Token only by fighting for it. To make it interesting for you too—you'll be fighting another racer. We've already got one lined up. They come in a few days ago and have been anxious to leave. Lent there," he gestures vaguely

in the direction that Silas Lent disappeared. "wasn't interested in competing anymore. So he left the Race altogether. Guess you're prepared for some action, yes? Good—eat up, drink up, for tomorrow you fight."

DEPARTURE

As promised by Keelbender, at the beginning of the next day cycle, the heroes are escorted to The Meeting Place, the artificial island's central hall. An area in the middle of the hall has been cleared of its usual piles of salvage and a rough circle marked out with a rope. The crew that the heroes are to fight is already waiting inside the circle.

Check your notes to see who the heroes' opponent is: If it is the ship that was trailing behind them in the Race, or, if they are in the last spot, it is the one that arrived before them. You can find the stats for the Captain and the crew at the end of the adventure.

Keelbender steps into the ring to announce the fight and explain the rules for the benefit of both the combatants and the audience. The latter is mostly made up of shouting orcs, with humans a distant second, and lastly, a handful of goblins that dart in and out of the baying crowd, serving drinks and snacks to their masters. The rules are simple. The side to have one last crewmember standing will win the fight. Healers are standing by to take care of wounded, but whichever side asks for their services forfeits the fight. Anybody leaving the circle—or being pushed out of it—also leaves the fight. Besides that, the fight has no rules: weapons, magic, everything is allowed.

The ring is roughly 15" wide, offering enough space for larger groups to duke it out. The fight should be run as a normal combat. If one side has a significant advantage over the other in terms of numbers—like the crew of a frigate against the crew of a cloudskiff—the larger side can field only 50% more men than the smaller side. For example, the cloudskiff's crew of six is up against the 20 from a frigate. The most that the larger will allowed into the ring to fight is nine, 50% more than the cloudskiff's crew.

Once the fight is over, the winning party receives another satchel, this time containing dirt from Bridgeways. The Token from Meeting Place is a hatchet. Its inscription acknowledges that as participants in the Race, the heroes reached Meeting Place.

Should the characters lose, they only have to wait for the next ship for the opportunity to leave Meeting Place. Maybe they will have better luck on that occasion.

It is entirely possible that the other competitors in the Race might be delayed by having to participate in more than the one fight while on Meeting Place. If you want to randomly determine the effect of a ship's crew losing one or two combats before it manages to obtain a Token, pit the crew against another and for every five crewman that each side has, draw a card and add their values together. Whichever crew has the highest value when their cards are totaled will win the fight. In case of a tie, draw one additional card per crew until the fight is resolved.

This might greatly upset the order of ships—if you do not want to go through the trouble of working out something that really has little impact on the player

characters, but still want to randomize the results, assign one card to each ship. Then compare each ship's card with the card of the ship behind them. If the ship behind them has a higher card, they switch position. Repeat with the next ship. This might result in the biggest crew getting beat to the back if they draw a very low card, but it is a quicker system.

◆ BRIDGEWAYS ◆

GETTING THERE

The voyage from Meeting Place to Bridgeways has a base travel time of four weeks.

For the player characters, calculate the travel time as usual. Do not check for random encounters this time—the voyage will be probably be too short. In the meantime, the Race has attracted the attention of the Bright Cabal and has the heroes' ship in its sights.

DEATH IN THE SKIES

The Bright Cabal sees the reassuring motives behind organizing the Race not only as an affront to The Rotting One, but also as an opportunity to show the power of their god to every denizen of the Skies. If the Bright Cabal has already lost its high priestess, the Bone Queen to the actions of the heroes, the cult has a specific reason to target the heroes' ship. If party has not yet played through *A Dragon's Rage* and *Haunted!*, then the player characters just happen to be in the wrong place at the wrong time.

Two weeks after leaving Meeting Place while making good speed towards Bridgeways, have the crew make Notice rolls. If successful, they spot a ship on course

GAININ' A REPUTATION

This is where it began. If the heroes agree to win in the name of the Lady of the Winds, Jamos and the other priests will always remember their act of faith and always offer assistance and friendship.

towards them. When they get closer, read or paraphrase the following:

You strain to make out any markings the ship might bear, but the constant glow of the void makes it hard to discern any details. Both of your ships stay on course for a while. Finally, the other ship is close enough for you to make out some details... a sky sloop, perhaps a bit larger than usual. It shows signs of ill-repaired damage and burn marks, but is obviously still Skies-worthy... Wait. There is something wrong. Oh gods... there are heads and skulls bound to the railing and the mast tops. Spikes and chains are drawn across the hull. And the figurehead is the desiccated body of a flayed human, nailed to the bowsprit. This is no ordinary merchant. This is a death barge.

The death barge is a Sky Sloop crammed full with 23 Zombies, and captained by an Experienced Death Priest. He is hell bent on ramming the heroes' ship, aiming to kill everyone on board bar one. He will be left to pilot the ship to Bridgeways and report the attack.

The Death Barge and its crew: see page 120.

If the heroes prevail, they arrive in Bridgeways on time. If they evade the death barge, they lose about a week and lose a position in the Race by the time they finally make it to Bridgeways.

ARRIVAL

The harbormaster of Bridgeways immediately directs the heroes to the Isle of Chimes, as instead of the Trade Council, the priests of the Lady of the Winds have accepted the duty of handing out the Tokens and the bags of dirt to the participants of the Race. He will tell them that they need to speak to the High Priest, Jamos.

Arriving on the Isle of Chimes, the party has to wait in the freezing wind while Jamos presides over a young couple's wedding. The vows have already been spoken, and Jamos needs only to speak a prayer and offer the couple the blessings of the Lady of the Winds. After fifteen or twenty minutes, Jamos leaves the celebrating family and walks towards the heroes, his acolytes trailing behind him.

The high priest stops in front of you, unmoved by the biting winds, watching you for a moment. The chimes in the background jingle, offering the only sound beside your chattering teeth. Finally, Jamos offers a smile and a greeting. *"Welcome my friends. I assume you have little time to waste and want to continue your race. Come! Let's sit down and talk for a moment."*

The characters might assume that they will be taken inside, but Jamos sits down where he stands, and waits for everyone to join him before continuing.

*"Don't worry; we won't be long enough outside for the Glow to take any effect on you. I find the music of our Lady's chimes much soothing, however." He turns to one of his acolytes and whispers in his ear. The young man jumps up and runs back towards the temple. Indicating the young man, Jamos explains, "He will get you the Token and the letter with your next destination. In the meanwhile, may I ask you **why** you are participating in the race?"*

Jamos is genuinely interested in the characters' reasons, as he also wants to persuade them to try and win the race for the glory of the Lady of the Winds. He will not push for this, nor suggest it directly, preferring to ask questions, and hint at his intentions rather than explaining himself outright. If there are any priests in the group Jamos will be even more subtle in his suggestions.

However long the conversation takes, the young acolyte returns at the end of the discussion. He is holding the by now familiar usual satchel and a finely crafted wind chime, fixed to a similarly crafted cog. The cog is inscribed, marking it as the Token for this leg of the Race.

DEPARTURE

If the player characters have agreed (or even suggested themselves) that they should try and win the Race for the glory of the Lady of the Winds, Jamos will come down to the harbor and bless their ship, adding +1 to the Boating rolls for the crew for the rest of the Race!

Jamos will remain at the harbor's edge for as long as he can see the heroes' ship

flying away. Looking back, they will be able to see him on the pier, unmoving, gradually growing smaller until disappearing in the distance.

◆ ROSEPORT ◆

GETTING THERE

The voyage from Bridgeways to Heartland has a base travel time of five weeks. During this stage of the Race there is no need to check to see if any of the ships are delayed and if their position in the Race changes, because the Elven Court takes a direct hand in upsetting the order of the Race on arrival.

Check the travel times for the player characters as usual. Check for encounters as well.

One week before they reach Heartland, an elven patrol ship, a frigate called the *Sentinel*, spots the heroes' vessel. The *Sentinel* has no special orders beyond patrolling the skies around the elven home isle on the lookout for pirates. Unfortunately the picking for the crew have been slim for the past two weeks and they have grown restless. The appearance of the heroes' vessel will come as a welcome distraction.

The *Sentinel* is commanded by a neophyte leafwarden, Beryl Greenleaves. He has already spent too much time exposed to the glow, as has some of his crew), so his Glowmadness status is at Irritable. Greenleaves attributes his sour mood solely down to the weeks of boredom and confinement spent aboard ship, and does not realize that he is at the top of the slippery slope down into glowmadness.

Upon spotting the heroes' vessel, the eleven patrol ship fires a signal shot and

ARE THE WILDLINGS SAFE?

If the heroes have one or more wildlings and an elf among their number, the elves of Roseport will—just to keep the peace of the Race—assume that any wildling is the elf's property and take a position of "Don't ask; don't tell." The wildlings will be watched, but mostly ignored. Should they draw attention to themselves; the elven character will be asked, and expected, to "take care of his pets." If there is no elf among the heroes' number, the ship's captain (or, if that role is not clearly obvious, whomever has the highest Charisma) will be congratulated on acquiring such fine Wildling specimens as his personal slaves and be treated as an elf, as described above, should his "pets" act up.

Never, under any circumstances, will the Elven Court or any official of the Court, acknowledge the presence of wildlings as persons in their own right. If a wildling is named as Captain, the player characters will be pointedly asked to reconsider—they surely do not wish to offend the Willow Queen with this tomfoolery, do they?

attempts to head her quarry off. If the heroes do not slow down, the *Sentinel* will fire two more warning shots. If the characters continue to ignore the patrol ship's shots or attempt to flee, the elves will assume that the heroes are pirates and all subsequent shots will aimed at their vessel. A rather harmless encounter has just turned into a chase and possibly

SUNDERED SKIES ADVENTURE COMPENDIUM 1

a battle. Remind the players that they need to get to Heartland if they wish to continue the Race.

When the player characters slow down, read or paraphrase the following:

The elven ship slowly drifts closer to you before moving alongside. Ropes are tossed over by

grim looking elves in full armor, and they wait for you to fix the two ships together. As you moor your ship to theirs, the Sentinel's captain takes his place beside his command's railing. His skin looks like dried parchment, and instead of being dressed in the customary wooden armor that you know



from the Oakthorns, he is dressed in brown robes with a mantle made of green leaves. He extends his right hand and a plank appears to grow out of the side of the patrol ship until it hugs the railing of your ship. The leafwarden graciously walks across the plank and boards your ship without waiting to ask permission.

He turns to one of you with a look of disdain and asks: "Who is the captain of this miserable heap?"

Greenleaves insists on inspecting the heroes' ship from top to bottom. As he does so, he will constantly berate the heroes, trying—actually hoping—to provoke them into doing something stupid. Any wildlings he encounters risk being on the end of a quick kick or slap if they do not get out of his way. He will be accompanied by two sailors, while two more remain on deck.

Hopefully, the characters will not have any contraband aboard... if they do, they will need to deal with the elves quickly and make the *Sentinel* disappear. Greenleaves and the four sailors with him will defend themselves while Greensleaves can alert the rest of the *Sentinel's* crew by blowing the tin whistle that he carries around his neck. If alerted the crew will attempt to take the heroes' ship.

Beryk Greenleaves: see page 120.

Elven Warship crew: see page 121.

After the scene has been resolved, the heroes can continue onwards. Then take a look at your notes and see in what order the other ships appear—especially what position *The Royal Heart* holds. Make

sure to adjust the following paragraph to fit your specific game.

Yesterday, you spotted the massive island of Heartland. Today, you are about to anchor in the harbor of Roseport. And it seems that you have made good headway in the last few weeks! Several of the ships you thought to be ahead of you are anchored here as well. You have caught up with them! Now the Race is wide open again, and with renewed enthusiasm, you quickly prepare the ship to be anchored down, get into the town itself, retrieve the Token, and leave for the next and final destination of the Race."

Of course, nothing is ever that easy.

ARRIVAL

Roseport has been anticipating the arrival of the racers for weeks now. No other town since Plenty has put so much effort into decorating itself for the event. The piers and buildings are decorated with flowers. Banners and flags hang from the walls and between the trees themselves, proclaiming a warm welcome and fortune to all who race the Skies. There is even a representative of the Queen waiting at the precise moment that the characters dock to make that are given a proper welcome.

On duty when the characters arrive is a rather formal-looking elf with short-cropped, green hair, surrounded by the sweetest smell of perfume. He greets the characters with the slightest of bows.

"You must be Captain (enter the

name of the heroes' ship's captain). *It is quite an honor to be able to welcome such an illustrious group as yours. Allow me to introduce myself: I am Samel Laurelbloom, loyal servant to her majesty the Willow Queen. I am tasked by my liege to take you to her. Yes, that is true—you are formally and cordially invited to attend to the Willow Queen at her court."*

This is quite an invitation—make sure the players (and the characters) understand this. Only elves are normally permitted to visit the Willow Queen's Court. That they are invited underlines the Queen's interest in the Race and everyone who is taking part.

And, of course, there is down side to their visiting the Willow Queen's Court: non-elves caught that deep in the woods are usually summarily put to death. This will prove to be a hindrance if they want to leave early. If the players do not figure this out for themselves, do not tell them. They should know it from the Gazetteer in the Player's Guide. Elves and Wildlings could be allowed to make a Common Knowledge roll if you want to help your players.

Samel Laurelbloom leads the characters to a row of coaches, each being pulled by ten harnessed mule wildlings. Each coach can comfortably house four passengers, but priests of the Alpha or heroes who do not accept either slavery or slave labor might refuse to ride in a coach. Samel will not stop anyone from walking instead of traveling in comfort, but he warns them that the way is long and strenuous. The elf will ride the coach, but will politely ask any wildling to

ride in a different coach. During the short journey (two hours, or three if any of the characters insist on walking), Samel tries to ease the tension by asking questions about the heroes' previous exploits, but keeps the conversation on a superficial and light level.

Of course, now is not the time for the heroes to brag about any successes they might have already had in freeing wildlings or what they truly think of the Willow Queen. Samel has been told to remain polite, but he is also taking them into the very domain of the Willow Queen herself, deep into the woods of Heartland. There are plenty of tales of people simply vanishing, never to be seen again. The heroes should know that anyway.

FOR WILD, QUEEN, AND ISLAND

The Court of the Willow Queen lays in the shadow of the mighty Leaflord, close to the Fleshforge, source of the wildlings. The huge tree towering over the forest casts everything in shadow and makes everybody—elf and non-elf alike—feel humble and insignificant, everybody except the Willow Queen herself.

Samel takes the heroes on a short tour through the gardens and the few publicly (at least to invited guests) available rooms of the Court. There are guards everywhere, regarding any rogue Ex-Oakthorns in the heroes' group with suspicion, some even with outright contempt. Ex-Oakthorn and wildling characters find the visit to the Willow Court extremely unnerving, though for different reasons, and have to make a Spirit roll at -2 or suffer a level of Fatigue to take the constant distraction into account. The level of Fatigue is recovered as soon as they leave Heartland.

Samel Laurelbloom brings the charac-

ters to their quarters and offers to have any wildling "pets" be taken to the pens, but will merely shrug if their owner insists on having them staying with him or her. He tells the heroes that there will be a banquet in their honor where they will receive the Race's final destination as well as the Token of Heartland to prove their successful journey here. They are free to explore the gardens a little more, but he suggests that they take a bath and put on their court attire.

IN THE GARDEN

Wildlings will not be allowed to wander the halls by themselves, but everyone else is welcome to explore at least part of the garden. If any character chooses to do so, he will find a few crew members from two of their competitors. Take two or three crew members from any of the ships that reached the Heartland before the heroes. They are sharing a bottle of Drakespear's wine, but at this point none of them is heavily inebriated. They notice the player characters immediately and invite them to join in their own little banquet.

Once the heroes have had their first taste of the excellent wine, read or paraphrase the following:

You hand the bottle to the next person in the circle who gratefully accepts, takes a sip, then passes it on, before telling you: "Just arrived, my friends? Hab! We've been here for a while now, not even sure how long. Had a good lead on them," he points to the fellow across from him, "but it certainly appears we're all guests of the Willow Queen."

He smiles and the man he addressed nods with a rueful grin. "We weren't complaining, y'know. Never would've caught up to you otherwise. Now... looks like Her Majesty," his mocking tone inviting a scornful look from a nearby guard, which goes ignored by the speaker, "is bent on having a little victory banquet. And the bets are one for one that The Royal Heart will be the first to finish. Sneaky little bastards." He spits to the ground in disgust, and before his spittle hits the floor, two elves in full armor appear to the left and right to him.

"It appears that have you had enough. Better we accompany you to your chambers so you can sleep it off." The tone of the guard is serious, and the offender simply shrugs, takes a last sip from the bottle, and then stands up. "Enjoy the rest, mates. See ya at the Banquet."

Let the heroes discuss the banquet, the Race, the Willow Queen, or whatever they would like for a while.

They do not get to see the man who was lead away until a few days later. When they do, his face is heavily bruised, one eye is barely open, and he is limping. When asked what happened to him, he shoots a fearful glance to any nearby elf guard with his one good eye and then offers a weak "I... I stumbled in the dark and fell down some stairs."

DINNER OR TAKEAWAY?

From their little encounter in the

garden, the player characters should now know that the promised banquet is still a few days off—apparently it is not going to be held until every ship still participating in the Race has reached Heartland. The heroes have yet to run into the crew of *The Royal Heart*, which could either mean that the elven ship has not arrived yet or that it has already left Heartland. In any event—the heroes are for the moment stuck at the Court of the Willow Queen and if they want to preserve their chances of winning the Race, their only choice is to wait for the banquet and the arrival of *The Royal Heart*. Once the banquet is over and everyone has both their Tokens and the dirt for the final destination, the playing field is once again level and everyone will once again have a fair chance of winning. The Willow Court, of course, has no intention of playing fair. The might and power of the Elven Navy has to be demonstrated, even if it takes a little cheating to achieve that. The Queen is indeed waiting for the arrival of *The Royal Heart*. If, according to your notes she should already be here, then the ship is hidden and undergoing repairs for the last leg of the Race.

With no other choice but to wait for the arrival of *The Royal Heart* and the banquet to be held so that they can obtain the necessary Token and dirt, the characters must suffer the next three weeks in growing boredom. After a few days they may feel more like prisoners than guests and it is getting on their nerves. Use the Boredom rules from page 55 in *Sundered Skies*. If necessary, characters can roll for natural healing as well.

Alternatively, if the characters prefer to act rather than wait, refer to “Sneaking

thorough the night” on page 110 for possible courses of action and their outcomes.

THE BANQUET WILL TAKE PLACE ONCE ALL OF THE SHIPS HAVE ARRIVED. A FESTIVE DINNER

After some three full weeks spent at the Willow Court, a servant will approach the characters and inform them that the banquet has been scheduled for the next evening. Court attire is expected of course, but if a character has brought none with him, a suitable outfit—a fashionable frock coat and tails for him, an elegant gown for her—can be rented for a “small” fee (70 cogs) per person.

The banquet is held in the throne chamber of the Willow Court. The complete crews from all of the ships still in the Race are expected to attend, but only some of the crew of *The Royal Heart* will attend. As good as the banquet looks, the food will be spiked, making anybody who eats it come down with a minor case of food poisoning.

Attending the banquet will be a daunting prospect for most attendees. This is quite possibly the first time that some of them will have worn such formal clothing and very probably the first time the characters will be in the presence of the Willow Queen.

Read or paraphrase the following.

The evening you have been waiting for, growing ever more anxious about continuing the Race, has finally come. 20 minutes ago, a servant knocked on your door and escorted you to the throne chamber of the Willow Court. The throne itself remains empty, giving you a chance to examine the frail construct, engraved with flowers

and covered in elvish runes. In front of the stairs leading up to the throne stands a long table, the middle raised a little higher than the wings to the right and left. Two more long tables have been put at a right angle to the ends of the main table—together the three form a rough 'U.' There are chairs on the outer side of the main table, but at the side tables both sides will be used for the guests.

There is an extra table reserved for Wildlings, next to the wall, in the corner that is the farthest away from the Queen's seat.

The whole room has been decorated with flowers, leaves, petals, and soft cloth. Left of the entrance, a few musicians are already plucking their harps and playing their flutes, but it sounds more like they are preparing to play than any actual song you have ever heard.

Slowly, the hall fills, but nobody really talks, only a whisper can be heard here and there. You catch a faint smell of food and feel your mouth watering. You look for and find your seats and sit down. Still the occasional conversations are conducted in a hushed whisper.

The minutes stretch by when finally a servant announces the arrival of the Willow Queen. All of the elves in the hall—among them crew members of The Royal Heart—quickly stand up and turn towards the throne. A heartbeat

later, and with slightly less enthusiasm, the rest of the sailors in the hall follow. Only the wildlings remain seated, except one, his hideous face and serrated ears marking his bat heritage, also stands up, his knees shaking.

The Willow Queen enters the hall from a door hidden behind the throne. Her tight, smooth dress clings to her body making the males in the group all achingly wish to be able to cling to her, too. Her hair fills the room with the sweetest perfume you have ever smelt, and her dark, mysterious eyes promise love and passion to every single person in the room. She graciously walks toward her seat, waits for a servant to pull back the chair, and sits down. She motions to another servant who claps twice, shouting for the food, then motions to the guests to sit down. A quiet sigh goes through the room as the sailors finally sit down again, their attention still captivated by the Willow Queen.

The food arrives, plates loaded with fruit, vegetables, meats—none of the heroes has ever seen food in such quantity and in such variety. As guests the characters are expected to eat freely and minor *faux pas*—like eating with the wrong fork—are graciously overlooked. Little happens during the banquet beyond the enjoyment of the food and drink, except if the characters have gained some sort of favorable reputation. In this case, one of the servants addresses the Willow Queen in a loud voice, informing her that among

SUNDERED SKIES ADVENTURE COMPENDIUM 1

her guests is a most illustrious personality—the captain of the heroes' ship. The servant will bring up one or more of the characters' achievements that has occurred during the Race. This might be their fight at Meeting Place or how they saved the *Handsome* in the Razor Passage. The Queen will then directly address the character and ask him or her to tell the story in detail. The musicians stop playing, and everybody else stops eating after a few moments. The full attention of everyone in the throne chamber is focused on the player character and the Queen.

Now is the time for Common Knowledge rolls to make sure that the character knows how to behave. Remember, no achievement by any wildling will be acknowledged. Should the heroic deeds have been performed by the wildling, the "owner" of the wildling will be asked to relate the story on how he managed to acquire such a talented wildling, how much it cost, and so on.

As mentioned above, the food is spiked, but there are no immediate effects that the heroes can discern. Once dessert has been served, the Willow Queen nods to another of her servants, who bows and leaves. He returns a few minutes later, followed by two more servants carrying a long tray between them. On the tray are a number of identical polished wooden rods as well as small satchels. The rods are inscribed, marking each one of them as a Token of Heartland. Each ship receives a rod and a satchel, then the Willow Queen rises and bids the sailors farewell, promising that the crews will be taken back to Roseport the following morning.

SNEAKING THROUGH THE NIGHT

There is, of course, an alternative to

waiting the three weeks before the banquet. Scavengers and sky sailors are not normally the waiting type anyway, but let the players decide what they want their characters to do. Some groups will be happy to wait, but others will naturally prefer to look for an alternative way to gain possession of a Token. The obvious choice will be to steal it, but this means overcoming several problems if the heroes are to successfully acquire a Token by this method.

First, the heroes need to find out where the Tokens are kept. Second, they need to find a way to not only get there, but also take one, preferably without anyone noticing. Third, they need to leave the Willow Court and make their way to Roseport, across hostile territory.

LEARNING ABOUT THE TOKENS

The location of the Tokens is not a particularly well-guarded secret. A Streetwise roll when chatting with any of the servants (or from one wildling to another) persuades them to tell a character where the finished Tokens are being stored. They can be found in a small closet near the throne chamber, waiting to be given out. The satchels of dirt are also stored in the same closet as the Tokens.

If they fail the Streetwise roll, the heroes will have to come up with another way to locate the tokens.

TAKE POSSESSION

This is harder. Only elves are allowed in the area near the chamber room and not just any elf can wander the halls nearby. If the heroes do not have an elf among their number, then they will need outside help. Which will only be available from one of the other ship's crews.

Alternatively, there is a second group who can walk the halls unnoticed: wildlings, running an errand for their masters. They are mostly ignored, so a wildling might be able to get to the closet, open it, take a Token and Satchel, and return to the heroes. The heroes can quite easily find a wildling at the Willow Court, willing to help them if they promise to free him. He is part rat, and his master has given him the name, "Filth." Despite being part rat, Filth is not a thief; he is merely a house slave with little self-esteem. But for the promise of freedom, he will do his best.

Filth, rat wildling: see page 123.

The closet in question is locked (as are all the others) and the rooms around the throne chamber are heavily guarded. Only during the sleep cycle is there a realistic chance of getting to the closet and then inside it without being detected. On the first night, Filth can find the closets, but unable to open the right one, is not prepared to break the lock. He can be convinced with a successful Persuasion roll to take one of the heroes with him the next night, to try and break into the closet.

During the sleep cycle, there are only a handful guards on duty in and around the throne chamber. Lights are lowered so that it is almost dark (-2 to all rolls requiring sight, but +2 to Stealth rolls). If the characters fail a Stealth roll, one guard comes to investigate the noise. Should a fight break out 1d3 additional guards will appear after 5 rounds, then 1d3 additional guards for every 1d4 rounds. Any character caught stealing finds himself thrown into the dungeon, while wildlings are simply killed. The rest of the player characters—if only some

were present—are told that there was an unfortunate accident the night before and that their comrades contracted a highly contagious fever and have been placed in quarantine.

RUN!

If the heroes succeed in stealing both the Token and the satchel, they need to get out of the Court, and back to their ship. Filth can show them a way out of the Willow Court, while elves or other wildlings in the group can try to navigate their way back through the dark and dreary forest. But the Wild will be after them.

It takes the party some five hours to get back to Roseport, their route involving several detours to evade the few known patrol routes. Stealth rolls are needed for each hour of movement. Whenever one of the fleeing heroes fails his Stealth roll, draw a card from the action deck. If it is a black face card, check the encounter table below. If a Joker is drawn, pick two encounters.

Card Encounter

Jack of Clubs	Traps
Queen of Clubs	1d3 Ferals
King of Clubs	1d6 Oakthorns
Ace of Clubs	1d3 Wood Elementals
Jack of Spades	1d6 Thorn Beasts
Queen of Spades	1d8 Ferals
King of Spades	Elf Patrol
Ace of Spades	Boughbreakers

Ferals: The pack of ferals is led by a wildcard (1d4: 1-Bear, 2-Bloodhound, 3-Bull, 4-Toad), the rest are wolves.

Bear Feral: see page 121.

Bloodhound: see page 121.

Bull Feral: see page 121.

Oakthorn: see page 122.

Toad Feral: see page 121.

GAININ' A REPUTATION

They stole from the Willow Queen! This will gain the heroes notoriety among all the races in the Skies. The elves of Heartland will mark them for a swift ignoble death, but wildlings and glowborn will revere the heroes.

Wolf Feral: see page 122.

Wood Elemental: see page 122.

Thorn Beasts: see page 122.

Elf Patrol: Use the stats for the *Sentinel's* crew (page 120). There is one elf for every hero, plus two.

Once they have cleared the wood, the characters will have little trouble sneaking into Roseport. Leaving the harbor during the sleep cycle is a bit unusual, but not unheard of. Incidentally, Samel Laurelbloom is on duty again and sees the characters leave, but there is little he can do on his own. Wracking his brain with indecision, he remains frozen at the spot until it is too late—as the heroes pull away from the island, they can hear Laurelbloom's shouts raising the alarm. This brings a patrol of oakthorns to the harbor's edge.

DEPARTURE

How and when the characters manage to depart from Roseport, will depend upon their activities in Heartland. Were they patient and decided to wait until the banquet to receive their Token and the dirt for their ship's Waysphere? Or did they resort to theft and sneak out quite literally like thieves in the night?

If they waited until the end of the banquet the, *The Royal Heart* gets a head

start of one week over the other participants in the Race, as the Royal Heart's crew was served un-spiked food, while the other contestants writhe in agony in their beds for a few days after the festive dinner. The Willow Queen makes a point of apologizing for this inconvenience. A wildling who is "guilty of poisoning the Queen's guests" is quickly produced and summarily executed. If you want to highlight the repression and threat for the Boughbreakers, an elf is executed alongside for treason.

After the execution, the contestants are allowed to leave Roseport. The mass start from Roseport should be handled in the same fashion as the very start of the Race from Plenty, with Boating rolls determining the order of departure.

If the heroes stole their Token, the banquet is cancelled and the rest of the ships are released. The heroes have a week's head start over the other racers.

◆ SHADOWHAVEN ◆

GETTING THERE

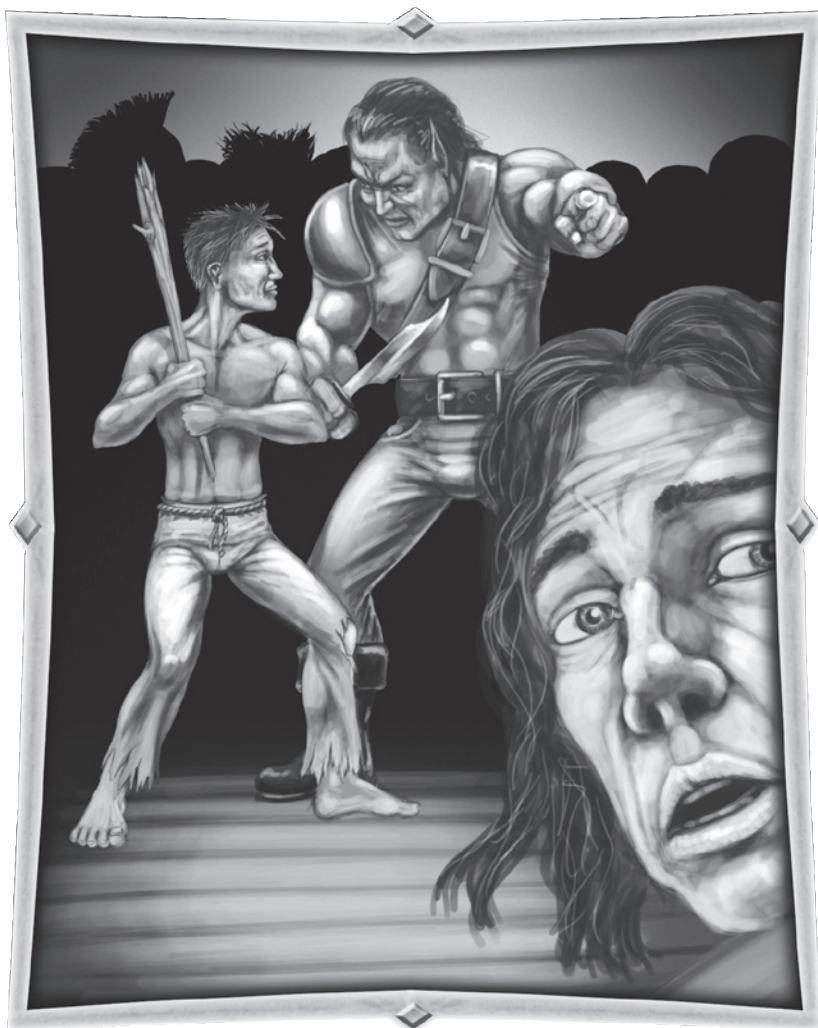
The voyage from Heartland to Shadowhaven has a base travel time of four weeks. Due to the intervention of the Willow Queen, the Race is wide open again, with every ship having a chance to win.

This last leg of the Race is one long chase through the void with the Bright Cabal renewing its attempts to sabotage it. Whomever leads the Race (either the heroes or the elves of *The Royal Heart*) is a base five Range Increments ahead of the rest of the field. The first Boating roll, made at the same time as the rest of the field upon leaving Heartland, determines the exact number. A failed Boating

roll reduces the lead to just four Range Increments, while a botch reduces it to three. A success adds increase the Range Increment by one, a raise increases it by one again. This places the lead vessel ahead of its nearest rival by a minimum of three of three and a maximum of seven Range Increments. Space out the rest of the competitors according to the results of the Boating rolls, with each point dif-

ference between the rolls determining the Range Increment between each pair of vessels.

By now the last one in the chasing pack will certainly be far behind the leader, but nevertheless, the Race is not over for them and they have still have a chance of catching up. Even if the Race leader manages to increase between it and the ship in second place to over 10



THE LAST DAY (ALTERNATIVE)

If you want a little more excitement at the end of the race and the leader is more than 10 Range Increments away, there is still one last chance for the runner-up to catch up. Use this encounter only if the heroes are in one of the first two positions.

A few hours out from Shadowhaven with the island not yet visible, the leader of the Race comes upon a one-sided battle: a vessel full of pilgrims is under attack from a pair of pirate ships. The defending ship, a frigate, has been dismasted and without sails is already drifting in the void. The two pirate ships—both fully manned and the same size as the heroes' ship—are in the middle of conducting boarding actions as the heroes approach.

If the heroes are leading the Race, they are free to ignore the fight and sail onto certain victory. This of course, would seal the pilgrims' fate. In this case, their reputations will suffer later on. Or they live up to their hopefully heroic reputation, change course and head towards the battle, which means a fight!

If the heroes are in second place, the situation presents itself slightly differently. They find themselves closing rapidly on the Race leader. It is clear that some calamity has befallen her—her sails are torn and she is rapidly losing speed. Beyond the stricken Race leader, the heroes can see the pirate ships and their prey. It is equally as clear that the crew aboard the Race

range increments, it does not mean the chase is over. After all, every participant knows where the leader is going...

The relative changes in position from week to the next should be determined as per the rules on page 55 of *Sundered Skies*. First roll for how long the voyage will last, and then for each week make a Boating check for each ship, with additional raises indicating a gain in Range Increments between one ship and another (instead of only a second one as per the core rulebook).

Any ship that draws a clubs card for initiative is attacked by part of the Bright Cabal taskforce and loses one Range Increment in this round. If the draw is a deuce of clubs, the Bright Cabal captures the vessel and takes both it and the crew over. For the moment it vanishes from the Race, but can easily make another appearance later in your campaign—possibly manned by the rotting crew the heroes dined with at the Willow Court. If a face card from the clubs suit is drawn, the ship has successfully defended itself, while the defending ship takes damage and suffers from a wound that will affect it for the remainder of the Race if any other clubs card is drawn.

Ships can be attacked more than once by the Bright Cabal. The cultists aboard are not prepared to give up that easily once they have spotted their prey. If the heroes' ship is attacked, resolve the combat with the forces of the Cabal, as per normal. Do not forget to determine the size of the death barge and its forces according to the rules on page 141 of *Sundered Skies*.

ARRIVAL

In the last week of the Race, the chase

becomes ever more desperate. No matter how honorably the crews of the remaining ships have acted so far, any adherence to the rules of the Race get thrown overboard. In the last few days before they get to the finishing line at Shadowhaven, several crews will try anything to gain an advantage over the competition.

If the heroes' ship finds itself in the same Range Increment as at least one other ship, it will be attacked. The aggressor will not attempt a boarding maneuver, but will open fire in an attempt to disable the defenders' sails. Their aim is not to sink the heroes' ship, only to slow it down. If another ship is disabled during the fight and the heroes decide to rescue the sailors, they either deepen or counter the reputation they gained from the incident with *The Handsome* at the very beginning of the Race.

Make one last roll to determine positions before they get to Shadowhaven. If the heroes lost the fight or stopped to help a disabled ship, their roll is modified by -2.

THE LAST DAY

If, at this point, the leader of the Race is ahead by more than 10 Range Increments, then that is it. No one has a chance of catching the leader and the winner of the first great Race across the Sundered Skies has been determined, now all he needs to do is to reach Shadowhaven, anchor, and go to the Trade Halls.

If, however, the leader is less than 10 Range Increments ahead of his nearest competitor, then there is still a chance! Shadowhaven lies only 10 hours away, and every ship still in the Race has a chance of gaining ground once per hour. The chase continues... for at the end of

THE LAST DAY (ALTERNATIVE) CONT...

leader is in no position to help the pilgrims, as their ship is too badly damaged. Again, the heroes need to decide what they want to do—do they decide to help the pilgrims, or do they pass the battle by, take the lead, and go on to win Race?

In any event—this delay allows for a last, close chase for victory, with the chance that the ship in third can catch up with the current Race leader. Should this happen, everything is now set up for an exciting finale to an event that has captured the imagination of peoples across the Sundered Skies.

the Race, there can only be one winner! One round in the chase equals lasts one hour.

WE HAVE A WINNER!

The Trade Council waits for any other ships still in the Race to finish the voyage to Shadowhaven. After one week, it sends out ships towards Heartland in search of stragglers. If any of the crews fell victim to the Bright Cabal, they cannot be found and are declared missing. Two weeks after the winner has been determined, a great gathering is held at the Choirhall, for the Trade Halls are too small to hold the number of people who want to attend.

The captain of every ship that successfully completed the Race and made it to Shadowhaven is presented with a small medal and a big badge. The medal is to be worn on a band around the captain's neck, while the badge is to adorn his ship,

IT'S A DRAW!

Another possibility is that two or more ships end the Race in a draw—there is no clear winner. This leads to much confusion among the Trade Council representatives—nobody was expecting such a close outcome, however exciting it may be.

There is some discussion about extending the Race to another island, but in the end, Representative Wetfields declares that the two crews shall fight it out in a gladiatorial match in the Arena. Both ships shall nominate a small band of fighters to face each other off. Incidentally, the number of fighters to be nominated equals the number of player characters.

These deliberations take a few hours behind closed doors, with the spectators outside demanding a decision. While the outcome of the Race is discussed, the two crews are held in separate rooms where they are served food and drinks. They will be able to hear the hubbub of the spectators outside, but the guard stationed at the doors to their rooms will prevent the members of either crew from leaving their temporary quarters. Use the stats from the back of this adventure for the opposing fighters, led by the captain of their vessel. If you need additional crewmen to match the number of heroes, use the Veteran Pirate stats. The last crewmember standing not only wins the fight, but also the day—and the Race!

marking both his ship and his crew as having competed in the Race.

The winning crew has to wait until last to receive their badge; however, the wait will be worth it as they will also receive their prize. Depending on what you decided to be their prize, it is either presented to them directly, or they are given a document or model instead because the real thing is just too large to be handed over with any ease.

AFTERMATH

The Race has ended. The heroes, hopefully, won. Taking their bounty, they have made a name for themselves across the Skies and are ready to embark on new adventures!

Should the heroes have agreed to try and win the race in the name of the Lady of the Winds, they can choose to pick the appropriate Arcane Background when they next level up. If a hero chooses this option, he also receives the Faith skill at d4 for free, or if he already has the Faith skill, it is raised to the next die type instead.

◆ OPTIONAL STAGE ◆

There is only one reason for the characters to visit Canopy—if they do not have the dirt to get to Meeting Place already or if they did not realize that the dirt has been exchanged.

CANOPY

When the characters get to Canopy, they can easily get some dirt from Meeting Place to re-attune their Waysphere. However, chances are that the heroes'

ship is not the first to be misdirected by Morten Vastfell and the people of Timber are no less eager to turn in a profit than any other islanders. They will grant access to the Navigator Hall, but will charge an admission rate of 150 cogs, plus 50 cogs per bag of dirt collected.

EVEN MORE ISLANDS

In case you want to send your players on an even longer Race giving them a chance to visit more islands, there are of course a few more major islands that could serve as extra stages for the Race. Just drop them in where you deem appropriate. This is an excellent opportunity to throw in more adventure seeds of your own design or to hook them into one of the Savage Tales from the *Sundered Skies* book available from Triple Ace Games.

THE DWARVEN ISLES

MOUNT ORE

It makes little sense to have both of the Dwarven islands as destinations for the Race. However, Mount Ore is a necessary stop if the heroes need to acquire the dirt for the Deepsky Citadel.

DEEPSKY CITADEL

King Bloodaxe himself welcomes the first crew to reach his citadel. He also presents them with the dirt and the token (a metallic disc roughly 12 cm in diameter). Every other crew, with the exception of the Dwarves of *The Inventor's Pride*, are curtly dealt with and quickly ushered away again. The dirt that each crew obtained from Mount Ore is collected by the dwarves of Deepsky Citadel in exchange for the token.

GAININ' A REPUTATION

The best crew of sailors there is:

If the heroes won, they gain +2 to Charisma among other sailors and are thought to be among the best sky sailors to ever cross the void. In particular, the captain of their vessel will be treated with respect, as would befit a noble by tradesmen and other ship captains.

Losers they may be, but fine looking lads they are:

If the heroes did not come in first, they still received the badge for their ship, proving them to be among the finest sailors of the void.

What a band of ruthless dogs: If the heroes sailed past the pilgrims in need of help near the end of the race (only if you use the alternative last day), any heroic reputation they might have had before is shattered.

DRAGON'S SPINE

Should you send the heroes to the dragon's island, the dragon Jadeclaw has taken an interest in the Race. This only happens to the player characters, no matter when they arrive at the island. Even if they are in last place, Jadeclaw will only choose to act after having been intrigued by all these sailors sailing through the void for some prize.

The likelihood is that the heroes will be surprised, not to say unnerved when Jadeclaw invites them to dinner, their curiosity tempered by the fact that they could end up as his desert. Jadeclaw will have some Chosen Drakin serve his guests delicious food and beverages, while asking the heroes questions about their curious

SUNDERED SKIES ADVENTURE COMPENDIUM 1

exploits, often interrupting them and finishing their sentences himself. There are no other guests present, making the heroes feel that much more vulnerable in the presence of a dragon—especially after they see him downing whole sheep and barrels of beer into his huge maw.

Fortunately nothing untoward happens and at the end of the dinner, he challenges the heroes to a little race of his own—he will accompany them for one day through the void in any direction, then they will both turn around and return to Dragon's Spine (use the dragon stats from page 143 of *Sundered Skies* and run the heroes through eight rounds of a chase). Jadeclaw is a little unfair at the start: he announces that the race starts "now," flicks over in the direction of Dragon's Spine and flies back. Thus he starts this race one Range Increment ahead of the heroes' ship.

If the heroes lose this little race, they will never hear the end of it from the dragon. Whenever they should meet again, Jadeclaw will happily point out that he beat them—even louder if in the end the heroes did win the Race. Despite his boasts, he will hand over the Token, a scale taken from one of his talons and the dirt bag without any complaints. Should they manage to beat the dragon, he will reward the heroes with the gift of a dragon ram, as well. The heroes can have their ship outfitted with it right away or return later. It only takes two days to equip their ship with this new toy.

FREEDOM ISLE

If the Freedom Isle is part of your Race, the Token given out there is an old metal coin. The insignia on the coin is withered

down to a point where they are impossible to decipher.

The glowborn are not willing to use such a high-profile event as the Race to make any move against their elven oppressors. However, while docked at Freedom Isle, *The Royal Heart*, will suffer a little accident; nobody's fault really, these things just happen. This mishap will cost the elves one position in the Race.

◆ THE PRIZE ◆

As mentioned on page 90, the particular prize the player characters are to receive depends on the needs of your particular group. Here are a few suggestions as to what a suitable prize could be:

A BIGGER BOAT

The characters are awarded possession of a small frigate called the *Skyrunner*.

THE SKYRUNNER

The *Skyrunner* was originally built for Representative Wetfields' father. Completely overhauled, the Representative donated the ship as a gift for the victor of the Race. Of course, he might have thought twice about doing so had he known that his favorite entrant was not going to win...

Acc/Top Speed: 2/10; **Handling:** +1; **Toughness:** 13 (2); **Crew:** 8+16; **Guns:** 6; **Cargo:** 3; **Cost:** \$40,000; **Rarity:** Unique
Notes: Heavy Armor

IT'S ON THE HOUSE

The characters earn credit amounting to 50,000 cogs, to be spent in the halls of the Trade Council on any island.

A MISPLACED ARTIFACT

In case the heroes lost possession of one of the artifacts from the Plot Point campaign, this is their chance to get it back. It does not matter how the Trade Council managed to acquire it—and no one is prepared to divulge exactly how, but now the Council is willing to part with it.

MYSTERY CHESTS

If you want to have a little fun with your players, the Trade Council offers four recently unearthed large chests, their locks rusted shut, the contents unknown. Their contents could be anything you want—from unheard riches to worthless rocks, originally collected by a scientist trying to find out what makes the islands float.

A RELIC OF GREAT POWER

Roll up a relic or choose one, based on the rules starting on page 88 of the *Sundered Skies* book.

◆ THE RACE — GM INFORMATION ◆

The next few pages give you additional hints and handy information as a quick reference.

NON PLAYER CHARACTERS

You can find the stats of all NPC the heroes may encounter over the course of this adventure below.

PICKPOCKET

This little street rat serves only as a distraction to the heroes. His only motivation is hunger. His name, if you need one, is Pollock.

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

Skills: Boating d6, Climbing d6, Fighting d4, Guts d4, Knowledge (Thieving) d6, Notice d6, Stealth d8, Throwing d6

Charisma: +0

Pace: 8 **Parry:** 4 **Toughness:** 4

Edges: Fleet Footed

Gear: Small knife (Str+d4)

Salvage: Nothing.

THE WATCHER

Attributes: Agility d12+4, Smarts d4, Spirit d4, Strength d4, Vigor d6

Skills: Fighting d10, Notice d12+2

Pace: 8"; **Parry:** 9; **Toughness:** 10 (5)

Special Abilities:

- * **Armor +5:** Watchers are iron constructs.
- * **Construct:** +2 to recover from being Shaken; No additional damage from Called Shots; Ignores Wound Penalties; Immune to disease and Poison.
- * **Curious:** Watchers are drawn to spectacle and always record whatever draws their attention.
- * **Erratic:** Watchers are hard to hit, +2 Parry.
- * **Fearless:** Watchers are immune to Fear and Intimidation attempts.
- * **Hovering:** Watchers are gliding through the air and maintain a height of approximately 4 feet. They can slowly rise to a maximum of 50 feet.
- * **Improved Dodge:** Attackers must subtract 2 from their Shooting or Throwing rolls.
- * **Non-Combatant:** Watchers use their Fighting skill merely to evade attacks and to steer through battles. They never actively engage in combat.
- * **Quick:** Redraw any card of 5 or less.

SUNDERED SKIES ADVENTURE COMPENDIUM 1

- * **Recording:** Watchers store everything they see, but not what they hear. A Steampriest can extract memories with a Repair (-2) roll.

THE DEATH BARGE

Acc/Top Speed: 4/11; **Handling:** +1;
Toughness: 11 (1); **Crew:** 1+23 Zom-
bies; **Guns:** 4
Notes: Heavy Armor



EXPERIENCED DEATH PRIEST

Attributes: Agility d6, Smarts d8, Spirit
d12, Strength d6, Vigor d6

Skills: Boating d8, Climbing d6, Faith
d12, Fighting d6, Guts d6, Intimidation
d8, Notice d8, Shooting d6, Stealth d6

Charisma: -10

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

Hindrances: Anemic, Bloodthirsty, Mean,
Ugly

Edges: Arcane Background (Miracles),
New Spells, Power Points, Reputation
(Bad), Soul Drain

Gear: Ghost Sickle (Relic; Str+d4+2
damage, Parry +1), Rib cage armor (+2),
Soul Orb

Spells: 50 Power Points (including 15
stored in their soul orb), *armor, bolt,*
drain the powerful soul, fear, zombie

Special Abilities:

- * **Soul Orb:** Soul orbs absorb the souls of everyone killed within 12", providing 1 Power Point for each soul absorbed. Hitting a soul orb is a Called Shot with a -2 penalty. They have an Object Toughness of 12 and are destroyed by blunt and cutting weapons. Destroying a soul orb causes its owner

to become Shaken.

ZOMBIES

These Zombies are all armed with long bone spears which they throw on their first combat action, before closing in with their rib blades.

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

Skills: Fighting d6, Intimidation d6, No-
tice d6, Throwing d6, Shooting d6

Pace: 4; **Parry:** 6; **Toughness:** 7

Gear: Rib blade (Str+d4, Parry +1), Bone
Spear (3/6/12, Str+d6)

Special Abilities:

- * **Claws:** Str.
- * **Undead:** +2 Toughness, +2 to recover from Shaken; Fearless, Called Shots do no extra damage.
- * **Weakness (Head):** Shots to a Zom-
bie's head do +2 damage.



BERYL GREENLEAVES,

NEOPHYTE LEAFWARDEN

Never the merriest of fellows, he has been exposed too long to the Glow already and is Irritable. Greenleaves does not realize, however, that he is on the slippery slope to glowmadness, and attributes his sour mood solely on the confinement and boredom of the ship.

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

Skills: Boating d6, Climbing d6, Faith
d10, Fighting d6, Guts d4, Notice d8,
Shooting d6, Stealth d6

Charisma: +0

Pace: 6"; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: All Thumbs

Edges: Agile, Arcane Background (Mira-
cles), Leaf Blessed (Bark Skin, Ivy Crawl)

Gear: Elven Leather (+2), iron-

wood sword (Str+d6), elven longbow (15/30/60, 2d6; Beryl keeps the bow back on the ship)

Spells: 15 Power Points, *armor*, *bolt*

ELVEN WARSHIP CREW

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

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

Charisma: +0

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

Hindrances: All Thumbs

Edges: Agile, Plant Heritage (Ivy Crawl)

Gear: Elven Leather (+2), Ironwood Sword (Str+d6), Bow (12/24/48, 1d6)



BEAR FERAL

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d6, Notice d6

Pace: 5; **Parry:** 4; **Toughness:** 12

Salvage: Junk

Special Abilities:

- * **Berserk:** Bear ferals are in a perpetual berserk frenzy. They gain +2 to 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+d6.
- * **Hug:** Bear ferals hitting with a raise pin their foes, and then automatically rend their victims. To escape, the victim must achieve a raise on an opposed Strength roll.
- * **Size +2:** Bear ferals stand over 7' tall.



BLOODHOUND

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Notice d10,

Tracking d12+2

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

Salvage: Junk

Special Abilities:

- * **Claws:** Str+d4.
- * **Feral Senses:** Bloodhounds get a +2 bonus on all Notice checks. They get a free Notice roll to detect ambushes and can detect prey within a half-mile radius.
- * **Size +1:** Blood hound ferals stand over six feet tall.



BULL FERAL

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Guts d12, Intimidation d10, Notice d8

Pace: 7; **Parry:** 5; **Toughness:** 9

Salvage: Junk

Special Abilities:

- * **Berserk:** Bull ferals are in a perpetual berserk frenzy. They gain +2 to 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.
- * **Bite:** Str.
- * **Fleet-Footed:** Bull ferals roll a d10 for their running die.
- * **Gore:** If a Bull feral charges at least 6" before attacking, they add +4 to their damage total.
- * **Size +2:** Bull ferals stand over seven feet tall.



TOAD FERAL

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 7

Salvage: Junk

SUNDERED SKIES ADVENTURE COMPENDIUM 1

Special Abilities:

- * **Claws:** Str+d4.
- * **Leap:** Toad ferals may leap 1d6+4", attacking with +2 to both their Fighting and Damage rolls.
- * **Size +1:** Toad ferals are significantly bigger than a human.
- * **Tongue:** Toad ferals have a 4" long tongue. If they get a raise on their Fighting roll, the target is afflicted with paralyzing spittle and must make a Vigor roll or be paralyzed for 1d3 rounds.

WOLF FERAL

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 7

Salvage: Junk

Special Abilities:

- * **Bite:** Str+d4.
- * **Fleet Footed:** Wolf ferals roll a d10 for their running die.
- * **Go for the Throat:** A raise on a wolf feral's attack roll hits the target's most weakly-armored location.
- * **Size +1:** Most ferals stand over six feet tall.

WOOD ELEMENTALS

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

Skills: Fighting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 11 (1)

Salvage: None

Special Abilities:

- * **Armor +1:** Hard bark.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Improved Sweep:** May attack all adjacent foes.

* **Lashing Branches:** Str+d6.

* **Size +3:** Wood Elementals are walking trees.

* **Stealth +2:** When the elemental is not moving or attacking, it appears to be a normal tree.

* **Weakness:** Fire based attacks to +2 damage and the chance of catching alight is 5-6 on a d6.

THORN BEASTS

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

Skills: Fighting d8, Shooting d8, Tracking d8

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

Salvage: None

Special Abilities:

- * **Armor +1:** Thick bark.
- * **Bite:** Str+d4.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Thorn Cone:** A thorn beast may fire thorns at its foes using the Cone Template. Every target within this cone may make an Agility roll to avoid the attack. Those who fail suffer 2d8 damage.

OAKTHORN

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

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

Charisma: +0

Pace: 6"; **Parry:** 7; **Toughness:** 9 (3)

Hindrances: All Thumbs, Vow (Protect the Willow Court)

Edges: Combat Reflexes, Plant Heritage (Thorns), Trademark Weapon

Gear: Ironwood Sword (Str+d8)

Special Abilities:

- * **Bonded Gear:** Oakthorn wear bonded wooden armor (+3), which fires volley of thorns at attackers (2/4/8, 2d6+1, 3 volleys available). This armor is impossible to remove. Oakthorn can only release their sword by uttering a special command word.

FIFTH, RAT WIDLING

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

Skills: Fighting d4, Guts d6, Knowledge (Elf Etiquette) d8, Knowledge (Heartland) d8, Notice d10, Stealth d8

Charisma: +0

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

Hindrances: Small

Edges: Alertness, Danger SenseThe Racers

Below are the other participants of the race

NAME: THE ROYAL HEART

Acc/Top Speed: 2/10; **Handling:** +0; **Toughness:** 15 (2); **Crew:** 12+24; **Guns:** 8; **Cargo:** 4

Notes: Heavy Armor, Elven Warship, regenerates one wound per week.



CAPTAIN JHON OAKFIST

Oakfist never smiles, never jokes. He is never less than serious and somber and sometimes has a hard time tolerating Rhannen.

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

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

Charisma: +0

Pace: 6"; **Parry:** 8; **Toughness:** 9 (3)

Hindrances: All Thumbs, Vow (Major)

Edges: Combat Reflexes, Plant Heritage (Spores), Sky Commander, Trademark Weapon

Gear: Ironwood Sword (Str+d8)

Special Abilities:

Bonded Gear: Oakthorn wears bonded wooden armor (+3), which fires volley of thorns at attackers (2/4/8, 2d6+1, 3 volleys available). This armor is impossible to remove. An Oakthorn can only release his sword by uttering a special command word.

NOTABLE CREWMEMBERS:



RHANNEN ROSEKISSED,

EXPERIENCED LEAFWARDEN

Rhannen uses her wry sense of humor to keep morale high aboard *The Royal Heart*. She tends to laugh shrilly, especially whenever she hurts someone in battle.

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

Skills: Boating d6, Climbing d8, Faith d12, Fighting d8, Guts d8, Notice d8, Shooting d10, Stealth d8

Charisma: +0

Pace: 6"; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: All Thumbs

Edges: Arcane Background (Miracles), Champion, Leaf Blessed (Nettle Touch, Blood Rose, Willow Shadow)

Gear: Elven Leather (+2), Ironwood Sword (Str+d6), Elven Longbow (15/30/60, 2d6), Elven Potions (Quickness, Regeneration, Battle).

Spells: 25 Power Points, *armor, bolt, feral form*

MARTHEN BRIARBACK, OAKTHORN

LIEUTENANT

SUNDERED SKIES ADVENTURE COMPENDIUM 1

Marthen is a loyal servant to the court and the Queen.

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

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

Charisma: +0

Pace: 6"; **Parry:** 7; **Toughness:** 9 (3)

Hindrances: All Thumbs, Vow (Major)

Edges: Combat Reflexes, Plant Heritage (Thorns), Trademark Weapon

Gear: Ironwood Sword (Str+d8)

Special Abilities:

* **Bonded Gear:** Oakthorn wear bonded wooden armor (+3), which fires volley of thorns at attackers (2/4/8, 2d6+1, 3 volleys available). This armor is impossible to remove. An Oakthorn can only release its sword by uttering a special command word.

THE CREW

The crew has all been hand-picked by officials at the Willow Court to give *The Royal Heart* the best advantage they can.

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

Skills: Fighting d8, Boating d8, Guts d6, Notice d6, Shooting d8, Stealth d6, Throwing d6

Charisma: +0

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

Hindrances: Loyal (to the Willow Queen).

Edges: Plant Heritage (see *Sundered Skies* Page 146).

Gear: Leather Armor (+1), cutlass (Str+d6), bow (12/24/48, damage 2d6)

Salvage: Junk for every 3 elves.

NAME: THE SPIRIT

Acc/Top Speed: 2/10; **Handling:** +0;

Toughness: 13 (2); **Crew:** 12+24; **Guns:** 8; **Cargo:** 4

Notes: Heavy Armor. The Trade Council secretly funds this frigate in the hope that it will win the Race and so allow the Trade Council to keep what would have been the winners' prize. While the Council has been persuaded as to the advantages of running the Race, it would rather not be handing out valuable items to a crew of upstart sky sailors.



CAPTAIN KINGSLEY B

ARRETT (HUMAN)

Barrett is a grim human. He has an intimidating air about him, his crew being only willing to talk about him in hushed whispers. Barrett does not talk much and never raises his voice, which only adds to his fearsome reputation.

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

Skills: Fighting d8, Boating d8, Guts d6, Notice d6, Shooting d8, Intimidation d8, Throwing d6

Charisma: -3

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

Hindrances: Loyal (to the Trade Council), Mean

Edges: Block, Command, Nerves of Steel

Gear: Leather Armor (+1), long sword (Str+d8), two pistols (5/10/20, damage 2d6+1)

Salvage: Junk

NOTABLE CREWMEMBERS:

BRAN GILLAGER, FIRST MATE.

The crew came up with a nickname for him—Kingsley's wrath. Bran is just as mean as the captain, but he is loud and foulmouthed, constantly berating anyone

he considers to be below him.

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

Skills: Fighting d8, Climbing d8, Boating d8, Guts d8, Notice d8, Shooting d8, Stealth d8, Intimidation d8, Taunt d8, Throwing d8

Charisma: -3

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

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes

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

Salvage: Junk

THE CREW

The Spirit has a total crew of 18 sailors aboard.

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

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

Charisma: +0;

Pace: 6 **Parry:** 5 **Toughness:** 6 (1)

Hindrances: Greedy

Edges: -

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

Salvage: Junk for every 5 sailors

NAME: THE LOVELY SIMONE

Acc/Top Speed: 4/10; **Handling:** +4; **Toughness:** 13 (2); **Crew:** 1+7; **Guns:** 2; **Cargo:** 1;

Notes: Cloudskiff, Heavy Armor, Drakin Tiller



CAPTAIN NATE FILLER (HUMAN)

Nate plays the role of the flamboyant womanizer, dashing and witty, to the hilt. This is more an act though, and this aspect of his personality not only gets him

recognized, it also gets himself and his brother Tuck, hired for small jobs. Tuck is younger than Nate, and is usually quietly smiling in the background while his brother draws all the attention. The brothers are fiercely protective of each other and where Nate's overconfidence might lead the pair to take up too tempting an offer, Tuck's more cautious nature has meant that they have avoided jobs that he has deemed to be too dangerous.

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

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

Charisma: +0

Pace: 6 **Parry:** 5 **Toughness:** 6 (1)

Hindrances: Curious, Loyal (to his brother), Overconfident

Edges: Luck, Scavenger

Gear: Leather Armor (+1), cutlass (Str+d6), they also have a musket with 5 shots (10/20/40, damage 2d8)

Salvage: Junk

The Crew: Nate and his brother Tuck are the only crewmembers of *The Lovely Simone*. Both use the same stats, but Nate is a Wildcard and Tuck does not have the Overconfident Hindrance.

NAME: THE DANCER

Acc/Top Speed: 2/12; **Handling:** -3; **Toughness:** 20 (4); **Crew:** 30+40; **Guns:** 16; **Cargo:** 6

Notes: Galleon, Heavy Armor



CAPTAIN PENNY RAMSEY

Penny has a mane of red hair, usually bound in a ponytail. Her eyes sparkle with mischief, and she is never one to take an insult. There are rumors about her being involved

SUNDERED SKIES ADVENTURE COMPENDIUM 1

with Grom, but no one dares to ask her.

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

Skills: Fighting d8, Boating d10, Guts d8, Notice d8, Shooting d8, Stealth d8, Taunt d8, Throwing d8

Charisma: +2

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

Hindrances: Greedy, Loyal

Edges: Ace, Attractive, Command, Nerves of Steel, Reputation (Good)

Gear: Leather Armor (+1), cutlass (Str+d6),

NOTABLE CREWMEMBERS:

GROM (ORC).

Grom serves as *The Dancer's* battle leader and he is always in the middle of any combat. Grom is close to Penny as he owes her his life.

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

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

Charisma: -2

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Outsider

Edges: Big, Sweep

Gear: Coin Shirt (+2), bronze battle axe (Str+d6, degradable)

THE CREW

30 sailors are aboard the ship, most of them humans, but a handful of glowborns and dwarves have joined with Penny.

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

Skills: Fighting d6, Boating d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: +0

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Leather Armor (+1), bronze cutlass (Str+d6, degradable)

Salvage: Junk for 5 sailors

NAME: THE CONFIDENCE

Acc/Top Speed: 3/10; **Handling:** +1;

Toughness: 13 (2); **Crew:** 1+11; **Guns:** 4;

Cargo: 2

Notes: Sky Sloop, Heavy Armor



CAPTAIN SILAS LENT

At best Silas can be described as adventurous, at worst overconfident. He is always a little too eager to jump into the action, to roll the dice when everything is at stake, and to follow even the weakest of rumors about a hidden treasure. His self confidence is such that he is not above smuggling goods on the side, an act which he sees as a way of thumbing his nose at authority—particularly the elves and the Trade Council. Winning the Race would be the ultimate way of insulting those in power, as he sees it.

He saved Brick's life a few years ago, a debt the goblin has repaid several times since.

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

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

Charisma: 0

Pace: 6 **Parry:** 5 **Toughness:** 6 (1)

Hindrances: Curious, Greedy, Overconfident

Edges: Luck, Scavenger

Gear: Leather (+1), longsword (Str+d8)

NOTABLE CREWMEMBERS:

BRICK, THE GOBLIN

Silas saved Brick from certain death several years ago. Now Brick is Silas' loyal bodyguard and constant companion.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Climbing d8, Notice d6,

Intimidation d8, Stealth d6, Throwing d6

Charisma: -2

Pace: 5 **Parry:** 7 **Toughness:** 8 (2)

Gear: Coin Shirt (+2), bronze battle axe (Str+d6, degradable)

Special Abilities:

- * **Combat Reflexes:** Goblins get +2 on Spirit rolls to recover from being Shaken.
- * **Fearless:** Goblins never need to make a Guts check for fear.
- * **Miracle Resistant:** Due to the absence of a soul, goblins are very resistant to miracles. They have the Improved Arcane Resistance Edge.
- * **Size -1:** Goblins stand 3-4' tall.
- * **Wild:** When goblins are forced to fight, they attack without thought of self-preservation. Every attack by a goblin is a Wild Attack.

The Crew: Silas steers *The Confidence* alone. His only company is Brick, a former goblin slave who acts as a very protective bodyguard.

NAME: THE VOIDRIDER

Acc/Top Speed: 2/10; **Handling:** +2; **Toughness:** 10 (0); **Crew:** 1+10; **Guns:** 2; **Cargo:** 2

Notes: Wind Rider



CAPTAIN WILLEM MENARD

Willem proudly wears his title as captain, but in truth, all decisions are made in consent with the crew—and more often than not, it is Jake the Drake who calls the shots. Willem came up with the nickname for his crew. In a sense, “capt’n” is just his nickname.

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

Skills: Boating d8, Fighting d6, Guts d8, Notice d8, Shooting d8, Stealth d6, Throwing d6

Charisma: +0

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

Hindrances:

Edges: Sky Commander

Gear: Leather Armor (+1), cutlass (Str+d6)

Salvage: The three of them have Junk Salvage between them.

NOTABLE CREWMEMBERS:

“JAKE THE DRAKE” PALESCALE (DRAKIN)

Jake makes up for Julija’s perpetual silence with his incessant talking.

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

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

Charisma: +0

Pace: 6 **Parry:** 4 **Toughness:** 5 (1)

Hindrances: Small

Edges: Arcane Senses

Gear: Leather Armor (+1), cutlass (Str+d6)

“LITTLE” JULIJA

Julija rarely smiles and never speaks, though no one knows if she is mute or simply has nothing to say. Her nickname is ironic in nature—Julija is over 6’ tall and all muscle.

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

Skills: Boating d4, Fighting d10, Guts d10, Notice d6, Shooting d6, Stealth d4, Throwing d6

Charisma: +0

Pace: 6 **Parry:** 7 **Toughness:** 9 (1)

Hindrances: Quirk (doesn’t speak)

Edges: Brawny, First Strike,

Gear: Leather Armor (+1), cutlass (Str+d6)

SUNDERED SKIES ADVENTURE COMPENDIUM 1

NAME: THE INVENTOR'S PRIDE

Acc/Top Speed: 3/12; **Handling:** +0;
Toughness: 17 (4); **Crew:** 6+12; **Guns:** 8; **Cargo:** 4

Notes: Dwarven Ironclad /Frigate, Heavy Armor



CAPT. AGRAVAIN

BLOODRAGE

The dwarf Agravain Bloodrage keeps his beard neatly trimmed and meticulously braided. He speaks in a deep, booming voice, and cares deeply for his crew. He often refers to them as his children, although not one of them is actually related to him.

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

Skills: Boating d10, Fighting d8, Guts d8, Faith d10, Knowledge (Stone Carving) d10, Notice d8, Repair d10, Shooting d8, Weird Science d10

Charisma: +0

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

Hindrances: Loyal (to the King and his crew), Slow

Edges: Arcane Background (Weird Science), Clan Trained, Gadegeteer, Low Light Vision, McGyver, Mr. Fix It

Gear: Chain hauberk (+2), axe (Str+d6)

Spells: 10 Power Points; *bolt (repeating crossbow)*, *deflection (works only on the ship, a steam generator biding the Inventor's Pride from view)*

THE CREW

The Inventor's Pride is manned by Agravain and five more dwarves. The crewmen unconsciously try to mimic their beloved captain and tend to use the same key phrases, similar gestures, manners of speech, and the like. Even the way they braid their beards and how

they dress is similar. None of them is actually aware of this and would loudly protest against it if someone were to point this out.

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

Skills: Boating d8, Fighting d8, Guts d8, Knowledge (Stone Carving) d6, Notice d6, Repair d6, Shooting d6

Charisma: +0

Pace: 5 **Parry:** 6 **Toughness:** 7 (1)

Hindrances: Loyal (to the King and their captain), Slow

Edges: Low Light Vision

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

Salvage: Junk for all 5 dwarves.



CAPTAIN

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

Skills: Fighting d8, Boating d8, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: 0

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

Gear: Leather Armor (+1), bronze cutlass (Str+d6, degradable)

Salvage: Junk

CREWMEN

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

Skills: Fighting d6, Boating d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: 0

Pace: 6 **Parry:** 5 **Toughness:** 6 (1)

Gear: Leather Armor (+1), bronze cutlass (Str+d6, degradable)

Salvage: Junk for every 5 sailors

RACE CHART

Use the chart on page to keep track of the ships' position during the race.

THE OPPOSITION

THE FAVORITES

The following ships are considered to be the favorites to win the Race.

THE RACE—PLAYER INFORMATION

Copy this page and give it to your players so that they have a reference handy.

NAME: THE ROYAL HEART

About the ship: a massive elven frigate



MORE OPPOSITION

In case you want to add additional ships to the race, there are a few suggestions below. Either pick a line or roll three d12, and assign each result to one of the columns.

If you want stats for the crew and the respective captains, use the following information:

d12	Ship name	Ship Type	Special Notes
1	Furious Duchess	Wind Rider	Drakin Ship
2	Poet's Remedy	Cloud Skiff	Dwarven Ship
3	Savior	Cloud Skiff	Windsilk Sails(+ 1 Acc, + 3 Top Speed)
4	Wyrmbane	Cloud Skiff	Nothing special
5	Ellen	Cloud Skiff	Nothing special
6	Faith	Sky Sloop	Nothing special
7	Monkey's Fairness	Sky Sloop	Nothing special
8	Mystic Archer	Sky Sloop	Nothing special
9	Serpent	Frigate	Nothing special
10	Cheerful	Frigate	Nothing special
11	Scavenger's Rest	Sky Galley	Improved Tiller (+2 Handling)
12	Shadow	Galleon	Elven Ship
			Orcish Ship

RACE CHART

Use the following chart to keep track of the ships' position during the race.

Ship	Razor Passage	Meeting Place	Bridgeways	Roseport	Shadowhaven
Player's ship					
Royal Heart					
Spirit					
Inventor's Pride					
Dancer					
Lovely Simone					
Confidence					
Voidrider					

SUNDERED SKIES ADVENTURE COMPENDIUM 1

that looks like it has been grown from a forest. It is even possible to make out the marks where the roots have been cut.

Captain: Jhon Oakfist. His skin looks like dried-up bark and his demeanor is as serious as has come to be expected with members of his race.

NAME: THE SPIRIT

About the ship: A frigate that looks as if it is fresh out of the shipyards of Plenty. So fresh the paint still appears to be wet.

Captain: Kingsley Barrett. With his intimidating air, the crew of *The Spirit* will only mention him in hushed whispers.

NAME: THE INVENTOR'S PRIDE

About the ship: An ironclad frigate, this marvel can defy the winds with its powerful steam engines.

Captain: Agravain Bloodrage. A dwarf with a neatly trimmed and meticulously braided beard, he speaks in a deep booming voice.

THE UNDERDOGS

NAME: THE DANCER

About the ship: A battered trade galleon.

Captain: Penny Ramsey. An attractive woman in her forties, she is usually accompanied by a grim looking Orc called Grom who serves as her bodyguard, and it is rumored—as her lover.

NAME: THE LOVELY SIMONE

About the ship: A Cloudskiff enhanced by an expensive drakin tiller. If she was not such a small ship, the *Simone* would be a main contender.

Captain: Nate Filler commands the cloudskiff, together with his younger brother

Tuck. They are genial humans, always quick to spend their hard-earned cogs on women and drinks.

NAME: THE VOIDRIDER

About the ship: A rarely seen Wind Rider, few expect it to survive the long and dangerous journey of the Race.

Captain: The human Willem Menard commands his crew of misfits—a drakin, known as “Jake the Drake” Palescale, and a huge, strong woman Willem refers to as “Little” Julija. Julija never smiles and never speaks, something which Palescale easily makes up for.

NAME: THE CONFIDENCE

About the ship: A battered sky sloop that has seen better days.

Captain: Silas Lent has the reputation of being just a little overconfident and a little too quick to jump to action. A goblin called Brick follows Lent everywhere, like a loyal dog following its master.



THE ICE TOWER



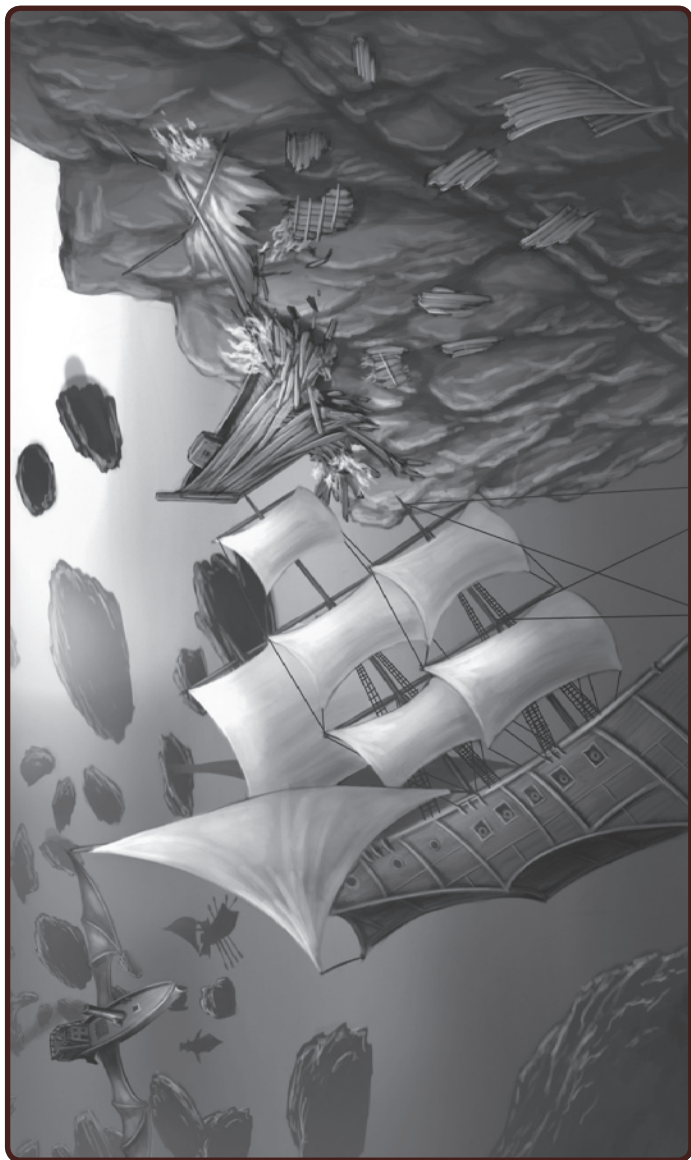
FATE OF THE SUMMONER



THE BLADE OF DESTINY



THE RACE



TAKE TO THE SKIES, BEFORE THE SKIES TAKE YOU!

Sundered Skies: Compendium 1 contains 4 thrilling adventures full of peril, horror and madness. A shattered world. A thousand floating islands. A constant glow of madness.

Sundered Skies begins where every other world ends.

1 THE ICE TOWER

The heroes travel to the arctic wasteland of the Draining Sea. There they must contend with the elements, savages, and zealots if they hope to pil- lage the ancient resting place of The Battlelord.

2 FATE OF THE SUMMONER

Travelling all over the skies, our heroes attempt to recover cursed sal- vage causing mayhem and madness. Can they hope to solve the mystery of the lost skyship, The Summoner?

3 BLADE OF DESTINY

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. Can they cheat fate as they struggle against The Blade of Destiny?

4 THE RACE

In a bid to raise morale and emphasize the links between the islands, the Trade Council sponsors a competition. Intrepid captains and their crews must navigate their way between the major islands. The ships crew, which completes the race in the shortest time, will win fame and fortune across the known skies. But first they must survive, monsters, pirates, glowmad- ness, treachery, conspiracy, the tactics of their fellow competitors.

Sundered Skies is a dark fantasy setting for the award-winning Savage Worlds by Triple Ace Games.



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