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SUNDERED SKIES

COMPENDIUM

2



DAVE BLEWER & LUIS ENRIQUE TORRES

SUNDERED SKIES

COMPENDIUM 2

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CONTENTS

MINDTHIEF3

MISTS OF SAVANNAH 35

FESTIVAL OF MADNESS..... 77

WITHIN THE SKIES 133

COVER ART170



MINDTHIEF

◆ SONGS OF REMORSE ◆

Songs of Remorse is a new Plot Point campaign for Sundered Skies that deals with a scheme by the Bright Cabal to destroy all life on one of the major inhabited isles. It is divided into four parts, of which Mindthief is the first. This opening part of the Plot Point campaign sows the seeds for the epic adventures to come.

Where: Gateway

When: Run this Savage Tale when the heroes reach at least Veteran Rank.

THE SONS OF SPIRE

The erratic movement of the isles, both greater and lesser, has always been a threat to islanders across the Sundered Skies. Even the smallest of rocks can be a threat to shipping, while the largest will cause catastrophic devastation if it collides with an inhabited isle. The most infamous such catastrophe occurred 70 years ago, when the city isle of Spire was destroyed by a collision with a rogue isle, so creating the ruined island now known as Star Crater Isle.

Some of the survivors banded together, and dedicated their lives to preventing the fate of Spire from being repeated elsewhere. What they had in common was not just their grief, but also an obsession with studying the void and plotting the courses of the rocks and islands. In addition many

of them had the knowledge and skill to support their obsession, nearly all of them being scholars and astronomers. Over the years the importance of their work was recognized by folk from other isles, who although altruistic, lacked the aptitude or dedication to serve as actual astronomers. Instead they provide the support necessary to keep the astronomers' vital work going in the form of vital salvage, shelter and other material needs. Together the two sides of the group called themselves The Sons of Spire.

In the years since their formation, the Sons of Spire have done good work, managing to predict collisions, sometimes weeks—but usually only days—before they occurred, allowing the Trade Council to evacuate the isle's inhabitants and put in place the mechanisms necessary to rebuild once the danger had passed. With the continued success of their predictions, the Trade Council came to rely on the Sons of Spire's expertise in this field, and did not check their findings and reports as closely as they should have.

However, the astronomers were not always successful. Sometimes they missed a rogue island, or saw the danger too late, so preventing a warning from being issued or an evacuation plan from being enacted in time. When this occurred it was inevitable that many of the threatened island's inhabitants would be unable to get off the

SUNDERED SKIES ADVENTURE COMPENDIUM 2

island before disaster struck. Such a loss of life, and their inability to save everyone proved to be too much for the Sons of Spire. After much debate, they agreed that what was needed was a means to influence or change the path of a threatening isle as it orbited the Sundered Skies.

Several of the astronomers and scholars within the Sons of Spire hypothesized that forces within the void influenced the orbit of the isles, and if these forces could be understood, then they could be controlled. This inner group—The Shifters—set itself the task studying both these forces and the magical discipline necessary to control them. They dubbed this discipline Voidomancy. Although this desire to master the discipline of Voidomancy, and so save lives, was born of good intentions, it would eventually lead to disaster. Fifty-seven years ago, the Sons of Spire conducted its first major experiment in the discipline, an experiment that would kill thousands of people and leave an entire island not only barren, but also haunted.

THE DEATH OF EINAR

Initially, the astronomers made good progress. Their experiments did indeed discover mana streams infusing the void and gradually they discovered the ways and means of influencing them. They were even able to shift the orbit of several small-uninhabited isles and rocks.

Such was the success of these early experiments it was decided by the Trade Council that the obvious next stage of the research was to shift the orbit of an inhabited isle. The most obvious—and pressing—candidate was the small island of Einar.

Einar had a slightly eccentric orbit

around Plenty and the Runoff Falls. Its orbit was such that it usually 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, which would destroy buildings and ruin crops in flash floods, despite this, people continued to live upon Einar. Primarily because the isle was even more bountiful than Plenty, but also because the residents became adept at rebuilding quickly after the infrequent flash floods.

The preparations for the experiment involved the placing of magically charged stones—Nexus Stones—at strategic places around the isle. These stones would create a net of power that would ensnare the whole of the island and allow its orbit to be shifted. During these preparations, the majority of Einar's populace was evacuated to Plenty where they would stay for the ritual's duration. Yet a sizable number elected to stay, and could not be persuaded to leave.

The ritual was a disaster. Somehow, it went horribly wrong and released a massive pulse of magical energy, which instantaneously killed every living thing on Einar. Most of the Nexus Stones were destroyed during the energy pulse, but perversely, the orbit of the isle *did* shift and to this day its orbit has never intersected with the Runoff Falls.

Today, Einar is a desolate barren island inhabited only by vengeful ghosts and other, even stranger creatures. An embargo has been placed on the island by the Trade Council, and among the many that still remember their home, Einar has been unofficially renamed Remorse. Since the disaster, the Sons of Spire have lost

GOFF FORLORNEYE

At some point the heroes might want to find out some facts about their new employer. Ask them to make Streetwise rolls and use the table below for the results. Each use of the skill takes two hours.

Critical Failure: “That crazy old man who lives down at the docks? He’s a necromancer! Constantly burning candles, he is, but what’s the point, it never gets dark. Thing is, I was near his shack one night, and I heard voices in there, so I sneaked a look. The candle was pleading with him! He burns people’s souls!”

Failure: “Sorry squire, never heard of him.”

Success: “The sad old man living down at the docks? He’s lived in Gateway forever, my dad used to talk about him. I think he’s one of those Sons of Tower, or something. Always peering out into the city through a metal tube and making notes, he is.”

1 Raise: “I know who you mean, he got really drunk down at the Wind-blown once. Started crying and saying something about all the blood on his hands, and *then* he started screaming that he didn’t know what was going to happen. The elven brothers got him into a back room where he must have passed out or something, because I didn’t hear anything else.”

2 Raises: The hero is lucky enough to find an elf or dwarf who has lived in Gateway for nearly 80 years.

“Forlorneye? I know him. He arrived in Gateway over 50 years ago with his brother. They were a funny pair, never staying in the same place three nights running, and they had the hunted look you only see in a wildling’s eye. Anyway, after three years or so they must have decided whoever it was that was looking for them wasn’t coming, because they finally settled down in that shack on the edge of the port. The two of them were quite a boon to shipping—they had a knack for predicting when rocks would threaten the harbor. They saved lives!

Then twenty years ago, they had a fierce falling out. Screaming at one another in the street, they were. Goff kept insisting that the past must never be forgotten, while Pater kept saying what happened in the past should stay in the past. Pater left Gateway soon after, and as far as I know, he’s never been back.”

much of the respect and influence they once held with the Trade Council, and those who are aware of the disaster treat Voidomancy with suspicion. For their part, the Sons have thrown themselves back into their original self-appointed task—predicting the path of unstable or rogue islands, but remain wracked with guilt over what they had wrought.

Now, someone is seeking to intentionally repeat the experiment.

◆ A SIMPLE ERRAND ◆

The heroes are approached by one of their contacts in Gateway, the outpost that stands on the edge of the Shattered City. This contact should be someone

SUNDERED SKIES ADVENTURE COMPENDIUM 2

that they trust, such as Hawke, Joeseth Truthsayer, the elven brothers Birchstaff, or even—if your campaign has taken an unexpected twist—Merkas Gladwing, Gateway's crime boss.

Whoever it is, they want the heroes to do a small favor for one of their associates or friends. The contact will make the introductions and bankroll the mission if need be. If the heroes agree to this, introductions will be made.

The astronomer Goff Forlorneye wants the heroes to deliver a sealed package to his brother, who dwells on an island out in the Shattered City. Like Goff, Pater is also an astronomer and from his remote location, studies the movement of the isles through the Shattered City. See the side bar on page 15 for details on the contents of this package.

Forlorneye is an extremely elderly human, who must be much older than eighty years. He is well named, for he has an air of sadness hovering around him—a man haunted by ghosts from his past. The astronomer lives in a small shack at the edge of Gateway's port where he has an unobstructed view of the Shattered City.

Forlorneye can only offer a total of 300 cogs for delivering the package, it is all he has... If asked, the astronomer explains that he does not trust the Couriers Guild, and prefers to use someone vouched for by his old friend, their contact. If the heroes agree to the job, he pulls a pouch of dirt from a drawer—earth from his brother's island.

DRAKES ALOFT

The journey to Pater's island will take four days. Rather than check for an encounter each day we suggest that you use

this prepared encounter with a nesting pair of drakes.

Drakes are dangerous creatures at the best of the times, but when they are protecting a batch of recently laid eggs, they will attack anything that appears to be a threat. This includes passing skyships.

Drakes are naturally stealthy attackers and will use the chaotic skies of the Shattered City to hide their approach until ready to make their final rush. Call for opposed Notice rolls against both of the drakes' Stealth. Anyone who fails will be surprised by the drakes' attack and will not be able respond to their attacker. The smaller drake—the male—lands on the ship's deck and attack the crew. The larger female flies above the battle from where she targets anyone who does not enter the melee with her mate, using her snatch attack.

Anyone snatched from the deck will be subject to a single bite attack before being dropped. Any hero wise enough to have tethered lashed himself to the ship (see *Sundered Skies* page 53) will have his fall arrested by the tether, but will still take d6 damage and will still be at least shaken. Any hero dropped by the female drake who is un-tethered must draw a card from the Action Deck and consult the following table:

Red Card: The hero falls d8 inches onto the ship's deck. The hero takes d6 damage for every 2 inches fallen.

Black Card: The hero falls 3d6 inches onto an island somewhere below the ship. The hero takes d6 damage for every 2 inches fallen, and must be rescued.

Red face card: The hero is lucky enough to fall into something relatively soft, such as netting or foodstuffs. Use the red card result, but halve the damage.

Black face card: The hero falls onto an island below the ship, but a thick carpet of fungus, which explodes in a cloud, cushions his fall. Use the black card result, but halve the damage.

Joker: The hero lucks out. Not only does he fall onto the deck of his ship, but somehow he also escapes taking any damage. Maybe he fell just right or landed on something breaking his fall.

The male drake will fight to the death, but the female will attempt to lead the heroes away from her nest once she takes two or more wounds, by flying from the ship and hoping the heroes follow her. However, if the ruse fails and the heroes persist in investigating the nest, she will return and attack without thought to her personal safety.

Salvage: 3 drake eggs. If an attempt is made to keep them warm, each egg will be worth 300 cogs to a collector or the priests of the Arena. If no attempt is made to keep them warm, each egg will net only half this amount. The Arena will not be interested in any dead eggs, but the wizards of the Athenaeum might be.

Drake Matriarch: See page 24

Drake: See page 24.

BLOODBATH ISLE

Pater's isle is one of the larger ones in the Shattered City, being several miles long, and at least a couple wide. Before the Sundering it was a residential district, but now most of its buildings are little more than piles of rubble. A few remain standing though, and appear to be habitable.

Call for Notice rolls. Those who succeed will see smoke rising from the chimney of a longhouse—somebody is obviously home. On a raise, the hero

notes that the island appears to be devoid of the omnipresent barnacle apes, which swarm over every other part of the City. Something on the island must be keeping them at bay.

Unfortunately Pater is dead, killed several months ago by the infamous orkish pirate, Captain Bloodbath. The pirate now uses the island as his base of operations, a place to relax between massacres and raids.

When the heroes first land upon the isle, the only inhabitants are those members of Bloodbath's crew recuperating from either wounds or disease. Bloodbath himself is aboard his ship *The Bloody Maw*, leading the majority of his crew on a raid out in the void. However, not long after the heroes land on Pater's island Bloodbath's ship will return.

The recuperating pirates are currently in the longhouse sheltering from the voidglow. Unless the heroes make a lot of noise arriving on the isle (such as shouting for Pater) they will be able to surprise the pirates, which is probably a good thing because they outnumber the heroes four to one.

Although the pirates in the longhouse are Extras, it will take only a normal hit to put each one down. Usually a raise is needed, but to a scurvy dog wounds, disease or the early stages of glowmadness have weakened them all.

Before the Sundering the longhouse must have been a warehouse. It is 20 inches (40 yards) long, and 8 inches (16 yards) wide and what windows there once were have been blacked out or boarded up. The only entrance is a set of double doors at one end of the building.

When they are not aboard *The Bloody Maw*, the longhouse serves as the main

SUNDERED SKIES ADVENTURE COMPENDIUM 2

living area for the pirates, and is full of the furniture that one would expect, bunks, benches, chests and the like. These can be used for cover in battle.

Pirates (4 per hero): See page 28, but also see above.

Salvage: The pirate's haul is stacked up along the walls of the longhouse and is worth 1000 cogs if the heroes transport it back to Gateway and try to sell it. Most of it is shipboard salvage, but a bloodstained sack containing 200 cogs can easily be found under a pile of netting.

PATER'S FATE

A cage at the far end of the long room holds the corpse of an old man who has similar features to Goff. He has been extensively beaten, and the cage is not big enough for him to stand or even sit comfortably. It is impossible to say what finally killed him, but it is obvious he did not die a clean death.

BLOODBATH'S RETURN

While the heroes are inspecting their salvage, examining poor Pater, and discussing what to do next, *The Bloody Maw* docks with the island. The heroes will only be aware of this development if they have posted a lookout.

Unless the heroes took steps to hide their ship—for instance, docking it at the far end of the isle, and trekking to the pirate camp—the returning pirates will be aware they have visitors, making any attempt to ambush that much harder. Bloodbath will send half of crew to attack the heroes' ship. They will quickly swarm aboard and subdue any crew onboard. The other half of the crew, led by Bloodbath, will advance on the longhouse.

If the heroes have taken steps to hide

their ship, the pirates will disembark from *The Bloody Maw* in a chaotic fashion, laughing and shouting. This will alert the heroes to the fact that they have company and allow them the opportunity to ambush the pirates.

If the heroes put up a spirited defense, the pirates who captured their ship will join the fray once two thirds of the initial attackers have been dealt with. Bloodbath leads from the front—he knows no other way—and makes good use of his devastating intimidation attack. If Bloodbath falls, his crew will surrender, if given the opportunity to do so.

Captain Bloodbath: See page 22.

Veteran Pirates (4): See page 29

Pirates (20): See page 28.

Salvage: *The Bloody Maw* can be sailed or towed back to Gateway to be either sold or repaired. The ship suffered a Wound on its last trip, which reduces the sales value of the ship to 1875 cogs. Of course, if the Wound is repaired the base value becomes 7500 cogs, but this may increase with a successful Streetwise roll.

There is a bounty of 300 cogs on Bloodbath's head—doubled if he is somehow returned to the authorities alive. Ending Bloodbath's reign of terror in the Shattered City will increase Merkas Gladwing's hatred of the heroes—Bloodbath was a business associate of his. If somehow the heroes had previously been in the crime lord's good graces, the friendship ends.

BACK TO GATEWAY

The return journey can be as quiet or as incident filled as you wish. However, we suggest you give the heroes a break and not check for encounters.

STOLEN MEMORIES

When the heroes return to the astronomer with the sad news about his brother, they find his shack shut up, and apparently empty—Goff does not answer his door, and if they ask around, the heroes will discover that no one has seen him for at least a day or so. The shack is found in a non-residential part of the port, surrounded by warehouses, and few have the need to go anywhere near it on most days.

The door to his shack is locked from the inside, but can be easily broken down. Inside the shack is chaos. It is obvious that someone has thoroughly searched Goff's home and wrecked much of his furniture. Goff lies at death's door amid the wreckage. He has been beaten about the torso and head, but a successful Healing roll will discover no broken bones or life threatening injuries beyond the bruising, although he is severely dehydrated, and only semi-conscious. It seems that despite these relatively light injuries the astronomer just chose to lie there.

A raise on the Healing roll will also discover a pattern of five bruises above his hairline as if someone had pressed their fingers into his scalp. If a priest, sorcerer, or drakin uses some form of arcane detection power upon Goff, they will detect something far stranger. His head appears to be covered in gaping wounds that not only removed sections of his skull, but also took bites out of his brain. Anyone viewing these horrific injuries must make a Guts roll or suffer from nausea and -1 to all Trait tests for the rest of this scene.

The heroes' presence will be enough to rouse Goff from his near coma. There

is nothing the heroes can do to save him, but the astronomer will use the last of his dwindling energy to tell them the following:

"It took something from me. Something important! I can't remember what. I remember its eyes. Burning balls of flame, and a pain like acid in my brain, burning away my memories. Those memories are important, but I can't remember why... There was something which must not be repeated, but I can't remember what!"

With these final words Goff dies.

Unfortunately for the heroes, their breaking down of the door to the astronomer's shack has not gone unnoticed and the Bright Cabal is about to take steps to clear up any loose ends. Which includes the heroes.

The Bright Cabal has employed a gang of thugs to watch the shack with orders to report on anyone who visits it. The Cabal is just being careful, as it knows there is a chance Goff will return from the dead. The lookout will send another member of his band to report any strange activity to the death priest Deadeye, the necromancer assigned the task of finishing off the old astronomer.

The necromancer will be alarmed to hear the astronomer has been found by someone other than his agents and—quite frankly—overreacts. He orders the local gang in his employ to attack the heroes while he moves his own forces into place.

As the heroes are either leaving the shack or are discussing what to do while still inside, they are interrupted by a

SUNDERED SKIES ADVENTURE COMPENDIUM 2

group of thugs charging across the street to attack them. Three rounds after this attack the thugs are joined by zombies. The thugs did not sign on to encounter the walking dead, and at their appearance, they break and run.

To make matters even worse, two rounds after the zombies attack, Goff Forlorneye will rise from the dead and attracted to the sounds of combat coming from outside in the street will move through the shattered doorway of his shack to join the fray. Since the heroes are doubtless concentrating on the foe in front of them, the newly risen Goff will automatically gain surprise over them.

Deadeye will target spellcasters with his *fear* spell first and once they are neutralized will then start launching his bone bolts at the other heroes, concentrating on those who approach or attack him... Unfortunately his overconfidence Hindrance will prevent him from retreating until his minions have all been dealt with.

Deadeye: See page 23.

Goff Forlorneye: See page 26.

Hired Thugs (1 per hero): See page 27.

Zombies (2 per hero): See page 31.

LEADS AND INVESTIGATIONS

Events will probably have left the heroes with more questions than answers. Listed below are various clues that can be found through careful investigation.

Deadeye: Deadeye is known around the seedier parts of Gateway. A successful Streetwise roll will discover that anyone who knew him believed him to be a scavenger, and an unpopular one at that. No one will know of his membership in the Bright Cabal, or know (or even care)

where he lived, but he was often seen coming from the abandoned warehouse district.

If Deadeye has been captured, he will tell the heroes of the hidden temple if they promise to spare his life.

The gang: A successful Streetwise roll identifies the thugs as being members of a gang called “The Ferals” whose large membership is mostly made up of those without the talent or the guts to seek their fortune out in the void. They fancy themselves a force to be reckoned with, but among Gateway’s real criminals this is patently untrue.

Other gang members can be found and intimidated into telling the heroes all they know. Deadeye and several other nameless men and women paid them to provide muscle. Usually they served as lookouts and guards around the abandoned warehouse district.

Pouch of earth: This is optional—only include it if you are short of time.

Goff has a leather pouch filled with earth clutched tightly in his left hand. He has held it so long his hand is now locked into a fist, and his fingers must be broken to get it free.

The pouch is unlabeled, and anyone who wishes to use it to attune their skyship’s waysphere will be taking a leap of faith. The earth will take the heroes to Remorse.

The undelivered package: Goff’s letter to his brother does not contain any clues to their current mystery, but they will probably open it at this point—if they have not already. See the sidebar on page 15 for details on what the package contains.

The zombies: The zombies are wearing cloaks, but beneath they wear scraps

of clothing, which were once overalls common to the stevedores who work in the warehouse district. Furthermore they were all originally killed by what can only be described as massive blunt trauma.

All the clues point the heroes towards an abandoned warehouse district.

◆ THE BONE TEMPLE ◆

There is every chance the heroes will read Goff's letter and immediately charge off to Remorse to recover the Nexus Stone. However, The Bright Cabal obviously has a presence on Gateway, and a conscientious group might follow all the leads and eradicate them.

Even if your group ignores the clues leading to the Bone Temple, it will still be there and can be used for your own purposes. Maybe the Temple makes an alliance with Merkas Gladwing or launches a campaign of violence and sabotage to undermine the other temples.

THE ABANDONED WAREHOUSE DISTRICT

Gateway has several warehouse districts; the Shattered City is a rich source of salvage and it has to be stored somewhere until the purchasing merchant can sell it on. Nine years ago one of these districts suddenly collapsed as the ground gave way beneath. Dozens were killed, and hundreds were injured.

As many bodies and as much salvage as possible was recovered from the collapsed area—the islanders of the Sundered Skies are never less than practical, but eventually the district was abandoned. The ground was unstable, threatening further collapses into the caves below. There has long been talk of sending for Engineers

from Deepsky Citadel in to survey the area and see what can be reclaimed, but so far nobody has offered to foot the bill for such a project.

The district has a bad reputation today. Many believe it to be haunted and so avoid it. Those who have ventured into the district report strange noises and half glimpsed creatures.

INVESTIGATION

It is difficult to tell whether the abandoned warehouse district is a building site or a bomb site. Amid the odd pile of rubble many of the district's buildings have been reduced to just their foundations, and any building still standing appears to have been partially built. The district is utterly deserted and no matter how long the heroes spend there they see no other people.

In fact, the buildings are not partially built, but partially dismantled. In the years following the collapse, as much salvage was removed as was deemed safe. Eventually the work parties sent in to undertake the salvage effort were withdrawn fearing a second collapse. In the months before the task was abandoned, the work parties reported seeing and hearing strange phenomena in the district.

If the heroes search the district, they will eventually find a tunnel beneath what appears to have been a tavern—The Sleeping Man. The tunnel is reinforced, and has obviously seen frequent use. A successful Tracking roll finds evidence of several people having used this tunnel quite recently, all of them heading out.

THE TUNNELS

The tunnel is not lit, and within a few



yards of the entrance, it soon becomes pitch black. The heroes will need some sort of artificial light. Beneath the district is a labyrinthine maze of tunnels, dead ends, chutes, and crawlspaces. Rather than provide a map and have you try and describe to your players such a confusing and multi-layered maze, we suggest you use the following system.

Draw a card from the Action Deck for every ten minutes the heroes wander the tunnels, if a face card is drawn then refer to the entry below. If the heroes have had the foresight to spare the life of, and bring along Deadeye (or another necromancer) they will soon find the Bone Temple on any face card except a Club.

Black Jack (Hazard)

The heroes find themselves in an unstable tunnel. Draw another card. On a red card they are the victims of a cave in. On a black card, the ground beneath them gives way possibly plunging them into the void.

Cave In: Run the cave in like a Chase. The heroes start 3" (medium distance in a foot race) from the start of the collapse and must outrun it. The cave in has an Agility of d8, but can only roll to close the distance. The collapse lasts for 6 rounds and as long as the heroes stay ahead of it for all 6 rounds they will be safe.

If the cave in does catch up with a hero, he will be showered with debris for 2d8 damage. Unless the hero is incapacitated by this damage, he will still be able to race on and with luck pull ahead of the collapse before he suffers more damage.

This hazard should only run once during the heroes' exploration of the tunnels. If it comes up again treat it as a red jack.

Collapse: The ground gives way beneath the heroes' feet, possibly plunging them into the void below. Have each hero make an Agility roll, if they are successful, they manage to jump or scramble to safety. If they are unsuccessful they fall into the void below. Use the falling overboard rules in *Sundered Skies* on page 53.

This hazard should only run once during the heroes' exploration of the tunnels. If it comes up again treat it as a red jack.

Red Jack (Salvage)

The heroes manage to stumble across some building salvage. Roll on the table below. No matter what the roll there is no chance of a relic being found.

D10	Cargo	Value (cogs)
1-5	1/2	d10 x10
6-8	1	d10 x100
9-10	2	d10x500

Black Queen (Undead)

The heroes encounter a group of undead who have been released into the tunnels to kill and consume any who get too close to the temple, roll a d10.

D10	Undead
1-5	2d6 zombies
6-8	1d6 ghouls
10-10	1d6 ghouls + 1d6 zombies

Ghouls (1d6): See page 26.

Zombies (1 or 2d6): See page 31.

Red Queen (Supply Cache)

The heroes have discovered a supply cache for the Bone Temple guarded by 2 ghouls. The cache will contain a mix of clothing, foodstuffs, and weaponry. This is the perfect opportunity for the heroes to replenish their supplies or replace items that they might have lost or had damaged.

D10	Cargo	Value (cogs)
1-5	1/4	d10 x10
6-8	1/2	d10 x100
9-10	1	d10x500

Ghouls (2): See page 26.

Black King (Haunting)

The sudden collapse of the warehouse district killed dozens of workers. Some of these have lingered as ghosts, haunting the place of their terrible death.

The heroes come across a chamber half filled with debris. Visible beneath the wreckage are the skeletons of seven workers who were trapped by the collapse. Furrows dug by scrambling fingers indicate these poor wretches did not perish straight away, but lingered for hours or even days before they succumbed to injury or thirst.

This terrible death was cause enough for three of the workers to linger as vengeful ghosts. They hate the living for not rescuing them from their awful fate

SUNDERED SKIES ADVENTURE COMPENDIUM 2

and will attack to the full extent of their ability, throwing debris at the heroes and using their fear attacks.

This encounter should only run once during the heroes' exploration of the tunnels. If it comes up again treat it as a red king.

Ghosts (3): See page 26.

Red King (The Bone Temple)

The heroes have found their way through to the Bone Temple, see page 11 for more details.

Black Ace (Cultists)

The heroes encounter a group of Bright Cabal cultists either making their way to or from the Bone Temple. The cultists are being led through the maze of tunnels by a neophyte Death Priest. Both sides should make Notice rolls and if one side gets more successes than the other, then they have heard the others coming and might be able to surprise them.

This encounter should only run once during the heroes' exploration of the tunnels. If it comes up again treat it as a red ace.

Neophyte Death Priest: See page 28.

Cultists (2 per hero): See page 23.

Red Ace (The Bone Temple)

The heroes have found their way through to the Bone Temple, see page 11 for more details.

Joker (The Bone Temple)

The heroes have found their way through to the Bone Temple, see page 11 for more details. Furthermore, they gain a +2 bonus to any rolls to surprise the inhabitants.

THE BONE TEMPLE

Eventually the heroes will find their way to The Bone Temple. The entrance is

unguarded, the Bright Cabal being confident that the dangers of the labyrinthine tunnels surrounding the temple will protect its headquarters from unwanted visitors. They arrive—of course—during one of the Temple's infrequent but vile celebrations. These have just reached a particularly noisy conclusion, allowing the heroes the possibility of attacking with surprise.

The temple proper is a natural cavern, 35" wide and 45" long, supported by four columns created from where a number of stalagmites and stalactites meet. These columns have been decorated with spiraling bone frescoes, which terminate in a bony claw created to appear as if it is bracing itself against the ceiling. At the far end of the chamber is an altar made of bone and sinew. A victim has just been eviscerated upon the altar, and her body will soon be an actual part of the awful altar.

Lord Rancid, the current high priest of the temple, stands over the altar with his sacrificial dagger held high and dripping gore, while two-zombie ogres stand either side of the altar. Neophyte Death Priests lead the cultists in their orgiastic celebrations.

The Bone Pillars: The four pillars in the temple are more than just grisly decoration. When commanded by Rancid (or Mindthief, if present), the bones wrapped around the pillars unwind and attempt to grapple a single foe who is not a member of the Bright Cabal who comes too close a pillar.

Each pillar has a Fighting skill of d8, a Strength trait of d8, and a Reach of 2. Anyone who is successfully hit by a bone grapple must make an opposed Strength roll—the victim can elect to use his Agility

rather than his Strength. If the pillar wins, the victim is pinned against the pillar and cannot move until he breaks free. The bones can be broken—they have an Object Toughness of 10 and can be damaged with either cutting or bashing weapons. Those entangled by the pillars can attempt to break them, but only with a one handed weapon and they suffer a -2 to both their attack and damage rolls.

The Altar: The profane and bloodied altar is dedicated to the Rotting One and serves as a reservoir of power for Lord Rancid. As long as he is within 3" of the altar his spells cost no power points to cast. Furthermore, if Rancid spends a Bennie, and is successful in his roll, the Bennie is not spent. If he uses the Bennie for a soak roll, then all of his wounds must be soaked to retain the Bennie. Again, Rancid only gains this power when he is within 3" of the altar.

The altar throbs every time one of its powers is used, spraying blood and gore over the floor, walls, and anyone within 2". This has no adverse effect on the heroes (other than probably disgusting them), but does serve as a clue to the source of Rancid's powers.

In the center of the altar is a beating heart. The altar has a Toughness of 12 (2) and a Parry of 2. If a wound is inflicted upon the altar, it is destroyed, releasing a final burst of energy causing all cultists, zombies, and necromancers within 6" of it to be Shaken.

Tactics: Rancid will not attempt to stray more than 3" from the altar. One of the zombie ogres stays by his side, but the other will join the fray. The two neophyte necromancers will bombard the heroes with damaging spells, while the cultists will try and swarm the heroes, ganging

GOFF FORLORNEYE'S PACKAGE

Eventually—probably sooner than later—the heroes will open the package they were supposed to deliver to Goff's brother Pater. Within, there is a thick bundle of papers listing a complicated series of readings and measurements. Goff was making detailed notes on the orbits of the rocks within sight of Gateway's harbor; measuring something he called the mana streams. Beyond that, it is beyond the understanding of someone who has not spent their life studying the void.

Goff included a personal letter to his brother and this can be found as a Player Handout on page 26.

up on those who have been ensnared by the pillar bones.

Lord Rancid: See page 28.

Neophyte Death Priest (2): See page 28.

Zombie Ogres (2): See page 31.

Cultists (3 per hero): See page 23.

AFTERMATH

Lord Rancid has a small pouch of earth—from Remorse—tied to his belt. There is also a missive from Mindthief (see Player Handout 3 on page 34). Of course if the heroes have already dealt with Mindthief on Remorse, then neither of these clues need be found.

In destroying the Temple of Bone the heroes have ended an ongoing threat to the islanders of Gateway. For their part in this victory, the heroes are declared to be the saviors of Gateway—possibly for the second time. Each hero will be

SUNDERED SKIES ADVENTURE COMPENDIUM 2

awarded either 1000 cogs or a single roll on the relic table. For a while all of them are treated as heroes while they are on the island, but the memories of Gateway islanders are short and their heroics will soon be forgotten.

In the meantime, the Trade Council suddenly finds the money to reclaim the abandoned warehouse district, and the clearance and rebuilding starts again in earnest.

◆ ISLAND OF GHOSTS ◆

GETTING TO REMORSE

Finding their way to Remorse can be problematic for the heroes. If you have included the pouch of earth in Goff's belongings or the heroes have followed the clues to the Bone Temple, then they will have the means to make the journey. Similarly, if they have played the scenario *Blade of Destiny* (found on the Triple Ace Games website at (www.tripleacegames.com) they may also have had the foresight to take a sample of earth from the island. However, it is also possible they will not have access to any of these sources.

A successful Common Knowledge roll provides the players with Players Handout 2 (see page 33), which alludes to several sources of earth. The easiest method of obtaining the earth needed is for them to visit the collection held in Void Tower on Star Crater Isle. The tower—called the Tower of Knowledge by the pompous astronomers—is the closest the Sons of Spire have to a headquarters, and if a sufficiently pressing argument can be put forward, the Sons will allow the heroes access to Remorse's earth.

RACING MINDTHIEF

By now the heroes are probably be aware they are in a life-or-death race with the mysterious vampire Lord Mindthief—although they might not know exactly why, and may be acting on the assumption that any plan of an ancient vampire is one worth thwarting—and may feel the press of time. However, here is where the peculiarities of the navigation system described on page 55 of *Sundered Skies* can work in both their favor—and that of the adventure's pacing.

Whatever speed the heroes set for Remorse, Mindthief will arrive only slightly ahead of them. Of course, if the heroes ignore the problem for several months and then decide to pursue the Nexus Stone, then the vampire lord will have already obtained it, but as long as the heroes make some attempt to reach Remorse as soon as they get wind of the Bright Cabal's plot, then this scenario's timeline is valid.

THE VOYAGE TO REMORSE

The flight to Remorse can be as quiet or incident packed as the cards, or your whims, desire. The Trade Council maintains a blockade around Remorse, something known to anyone who is aware of the island, so we have included one encounter here, which occurs as the heroes approach the isle.

RUNNING THE BLOCKADE

As the heroes finally sight Remorse ahead of them, they also become aware of a frigate bearing the colors of the Trade Council, a balanced set of scales. The frigate is on an intercept course and the heroes should quickly realize that the ship is part of blockade around Remorse.

The heroes have a choice: either they can attempt to out run the frigate or allow themselves to be boarded and try and talk themselves past the situation.

OUTRUN

If the heroes decide to outrun the Council frigate use the Chase rules in *Savage Worlds*. The two ships start 4 Range Increments apart (200 inches), with the heroes' ship in the lead. The pursuing ship—the *Horald's Promise*—will use every tactic available to it to prevent the heroes from escaping, including opening fire with its cannon, but their preferred method of ending the encounter will be to board its quarry and arrest the heroes.

BOARDING AND TALKING

If the heroes' ship is boarded—probably after an unsuccessful attempt to flee—the heroes can attempt to talk their way out of trouble. The best way to handle this encounter is through pure role-playing. Dofe Llyd, the captain of the *Horald's Promise*, is young and idealistic and might even have heard of the heroes and their exploits. If presented with tales of a madcap chase after the Bright Cabal to prevent them from acquiring a dangerous relic, Dofe's idealism is such that he is more than likely to let them go and not report the encounter.

If however, the heroes put up a spirited fight, and even managed to kill one or more of his men, then he will reluctantly arrest them and throw them in the brig. The heroes will have to either escape, make an almost heroic Persuasion skill attempt, or face the Trade Council's justice.

Horald's Promise: See page 26.

Dofe Llyd: See page 24.

Council Sailors (28): See page 23.

LANDFALL

There is only one landmark on Remorse from where the heroes can start their search for the Nexus Stone, Spire Tower. This is a small keep garrisoned by those astronomers, sorcerers and priests of the Sons Spire who seek to reverse the terrible events of the ill-fated experiment of 57 years ago, while also cataloging the strange creatures which have manifested upon the blighted island. The sorcerers and priests are the only defense against the supernatural monstrosities of the island.

If the heroes arrive at Spire Tower with tales of the Bright Cabal and the Nexus Stone, they are immediately taken to the astronomer-sorcerer, Jonan Kopplar. He is very interested to hear the heroes' tale, and is more than willing to fill in any gaps in their knowledge, even going so far as to admit the responsibility of the Sons of Spire in the whole sorry affair.

Unfortunately, the residents of Spire Tower can only offer a little in terms of material aid to the heroes. Ghosts, wraiths, and other terrible creatures from across the island constantly besiege the tower, and a recent attack has left them severely undermanned. This aid takes the form of a magical charm which when affixed to a weapon allows the wielder's attacks to affect ethereal beings. One charm is given to each hero. See the sidebar on page 18 for more details on these charms.

Kopplar is also aware of the Ghost Fields, and the Robsan Farm. The Ghost Fields get their names from the wraith wheat found there—a ghostly plant able to ensnare and drain the life from mortals. The Robsan Farm is a place where the

GHOST TOUCH CHARMS

Each of these sorcerous, blessed fetishes is a collection feathers, stones, and even small humanoid bones collected from the villages and fields of Remorse. When the fetish is tied to a weapon, it allows attacks by the weapon to affect ethereal beings. It can be applied to any weapon. For example, if the fetish is tied to a pistol, the balls fired from it will be able to wound ghosts and wraiths.

Once the fetish is attached to a weapon it cannot be untied and attached to another weapon without destroying the charm. Also, the magic, which powers the fetish degrades quickly; the charm will have no effect on ethereal beings after a single day.

spirits of Remorse are particularly active, a mystery now solved if an intact Nexus Stone is somewhere on the farm—the Nexus Stone must be attracting them. Koppalar can provide directions to the farm, it is about five hours' march away.

THE BLIGHTED ISLE

Once the heroes leave the safety of the Spire Tower, they are faced with the bleakest landscape they are ever likely to see across the whole of the Sundered Skies.

Everywhere they look, they will see death. Nothing native to the island lives, even the fungi and the insects which normally attend death, have themselves died leaving the corpses littering the landscape brittle, untouched, and somehow *wrong*. Everything has died, the people, the plants, the insects, skylanders which flew too

close to the island during the experiment, *everything*.

It is across this blighted, terrible land the heroes must travel. As stated earlier, the Robsan Farm is five hours travel away. The heroes can reduce this travel time to three hours by making a forced march to the farm, however, Vigor rolls must be made in the final hour of travel. Failure means that the hero suffers a level of Fatigue which can only be removed after an hour's rest.

Draw a card from the Action Deck for each hour of travel. If it comes up a face card, then roll a d10 on the table below to determine what the heroes encounter.

D10	Creature
1-3	Ghosts
4	Wraith
5-6	Drowned Spirit
7	Emotion Spirit
8	Corpse Swarm
9	Soulless Zombie
10	Salvage

Ghosts: Ghosts teem over the surface of Remorse. Most are confused and ineffectual, but some are extremely angry beings who hate the living and wish nothing more than to pummel them into oblivion.

Ghosts (1 per 2 heroes): see page 26.

Wraith: Wraiths are the ghosts of fearsome warriors who have lost none of their martial skill in death. When a wraith attacks, it will seek out the most skilled warrior and attempt to best him in single combat, using its terrible wail to incapacitate others.

Wraith (1): See page 30.

Drowned Spirit: Incredibly rare elsewhere in the Sundered Skies, these wraiths are the ghosts of those killed in

the frequent deluges Remorse suffered before the experiment shifted its orbit.

Drowned Spirit (1 per 3 hero): See page 24.

Emotion Spirit: Emotion Spirits are ghosts of those who died while gripped by a savage anger. They exist to pass their rage onto those still alive by forcing them to slay loved ones and colleagues.

Emotion Spirit (1): see page 25.

Corpse Swarm: The experiment slew everything on the island in an instant; even then the dead did not rot, for the bacteria and fungus had died as well. Many of the corpses lie untouched to this day, while some have been torn apart by outside forces such as ghouls. Due to the weird circumstances on Remorse, some of these non-desiccated lumps of flesh are able to animate, creating a corpse swarm—a disgusting mass of undead flesh and bone.

Corpse Swarm: (Large Burst Template): See page 22.

Soulless Zombie: The experiment not only created many different types of ethereal undead, it also created the more physical dead such as soulless zombies. These unthinking hulks are even more dangerous than their more common cousins.

Soulless Zombies (1 per 2 heroes): See page 31.

Salvage: The heroes are lucky enough to stumble upon a cache of salvage. The salvage can be any form the Games Master desires. Roll on the table below to determine the value of the salvage.

D20 Salvage discovered

1-6	Nothing
7-11	Junk
12-13	Goods
14-16	Haul

MINDTHIEF'S PROGRESS

The vampire lord has been at the Robsan Farm for an hour or so when the heroes (see the note on timing on page 14). He lost several of his followers to encounters on the island, but suffered the worst of his losses when they crossed the Wraith Wheat.

Mindthief has found the Nexus Stone, but is hesitant to simply snatch it up and leave because he is unsure as to what will happen when it is moved. Knowing that it had the power to slay an entire island, Mindthief is being understandably cautious, taking the time to study and experiment with the artifact before taking the plunge and moving it. He is infinitely patient, an unsurprising trait for an immortal vampire lord who is unaware that he is being pursued.

17	Junk +1 relic
18	Goods +1 relic
19	Haul +1 relic
20	Mother lode

THE GHOST FIELDS

Eventually the heroes will catch sight of the Robsan farm. Call for a Notice roll. Those who succeed will see the ghostly wheat “growing” in the fields around the farm. If they get a raise on their Notice check, they also note several solid—non-ghostly—figures seemingly ensnared in the wheat and not moving.

Scouting around the farms will discover that there are no approaches to the farm that are not covered by this ghostly wheat. If the heroes want to get to the



farm they are going to have to force their way through the fields.

With a successful Tracking, or Smarts (-2) roll, a hero can work out the shortest route through the ghost fields to the farm—a straight run of 25". If no one succeeds, or doesn't bother to work out the shortest route, then they must brave a longer 40" run across the fields.

As the heroes cross the field they might get closer to the people stuck in the wraith wheat. These prove to be 5 zombies and a vampire spawn. Closer inspection reveals that the ghostly wheat has wrapped itself around the zombies and the vampire spawn and burrowed beneath their flesh. The tendrils of the ghostly wheat seem to

throb as it leeches the (un)life from its victims.

Wraith Wheat: See page 30.

THE ROBBSAN FARM

The farm consists of an abandoned—and ruined—farmhouse, a mostly intact barn and several outhouses and sheds. Lord Mindthief and his followers are all presently in the barn surrounding the Nexus Stone. As described above, the vampire lord is unsure as to how to proceed.

When the heroes first enter the barn, the vampire is in his mist form, hoping this will give him a unique perspective on the Nexus Stone. If the heroes attack, he is left with no choice. He materializes beside the Nexus Stone and seizes hold of it. This move is catastrophic.

At the undead lord's touch, the Nexus Stone sends out a pulse of visible purple energy. Although it passes harmlessly through all of the combatants in the barn, energy pulse attracts the attention of every corporeal undead in a two mile radius. Very quickly a great moan can be heard issuing from dozens—if not more—throats. Slowly, but surely, the undead start to make their way towards the barn.

Lord Mindthief: See page 27.

Vampire Spawn (1 per hero): See page 29.

Zombies (2 per hero) See page 31.

A NECESSARY ALLIANCE

The attacks come in several waves, the first of which occurs ten rounds after the vampire (or a hero) touches the Nexus Stone. There will be at least five rounds between each new wave of the undead. Unfortunately for the heroes, the energy pulse released by the Nexus

Stone has stunned the wraith wheat into inactivity.

Lord Mindthief is practical to say the least, and will immediately try to negotiate a truce with the heroes, suggesting that for the moment, co-operation is necessary if anyone is to survive at all. If the heroes agree, spread the remaining undead forces amongst the players to use as they wish during the forthcoming battle. Keep a close eye on how Mindthief is used and be ready to overrule any suicidal actions the players might wish him to carry out. If necessary be prepared to take control of him back.

The waves of undead consist of the following:

WAVE 1

Skeletons (3 per hero): See page 29.

WAVE 2 (7 ROUNDS LATER)

Ghouls (1 per hero): See page 26.

WAVE 3 (5 ROUNDS LATER)

Spirit Eaters (1 per 2 heroes +1): See page 29

WAVE 4 (10 ROUNDS LATER)

Soulless Zombies (1 Per hero +1): See page 31.

WAVE 5 (5 ROUNDS LATER)

Zombies (2 per hero): See page 31.

A SUDDEN, BUT INEVITABLE, BETRAYAL

If he survives until the last wave of attackers, Mindthief will seize his chance to betray the heroes. Ordering his surviving forces to attack the heroes he commits himself to defeating them. This will be a fight to the death for vampire lord and

THE NEXUS STONE

The Nexus Stone is a gravestone-sized slab of marble-like stone. However rather than being shot through with blue veins, they are red and appear to move and pulse like disgusting worms or leeches. The straw around where the stone currently sits appears burnt and brittle, though there are no signs of an actual fire being set at any time.

will neither ask for, nor give any quarter. Once every attacker has been dealt with, the Nexus Stone can be destroyed by either blowing it up with gunpowder or by applying brute force using a blunt weapon. With the stone destroyed, the heroes face a long walk back to Spire Tower.

AFTERMATH

If the heroes recovered or destroyed the Nexus Stone, the Bright Cabal's plot to repeat the Sons of Spire's experiment will have suffered a significant setback, but this will not be enough for the Cabal to abandon its plans. Other means exist for the Cabal to reenact the experiment and it is only a matter of time before it attempts to do so again.

If the Bright Cabal has somehow claimed the Nexus Stone, it is in possession of a puzzle, which once its priests are able to figure it out will enable the Cabal to cause significant damage across the Sundered Skies.

If Lord Mindthief escaped then he remains a dangerous foe who has an axe to grind with the heroes.

All of these strands will be picked up in a later scenario...

BESTIARY

THE BLOODY MAW

Pirate Frigate

Acc/Top Speed: 2/10; **Handling:** +0; **Toughness** 15 (2); **Crew:** 12+24; **Guns:** 5; **Cargo:** 4

Notes: Heavy Armor. One of the weapon ports has been destroyed.



CAPTAIN BLOODBATH, ORCISH PIRATE

Bloodbath has a grisly reputation, even among other pirates. He is known to bathe in the blood of his enemies, believing it gives him their powers. His clothes, skin, and hair are caked in dried blood.

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

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

Charisma: -12

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

Hindrances: Bloodthirsty, Greedy, Mean, Outsider, Ugly, Wanted

Edges: Ace, Big, Command, Nerves of Steel, Reputation (Bad)

Gear: Chain hauberk (+2), knife (Str+d4), Great axe (Str+d10, -1 Parry), pistol (5/10/20, 2d6+1)

Salvage: Goods.

CORPSE SWARM

Corpse swarms are animate chunks of flesh and body parts animated through demonic influence. It will crawl and inch its way towards living prey, trying to tear

them apart or just smother them. A corpse swarm covers an area roughly equal to a Medium Burst Template.

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

Skills: Notice d8

Pace: 10; **Parry:** 4; **Toughness:** 9

Salvage: None.

Special Abilities:

- * **Fear (-1):** Corpse swarms are disgusting and terrifying in equal measure.
- * **Hardy:** Two Shaken results will not put a corpse swarm down.
- * **Tear and Gouge:** Swarms inflict hundreds of attacks every round on their victims, hitting automatically and causing 2d4 damage to everyone within the template. Damage is applied to a victim's least armored location (victims in completely sealed suits are immune).
- * **Swarm:** Parry +2; because the swarm is composed of hundreds or thousands of tiny 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.

COUNCIL SAILORS

Sky sailors who have become part of the great power which governs the skies.

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

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

Charisma: +0

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

Hindrances: --

Edges: Combat Reflexes

Gear: Coin Shirt (+2), long sword (Str+d8, degradable), dagger (Str+d4), pistol (5/10/20, 2d6+1, 2 rounds to reload), Half have muskets (10/20/40, 2d8, 2 rounds to reload).

Salvage: Junk for every 3 sailors.

CULTISTS

Worshippers of The Rotting One who lack the ability to cast spells, but are nevertheless extremely devout.

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

Skills: Fighting d6, Guts d4, Knowledge (Religion) d6, Notice 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 cultists.



DEADEYE, DEATH PRIEST

Deadeye is an up and coming death priest who believes he is destined for greater things. One of his eyes is blind and milky, hence his name.

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

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

Charisma: -2

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

Hindrances: Anemic, One Eye, Overconfident, Ugly

Edges: Arcane Background (Miracles)

Gear: Leather (+1), short sword (str+d6), pistol (5/10/20, 2d6+1, 2 rounds to reload)

Salvage: Junk.

Spells: (25 Power Points); *armor, bolt, fear.*

SUNDERED SKIES ADVENTURE COMPENDIUM 2



CAPTAIN DOFE LLYD, COUNCIL CAPTAIN

Dofe is a young and idealistic captain new to his command. He is in awe of those who he thinks of as heroes, a character flaw which can be used against him.

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

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

Charisma: +0

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Code Of Honor

Edges: Ace, Command

Gear: Chain hauberk (+2), knife (Str+d4), cutlass (Str+d6), pistol (5/10/20, 2d6+1, 2 rounds to reload)

Salvage: Goods.

DRAKE

Drakes are cunning, stealthy, dragon-like creatures who lair amid the ruins of the Shattered City.

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

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d8, Stealth d6

Pace: 4; **Parry:** 7; **Toughness:** 17 (4)

Salvage: Goods in lair.

Special Abilities:

- * **Armor +4:** Scaly hide.
- * **Claws/Bite:** Str+d8.
- * **Fear:** Drakes are frightening creatures.
- * **Flight:** Drakes have a Flying Pace of 18".
- * **Large:** Attackers add +2 to their attack rolls when targeting a drake.
- * **Size +5:** Drakes are over 20' long from snout to tail, and weigh in at over 3000 pounds.

- * **Tail Lash:** A drake can sweep all opponents in its rear facing in a 2" long by 3" wide rectangle, inflicting Str-2 damage.



DRAKE MATRIARCH

A Drake matriarch is larger than her mate, and is even more dangerous when she is protecting a clutch of eggs.

Attributes: Agility d6, Smarts d6 (A), Spirit d12, Strength d12+6, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d8, Stealth d6

Pace: 4; **Parry:** 7; **Toughness:** 18 (4)

Salvage: Goods in lair.

Special Abilities:

- * **Armor +4:** Scaly hide.
- * **Claws/Bite:** Str+d8.
- * **Fear:** Drakes are frightening creatures.
- * **Flight:** Drakes have a Flying Pace of 18".
- * **Huge:** Attackers add +4 to their attack rolls when targeting a drake matriarch.
- * **Size +6:** Drake matriarchs are over 25' long from snout to tail, and weigh in at over 3500 pounds.
- * **Snatch:** If a flying Matriarch gets a raise on her attack roll, she can snatch up a man-sized prey up with her talons and carry him away. The matriarch can fly away from the attack without triggering an attack, even if she is withdrawing from combat.
- * **Tail Lash:** A drake can sweep all opponents in its rear facing in a 2" long by 3" wide rectangle, inflicting damage equal to her Str.

DROWNED SPIRITS

Drowned spirits are very rare wraiths of those who drown—something almost

unknown in the Sundered Skies. The ghost uses the water which killed it to form a body of sorts. Drowned spirits are malevolent, vengeful creatures who attempt to drown their victims.

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 within 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 freely.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Fear (-1):** Ghosts 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, which hits the spirit does d6 damage, but it is instantly extinguished.
- * **Water Spout:** Drowned spirits can project a torrent of rushing water in a Cone Template. This puts out any normal fires. Creatures within the Cone must make a Strength roll at -2 or be Shaken.

EMOTION SPIRITS

Emotion spirits are ghosts of folk who died while overwhelmed by an overriding emotion anger, despair, or even love. Emotion spirits can pass their passion on with a single touch, and in doing so wreak havoc within a

community. The only emotion spirits encountered in this scenario are anger spirits.

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:** Any Emotion Spirit which successfully strikes an opponent, passes on its overriding emotion. These attacks often get the Drop, and are Touch attacks, which ignore any Parry bonuses the target would normally receive from his gear. The victim must succeed at an opposed Spirit roll or be overcome by the emotion. Extras will be afflicted until the spirit is permanently destroyed, but Wild Cards are made of sterner stuff and can attempt another opposed roll each round until they shake off the effects of the emotion.
- * **Anger:** Anger victims fly into a berserk rage and attack all around them. They must be restrained or killed otherwise they are a danger to all they see. Their attacks are erratic and they will randomly attack all in sight, even breaking off a current assault to charge a new foe.
- * **Ethereal:** Emotion Spirits are immaterial and can only be harmed by magical attacks.
- * **Fear -1:** Emotion Spirits cause a Guts checks at -1 when they let themselves be seen.
- * **Invisibility:** Emotion Spirits are usu-

ally totally invisible, if a hero attempts to attack the spirit without magical aid, he does so at a -6 penalty.

- * **Invulnerability:** Emotion spirits can only be finally destroyed within the location of their death. Defeating it anywhere else sends them instantly back to this place, where they are shaken for three rounds before they can even start to recover.

GOFF FORLORNEYE, VAMPIRE SPAWN

Killed by Lord Mindthief, Forlorneye awakens from death with an obscene hunger.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

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

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

Edges: Frenzy, Level Headed

Special Abilities:

- * **Claws:** Str+d4.
- * **Fear:** Those who knew Forlorneye in life find his new form extremely unsettling.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Called Shots do no extra damage; Immune to disease and poison.
- * **Weakness (Holy Symbol):** A hero with a holy symbol may keep a vampire at bay by brandishing it. A vampire who wants to directly attack the victim must beat her in an opposed Spirit test.
- * **Weakness (Stake Through The Heart):** A vampire hit by a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful it takes damage normally, if it fails it disintegrates.

HORALD'S PROMISE

Council Frigate

Acc/Top Speed: 2/10; **Handling:** +0; **Toughness** 15 (2); **Crew:** 12+24; **Guns:** 8; **Cargo:** 4

Notes: Heavy Armor.

GHOSTS

Whether these spirits are the shades of workers killed in the sudden collapse of the abandoned warehouse district on Gateway, or those poor souls destroyed by the Sons of Spire's ill-fated experiment, ghosts are dangerous foes.

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:

- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- * **Fear (-1):** Ghosts cause Guts checks at -1 when they let themselves be seen.

GHOULS

These foul undead haunt Gateway's abandoned warehouse district and guard the approaches to the Bone Temple.

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

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

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

Gear: Finger knives (Str+d4, 3/6/12), leg bone club (Str+d4), shoulder axe (Str+d6), Spine flail (Str+d6, ignores shield Parry bonus).

Salvage: Junk for every 2 ghouls.

Special Abilities:

- * **Bone Weapons:** A ghoul uses weapons taken from its own body. For example, arrows made from its ribs or an axe, which was once a shoulder blade. These inflict normal damage and infect the victim with the chill of the grave. A target who suffers a Wound or Shaken result from one of these weapons must make a Vigor roll or be paralyzed, and will be incapable of any action—even speech—for 2d6 rounds.
- * **Claws:** Str+d4.
- * **Darkvision:** Ghouls ignore all Darkness penalties.
- * **Fear:** The self-inflicted wounds of a ghoul are horrifying.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called Shots do no extra damage.

**Hired Thugs from “The Ferals”
GANG**

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.



**LORD MINDTHIEF,
ANCIENT VAMPIRE**

Lord Mindthief has dedicated his undead existence to uncovering lost rituals

which have given him powers unknown to his brethren and so made him more powerful than most ancient vampires.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+3, Vigor d12

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

Pace: 6; **Parry:** 7; **Toughness:** 13 (3)

Edges: Command, First Strike, Improved Frenzy, Improved Trademark Weapon (Claw), Level Headed

Gear: Bronze breastplate (+3, see *Sundered Skies* page 32)

Special Abilities:

- * **Charm:** Vampires can use the *puppet* power using their smarts as their arcane skill. They can cast and maintain this power indefinitely, but can only affect one target at a time.
- * **Claws:** Str+d4
- * **Mindthief:** If Mindthief succeeds with a Called Shot on his target's head with a claw attack, he can make an opposed Spirit roll. If he succeeds, he steals something from the target's mind. A Wild Card will lose an Edge of the vampire's choosing, and Mindthief gains its use. Mindthief must meet all the requisites to take the Edge. He can use it for the next 12 hours after which the hero regains its use. An Extra who is attacked by this ability has his mind ripped apart and falls into a near coma. Once the Extra dies he immediately rises up as a vampire spawn.
- * **Mist:** Mindthief has the ability to turn into mist. This requires an action and a Smarts roll at -2.
- * **Sire:** Those slain by an ancient vampire have a 50% chance of rising as a new vampire.
- * **Undead:** +2 Toughness. +2 to recover

SUNDERED SKIES ADVENTURE COMPENDIUM 2

er from being Shaken; Called Shots do no extra damage; ignores Wound penalties; Immune to disease and poison.

- * **Weakness (Holy Symbol):** A hero with a holy symbol can keep a vampire at bay by brandishing it. A vampire who wants to directly attack the victim must beat him in an opposed Spirit test.

- * **Weakness (Stake Through The Heart):** A vampire hit by a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful it takes damage normally, if it fails it disintegrates.



NEOPHYTE DEATH PRIEST

This priest has yet to distinguish himself to his masters, and so serves as little more than a guide to the Bone Temple. Nevertheless, he will seize every opportunity to prove his worth to the Bright Cabal.

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

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

Charisma: -2

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

Hindrances: Anemic, Ugly

Edges: Arcane Background (Miracles)

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

Salvage: Junk.

Spells: (25 Power Points); *armor, bolt, fear.*



LORD RANCID

Rancid is the second in command at the Bone Temple on Gateway. Secretly he harbors a deep hatred of Lord Mindthief and longs for the day when he too can pass into undeath and have the power to take the vampire's secrets.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Boating d8, Climbing d6, Faith d12, Fighting d8, Guts d6, Intimidation d8, Notice d8, Shooting d8, Stealth d6

Charisma: -2

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

Hindrances: Anemic, Death Wish, Ugly

Edges: Arcane Background (Miracles), Command, New Spells, Power Points, Reputation (Bad), Soul Drain.

Gear: Coin Shirt, Death Touch dagger (Str+d4), Soul Orb

Salvage: Junk.

Spells: (50 Power Points, including 15 stored in his Soul Orb); *armor, bolt, drain the powerful soul, fear, zombie.*

Special Abilities:

- * **Death Touch:** If one of these rare and powerful profane weapons inflicts a hit that causes the target to be shaken, he will suffer a particular susceptibility to spells and the special abilities of Rotting One worshippers. Until the victim sleeps for at least 8 hours, all damage rolls and opposed rolls against the victim gain a +2 bonus.

- * **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 damaged by both blunt and cutting weapons. Destroying a soul orb causes its owner to be Shaken.

PIRATES

These ne'er-do-wells are distressingly common in the Shattered City.

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

Skills: Boating d6, Climbing d6, Fight-

ing d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: -3

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

Hindrances: Greedy, Mean

Edges: --

Gear: Leather (+1), knife (Str+d4), bone cutlass (Str+d6, degradable)

Salvage: Junk for every 5 pirates.

PIRATE VETERAN

Some pirates live long enough to become truly dangerous.

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:** 7; **Toughness:** 6 (1)

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes

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

Salvage: Junk for every 3 pirates.

SKELETONS

The flesh has already rotted from these risen dead making them faster than zombies.

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

Skills: Fighting d6, Intimidation d6, Notice d4

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

Salvage: Junk for every 5 skeletons.

Special Abilities:

- * **Claws:** Str+d4
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called

Shots do no extra damage.

SPIRIT EATER

Spirit Eaters are powerful hellish creatures who feed upon emotions—of the living or dead. A Spirit Eater can alter its prey's perception so it appears as their worst 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 opponent's worst nightmares.
- * **Fearless:** Spirit Eaters are unaffected by Fear.
- * **Immunity:** A Spirit Eater is immune to physical damage from weapons and magic.

Size +2: Spirit Eaters often appear as large ogre-like beasts.

- * **Weakness (Spiritual Attacks):** Spirit eater's can only be harmed by the willpower of the attacker, use the attackers Spirit rather than their Arcane, Fighting, Shooting or Throwing skill. A successful "attack" inflicts damage equal to twice the attackers Spirit (i.e. roll the Spirit die twice).

VAMPIRE SPAWN

A newly risen vampire has to prove itself before it can be given any real responsibility.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation

SUNDERED SKIES ADVENTURE COMPENDIUM 2

d8, Notice d6

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

Edges: Frenzy, Level Headed

Special Abilities:

- * **Claws:** Str+d4.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Called Shots do no extra damage; Immune to disease and poison.
- * **Weakness (Holy Symbol):** A hero with a holy symbol can keep a vampire at bay by brandishing it. A vampire who wants to directly attack the victim must beat him in an opposed Spirit test.
- * **Weakness (Stake Through The Heart):** A vampire hit by a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful it takes damage normally, if it fails it disintegrates.



WRAITH

Wraiths are vengeful warrior ghosts armed with ethereal swords. They often appear as corpses wrapped in funereal shrouds.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d10, Notice d6

Pace: 0; **Parry:** 7; **Toughness:** 8

Gear: Ethereal long swords (Str+d8; ignores all non-magical armor).

Salvage: Goods plus 1 Relic.

Special Abilities:

- * **Ethereal:** Wraiths take no damage from non-magical attacks, except fire.
- * **Fear -1:** Wraiths are a fright to behold.
- * **Fearless:** Wraiths are immune to Fear and Intimidation.
- * **First Strike:** Wraiths get a free Fighting attack each round against a single foe who moves adjacent to them.

- * **Flight:** Wraiths have a Flying Pace of 12".

- * **Wail of the Dead:** As an action a wraith can let loose a bloodcurdling scream. All within 3" must make a Guts roll at -2 or be Shaken.

- * **Weakness (Fire):** Wraiths take double damage from fire.

WRAITH WHEAT

The desiccated fields of Remorse are filled with the phantom memory of the crops which used to grow there. Less of a monster and more of a hazard to be survived, wraith wheat attempts to snare prey both living and undead, and feed upon their souls.

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

Skills: Fighting d8,

Pace: --; **Parry:** 2; **Toughness:** 4

Salvage: None.

Special Abilities:

- * **Consume Soul:** Those ensnared by the wheat take d10 damage each round. This damage ignores all, but non-magical armor and is compared to a special Toughness where the victim's Spirit replaces his Toughness. Similarly, soak rolls against this damage use the character's Spirit rather than his Vigor.

- * **Ensnare:** At the end of every turn a hero spends surrounded by wraith wheat he must make an Agility or Strength roll opposed by the wheat's Fighting. If unsuccessful the hero remains ensnared by the wheat and is unable to move next turn and must instead attempt to break free. A comrade can attempt to pull the ensnared free—effectively he attempts to free the victim on his Action Card with a Strength roll, but in

this case the victim suffers automatic damage as listed above. Someone aiding a comrade also risks being ensnared themselves, of course.

- * **Immunity:** Wraith wheat is immune to non-magical, *and* non-area effect attacks. It is possible to destroy the wheat ensnaring a character, but unless he is armed with both a magical weapon and has the Sweep Edge, chances are that he risks being damaged by the attack.

ZOMBIES

Zombies are the shambling foot soldiers of the Bright Cabal.

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

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

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

Gear: Sabers (Str+d6).

Salvage: Junk for every 5 zombies.

Special Abilities:

- * **Claws:** Str
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called Shots do no extra damage.
- * **Weakness (Head):** Shots to a zombie's head are +2 damage.

ZOMBIE OGRE

The Bright Cabal particularly prizes the undead created from the glowmad.

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

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

Pace: 5; **Parry:** 6; **Toughness:** 14 (1)

Gear: Hide (+1), stamp hammers (Str+d8, AP2 vs rigid armor, degradable).

Salvage: Junk.

Special Abilities:

- * **Claws:** Str
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called Shots do no extra damage.
- * **Size +3:** Ogres are over 9' tall.
- * **Sweep:** Ogres may attack all adjacent foes at -2.
- * **Weakness (Head):** Shots to a zombie's head are +2 damage.

ZOMBIE, SOULLESS

Most zombies are created by summoning the soul of the deceased and forcing it to re-inhabit and animate the shell of its own body. Some zombies though are truly soulless—literally soulless husks, which just wander aimlessly, attacking everything in sight. These zombies are significantly tougher than the more common zombie. Soulless zombies are occasionally and spontaneously created at the site of a magical accident.

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

Skills: Fighting d6, Notice d4

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

Salvage: Junk for every 3 zombies.

Special Abilities:

- * **Hardy:** Two shaken results do not put a soulless zombie down.
- * **Claws:** Str
- * **Soulless:** Soulless zombies have to points of armor against all magical attacks. They also gain a +2 bonus to any opposed rolls to resist magical effects.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called Shots do no extra damage.
- * **Weakness (Head):** Shots to a zombie's head are +2 damage.

SUNDERED SKIES ADVENTURE COMPENDIUM 2

◆ PLAYER HANDOUT 1: REMORSE—A NEW ISLAND ◆

A haunted, uninhabited island several days from Plenty. Rumors surround this island. Somebody conducted a ritual, which either went horribly wrong, or horribly right. The entire population of the island was killed in a heartbeat. The island is now home to vengeful ghosts and even worse creatures. Before the experiment the island was called Einar, after it became known as Remorse.

Numerous cults and organizations are blamed for this terrible incident including The Circle of Nine, The Bright Cabal, The Sons of Spire, and even the Trade Council.

The Trade Council, fearful of the creatures which haunt the isle, has placed an embargo on the isle, but there is building pressure to open Remorse up again for scavenging and redevelopment. Until the Trade Council bows to the inevitable and opens up the isle for salvage, it is the only organization known to hold the earth needed to find the isle. Many scavengers have approached them, but all have been rebuffed. However, it is rumored that several Einarian families who settled on Plenty hold earth brought with them from the blighted isle.

GETTING TO REMORSE

The table below shows the base travel time between the islands of the Sundered Skies in weeks. This time is modified using the rules listed under the Travel Time and Encounter rules (See *Sundered Skies* Page 55).

Destination/ Departure	Aria	Bridgeways	Deepsky	Dragon's Spine	Gateway	Heartland
Remorse	-/5	-/7	-/18	-/8	-/7	-/7
Destination/ Departure	Ice Mines	Meeting Place	Mount Ore	Plenty	Shattered City	Star Crater Isle
Remorse	-/13	-/13	-/15	-/1	-	-/8
Destination/ Departure						
Remorse	-/11					

◆ PLAYER HANDOUT 2: THE LETTER ◆

Pater

I have found it!

After you left, I continued our work, and in studying the orbits of the Shattered City, I think I found where we went wrong all those years ago!

With this letter, I include the readings I took over the last ten years. I am now convinced the orbits are not random at all, something is influencing the orbits, even directing them—something malevolent!

We are the last, everyone else involved in that cursed experiment has succumbed to age, despair or accident. It falls to us to make amends. Now we are aware of the existence of our opposition—The Lightbringer, I assume—we can nullify his influence, and atone for our crimes.

Most of the Nexus Stones have been destroyed, but one remains on Remorse. On the old Robsan Farm, surrounded by what is now called the Ghost Fields. We must endeavor to reclaim the stone.

I know harsh words were uttered when last we spoke, but I hope enough time has passed to blunt their sting. I beseech you, study my findings and if you think there is even a kernel of truth to them, return with my agents, and we can plan our next move.

Your Brother

Goff

◆ PLAYER HANDOUT 3: MINDTHIEF'S MISSIVE ◆

Rancid,

As I predicted the Astronomer had the knowledge I needed.

I now head for Einar to take possession of this Nexus Stone. Unfortunately time has dulled the wretch's memories, but once I have the stone we will have made a significant step towards recreating the experiment.

I was disturbed before I could end the Astronomer, but he can be found in the hovel he calls a home. When he finally dies, he will come back as one of my spawn. I suggest you either finish him off, or wait for him to return from death—this would be a good test for Deadeye!

I shall return in a few weeks victorious with the Stone, at which point our master will have further instructions. Until that time I leave the Temple in your hands, and urge you to do nothing to draw attention to us!

Lord Mindthief

MISTS OF SAVANNAH

Where: On any populated isle.

When: Anytime after the heroes reach Heroic Rank.

◆ INTRODUCTION ◆

At the conclusion of the Savage Tale *Mindthief*, the heroes (hopefully) managed to thwart The Bright Cabal's plan to recover a working Nexus Stone from the desolate ruins of Remorse. Undaunted, this setback only serves to spur the necromantic cult onto greater efforts to achieve their goals.

The events of *Mindthief* alerted the Cabal to the existence of Nexus Stones—magical stones that The Sons of Spire believed would help them shift the orbit of an isle, but in fact caused a storm of necromantic energy to sweep an isle, killing inhabitant in the process. Whether or not the Cabal managed to gain possession of a Nexus Stone, they are determined to acquire more—or better still—the secret of creating Nexus Stones.

Fortunately, The Sons of Spire did not create the Stones; they discovered them within ruins lying deep within the interior of the jungle isle of Savannah. If the Cabal hopes to acquire more—and the heroes are to stop them—then an expedition into the dangerous interior of the isle must be attempted. An expedition, which will uncover evidence of pre-Sundering

experiments into the mystery of the creation of the dragons.

SAVANNAH AND THE SONS OF SPIRE

The Sons of Spire's continuing fascination with the void—and everything within it—motivates its members to catalog and survey newly discovered isles, paying particular attention to their course through the void. More than a fascination, it is an obsession that has driven them to become the *de-facto* premier explorers of both the Skies and many of her inhabited isles, including Savannah.

Normally, having studied and recorded their findings of a newly discovered island, the Sons move on, leaving its colonization and exploitation to others. Yet for one Son, Tod Voidsoul, Savannah proved to very different. Voidsoul was particularly sensitive to the mana streams which permeated the void and he found himself inexplicably drawn to a strong magic emanation somewhere deep within the interior of the isle. Unable to ignore the attraction, he funded and led an expedition through the jungle and into uncharted territory.

Nothing was heard from the Voidomancer and his motley band of mercenaries, scholars, and adventurers for several weeks until what remained of the expedition staggered out from under the tree line. Their numbers severely

SUNDERED SKIES ADVENTURE COMPENDIUM 2

depleted and all of them sporting various wounds and injuries, the survivors had nevertheless managed to bring back with them samples of heretofore-unknown plants, insects and minerals as well as several relics—including six ill-fated Nexus Stones.

The survivors told tales of aggressive beasts of a colossal size, suspicious drakin-like natives, and vine covered ruins filled with wondrous relics and mysterious devices. Voidsoul took a few weeks to recover from both his exhaustion and the injuries he sustained during the expedition, and then he returned to the jungle. This second expedition disappeared without trace and none of its members were ever heard from again.

Decades have passed since Voidsoul's disappearance and much has happened on Savannah. The settlement of Foothold has been established and is not only fully self sufficient, it is also flourishing. Today most of the inhabitants in Foothold have never heard of Voidsoul's early exploration of the isle, and even the few old enough to remember have forgotten about his efforts.

SAVANNAH

Repeated here is the information on Savannah found in the *Sundered Skies Companion*. It is repeated here for completeness and to make the Game Master's job easier.

Scarce: Agricultural, Building Material

Abundant: Wood

Savannah is a recently discovered isle on the edge of the Lower Reaches. Through a fluke of the winds it gets a remarkably frequent amount of rainfall, which promotes extensive vegetation

growth across the island—both grassy plains and deep impenetrable jungle.

Savannah is arguably larger than even Heartland—however no one has yet conducted an extensive survey of the island. Expeditions into the interior of Savannah have proved to be very dangerous due to the presence of several dragon-like species. These have included large predators that although dragon-like in appearance are in no way sentient, as well as a tribal people who seem to be some sort of debased drakin. None of these people appear to have been Chosen yet. Despite the danger, explorers and scavengers have found extensive ruins within the jungles.

The elves are particularly interested in Savannah, having found the material that they need to create several new species of ferals and wildlings. A large contingent has settled upon Savannah, the majority of them in the town of Foothold, but several other communities have been founded within the jungle. The Elves are convinced that another Leaflord can be found within this shrine-island to the Wild.

The dragons are obviously deeply interested in the creatures on Savannah. However, the proto-drakin are terrified of the dragons and scornful of any Non-Chosen drakin that they encounter. And the strange creatures dwelling deep in the interior of the isle are beyond even the reach of the dragons, so dense is the jungle. Unable to explore the island themselves, the dragons sponsor many expeditions into the interior to capture specimens and unravel the mysteries of the island.

All of the other races are present on Savannah. Dwarves are interested in exploiting the minerals which might be

found in Savannah's far mountains—although so far, no one has won through to them. Glowborn and humans go wherever there is room to live, certain orcs are drawn to the isle by a desire to prove their worth against the fierce proto-drakin and the dragons, and wildlings can be found wherever there are elves.

ENCOUNTERS

Encounter Modifiers: -1

Hazard: Fireplumes (see *Sundered Skies* page 152), Navigation Hazard (see *Sundered Skies* page 153)

Elemental: Fire (see *Sundered Skies* page 148), oaken giant (see *Sundered Skies* page 153), water (see *Sundered Skies* page 165), wood (see *Sundered Skies* page 166).

Pilgrims: drakin, wild

Creatures: Dragons (see *Sundered Skies* page 143), drakin (see *Sundered*

Skies page 144), elves (see *Sundered Skies* page 146), ferals (see *Sundered Skies* page 147), leafwardens (see *Sundered Skies* page 146), oakthorn (see *Sundered Skies* page 147), proto-dragons (see page 22), proto-drakin (see page 23), scavengers (see *Sundered Skies* page 162), shepherds (see *Sundered Skies* page 147), wildlings (see *Sundered Skies* page 166).

FOOTHOLD

Foothold is very much a frontier town and is still in the process of being built—for every completed building there are at least two still under construction. The settlement is surrounded by worked land on which domesticated diamond backs are wrangled whilst beyond that several miles of grasslands extend almost to the edge of the nearly impenetrable jungle.

The settlement is surrounded by a sturdy wooden palisade, which so far has

SAVANNAH'S TRAVEL TIME CHART

Destination/ Departure	Aria	Bridgeways	Deepsky	Dragon's Spine	Firsthome
Savannah	20	17	-/6	6	24

Destination/ Departure	Free- dom	Gateway	Heartland	Ice Mines	Meeting Place	Mount Ore
Savannah	10	11	11	19	18	3

Destination/ Departure	Plenty	Remorse	Savannah	Shadowhaven	Shattered City
Savannah	17	15	-	11	-

Destination/Departure	Star Crater Isle	Timber
Savannah	11	13

not been put to the test by one of the great beasts that roam the island's interior. The colonists live in constant fear that such a colossus will lumber out of the jungle to attack the town.

◆ PART ONE: FOOTFALL ◆ ON FOOTHOLD

THE SUMMONS

The heroes are summoned to Star Crater Isle by The Sons of Spire. How this summons finds the heroes depends upon their situation and their relationship with the ruling bodies of the Skies. If they are known to visit an isle regularly—say, Gateway—then word is left where it will most likely reach the heroes quickly, otherwise a Courier tracks them down.

The heroes are asked to meet with The Sons of Spire at the newly established Tower of Knowledge on Star Crater Isle. The message is purposely vague, and can be found as a player handout on page 73. Travel to Star Crater Isle can be as eventful as the Games Master wishes, but no actual encounters for the journey are included within this scenario.

A newly constructed tower can be seen during the approach to the isle. It has been quickly, but expertly built and lies several miles from the gateway to the Iron Citadel (see *Sundered Skies* page 100). Surrounding the 300-foot tower is a series of outbuildings. Those who succeed at a Notice roll realize that these have been recently repaired—if the heroes have managed to arrive within 3 weeks of receiving the message it is possible that they are still being repaired. The buildings show signs of having been

exposed to both fire and concussive destructive power.

Once the heroes make their identities known, they are quickly escorted to the top of the tower where the Lord Astronomer Angharad Skygazer awaits them. Skygazer is a surprisingly young female human—her title is universal, and is applied to both men and woman who achieve her rank. Her attractive features are marred by a recent scar which crosses her forehead and disappears beneath her hairline. Once initial greetings have been exchanged, and the heroes are seated and been provided with refreshment, Skygazer explains to them why she has summoned them. Read or paraphrase the following adjusting it as necessary to suit the particular make-up or actions of the heroes.

"Thank you for coming so quickly, Astronomer Kopplar kept me informed of your actions on Remorse, and your attempted recovery of the last surviving Nexus Stone. Well, within the past few weeks there have been some dire developments.

I do not believe that you are aware of the origin of those accursed stones? Unfortunately The Sons of Spire found them in a ruin. We do not have the magical theory or resources to create our own. The Nexus Stones were found by one of the first explorers on Savannah who discovered them within a ruin deep in the isle's interior."

If the heroes have not yet visited the jungle isle call for a Common Knowledge roll. If any of the heroes succeed provide

them with handout number 2 (found on page 74). Once they have had a chance to digest its information continue with the information provided below.

"This explorer was a Son of Spire who exhibited an unusual fascination with the isle. Most of our astronomers have little interest in an isle once it has been categorized as not being a danger to the inhabited isles of the Skies. However this explorer—Tod Voidsoul—was drawn to explore the interior. Most of his party perished within the jungle, but a few survivors returned with tales of monsters, ruins, and savage natives. They also brought out a good number of relics, including the Nexus Stones we used in our ill-fated experiment on Remorse.

Voidsoul spent several weeks recovering from his wounds, but made sure to give a detailed report on his findings, including the fact that he only took a few of the relics we now call Nexus Stones—there were dozens that he didn't recover. Once he had convalesced, he returned to the jungle and was never heard from again. That was seventy years ago and Voidsoul was not a young human, so he must be dead by now. Voidsoul's report was brought here when the tower was constructed as it is intended to be the depository of all the Sons' knowledge.

Sadly disaster has struck, which is why we have called upon you.

A few weeks ago, (three weeks before the heroes received the message) we were attacked by a large force of undead under the command of several Death Priests. They were not just intent upon slaughter—though gods know they did enough of that—as it soon became obvious that they were trying to force their way into our libraries. The one group that managed to fight its way seemed to be specifically targeting the section which holds our somewhat scant knowledge of Savannah.

We are not warriors and there was little that we could do to stop them, so they soon took the manuscripts they wanted and after a bit more wanton slaughter, they left. Those of us who survived only did so by luck.

As I am sure you have already guessed, they took Voidsoul's report on how he found the Nexus Stones. I may be jumping to conclusions, but it occurs to me they may be seeking to repeat the disaster that blighted Remorse. We know that they have an interest in doing so and we must assume they are making a bid to grab the rest of the Nexus Stones. They must be stopped, and you are the only people with the skill and wits to do so.

The Bright Cabal is several weeks ahead of you, but we have two things in our favor. First Voidsoul was delirious for much of his

PLAYING THIS SCENARIO BEFORE MINDTHIEF

This scenario can be run before—or without—*Mindthief* having been run first. By the time that the heroes reach Heroic Rank they will be well known throughout the Sundered Skies as near legends who have—hopefully—furthered the causes of justice and good wherever they travel. It is only natural that they would be called upon to investigate events like those described in this scenario. All the Games Master need do is modify the information provided by Skygazer to suit his heroes' circumstances and the game should be able to be run without any problems.

report. It was feared that he would die from his wounds and his fever, and since the scholar transcribed his words faithfully, it should take the Cabal weeks to glean the nuggets of truth from his ramblings. Secondly, and more importantly, Voidsoul employed a native guide who led him to the ruin. This guide is still alive—although he is extremely old now—and resides in the shantytown of displaced natives known as Lizardtown. If he can be found and convinced to lead you into the interior, you might beat the necromancers to the ruin. Voidsoul named him as Tivotongue.

What do you say?"

The heroes might have more questions—questions that Skygazer will be happy to answer. However, she only knows what is included in her monologue and some of the information included in the introduction on page 35. She does know a fair bit about Foothold though, and can name and describe several establishments and features of the settlement (see the information on page 37).

Suspicious heroes might wish to see the library where Voidsoul's report was kept. It has not been fully repaired yet and still shows signs of the assault. The shelves have been splintered in several places, and old bloodstains are evident everywhere. Not only was Voidsoul's report taken, but several shelves around it have been cleared as well. The contents of other shelves in the library were either scattered or destroyed.

ARRIVING AT FOOTHOLD

The voyage to Foothold can be as eventful or as peaceful as the Games Master wishes—he might be tempted to use a Savage Tale to enliven up the journey such as Landfall (*Sundered Skies* page 127) or The Dwarven Mother (*Sundered Skies* page 123), or one of his own crafting. However, he should be aware that his players might be very conscious of the fact that they are well behind the Cabal and so will choose to ignore any exploration encounters dangled before them.

The first sight that the heroes have of Savannah is of an isle that rivals even Heartland in size. Much of it appears to be covered in thick jungle, but as the heroes get closer they spy the relatively tiny settlement of Foothold surrounded as it is by sweeping grassland upon which roam herds of strange large creatures with tiny

ASKING ABOUT TWOTONGUE

If the heroes ask about the native proto-drakin in Foothold, have them make a Streetwise (-1) roll. The result determines how much information that they get.

Critical Failure: "Yeah, I heard of him. He worked for me for a while, and he was as lazy as any of those other good-for nothing lizards. He died a couple of years ago, sorry.

Failure: "He's a lizard? I didn't even know they had names."

Success: "Oh you mean the king lizard? Thing is he ain't a lizard at all, he's one of those drakin nobles; Chosen are they called? Yeah, anyway, he's gone native and now lives amongst the protos. I was worried he was going to become some sort of warlord, but he's been there for years, and as far as I know he hasn't caused any bother."

1 Raise: Read the text for success and add "Funny thing is you aren't the first to ask about him in the last few days. Yeah, couple of humans was asking about him down at the Water Hole. They didn't seem right to me, something off about them, so I kept to myself and didn't talk to them. I suppose did though."

2 Raises: "You came to the right person, if you want to know about Twotongue! Those who have heard of him call him King Lizard, the hero of Lizardtown. Most think he's a proto chief who's left the jungle to lead his people. Some think he is a drakin Chosen who has gone native. Only I know the truth! You see, everyone just discounts the protos as no threat. I know better so I make sure I know as much about them as I can.

Twotongue is a native, but decades ago something happened to him that somehow changed him. Twotongue is now one of the drakin Chosen! What scares me is what if he becomes a full-fledged dragon? A proto army led by a dragon could destroy Foothold...

Say, you look like you could handle yourselves in a fight. Would you be interested in a little work? I have some money saved up, and if you come across him unawares I am sure he wouldn't put up much of a fight. What do you say?"

heads, spiked tails and diamond shaped fins upon their backs.

Docking at Foothold's port is safe and easy and provides no penalties to any Boating rolls. Once their ship has been secured, the heroes can go ashore and see about embarking upon their expedition into Savannah's interior.

FINDING THEIR FEET IN FOOTHOLD

The heroes may just wish to launch

themselves into the jungle in search of the resting place of the Nexus Stones. However, the jungles of Savannah are a dangerous place. Not only do all manner of dangerous beasts roam under their canopies, but the jungle itself can be lethal to an unprepared party. The island has swallowed many an expedition without trace.

Waiting on the docks is an elderly one-legged dwarf called Golm the Luck-

less who is employed as a “greeter” by Murkie’s Expedition Supplies. Golm’s job is to waylay new arrivals with tales of the dangers which await the unwary in the jungle. He avoids any mention of monsters and instead concentrates on hazards such as disease-ridden insects, heat stroke, quicksand, and all manner of poisonous plants. Once he has suitably appalled his audience, he will cheerfully tell them that Murkie’s has equipment and supplies which can protect them from all of the dangers he has described. All he asks is that they be sure to tell Murkie that Golm sent them. As the heroes explore Foothold be sure to describe the establishments and structures they find using the information provided below.

Hall of the Fallen: A huge timber building from which the dragons conduct their investigations into Savannah. The Hall of the Fallen is believed to have extensive chambers beneath it where the dragons dwell and experiments are conducted on specimens captured on the island.

Any dealings that outsiders have with the dragons are always through Chosen representatives, although suitably successful or lucky heroes might eventually meet one of the dragons in charge of the research. Such an encounter occurs later and is detailed in the section entitled *Draconic Deals* on page 46.

Lizardtown: A veritable shantytown, within which dwell a hundred or so proto-drakin from the Shore Claw tribe which was mostly displaced by the settlers of Foothold. These pathetic creatures spend most of their days in an alcoholic stupor or doing menial tasks for very little pay. This is further described in the *Lizardtown* section on page 43.

The Meat Fields: Husbanded for their meat, herds of diamond backs roam the fields around Foothold. They are incredibly stupid beasts and prone to stampede when frightened. The heroes would be wise to move carefully when making their way through these herds.

Murkie’s Expedition Supplies: Murkie is a dour, fatalistic glowborn. He can supply any expedition heading into the interior, and also purchase any salvage that they bring back with them. He refuses to be friendly with any of his outgoing customers—there is no point, so few of them return. Those who do return from expeditions are subjected to a fawning servitude that is almost sickening. Murkie has a fully stocked shop and can provide the heroes with anything their Streetwise rolls might dictate. He also has several pieces of new equipment that are detailed on page 43.

Savannah Mining Company: The rather grandiose title of this building disguises what is, in fact, little more than a dwarven-run provisions store. The optimistic dwarf behind this endeavor, Hragnik Dreamfar, has dreams of being a founder of his own clan based purely on the fame and fortune that his mining company will bring him. If only one of his sponsored expeditions would return with good news—or return at all!

The Seeding: The heart of the elven operation on Savannah, it is from this vine-covered building that the Leafwardens orchestrate their own explorations of the isle. They are convinced that the wonder and magnitude of the creatures on the isle is a sure sign that a forgotten major temple of the Wild lies forgotten, deep in the jungles of the island. Several new species of ferals roam The Seeding

both as guides, and a visible sign of the Wild's power and influence. Unless the heroes have kept their encounters with the Willow Court to a minimum, or have somehow disguised themselves, any encounters that they have with the elves of The Seeding could well end in violence. The heroes are well known throughout the Skies by now, their names whispered as either wards against danger or as boogymen to scare children.

The Waterhole: The most popular inn in Foothold. Thirsty and footsore explorers usually head straight here when they return from an expedition. However, the majority of the inn's clientele are those who work the fields or wrangle the diamond backs. The heroes can get rooms at a mere 10 cogs a night. Each room is large enough to sleep three—or four if they do not mind being crowded.

The Yard: This port and shipyard constantly bustles with activity. Goods and building materials are shipped in whilst lumber and diamond back meat—the newest delicacy amongst the aristocracy of the Skies—are shipped out..

NEW GEAR

Murkie's Expedition Supplies has several new pieces of equipment available which might be useful to the heroes on their expedition into the jungle. Unless contradicted below, assume that he has as many of the items as the heroes wish—this is one time that you can ignore the Rarity rules in the *Sundered Skies* book.

Insect Repellent: Applying this thick unguent to the skin provides +4 armor against insect swarm attacks. Applying takes 10 minutes, but each application lasts either 12 hours, or until the subject is fully immersed in water. Murkie sells

each application of this unguent for 50 cogs.

Machetes: Similar to a short sword, but with a wide flat blade, these are primarily used to hack a path through thick undergrowth. A hero using a machete can ignore the effects of Difficult Ground caused by vegetation; however he still cannot run when using a machete to cut through the undergrowth. Murkie sells machetes for 100 cogs and they inflict Str+d6 damage in combat.

Sustenance Potion: A new kind of elven potion, this allows the drinker to ignore the need to eat or drink for the next three days without any detrimental effect on the imbiber. A hero who has drunk this potion is also immune to the Heat exhaustion rules. Murkie has a good supply of these from The Seeding and is able to sell them for 125 cogs each.

LIZARDTOWN

Once they are settled, the heroes will probably want to seek out Twotongue; the only clue they have to his location is Skygazer's certainty that he still lives in Lizardtown. Asking for him in Foothold proves to be fruitless; most Footholders pay very little attention to who lives—and what happens—there. If they are going to find the native, the heroes will have to look for him in the shantytown themselves.

When the Shore Claw tribe was driven from their lands by the founding of the new settlement those tribe members too old, weak, disliked, or just plain unlucky to find a new home with another tribe were forced into servitude for the newcomers. These poor creatures were not treated well by the hard and pragmatic colonists, and many of the dispossessed

SUNDERED SKIES ADVENTURE COMPENDIUM 2

proto-drakin showed a weakness for alcohol. Soon the decrepit and pathetic shantytown appeared outside the walls of Foothold.

The shelters of Lizardtown deserve the name; they are little more than wind-breaks created from the detritus discarded by Foothold. In a world where things are carefully judged by their potential re-use, and recycling used materials is the norm, a shantytown really is the most pathetic of sights. Fortunately, proto-drakin are a hardy race, well suited to the rigors and hardships of their isle, and most are able to survive.

Conditions in Lizardtown are shocking; proto-drakin can be seen everywhere either digging through discarded rotting food looking for something to eat or lying comatose from the effects of drink. Those that are aware of the heroes shrink

away from them as if fearing a sudden and vicious beating and are unable—or unwilling—to address the heroes in Skytongue or any other known language. The squalor that the proto-drakin are forced to live in should disgust even wildlings, who although ill-treated, are kept healthy by their masters—at least whilst they have a purpose. Wildlings are not discarded and left to rot like this.

After the heroes have wondered this wasteland for a while they hear sounds of a struggle, grunts of pain, and laughter. When the heroes follow the sounds, they discover a group of elven thugs beating up a couple of destitute proto-drakin with clubs.

If the heroes intervene, the elves will ignore the proto-drakin and concentrate on the heroes. As soon as one elf falls to the heroes' attack, the others will lose



all interest in fighting and instead try to escape. The fight does not go unnoticed and the impromptu battleground is soon surrounded by silently watching proto-drakin.

After the battle, most of the proto-drakin go back to what they were doing, but a few stay. If the heroes slew any of the elves, this may have repercussions if they stay for any length of time in Foothold.

Elven Thugs (1 per hero +2): see page 65.

Destitute Proto-drakin (4 per hero +2): see page 70.

OLD ENEMIES

The proto-drakin that were being beaten up by the elves are almost pathetically grateful for the rescue—certainly grateful enough to tell the heroes about Twotongue, which they do in halting skyspeak.

The Twotongue who returned from Voidsoul's expedition into the interior of Savannah was different to the one who left; he was stronger, more intelligent, and somehow more vital than before, whereas everyone else who returned was close to death from disease and injury. Twotongue has not aged since that day, but he has *changed*, he has grown larger even than a tribal chief, and has even grown wings. Today, Twotongue lives in the center of Lizardtown in the closest thing the shantytown has to a house. The proto-drakin are more than happy to lead the heroes to Twotongue's abode.

The heroes might recognize the description of Twotongue as being that of a drakin Chosen. A common Knowledge (-2) roll will reveal that no other proto-drakin has ever exhibited Chosen traits before now.

Coincidence is often the tool of fate, and it seems to feature heavily in the lives of heroes—now is one of those times. As they might have discovered earlier, the heroes are not the only ones interested in the whereabouts of Twotongue; so is the cult known as The Dragon's Sons.

The Dragon's Sons might have suffered a humiliating defeat at the hands of the heroes at some point in the past (see *Sundered Skies* page 131), however the cult was not destroyed and managed to survive the humiliation. The survivors limped on, trying to realize the goal of their slain leader, Roebart Esor. Eventually they heard of a drakin Chosen on the isle of Savannah. It was whispered that there was something unusual about this creature and when they discovered that he dwelt amongst the proto-drakin—a race the inhabitants of Foothold mostly ignored—their new leader, Luis Scalegifted, realized that they would be able to kidnap and dissect him without interference from the authorities. Unfortunately—for the cultists—they have chosen to make their attempt on the very same day that the heroes can interfere with their interests. If any hero succeeds on a Notice roll during the approach to the shack, the party is pre-warned about the situation that it is stumbling upon.

The heroes arrive on the scene just after the Sons have attacked Twotongue's home. Their goal is to take their target alive, so the sorcerers are hanging back and hoping that their thugs can overwhelm and subdue him. Twotongue was initially surprised by the attack and has sustained a wound, but has made a good showing of himself, having managed to slay two attackers.

The majority of the thugs are within

SUNDERED SKIES ADVENTURE COMPENDIUM 2

Twotongue's shack, but once the heroes make their presence known, most will attack the intruders leaving just four to deal with the proto-drakin. The heroes' assault will inspire some of the decrepit proto-drakin in Lizardtown to defend their chief—however most flee the violence. All of the heroes' allies should be run by the players using the stats provided on page 62-72.

Scalegifted—or another sorcerer if he falls in the first attack—recognizes the heroes as those who killed his master and orders his followers to show them no mercy. However, the thugs will attempt to flee the battle once half of their number has fallen.

Luis Scalegifted: See page 64.

Twotongue: See page 70.

Neophyte Sorcerers (1 per 2 heroes +1): See page 65.

Dragon's Son Thugs: (3 per hero +2): See page 65.

Destitute Proto-drakin (1 per hero): See page 70.

AFTERMATH

If Twotongue is rescued from The Dragon's Sons' attack he is more than willing to help the heroes. He will tell them everything he that knows about Voidsoul's expedition. Hand the players the handout called "Twotongue's Tale" found on page 75. He will also agree to lead them back to the place where the Nexus Stones were found, but in return expects the heroes to help improve the lot of his people.

If any of the Dragon's Sons survived the battle, they flee back to Foothold where they attempt to first lose themselves in the crowds and then later arrange passage off the isle. However, if any hero is

foolish enough to venture out alone in Foothold after the attack, the vengeful cultists might see this as an opportunity to ambush him.

DRACONIC DEALS

No matter how secretive the heroes have been in their dealings whilst in Foothold, the dragons of The Hall of the Fallen will not only be aware of their presence, but also of their desire to head inland. The Dragons have informants placed within most of the major power groups and organizations of the Sundered Skies, including The Sons of Spire.

The Dragons also have a particular interest in rooting out the secrets hidden in the dense jungles of Savannah—reasons, which will become evident during the third part of the adventure (see **The Dragon Laboratory** on page 55). Unfortunately their large forms are far from ideal for maneuvering through the dense jungle, and they have to rely on information gathered by third parties—such as the heroes. The first that the heroes will probably be aware of the draconic interest in their expedition is when a drakin Chosen emissary known as Bloodtipped approaches them. Named for the distinctive coloring on the ends of his wings and tail, Bloodtipped requests that the party attends an audience with his masters at the Hall of the Fallen.

Like all draconic buildings, the majority of the building is below ground. In fact, the hall is so nondescript that someone could mistake it for a warehouse if he was unaware of its true purpose. The name of the hall might intrigue the heroes, but Bloodtipped claims not to know the source of the name, but believes the chambers beneath the Hall were origi-

nally dug by a long-lost people—possibly, even Pre-Sundering—and that the hall is named in honor of them.

The heroes are led through several chambers and meeting halls where petitioners wishing an audience with the dragons are dealt with—most never meet a dragon at all, their requests and questions being dealt with by a Chosen instead. Eventually the heroes are ushered into a large steam elevator; similar to the devices found within the Factory in Deepsky Citadel. With much creaking, groaning, and hissing the contraption descends smoothly for several minutes into the bedrock of the isle.

The elevator comes to a halt in a natural cavern that has been decorated with carvings and paintings celebrating all things draconic. As the heroes are led along the corridor the floor is decorated with a stylized tessellated depiction of the transformation from drakin to full dragonhood. The final image incorporates the closed double doors at the end of the passage and depicts a dragon with its wings outspread, and its neck arched.

The doors open as the heroes approach them, revealing an extremely large chamber beyond. Squatting in the center of the chamber is an enormous electric-blue dragon and even though it is obvious that it is trying to make itself appear as least threatening as possible—it remains highly intimidating. Before it are arrayed comfortable chairs and chaise-lounges positioned around sturdy tables that groan under the weight of delicacies, as well as jugs of dwarven and orcish brews, and decanters of fine elven wines. Heavy black curtains cover the rest of the walls of the torch lit chamber; the way they rustle and shift imply that they cover

an opening to the void, large enough for the dragon to use unimpeded.

The dragon introduces itself as Lightning Lord; a name, that it explains, has been imposed upon it by others, and that did not choose for itself, and is something it finds embarrassing. It knows who each of the heroes are and greets each of them by name, taking care to mention a deed that each has accomplished. The heroes should be surprised and disturbed by the depth of the dragon's knowledge. Once introductions have been made, and the heroes have made themselves comfortable, the dragon has a proposal to make. Read or paraphrase the text below;

"Thank you for coming at such short notice. I will not waste any more of your time. We have reason to believe that Savannah is a pre-Sundering dragon isle. The creatures here are unique and have a certain draconic bent to their appearance.

As interested as we are in the secrets of the isle, the jungle locks us out. Dragons, and most of our Chosen are far too bulky to navigate the dense jungle, even flying over the jungle teaches us very little as we cannot see beneath the canopy—for the most part we have to rely on sponsored expeditions to increase our knowledge.

This is where you come in—we would like to sponsor your expedition into the interior. We know what your goals are. We do not share them and frankly, we do not care if you achieve them or

not. You can keep any of the Nexus Stones—or indeed any other magical trinkets—that you seek. However, if you bring any evidence or knowledge out which either supports or disproves our theories about the isle, we want to know about it before anyone else.

Obviously we do not expect you to do this out of the goodness of your hearts. We are willing to pay you 3000 cogs for your troubles and extend you a 1000 cog credit note at Murkie's supplies. So, what do you say?"

Lightning Lord can be convinced to go as high as 5000 cogs as payment and raise the credit note to 1500 cogs. If the heroes do not have a Chosen who has proved himself true to his birthright amongst their number, the dragon will also insist that his agent Bloodtipped accompanies them on their trip into the interior. Eventually the heroes will be ready to leave the relative safety of Foothold and venture out into the deadly jungle.

◆ PART TWO: THE TRIALS OF ◆ SAVANNAH

What was a ten-day journey years ago is now even longer as the jungle has grown and changed. The journey now has a base travel time of 14 days; a successful Tracking roll reduces the travel time to 12 days; a raise will lower it to 10 days.

The Games Master should draw a card from the Action Deck. If the card drawn is a face card then an encounter occurs. The value of the card determines the ac-

tual encounter as detailed below. Alternatively, you can craft a memorable journey by choosing from the encounters detailed below, or using them as inspiration;

JACK OF CLUBS—BLOODFLY SWARM

The heroes stumble upon the rotting corpse of a dragon bull, covered in feasting bloodflies—enough to create two large swarms. The insects have been driven into a frenzy by the smell of the rotting flesh and will react violently to any disturbance however minor.

If this encounter is drawn again, the heroes encounter a single medium sized Bloodfly swarm.

Large Bloodfly Swarm (2): See page 62.

QUEEN OF CLUBS—DEATHSCENT TREE

The heroes become aware of a sweet perfume, which becomes increasingly stronger and more cloying. Eventually they come to a large deciduous tree wrapped in vines that blocks their way.

At the base of the tree can be seen some rotting organic matter—too covered in mold to be easily identified—glinting amongst the detritus can be seen some metal salvage. The tree will attack anyone who tries to recover the salvage. Those who stay back and succeed at a Notice roll can see several creatures entangled in the branches of the tree. Some of them have been there for several days, and have died of either strangulation or thirst, their rotting carcasses providing sustenance for the tree. Others, such as monkeys and skyler, are moving fitfully and do not have the strength to do much more than weakly attempt to escape if released.

The metal proves to Junk level weapon

salvage. If this encounter is drawn again from the Action Deck, then repeat it, but without the lure of the salvage.

Deathscent Tree: See page 66.

KING OF CLUBS—FEVERTHORN PACK

The heroes have attracted the attention of a small pack of feverthorn. The carnivorous, dragon headed plants use hit and run tactics to attack their prey, trying to bring them down so that they can feed on the corpses.

Feverthorn are common on Savannah, so this encounter can be run every time that it is drawn from the Action Deck.

Feverthorn (2 per hero +4): See page 66.

ACE OF CLUBS—SMASH TAIL ATTACK

The heroes have stumbled upon a cranky smash tail. These large creatures are extremely territorial and will attack anything that it perceives as a threat.

If this encounter is triggered again, the heroes have stumbled upon yet another smash tail, one that is just as territorial.

Smash Tail: See page 69.

JACK OF DIAMONDS—QUICKSAND!

The heroes have stumbled into something almost unheard of in the Sundered Skies—a swamp. Allow the lead hero a Notice (-2) roll to detect the hidden bog. Failure means he plunges in to his waist (chest for Small characters) and begins sinking.

Those stuck sink completely in three rounds (two for Small characters) unless extracted. Victims can attempt to pull themselves free with a Strength (-4) roll. A success stops them sinking, whilst a raise pulls them clear. On a critical failure, the hero is sucked under and immediately starts drowning (as per the *Savage Worlds* rules).

A hero who aids a sinking comrade can make a Cooperative Strength roll to drag the unfortunate from the quicksand. On a critical failure, he is pulled in and begins sinking as well.

Once a character is under the surface he cannot extricate himself and must be dragged out by his comrades on the surface. In order to find the victim, those searching for him must first make a successful Notice (-2) roll. This can be a Cooperative roll, but suitable descriptions must be given to warrant this.

QUEEN OF DIAMOND—FLYING MAW ATTACK

A flying maw attacks one of the heroes—preferably one smaller than the rest, such as an unchosen drakin or a wildling. This draconic flying predator is not interested in battle, it simply wants to grab its target and make off with it to feed on later.

This encounter can only occur once. If it is drawn from the Action Deck again, the heroes luck out and do not suffer an encounter.

Flying Maw: See page 68.

KING OF DIAMONDS—DRAGON BULL

The heroes have stumbled upon a lone male dragon bull, which has recently been driven from its herd by younger males. The creature is extremely aggressive.

This encounter can only occur once. If it is drawn from the Action Deck again, the heroes luck out and do not suffer an encounter.

Dragon Bull: See page 68.

ACE OF DIAMONDS—RUNNING DEATH

The heroes have run afoul of a hunting pack of running deaths. These crea-

SUNDERED SKIES ADVENTURE COMPENDIUM 2

tures will use hit and run and gang-up tactics upon their prey attempting to use their superior numbers to overwhelm the heroes.

If this encounter is triggered again, the heroes have been unfortunate enough to encounter another pack of running deaths.

Running Death (3 per hero): See page 69.

JACK OF HEARTS—DISEASE

The heroes have unknowingly been under attack by disease carrying insects for the last few days (or hours, if this encounter is triggered on the first day). The heroes must succeed at a Vigor (-2) roll or suffer a level of Fatigue. Daily use of insect repellant transforms the penalty into a +2 bonus. The fatigue is permanent until the hero either heals naturally or is the target of a *greater healing* spell.

If this encounter is triggered again, then the heroes have been unfortunate enough to encounter another cloud of disease ridden biting insects in their journey.

QUEEN OF HEARTS—PROTO-DRAKIN WAR PARTY

The heroes are not the only outsiders on the isle, a large force of Bright Cabal necromancers and undead are also racing towards the temple that the heroes seek. These villains are probably not as peaceful or understanding as the heroes, and they have a tendency to attack anyone who can identify them. See the Queen of Spades Encounter (page 51) for an example of their actions. In response to these actions, some of the proto-drakin tribes have sent several war parties out to look for their elusive attackers. The he-

roes have been unlucky enough to cross paths with one of these war bands—and it is out for blood!

This need not be a combat encounter—clever or wily heroes should be given the chance to avoid or diffuse the situation. If given a chance to think things through the proto-drakin shaman will realize that the strangers before him bear very little similarity to those who attacked his tribe. It is possible that the heroes might even be able to befriend the lizard men and so learn some more information about their eventual destination. See the sidebar on page 53 for more information.

The heroes will only encounter one war party in their travels. If this encounter is triggered again the heroes luck out and do not suffer an encounter.

Proto-Drakin Champion: See page 70.

Proto-Drakin Shaman: See page 70.

Proto-Drakin Warriors (4 per hero): See page 70.

KING OF HEARTS—CLASH OF TITANS!

The heroes have a chance to witness one of the archetypal dinosaur battles—a triceratops versus a tyrannosaurus rex, or in terms of Sundered Skies, between a hungry fiend and a dragon bull. However, for a player there is probably nothing more boring than watching the Game Master determine the outcome of a battle between two NPCs or monsters. For this reason we suggest that you hand over the stats of these two behemoths to the players and let them fight it out. The control of each of these monsters should be handed to a different player each turn, so that everyone is included. The Game Master *could* even let it be known that

he will award a bennie to the player who wins the battle which should ensure that they are have a heightened interest in the outcome. Obviously, if the heroes somehow make their presence known to the combatants, control of both reverts to the Game Master, and things get potentially very interesting.

The heroes will only witness this battle once in their journey. If the encounter is triggered again, the heroes have lucked out and do not suffer a further encounter.

Dragon Bull: Use the stats found on page 68 in the second appendix. Note that for the purposes of this battle the creature is a Wild Card.

Hungry Fiend: Use the stats found on page 68.

ACE OF HEARTS—HUNGRY MAW

The heroes have been unfortunate enough to attract the lethal attention of a hungry maw. These creatures are—with a few exceptions—the apex predator on Savannah, and as such are extremely confident. The beast eschews any real tactics, and instead just attempts to run down its prey and kill them.

If this encounter is triggered again, the heroes have been unfortunate enough to encounter another hunting hungry maw.

Hungry Fiend: See page 68.

JACK OF SPADES—SWAMP GAS

The heroes have wandered into an area of spongy ground that gives off an explosive swamp gas—a Successful Notice roll detects an unpleasant smell. As luck would have it soon after entering the area, they also encounter a bullish diamond back, which has been chased into the swamp by a pack of running

THE HEAT OF SAVANNAH

The climate of Savannah is hot and humid. A hero needs to drink at least 4 quarts of water a day; otherwise he risks the dangers of heat exhaustion and even death. If the correct amount of water is unavailable then a hero must make a Vigor roll every 4 hours with a penalty of -2 if he has drank half the required water or -4 if he has drank less than half. He also receives a +1 bonus if he has found shade—such as under the jungle canopy—or is resting. Failure means that the hero suffers a level of Fatigue.

For more information see Heat in the *Savage Worlds* rulebook.

death. The predators have given up the chase, but the behemoth is still riled up. It will attempt to intimidate and scare the heroes, even going so far as attacking them if it feels sufficiently threatened. If the heroes use any attacks which involve flame—such as *bolt* with fire trappings, or a firearm—then the gas ignites in a sudden explosion which does 2d6 damage to everyone in the marsh, including the diamond back.

If this encounter is drawn again from the Action Deck, assume that the heroes travel through the marsh unhindered.

Diamond Back (1): See page 67.

QUEEN OF SPADES—SLAUGHTER!

The heroes have discovered a proto-drakin village that was unfortunate enough to draw the attention of The Bright Cabal expedition. The huts are smoldering ruins, and proto-drakin bodies are strewn everywhere, many slain by magic—their bodies desiccated and crumbling. Scattered amongst

SWIFTFOOT—PROTO-DRAKIN WARRIOR

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

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Stealth d6, Throwing d8

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

Gear: Leather armor (+1), diamond back plate medium shield (+1 Parry), flint battle axe (Str+d8, degradable), flint throwing axe (Range: 3/6/12, Str+d6, degradable).

Special Abilities:

- * **Fleet Footed:** Swiftfoot rolls a d10 running die.
- * **Keen Senses:** Proto-drakin “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means that they are always considered “Active” when consulting the Stealth results table.

the defenders bodies are a few human corpses—rotted and moldering—probably zombies. If the heroes search the ruins, they not only discover Goods Level weapon and agricultural salvage, but also find a survivor.

The proto-drakin warrior is horribly mauled, and must be healed or stabilized before he can even speak to the heroes. If he is brought back from the brink of death, he tells the heroes—in halting skyspeak—that his village was attacked without warning by “rotting stone men” and their terrible shamans. Twotongue or Bloodtipped will be able to tell the heroes that “stone men” is the islanders’ name for the colonists of Foothold. The warrior—Swiftfoot is his name—can also be a source of information about their eventual destination in the Guardian’s tribal lands (see the sidebar on page 53), and might even join the heroes in their journey—see page 52 for stats.

Only one such slaughter site will be

found on the heroes’ journey. If this encounter is triggered again, they have lucked out and do not suffer another encounter.

Swiftfoot: See page 52.

KING OF SPADES—DRACONIC OBELISK

The heroes stumble upon a blue-glowing standing stone. It is obviously of draconic origin and was once carved to resemble a rearing dragon, but time and the elements have worn it away.

A successful Notice roll alerts the hero to the strange nature of the plants surrounding the obelisk—the bark has taken on a scaly appearance, and the leaves are shot through with blood-red veins and have twisted into shapes similar to fangs and even dragon heads—the plants are not aggressive though. Closer examination of the obelisk finds that it is riddled with cracks, and it is these that are glowing, not the stone itself. Nothing else of interest can be found, and the heroes lack the means of even damaging the stone.

Anyone who went within 5” of the obelisk will have been bathed in the strange sorcerous energies that have created the strange creatures of Savannah. They are now subject to the mutation effects described in the section entitled **Draconic Devolution** on page 56.

The heroes will only find one draconic obelisk during their journey. If this encounter is triggered again, the heroes luck holds and they do not suffer an encounter.

ACE OF SPADES—UNDEAD AMBUSH

Somehow, either through luck, divination, or the heroes’ actions, The Bright Cabal has become aware of their pursuers and has decided to deal with them. The Necromancer Eyegouge has been given a contingent of undead and ordered to deal

THE GUARDIANS AND THE DRAGONS' SECRET ON SAVANNAH

The tribe known as the Guardians have had their purpose subverted and corrupted in the decades since Tod Voidsoul's first expedition encountered them. Originally, the tribe protected a site where pre-Sundering dragons tapped into the magical energies of both the Soulshield and the profane energies at the center of Heartland in an attempt to better understand and control the mysterious transformation from drakin to dragon. A pseudo religious laboratory—where the dragon was both revered and studied—was constructed deep in the heart of a jungle continent where the dragons could conduct their experiments away from prying eyes.

Savannah is all that remains of the continent with the laboratory found near the center of the isle. The passing of the centuries have obscured the true purpose of the laboratory and it has become the center of the proto-drakin's shamanic religion—their most important temple, and a place where their gods once dwelt.

Voidsoul returned to the lands of the Guardians—dragging the near bestial Shiner (see page 24) with him—after his first ill-fated expedition, but this time he bore the changes inflicted upon him by his exposure to the energies within the temple/laboratory (see **Draconic Devolution** on page 15). Seeing that he had become more like them the Guardians accepted Voidsoul and he soon became a valued member of the tribe.

As the years passed Voidsoul changed even more, becoming a terrible monstrosity, and with the aid of the brutish Shiner, was able to seize control of the tribe. Not only does he control the tribe, but they now worship him as a living manifestation of their gods.

The surrounding tribes believe that the Guardians have fallen under the sway of a demon, and have turned away from the honorable—if terrible—purpose that they once held. They are also aware of a prophecy about beings from beyond the sky who will restore the Guardians to their former glory.

with them. Fortunately—for the heroes—he is arrogant and believes that they will fall quickly to his brilliant tactics.

Initially Eyegouge orders his ghouls to move in parallel to the heroes so that they can determine the direction in which they are heading. As soon as the ghouls have managed to ascertain the heroes' movements they rush ahead to inform their master and help set up an ambush. Roll the heroes' Notice opposed by the ghouls' Stealth to see if the undead are spotted going about their spying. Collectively, the ghouls have Stealth d6, plus a Wild Die—they also gain a +2 cover bonus from the thick undergrowth.

Assuming that at least one ghoul manages to escape and that the heroes do not deviate from their path—which will add another day to their travel time

if they do—the heroes arrive at the ambush point less than four hours later. The ambush occurs in a natural clearing with Eyegouge having hidden along with his undead cohorts in the surrounding undergrowth. He sends his zombies forward to attack first and once they have fully engaged the heroes, he orders the ghouls to attack from the flank whilst he himself casts spells from within the tree line, which will provide him with Medium Cover. The necromancer knows that without his undead bodyguards he has very little chance of surviving in the monster infested jungle and will fight to the death. If the heroes are fortunate—or skillful—enough to stop all of the ghoul scouts before they can reach Eyegouge, then the heroes have a chance to turn the

tails on the ambushers. The necromancer and his undead will simply be standing in the clearing waiting for the ghouls to report back. A successful Notice roll allows a hero to hear Eyegouge raging impotently at the tardiness of the ghouls.

This ambush will only occur once during the heroes' journey. If this encounter is triggered again, they have lucked out and do not suffer an encounter.

Eyegouge, Neophyte Necromancer: See page 66.

Ghouls (1 per hero): See page 67.

Zombies (3 per hero): see page 72.

JOKER—GAME TRAIL

The heroes have had the good fortune to find a disused game trail which allows them to shave a day off their travel time. Every time a joker is drawn from the Action Deck, they have been similarly fortunate.

THE SUNDERED TRIBE

Eventually the heroes will approach the end of their long and arduous journey, and in doing so will enter the tribal lands of the Guardians. There will be no doubt about their location, for the neighboring tribes have marked the border with a row of skulls taken from various creatures native to the jungle, from proto-dragons, and even from fellow tribesman who have fallen in battle. These skulls are either hung from branches or fixed atop stakes, and are never placed out of sight of at least one other. This line of skulls ensures that no proto-drakin strays unknowingly into the tribal lands of the Guardians.

Intruders entering Guardian lands are normally harried and chased off by fierce warriors and cunning shamans. Often this pursuit continues until long after the intruders have left Guardian lands, ceasing only

when the intruders have reached the safety of a village or have fallen to Guardian magic or weaponry. Such is the intimidating reputation of the Guardians that such harrying actions never result in punitive raids or warfare.

Fortunately for the heroes, they will be able to enter Guardian territory unimpeded for as luck would have it they have arrived at the same time as the Guardian tribe is in the throes of a civil war. As explained in the sidebar on page 53, the Guardian tribe has chafed for decades under the tyrannical rule of Tod Voidsoul, who has used his intelligence, his power, and the sheer brutality of his "pet" Shiner to cow the tribe and subvert their divine purpose of worship to the point where the Guardian lands have become little more than his own personal fiefdom. More than once, a faction has arisen in attempt to depose the tribe's despotic master, but each time the rebellion has been put down.

The Shaman Scar has recently been visited by a messenger from his shamanic god who have told him that the long prophesized saviors from beyond the sky will appear soon and help him restore the tribe back to its original purpose. With these words ringing in his ears, he has led a rebellion against his oppressive master. So far it has not gone well.

The heroes are catapulted into the middle of this civil war when they literally stumble upon a small group of proto-drakin who are fleeing through the jungle. All of these proto-drakin are dirty and tired, whilst many also bear recent shallow wounds. Their leader is a shaman whose face is marked with a nasty scar that bisects his right eye and reaches almost to his mouth. A successful Notice roll will realize that he registers the appearance of the heroes with relief, and strangely, recognition.

Before any significant interaction can occur between the two parties, a much larger force of loyalist proto-drakin arrives on the scene. After a moment to take in the presence of intruders as well as the fleeing rebels, the loyalist proto-drakin attacks both groups in an attempt to kill them all—rebel proto-drakin and hero alike. The loyalist proto-drakin force's tactics are simple. Its champions will lead their troops into battle, trying to use their overwhelming numbers to divide and isolate the defenders. Meanwhile its shamans hang back, sniping at hero spell casters or reinforcing the champions with either *armor* or *smite* spells. Once half the attacking force has been dealt with, the survivors will try to escape, only fighting to the death if given no other choice. Parcel the rebel proto-drakin out amongst the players for the duration of this combat. Their stats can be found in on pages 62-72.

Proto-Drakin Champion (1 for every 3 Heroes): See page 70.

Proto-Drakin Shaman (1 for every 2 heroes): See page 70.

Proto Drakin Warriors (6 per hero): See page 70.

Scar: Use Proto-Drakin Shaman See page 70. Treat as Wild Card.

Rebellious Proto-Drakin Warriors (2 per hero): See page 70.

AFTERMATH

Scar will greet the heroes like old friends, gently admonishing them in Sky Tongue for taking so long to arrive. When they seem confused by his words he realizes that the heroes are not aware of his gods' plans for them and quickly fills them in on the dire situation that his tribe is in. Keep in mind that he is not aware of the

original purpose of the draconic temple and believes that his gods bestow gifts upon all who enter it. He is however, aware of the origins of both Voidsoul and Shiner and believes that both have taken these gifts and perverted them to evil ends.

Finally he explains that Voidsoul, Shiner, and several bodyguards have taken refuge in the temple, whilst his troops put down Scar's rebellion. Open conflict is forbidden within the temple—at least by proto-drakin—so Scar cannot enter the temple and face the despotic autocrat, but the heroes can. Scar knows that he is playing fast and loose with the holy laws that have been handed down by his ancestors, but is extremely pragmatic as far as Voidsoul's fate is concerned, believing that the end justifies the means.

If the heroes mention the Nexus Stones, Scar recalls seeing several red veined marble slabs lying in a cobwebbed corner. Neither Scar nor any of the Guardian tribe has had encounters with The Bright Cabal, but they have heard rumors of undead somewhere out in the jungle who have laid waste to other tribes. If Scar was unfortunate enough to take a fatal wound during the battle, he tells the preceding information amidst painful gasps and grimaces as a dying last statement. The wound that Scar picked up earlier is still within the golden hour for the purposes of healing.

◆ PART THREE: THE DRAGON LABORATORY ◆

With the appearance of the long prophesied heroes—a prophecy, which is behind Voidsoul's brutal policy of hunting down and killing all those who enter his

lands—the Guardian tribe stops fighting amongst itself. The heroes are paraded like trophies before an ever-growing mob of tribesmen. Many quietly supported Scar's rebellion, but would not openly declare this support for fear of Voidsoul's retribution. As soon as they are presented with proof of the heroes' existence, a sizeable number change their allegiance and pretty soon the heroes are leading almost 100 proto-drakin towards the temple.

DRACONIC DEVOLUTION

The dragon laboratory, and—to a much lesser extent—the entire isle of Savannah is infused with the corrupted magical energies which fuel the draconic transformation enjoyed by drakin Chosen. Anyone exposed to a concentrated burst of this energy—or the high levels to be found in the dragon laboratory—will start to devolve into a bestial creature that shows draconic and reptilian traits. This devolution has both detrimental and advantageous effects upon its victim.

Once a character has been exposed to the energies—generally once he has entered the laboratory, but it can happen earlier—he is in danger of suffering from a devolution. Any time that the hero draws a deuce from the Action Deck—whether it is used or not—he must succeed at a Vigor roll (with a -1 penalty for each devolution that he has already suffered) or suffer a devolution. This devolution exhibits itself in some physical way, occurring after any combat the hero is involved has finished. The devolution process can take several minutes and is generally very painful—although the victim recovers very quickly. A character with the Quick or either of the Level Headed Edges is only affected if the deuce is the first card that he draws. In

other words, such a character should not be penalized for his superior abilities.

In addition to the physical effects of a devolution, it also grants a character 4 devolution points that can be spent to either increase a single skill roll by +2 or a derived stat by +1 for one turn. Once they have been spent, 3 of these devolution points do not refresh and are gone forever, but the devolved character will always have 1 point which refreshes at the start of each session for as long as he bears the signs of devolution. The points gained from devolution can only be used on those skills or derived traits which bear the scars of devolution.

Once the heroes return to Foothold, they are no longer in danger of devolution. It will even be safe for them to venture back into Savannah's interior so long as they are not exposed once again to the energies that triggered their devolution.

Drakin are affected differently by the energy. Any non-Chosen automatically gains the Chosen Edge whilst a Chosen can ignore any Rank requirements for his next dragon Combat Edge.

At best, any islander who sees a devolved hero will view him with suspicion, believing that he is exhibiting some sort of strange Glowmadness. A hero suffers a -1 penalty to his Charisma for each devolution visible. Most islanders though, will believe the devolved hero to be a dangerous monster and will fear, or even attack them. Heroes bearing the scars of devolution will often face islanders intent on shutting them away so they can recover from the strange outbreak of glowmadness that they are suffering from.

The form that a devolution takes is generally up to the Game Master to decide, but it can also be suggested by the

player. It is probably best to look at the Traits, Edges, and Hindrances that the hero possesses and then use them as a guideline as to how the hero changes. To get you started we have made some suggestions that are listed below, but they should in no way be considered exhaustive. Instead they should be viewed in the same way as trappings for spells in that they might have unforeseen effects depending on the circumstances in which they come into play.

Acrobat: The hero grows a patagium—a loose fold of skin between his arms and body that can be used to catch breezes. Although he is incapable of actually gliding, he can stay in the air for a surprising length of time. The hero will be unable to use this if he is wearing any armor or other restrictive clothing.

Agility d8+: The hero's limbs become rubbery and multi-jointed.

All Thumbs: Each of the hero's thumbs grows a thick, almost talon-like, nail. Points gained from this devolution can be used to increase any Agility based skill, trait, or roll. If the hero was wearing gloves before this devolution, they are now ruined.

Anemic: All of the color seems to wash out of the hero's skin which becomes almost transparent. Points gained from this devolution can be used to increase any Vigor based skill, trait, or roll.

Berserk or Intimidation d8+: The hero's eyes become lizard-like with blood-red irises.

Block or Improved Block: Thick plates grow along the hero's forearms like a pair of bony vambraces. These allow the hero to deflect physical attacks against him without the need for a shield or weapon.

Bloodthirsty: The hero's teeth become pointed and bloodstained as if he has just finished a meal of raw meat. Points gained from this devolution can be used to increase any Strength based skill, trait, or roll.

Brawny: The Hero's skin becomes scaly.

Climbing d8+: Obvious suckers appear on the ends of the hero's hands and feet.

Danger Sense or Notice d8+: The hero's eyes protrude slightly and are able to move independently of one another.

Elderly: The skin on the hero's face becomes faintly scaly, and looks severely cracked and weathered. Some of the cracks appear to be deep and filled with pus. Points gained from this devolution can be used to increase any Spirit based skill, trait, or roll.

Fast Healer: The hero's skin becomes slightly scaly and takes on a greenish tinge.

Fighting d8+: Forward facing, curved spines grow out of the hero's forearms.

Fleet Footed: Thick, unnaturally bunched muscles appear in the hero's legs, which also appear slightly scary. His feet also transform into four-toed lizard-like feet, with the fourth toe at the back of the heel. This ruins any footwear that the hero was wearing before the devolution.

Mighty Blow: The hero's jaw becomes massive and bunched with muscle, causing it to protrude significantly from his head.

Persuasion d8+: The hero's tongue becomes forked, and constantly darts from his mouth as if he were trying to taste the air.

Stealth d8+: The hero's skin becomes chameleon-like, with colors constantly



shifting beneath his skin. The hero gains a +2 bonus to any Stealth roll, but only when he is completely unclothed.

Strength d8+: The hero's arms become scaly and unnaturally corded muscles appear to shift under the skin.

Swimming d8+: The hero's hands and feet become webbed with scaly skin. The hero gains a +2 bonus to Swim rolls,

but only when he is not wearing anything on his hands and feet. In fact, the hero's hands are uncomfortable whilst wearing gloves and he suffers a -1 penalty to all rolls involving the use of his hands until he takes them off.

Tracking d8+: The hero's nose shrinks into her face until only two membrane-covered nostrils can be seen.

Ugly: The hero's features become *even uglier*. His face becomes scaled, and several strange bumpy growths spring up. Points gained from this devolution can be used to increase any Smarts based skill, trait, or roll. His Charisma is also reduced by -1.

Vigor d8+: The hero's skin is covered in thick red scales.

Young: The hero's eyes become freakishly over large. Points gained from this devolution can be used to increase any bennied roll.

THE APPROACH

As the heroes advance—you could almost say that they are being herded—through the jungle, they become aware of a massive ziggurat pyramid looming ahead of them. The closer they get, the more sparse the vegetation becomes, until eventually it ceases, leaving a clearing at least 30 feet wide in front of the temple. The trees and plants at the edge of the clearing have a very distinctive appearance—their bark has taken on a scaly texture, and their bare branches form claw-like shapes, seemingly reaching out at passersby—the leaves which still survive have exaggerated saw tooth edges.

The ziggurat is exceedingly ancient, and is covered in vines, moss, and other parasitic plants. Indeed, were not for the occasional weathered, decorative dragon grotesque one would think that the whole edifice was somehow an organic structure formed by plants, rather than from stone. Only one entrance can be seen, an extremely large opening at ground level. Shadows cloak whatever is within the building, but a faint blue glow can be seen somewhere from within the depths of the ziggurat.

Scar tells the heroes that he will wait out here with his followers, whilst are they are to go in and deal with Voidsoul and his followers. The shaman implies that the outcome he will find personally the most satisfying is if the heroes can somehow drive Voidsoul out of the temple to be dealt with by the Guardians, but he will understand if this is not possible.

As soon as the heroes enter the clearing around the ziggurat they are all exposed to the energies which are the source of the draconic devolution phenomena. See the Draconic Devolution on page 56.

THE ENTRANCEWAY

The entranceway is heavily shadowed and counts as Dark as per the *Savage Worlds* rules for lighting conditions. Faintly glowing blue light can be seen ahead, but it does not illuminate this area.

Hidden in the darkness are a number of warriors who attempt to ambush the heroes. Voidsoul's threats, desperation, or an actual belief in the ex-voidomancer have overcome the tribe's taboo of bloodshed within their temple, and they will try and kill all intruders.

It is possible that the heroes will attempt to use an Intimidation or Persuasion roll to convince them of the hopelessness of their position. If the attempt causes them to be Shaken, the warriors abandon the fight and flee back out into the clearing. Use the Intimidation rules, but substitute Persuasion for Intimidation if the former skill is used. If the warriors exit the temple armed they will be torn apart by the mob outside. Once the ambushers have been dealt with, the heroes can press forward into the temple's much larger, and high-ceilinged main chamber.

SUNDERED SKIES ADVENTURE COMPENDIUM 2

Proto-Drakin Warriors (2 per hero):
See page 70.

THE MAIN CHAMBER

The chamber is lit by the blue glow of the numerous strange arcane-machines that both line the walls and stand free around the room. Each device is large, block-shaped, and has symbols carved into it that are similar to the glyphs and runes found on buildings in the Foreign Quarter of Dragon's Spine. Some of these glyphs are arranged in patterns and whilst these could be construed as some sort of control panel, it is obvious that both the panels and glyphs are intended to be used by someone much larger than the average human or the average orc.

At the far end of the chamber can be seen a raised dais, which the tribes people have decorated as their main altar. Before the altar stands Voidsoul and his "pet," Shiner. The dais is over 50" away from the entrance and between the heroes and Voidsoul stand a great many warriors, all commanded by a champion.

Voidsoul and Shiner will not enter the fray until at least half of the warriors or the Champion have been dealt with. The Games Master should pay particular attention to describing Shiner's attacks. Those that miss—or even hit—should be described as smashing into, and wrecking, nearby arcane-machinery. If necessary, his death throes should be long and protracted, causing damage to all the machinery around him. This is very important for the finale of the scenario. Voidsoul knows that if he is to reclaim leadership over the tribe, he must defeat the heroes. In order to gain the victory that he needs, he will not offer, or expect, any quarter. Three rounds into this combat call for Notice

Rolls. Those who succeed hear sounds of combat outside as the forces of The Bright Cabal finally arrive and attacks the massed proto-drakin outside.

Tod Voidsoul: See page 71.

Shiner: See page 71.

Proto-drakin Champion : See page 70.

Proto-drakin Warriors (3 per hero):
See page 70.

THE BRIGHT CABAL

Seven rounds into the battle in the main chamber, The Bright Cabal make an appearance. Their leader, Lord Bloodless, has led a force specifically designed to strike fear into the hearts of the proto-drakin and so be able to cut straight through the center of the tribe and into the temple/laboratory.

The Bright Cabal forces will attempt to kill everyone that they find, irrespective of their allegiance. The battle will either become a general melee with all three factions hacking away at one another, or a temporary truce might be called between the heroes and Voidsoul's forces as they combine their strength to deal with the undead—the Games Master should take his lead from the players' actions in determining Voidsoul's actions.

As soon as Lord Bloodless takes three wounds—and before he can make any soak rolls or die—he is suddenly caught in a concentrated wave of energy as one of the damaged machines nearby overloads. Bathed in such intensive energy Lord Bloodless undergoes an instant and catastrophic transformation, one that he does not survive. Instead, Bloodless becomes something worse than a hungry fiend—a berserk, undead, Tyrannosaurus Rex!

As part of his transformation Bloodless' bennies recharge back up to two, and all of his wounds are healed. Driven crazy by the pain of his "death" and the strange new body he now inhabits, Bloodless has lost his entire spell casting ability and just wants to kill everything around him, whether they were formerly friend or foe.

If Voidsoul is still alive he attempts to flee from the rampaging beast, but if that is not possible he does everything in his power to destroy it, allying himself with the heroes if necessary. It is possible that the ex-voidomancer and the heroes could come to a lasting understanding due to this turn of events.

Lord Bloodless: See page 62.

Lord Bloodless Transformed: See page 63

Proto-drakin Zombies (2 per hero): See page 72.

Running Death Zombies (1 per hero): See page 72.

Zombies (1 per Hero): See page 72.

AFTERMATH

Once Bloodless is dealt with, the heroes can discover how Scar and the proto-drakin faired. After the initial shock of the assault, the shaman was able to rally his people and the undead were repulsed, but not without great cost to the Guardians. They have taken many losses today and might never recover. They will certainly have to rethink their xenophobic attitude towards the other tribes if they hope to survive.

The events within the dragon laboratory might result in Voidsoul emerging with the heroes as an ally, if not exactly a friend. Scar will be extremely wary of this turn of events, but the tribe's bloodlust

is spent after the battle with the undead. He and Voidsoul agree to a truce, and to leading the tribe jointly. This may not last—in fact it probably won't—but that is a problem for them, and not the heroes.

Searching the temple/laboratory the heroes are able to find four Nexus Stones. They were indeed lying undisturbed in a cobwebbed choked antechamber deep within the complex. Now all that remains is to return them to The Sons of Spire so that they can be safely destroyed. Further searching the Temple finds the equivalent of Mother Lode salvage.

◆ EPILOGUE ◆

Returning to Foothold should be as dangerous as the journey out, but we strongly suggest that the Game Master hand waves the trek. Loosing a hero after such a dangerous endeavor is highly anticlimactic, and not something conducive to a heroic tale.

Reporting their experiences and findings to Lightning Lord at the Hall of the Fallen earns the heroes whatever remuneration they negotiated as well as the dragon's thanks. Non-drakin who bear the marks of draconic devolution are offered a chance to have the effects removed. Those who accept are immersed in a warm bath of magically charged milky fluid. Immersion for six hours removes just the one devolution, so a hero might have to spend as much as a whole day immersed in the bath, or more depending upon the number of devolutions suffered. The dragon refuses to agree to allow any drakin to undergo the treatment, no matter how hard they plead their case.

Lord Skygazer gratefully accepts the recovered Nexus Stones and willingly hands over any remuneration the heroes may have negotiated. The stones are taken to a specially reinforced chamber where they are individually bombarded with destructive energy until they explode. The heroes have removed a great threat from the skies.

As a result of the heroes' actions, The Bright Cabal has suffered a great defeat, one that sets its plans back enormously. However—all is not lost—the ghost of the original architect of the stones is somewhere out there in the void, and soon he, and his knowledge will fall into the hands of a foe from the heroes' past. The vampire lord Mindthief will return more powerful than ever!

That though, is a tale for another time...

◆ BESTIARY ◆

BLOODFLY SWARM

Sky sailors live in fear of huge swarms of bloodflies consuming everything in their path. Bloodflies resemble bumblebees, albeit with oversized mandibles. They have a voracious appetite for blood.

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:

- * **Bite:** Swarms inflict hundreds of tiny bites every round on their victims, hitting automatically and causing 2d4 damage to everyone within their template.

- * **Resilient:** When a swarm larger than a Small Burst Template takes a wound, it is not automatically destroyed. Instead, it shrinks to the next smallest template size. A Small Burst Template swarm taking a wound is destroyed. Area effect attacks which inflict multiple wounds shrink the template by one size per wound caused.

- * **Split:** Some swarms can split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).

- * **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.

- * **Toughness:** Swarms have varying Toughness. Small Burst Templates swarms are Toughness 5, Medium ones Toughness 6, and Large ones Toughness 7. Vigor remains unchanged from a d10, whatever the size of the swarm.



LORD BLOODLESS

Lord Bloodless has only just recently achieved his long sort goal of dying and returning as one of the undead. He has not yet acquired the power—or the appearance—that a lich can be expected to possess. Bloodless is the consummate politician though and was able to use both the series of catastrophic defeats the Cabal has suffered recently *and* the recent loss of the Vampire Lord Mindthief to seize command of the Savannah mis-

sion. Bloodless is ruthless and efficient, if inexperienced.

After being exposed to the concentrated energy in the dragon laboratory/temple, Bloodless is transformed into an undead creature similar to the proto-dragon known as a hungry fiend—confused by the sudden transformation he concentrates on the heroes and attacks them with a berserk fury.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d12

Skills: Boating d8, Climbing d6, Faith d12, Fighting d8, Intimidation d10, Notice d8, Shooting d8, Stealth d6

Charisma: -10

Pace: 6; **Parry:** 8; **Toughness:** 12 (2)

Hindrances: Bloodthirsty, Mean, Ugly

Edges: Arcane Background (Miracles), Command, Improved Block, New Spells, Power Points, Reputation (Bad), Soul Drain, Strong Willed

Gear: Coin Shirt, Death Touch Sword (Str+d8), Soul Orb

Spells: (50 Power Points, including 15 stored in his Soul Orb); *armor*, *bolt*, *drain the powerful soul*, *fear*, *zombie*.

Special Abilities:

- * **Death Touch:** If one of these rare and powerful profane weapons inflicts a hit that causes the target to be Shaken, he will suffer a particular susceptibility to spells and the special abilities of Rotting One worshippers. Until the victim sleeps for at least 8 hours, all damage rolls and opposed rolls against the victim gain a +2 bonus.
- * **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. A Soul Orb has an Object Toughness of 12 and can be

ANOTHER LOOK AT SWARMS

Often, when a swarm of rats, ants, or murderous birds is encountered in a film or a book, the only way to counter such a threat is to run away. As good as they are, the rules for swarms as presented in *Savage Worlds* do not quite reflect the true danger that these creatures pose. With that in mind we suggest the following changes.

Remove any Wild Card status that the swarm might have and replace or add one of the following special abilities.

Resilient: When a swarm larger than a Small Burst Template takes a wound, it is not automatically destroyed. Instead, it shrinks to the next smallest template size. A Small Burst Template swarm taking a wound is destroyed. Area effect attacks which inflict multiple wounds shrink the template by one size per wound caused.

Toughness: Swarms have varying Toughness. Small Burst Templates swarms are Toughness 5, Medium ones Toughness 6, and Large ones Toughness 7. Vigor remains unchanged from a d10, whatever the size of the swarm.

damaged by both blunt and cutting weapons. Destroying a soul orb causes its owner to be Shaken.

- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Fearless; Called Shots do no extra damage; ignores Wound penalties; Immune to disease and poison.



LORD BLOODLESS TRANSFORMED

Attributes: Agility d6, Smarts d4 (A),

SUNDERED SKIES ADVENTURE COMPENDIUM 2

Spirit d4, Strength d12+6, Vigor d8

Skills: Fighting d8+2, Notice d8, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 17 (1)

Special Abilities:

- * **Armor +1:** Rotten hide
- * **Berserk:** Bloodless is berserk for the entire battle. His Parry is reduced by 2, but his Strength, Fighting and Toughness are increased by two—his stats have been modified to reflect this.
- * **Bite:** Str+d8; AP 1.
- * **Large:** Creatures add +2 when attacking a Fiend due to its great size.
- * **Roar:** As a full action a Fiend can emit a terrifying roar. All those who hear the roar—typically anyone within a mile—must make a Spirit roll or be Shaken.
- * **Size +6:** A hungry fiend is 20' tall and weighs 6,000 pounds.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Fearless; Called Shots do no extra damage; ignores Wound penalties; Immune to disease and poison.



BLOODTIPPED, DRAKIN

CHOSEN EMISSARY

Named for the distinctive red markings on the end of his tail and wings, this drakin has been told by his superiors to accompany the heroes on their expedition into Savannah's interior. He might not be as skilled, or experienced as some of his fellows, but his relatively small size will not hinder him in the thick jungles of the island.

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

Skills: Climbing d6, Fighting d8, Guts d6,

Knowledge (Arcana) d6, Knowledge (History) d8, Notice d6, Shooting d6

Charisma: +2

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

Hindrances: Curious

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

Gear: Claws (Str+d6), machete (str+d6), pistol (5/10/20, 2d6+1, AP1, 2 actions to reload), backpack, insect repellant (x5), sustenance potion (x3)

Salvage: Junk

Special Abilities:

- * **Second Shot Token:** A magical token fixed to Bloodtipped's pistol it allows the wielder to fire two shots instead of a single one when the gun is discharged. The extra bullet appears alongside the first and can hit the same target. This second attack is resolved with the wielder's Shooting skill at a -2 penalty.

THE DRAGON'S SONS

These human sorcerers are obsessed with discovering the means by which the drakin Chosen are transformed into dragons—a secret that they wish to take for themselves. The Dragon's Sons have recently suffered a major defeat—possibly at the hands of the heroes—and the rumors of a non-drakin undergoing a transformation on Savannah has offered them one last chance at victory.



LUIS SCALEGIFTED

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d6, Intimidate d8, Notice d8, Spellcasting

d12, Stealth d6

Charisma: -3 **Pace:** 6; **Parry:** 8; **Toughness:** 7 (2)

Hindrances: Arrogant, Mean

Edges: Arcane Background (Magic), Combat Reflexes, Improved Arcane Resistance, Master (Spellcasting), Power Surge, Wizard.

Gear: Chain shirt (+2), buckler (+1 Parry), rapier (Str+d4, +1 Parry).

Salvage: Junk

Spells: 25 Power Points; *armor* (scales), *bolt* (ripping dragon teeth), *blast* (ripping dragon teeth), *puppet* (Luis' voice takes on a draconic growl).

Special Abilities:

* **Diadem of Inapproachability:** Scalegifted wears a diamond headband which projects a sphere of force around the wearer, which makes it hard to physically approach him. The squares immediately around the wearer are treated as Difficult Ground.



NEOPHYTE SORCERER

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

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

Charisma: -3

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

Hindrances: Mean

Edges: Arcane Background (Magic)

Gear: Leather (+1), short sword (Str+d6).

Salvage: Junk

Spells: 10 Power Points; *armor*, *bolt*, *boost/lower trait*.

Dragon's Son Thug

Attributes: Agility d8, Smarts d6, Spirit

d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Guts d8, Intimidate d8, Notice d8, Stealth 8, Taunt d6

Charisma: -3

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

Hindrances: Mean

Edge: Block, Combat Reflexes

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

Salvage: Junk per 5 thugs.

ELVEN THUGS

These Bravos are just out for a good time, and get their kicks from brutalizing the proto-drakin of Lizardtown. They are cowardly, and will back down from anyone who stands up to their bullying.

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

Skills: Fighting d6, Guts d4, Intimidate d6, Notice d6, Taunt d6

Charisma: +0

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

Hindrances: All Thumbs

Edge: Plant Heritage (Thorns)

Gear: Leather armor (+1), clubs (Str+d4).

Salvage: Junk per 5 thugs.

CARNIVOROUS PLANTS

The strange quality of Savannah has also affected the plant life, twisting some into flesh eating monsters; detailed below are the two most common strains found on the island. The deathscents tree is relatively easy for a group to avoid or overcome, as it simply hoists prey into the air and its roots draw nutrient from the flesh that eventually rots from the bones of its

SUNDERED SKIES ADVENTURE COMPENDIUM 2

prey. The feverthorn though, is more of a challenge, a poisonous dart firing, walking carnivorous plant that hunts in packs. Disturbingly, a feverthorn's bloom—from which it fires its dart—looks not unlike a dragon's head.

DEATHSCENT TREE

Attributes: Agility --, Smarts --, Spirit --, Strength d12+2, Vigor d10

Skills: Throwing d8

Pace: 0; **Parry:** 2; **Toughness:** 14 (2)

Special Abilities:

- * **Armor +3:** Scaly bark, similar to a dragon's scales.
- * **Bewitching Scent:** The deathscents tree puts out a strong perfume, which not only masks the odor of rotting flesh, but can draw in prey. Non-sentient creatures must make a Smarts roll or mindlessly approach the tree.
- * **Elemental:** No additional damage from called shots; Fearless; not subject to tests of will.
- * **Ensnaring Vines:** This creature is draped in what appears to be vines, but are in fact tentacle-like branches. When prey comes close enough the tree uses these four of these tentacles to ensnare prey and whisk them into the air; the tentacles have a reach of 12". A hit means that unless he succeeds at an opposed Strength roll, the target is pulled towards the tree and up into the air. If the tree gets a raise on its attack the vines wrap around the throat of its prey and every round he must make a Vigor (-4) roll or suffer a level of Fatigue. Victims hoist aloft suffer a -4 penalty to attack (-2 from the entangling vines and -2 from an unsteady platform). A tentacle can be severed with a Called Shot (-6 penalty

for someone on the ground and -2 for the person in the air), it has a Toughness of 4, and the victim will take d6 damage from the fall.

- * **Large:** Attackers add +2 to their attack rolls when attacking this creature.
- * **Size +4:** This carnivorous tree is literally a tree.
- * **Unshakeable:** The carnivorous tree is immune to being Shaken, which also prevents it from being put down by two Shaken results.
- * **Weakness (Fire):** Fire based attacks do +4 damage and the chance of it being set alight is 5-6 on a d6.

FEVERTHORN

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

Skills: Fighting d6, Shooting d8

Pace: 6; **Parry:** 2; **Toughness:** 6 (1)

Special Abilities:

- * **Armor +1:** Scaly bark, similar to a dragon's scales.
- * **Combat Reflexes:** Plants have a +2 bonus to recover from being Shaken.
- * **Elemental:** No additional damage from called shots; Fearless; not subject to tests of will.
- * **Fleet-Footed:** Feverthorn's roll a d10 running die.
- * **Poison Darts:** These darts have a range of 3/6/12 and inflict 2d6 damage. If the target is at least Shaken, he must make a successful Vigor roll or suffer a level of fatigue.



EYEGOUGE,

NEOPHYTE DEATH PRIEST

Eyegouge has yet to distinguish himself to his masters, and so has been given

a near suicide mission. Nevertheless, he will seize every opportunity to prove his worth to The Bright Cabal.

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

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

Charisma: -2

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

Hindrances: Anemic, Arrogant, Ugly

Edges: Arcane Background (Miracles)

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

Salvage: Junk

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

GHOULS

These foul undead are hardier, more intelligent, and more terrifying than zombies.

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

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

Pace: 8; **Parry:** 6; **Toughness:** 7

Gear: Finger knives (Str+d4, 3/6/12), leg bone club (Str+d4), shoulder axe (Str+d6), Spine flail (Str+d6, ignores shield Parry bonus).

Salvage: Junk for every 2 ghouls.

Special Abilities:

- * **Bone Weapons:** A ghoul uses weapons taken from its own body. For example, arrows made from its ribs or an axe that was once a shoulder blade. These weapons inflict normal damage, but infect the victim with the chill of the grave. A target who suffers a Wound or Shaken result from one of these weapons must make a Vigor roll or be paralyzed, and will be incapable

of any action—even speech—for 2d6 rounds.

- * **Claws:** Str+d4
- * **Darkvision:** Ghouls ignore all Darkness penalties.
- * **Fear:** The self-inflicted wounds of a ghoul are horrifying.
- * **Fleet Footed:** These ghouls roll a d10 running die.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Fearless; Called Shots do no extra damage.

PROTO-DRAGONS

Whether these creatures are glowmad proto-drakin or something else is unknown, but they are reptilian and each is cursed with a freakish appearance such as club tails, cumbersome armor, or ridiculously small arms. Furthermore, these creatures have certain unique features that hint at a draconic ancestry. These include vestigial wings, dragon scales, horns or spikes, strange colorings, and even steam rising from their mouths, as if they have a breath weapon.

DIAMOND BACK

These proto-dragons are some of the most common on Savannah. Though dangerous, they are incredibly stupid and easily fooled. Proto-drakin hunt diamond backs for their meat and their fins, which they work into shields.

These creatures actually have two brains, although neither is much of a brain. One is located in the head, whilst the other is in the end of its tail.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d8

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

SUNDERED SKIES ADVENTURE COMPENDIUM 2

Pace: 6; **Parry:** 6; **Toughness:** 13 (2)

Salvage None

Special Abilities:

- * **Armor +2:** Tough hide
- * **Large:** Opponents are +2 to all attack rolls against a diamond back due to its size.
- * **Size +5:** Diamond backs weigh around 3000 pounds.
- * **Stupid:** Any Smarts trick used against a diamond back automatically succeeds with a raise.
- * **Tail Slap:** Str+d6. A diamond back can sweep all opponents in its rear facing in a 2" long by 3" wide area.
- * **Two Brains:** Head hits only inflict +2 damage rather than the usual +4. Conversely tail hits (at a -4 penalty) also inflict +2 damage.

DRAGON BULLS

Dragon Bulls are aggressive reptiles with three large horns and a raised, armored neck frill. They are very territorial and will attack anything that they perceive as a threat.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d8

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

Pace: 8; **Parry:** 5; **Toughness:** 14 (2)/17 (5) on head

Salvage: None

Special Abilities:

- * **Armor +2:** Tough hide. Head Armor is +5 due to the thick bony plate of its neck frill.
- * **Gore:** A dragon bull uses the Charge maneuver to gore its opponents with its long horns. If it can charge at least 6" before attacking, it adds +4 to its damage total.
- * **Horns:** Str+d8, Heavy Weapon.

* **Large:** Opponents are +2 to all attack rolls against a dragon bull due to its size.

* **Size +6:** A dragon bull weighs more than a bull elephant.

FLYING MAW

Flying maws are the closest of the proto-dragons to their fully developed cousins. Their bodies are vaguely humanoid, but they have long, leathery wings. Their favorite tactic is to swoop down and pick up prey in their mouth, which they then carry back to their nest.

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

Skills: Fighting d6, Guts d6, Notice d6

Pace: 3; **Parry:** 6; **Toughness:** 8

Salvage: Junk, in nest.

Special Abilities:

- * **Bite:** Str+d6
- * **Flight:** Pace 12
- * **Grapple:** A flying maw that succeeds in a grapple attack has caught its victim in its mouth. On subsequent rounds its Pace is reduced to 8. If a victim breaks this whilst the flying maw is airborne, he will take Falling damage.
- * **Size +3:** Flying maws measure 10' in length, and have a large wing span.



HUNGRY FIEND

The Hungry Fiend is not only the most dangerous of all the proto-dragons, it is also the most ridiculous looking—at least from a distance. They are bipedal creatures, with powerful legs, a thick balancing tail, and enormous jaws, but their forearms are tiny in comparison to the rest of the creature, and appear useless.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 10; **Parry:** 6; **Toughness:** 14 (2)

salvage: Worthwhile, in lair.

Special Abilities:

- * **Armor +2:** Thick hide
- * **Bite:** Str+d8; AP 1.
- * **Fleet Footed:** The hungry fiend rolls a d10 running die.
- * **Large:** Creatures add +2 when attacking a Fiend due to its great size.
- * **Roar:** As a full action a Fiend can emit a terrifying roar. All those who hear the roar—typically anyone within a mile—must make a Spirit roll or be Shaken.
- * **Size +6:** A hungry fiend is 20' tall and weighs 6,000 pounds.

RUNNING DEATH

Running Deaths are smart, bipedal proto-dragons that hunt in packs and show a cunning understanding of ambush tactics that they use to bring down their prey. One creature will attract the attention of their prey, whilst its pack mates stealthily flank it. Proto-drakens train and use them as both guards and hunting companions.

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

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

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

Salvage: Meager, in lair.

Special Abilities:

- * **Armor +2:** Thick scaly hides
- * **Bite or Rake:** Str+d8
- * **Fleet Footed:** Running Deaths roll a d10 running die.

SMASH TAIL

Despite their size, smash tails are relatively squat creatures with a shell of thick, spiked bone, a tiny head, and four stumpy

legs. Their long tails end in a thick bone ball that they use as a devastating crushing weapon.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d6, Guts d8, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 15 (4)

Salvage: None

Special Abilities:

- * **Armor +4:** Thick bone on their back and head.
- * **Club Tail:** Str+d10; Heavy Weapon.
- * **Large:** Attackers gain +2 to attack rolls because of the beast's size.
- * **Size +4:** Smash tails are the same size as small elephants.
- * **Tail Sweep:** Smash tails can attack all adjacent foes with a single attack roll at -2. Resolve each damage roll separately.

PROTO-DRAKINS

These creatures are very similar to drakin, but are larger, brutish creatures without wings. No explorer has ever encountered Chosen proto-drakin, and it seems unlikely that these creatures can transform into proto-dragons.

Proto-drakin are tribal in nature, and are led by a chieftain, who is usually the biggest and strongest of his fellows. Proto-drakin priests venerate a goddess that they call the Green Mother, who is probably The Wild. Proto-drakin speak their own tongue and—strangely—a very basic form of Sky Tongue. How they know this language is one of the many mysteries of Savannah.

Those proto-drakin who dwell in the shantytown known as Lizardtown are shadows of their indigenous fellows, having lost their skills, and their pride. Many of them are alcoholics.

SUNDERED SKIES ADVENTURE COMPENDIUM 2



CHAMPION

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

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

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

Edges: Berserk, Block, Command, Feror, Sweep

Gear: Chain shirt (+2), diamond back plate medium shield (+1 Parry), battle axe (Str+d8)

Salvage: Junk

Special Abilities:

* **Keen Senses:** Proto-drakin “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means that they are always considered “Active” when consulting the Stealth results table.

* **Size +1:** Champions receive the first cut of any kills, and are thus well fed.

DESTITUTE PROTO-DRAKIN

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

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

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

Hindrances: Habit (Major)

Gear: None

Salvage: None

Special Abilities:

* **Keen Senses:** Proto-drakin “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means that they are always considered “Active” when consulting the Stealth results table.



SHAMAN

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

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

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

Edges: Arcane Background (Miracles), Command

Gear: Leather armor (+1), flint short sword (Str+d6, degradable)

Treasure: Junk

Special Abilities:

* **Keen Senses:** Proto-drakin “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means that they are always considered “Active” when consulting the Stealth results table.

* **Powers:** (All have 20 Power Points) *armor* (hardened scales), *beast friend* (proto-dragons), *bolt* (proto-dragon teeth), *entangle* (vines), and *smite* (obsidian shards).

WARRIOR

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

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Stealth d6, Throwing d8

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

Gear: Leather armor (+1), diamond back plate medium shield (+1 Parry), flint battle axe (Str+d8, degradable), flint throwing axe (Range: 3/6/12, Str+d6, degradable).

Salvage: Junk per 5 warriors.

Special Abilities:

* **Keen Senses:** Proto-drakin “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means that they are always considered “Active” when consulting the Stealth results table.



TWOTONGUE, TRANSFORMED PROTO-DRAKIN

The only known survivor of Voidsoul's ill-fated expedition into Savannah's interior, Twotongue was somehow transformed into what can only be called a proto-drakin Chosen. His name comes from his ability to pick up spoken languages.

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

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Persuade d8, Stealth d6, Throwing d6, Tracking d8

Charisma: +0

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

Hindrances: All Thumbs, Illiterate, Outsider

Edges: Charismatic, Combat Reflexes, Command, Dragon Hide, Dragon Might, Dragon Wings, Natural Leader, Nerves of Steel, Woodsman

Gear: Claws (Str+d6), battleaxe (Str+d6)

Salvage: Junk

Special Abilities:

* **Keen Senses:** Proto-drakin "taste" the air, giving them +2 to all Notice rolls. This ever-present advantage means that they are always considered "Active" when consulting the Stealth results table.

* **Size +2:** Twotongue is much bigger than even the largest proto-drakin chief.



SHINER TRANSFORMED

Shiner was once a glowborn adventurer, and the third survivor of Voidsoul's expedition—the other two being Voidsoul himself, and the proto-drakin Twotongue. Driven half mad by his experiences in the jungle, and wracked with agony from his own draconic devolution, the glowborn soon after fled Foothold into the jungle, where it was assumed that he had per-

ished. However this was not the case, somehow he survived and devolved into a true behemoth. Eventually Voidsoul, who had himself, suffered a drastic transformation found his former colleague and brought him back to the Guardian tribal lands. Shiner is slavishly devoted to Voidsoul, much like a dog loves his master and will do anything to protect him from harm.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d6, Guts d8, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 14 (4)

Special Abilities:

* **Armor +4:** Thick bone on the back and head.

* **Club Tail:** Str+d10; Heavy Weapon.

* **Size +3:** Shiner is not as big as a native smash tail, but his bulk is still staggering.

* **Tail Sweep:** Shiner can attack all adjacent foes with a single attack roll at -2. Resolve each damage roll separately.



TOD VOIDSOUL TRANSFORMED

Voidsoul was lucky—his devolution not only granted him considerable physical attributes, it also left his intellect intact. Similar in form to a running death proto-drakin, one of the more common predators on Savannah, Voidsoul has also retained his spellcasting ability—although it has diminished greatly. Using his intelligence, his abilities, the tribe's superstitions, and—not least—his "pet" Shiner, Voidsoul has managed to seize control of the Guardian tribe.

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

Skills: Climbing d6, Fighting d8, Guts

SUNDERED SKIES ADVENTURE COMPENDIUM 2

d6, Notice d8, Spellcasting d8, Stealth d8, Swimming d6

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

Special Abilities:

- * **Armor +2:** Thick scaly hides
- * **Bite or Rake:** Str+d8
- * **Fleet Footed:** Voidsoul rolls a d10 running die.
- * **Size +1:** Voidsoul is larger than an average man.
- * **Spells:** Voidsoul has 10 Power Points and has access to the spells *bolt*, *deflection*, and *dispel* spells.
- * **Tribal Chief:** Extras under Voidsoul's command add +1 to their Fighting rolls and +1 to any rolls to recover from being Shaken.

PROTO-DRAKIN ZOMBIE

Lord Bloodless has created these undead from the victims that he has killed on his journey through the jungle. He figures—correctly—that they will strike fear in the hearts of the tribesmen.

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

Skills: Climbing d6, Fighting d6, Notice d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 9

Gear: Flint battle axe (Str+d8, degradable), flint throwing axe (Range: 3/6/12, Str+d6, degradable).

Salvage: Junk for every 5 zombies.

Special Abilities:

- * **Claws:** Str
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Fearless; Called Shots do no extra damage.
- * **Weakness (Head):** Shots to a zom-

bie's head inflict +2 damage.

RUNNING DEATH ZOMBIE

Lord Bloodless created these after an encounter with a large hunting pack. He assumes—correctly—that they will scare the proto-drakin.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities:

- * **Armor +1:** Rotten scaly hides
- * **Bite or Rake:** Str+d8
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Fearless; Called Shots do no extra damage.
- * **Weakness (Head):** Shots to a zombie's head inflict +2 damage.

ZOMBIES

Zombies are the shambling foot soldiers of The Bright Cabal.

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

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

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

Gear: Sabers (Str+d6)

Salvage: Junk for every 5 zombies.

Special Abilities:

- * **Claws:** Str
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called Shots do no extra damage.
- * **Weakness (Head):** Shots to a zombie's head inflict +2 damage.

◆ PLAYER HANDOUT 1 ◆

MESSAGE FROM THE SONS OF SPIRE

Hail Mighty Heroes

Your presence is required at the Tower of Knowledge on the island once known as Spire, but now commonly called Star Crater Isle.

Time is pressing, and all will be explained once you arrive, but my brethren and I fear the forces involved in the recent events on Remorse have acquired the knowledge to repeat the disaster of old.

I await your arrival.

Lord Astronomer Angharad Skygazer

◆ PLAYER HANDOUT 2 ◆

THE ISLAND OF SAVANNAH

Savannah is a relatively newly discovered island in the Lower Reaches. Possibly larger than even Heartland, Savannah is covered in thick jungle and sweeping grasslands. Savannah is home to strange beasts and humanoids which many believe to be related to drakin and dragons. Only one civilized settlement can be found on the jungle isle—Foothold. Relatively small and dominated by elven and dragon enclaves, it clings precariously to island's shore.

Foothold is almost self-sufficient and maintains—at times uneasy—relations with several of the tribes of primitive drakin-like humanoids who dwell on the island. Savannah is a source for both meat and timber. Footholders have even managed to domesticate and husband the large reptilian land creatures named diamond backs that graze the grasslands around the walled settlement.

The interior of the island is largely unexplored and is believed to be roamed by dangerous carnivores and dangerous degenerate lizard man tribes. However, those few scavengers who have returned alive speak of vine covered ruins full of valuable salvage and strange relics. Despite the danger, these tales act as a siren call to foolhardy scavengers and explorers.

◆ PLAYER HANDOUT 3 ◆

TWOTONGUE'S TALE

"Yes, I guided Voidsoul—I haven't thought about him in years—into the jungle. Foothold was little more than a camp back then, and I was warrior from a tribe—the Shore Claw's—which had lost most of its lands to alien invaders. I guess I thought that if I made myself useful then I might find an honorable position within the newcomers. I was young and stupid back then!"

Many were my flaws, greed and ambition among them, but I had one virtue, curiosity and a need to explore. I knew the jungles well, either having explored them myself or spoken to people who had been to areas I hadn't. So when Voidsoul came to me with a desire to explore a particular area deep in the forest I knew exactly where he meant—the center of the tribe known as The Guardians.

I told him then—and I tell you now—The Guardians are incredibly secretive and slay all who intrude upon their land. Fortunately I had learnt of secret paths through the jungle, which even the Guardians didn't know about. I agreed to lead him there for a new musket and enough shot and powder for 50 uses.

Voidsoul gathered his expedition, which included humans, glowborn, orcs and one or two elves. It was obvious by the way they talked that they considered themselves to be tough men, but I knew the jungle would test their toughness. To this day I have yet to see one of your kind who was strong enough to emerge from it unchanged.

The Guardian lands were almost a ten days march into the jungle, and the journey was surprisingly gentle on the outsiders. A couple perished, one from the poisonous bite of a snake and the other was gored to death by an enraged dragon bull. I think a few others were laid low by sickness, but it has been a long time and my memory is not what it was.

I led Voidsoul and his comrades along the secret paths and we evaded the Guardian hunters who roam their lands searching for intruders. Soon we came to the heart of their land—an area that even they avoid. What happened there changed my life forever!

We found a temple covered in broken statues of creatures I now know to be dragons. This temple's malign influence had twisted the few trees beyond its walls into terrible threatening shapes. Some of them had scales instead of bark, and deep scores in the ground that seemed to suggest the trees had moved, dragging themselves along with their roots, surrounded others. All of their branches had become leafless and had formed into shapes resembling claws or talons.

I remember that one of the elves was so disturbed by the trees; she refused to enter the temple proper. I do not know what happened to her, all I know is that when we left she had disappeared leaving nothing but a splash of blood and a scrap of her clothes.

Inside the temple was much that I did not understand; weird devices in chambers which remind me of the engine room of a dwarven ship, I once sneaked aboard. Voidsoul and the others were very excited and soon started making notes and drawings.

SUNDERED SKIES ADVENTURE COMPENDIUM 2

I remember that Voidsoul wanted to return with more men so he could remove some of those devices, but such a task was beyond us then.

Now I can usually tell when one of your kind is trying to trick me, but I was naïve back then, and too trusting, which is why one of Voidsoul's men—a glowborn named Shiner, for his void marked skin—was able to trick me into entering one of the crystal chambers, shaped like a seed pod. It sealed itself, and I was unable to open it. Then I heard a high-pitched humming, which made me feel like my head was about to split, and then I was bathed in a hot green light. I was so panicked that I smashed my way out of the pod, breaking the bones in my hand. The light escaped also hitting several of the expedition including Shiner and Voidsoul. Not long after, it was decided that we should leave the temple, taking several relics found in a side chamber as our prizes.

The Guardians discovered us on our return journey, and their warriors barred us all the way to the edges of their lands. Many of us fell to their weapons, and only Voidsoul, Shiner, and I returned. Voidsoul paid a priest to heal my wounds and gave me the musket and shot as promised. Soon after he returned to the jungle, but this time I refused to lead him again. As far as I know he never returned.

Shiner went mad not long after we returned, not glowmad exactly, he didn't transform, but he did kill two people with his bare hands before fleeing into the jungle. He must have died out there, because he was never heard of again, despite the bounty hunters who went after him.

As I am sure you have guessed that green light changed me. I suppose it made me Chosen, I have hardly aged since that day, and—as you can see—I have changed. I am bigger, stronger, and I have these (he flexes his wings). I felt that I owed my tribe some sort of protection and guidance, as Foothold grew and Lizardtown became even more squalid my need to stay just became stronger.

I can see by the look in your eyes that you have a particular interest in the temple we found all those years ago. I have asked around about you, and I like what I hear. I will lead you there, but in return I ask you to do your utmost to improve the lives of my people. You have a standing with the Footholders that we "mere lizards" could never hope for.

FESTIVAL OF MADNESS

◆ INTRODUCTION ◆

If the heroes have successfully completed both *Mindthief* and *Mists Of Savannab*, then they probably believe they have prevented the Bright Cabal from carrying out its insidious plot. They have defeated both schemes, and seized the only known source of Nexus Stones. It seems the plan to recreate the Son's of Spire's experiment on Remorse is still-born before it can progress beyond the material gathering stage.

One thing the heroes may have learned by now however, is that death is not always the end of a threat in the Sundered Skies. The unique cosmological nature of the Sundered Skies prevents the souls of the departed from passing onto their reward in heaven or hell, and the dead with the strongest wills are able to return as ghosts, or worse.

The Vampire Lord Mindthief has already managed this trick once when he returned from beyond the grave with a thirst for blood. Sometime in the hundreds of years his awful second life lasted, he learned the sorcerous talent from which he takes his name - the ability to steal the thoughts from minds. This however is not a one way transaction: he leaves behind echoes of his own personality and knowledge within the minds of those he's attacked. At the moment of

his death, these fragments awaken and overpower the psyche of their hosts. Each victim then attempts to make their way to a hidden temple at The Meeting Place, where preparations have been made to return the insidious creature back to (un)life.

To further complicate matters, a death barge captained by one of Mindthief's former lieutenants has recently plundered a Kinsailing ship (see the *Sundered Skies Companion* page 54), slaughtering the living crew and taking the ghost crew. Amongst the "ghostnapped" is the shade of one of the original creators of the Nexus Stones.

Finally, a prophecy has recently been discovered that indicates Festival, the Sometimes-Mad God, will be restored to sanity soon. This has thrown the upper echelons of His church into an uproar with much maneuvering as certain factions prepare, cause, or even prevent the coming event.

The heroes are about to be thrown into this swirling maelstrom of events, and could become pivotal in changing things in the Sundered Skies forever.

◆ KNIVES IN THE GLOW ◆

Where: Shadowhaven

When: After the heroes reach Heroic Rank, and after they have completed the

◆ A HERO POSSESSED ◆

It is possible, especially if they have played through the scenario *Mindthief*, that one or more of the heroes could be an unwilling host to one of Mindthief's mind fragments. A Game Master might rule that the hero was lucky, and has not been so infected, or might use the rules provided below.

Have each player whose character was a victim of Mindthief's parasitic power draw a card from the Action Deck: a red card or joker means they were unaffected; a black card means their brain is home to a tiny echo of the vampire lord's psyche.

This fragment awakens with the rest. Initially it is weak and remains undetected within the host's mind. It can be found with a *detect arcana* spell, registering as an alien presence, and can be destroyed with a *dispel* power. A Successful casting of the spell destroys the fragment with no difficulty at this point in is gestation.

However, after weeks or months (depending on how much time has passed since running *Mindthief*) the fragment grows in strength and power, able to indirectly influence the thoughts of the host. This manifests itself as fleeting moments of extreme overconfidence or arrogance, unnatural cravings for blood and flesh which recede before they are understood, and memories of terrible events the hero was not present, or even alive for. At this point the fragment is skilled at hiding itself with any attempts to find it suffer a -2 penalty. In addition, the fragment can now resist the casting of a *dispel* power with a d4 arcane skill.

If the death barge *The Queen Returned* has been encountered, the fragment enters its penultimate state of awareness and power, able to use the *puppet*

Plot Point *The Mad God* (see *Sundered Skies* Page 105).

One of the, sometimes undesired, trappings of heroism is fame. Even those who start out on the path of glory, hoping their names will be known in all the taverns and choirhalls of the Sundered Skies, soon come to regret their fame, for with it comes responsibility.

By the time the heroes have reached Heroic Rank, they have probably attained a fame and notoriety exceeding many of the so-called leaders of the Skies. Leaders may lead, but what is that compared to the actions of those who have dealt a fatal blow to the dread Bright Cabal deep within their own flagship, befriended

dragons, recovered untold riches from the ruins of Shattered City, survived an expedition into the heart of the lost island Aria, and thwarted the schemes of the Willow Queen?

The heroes are by now amongst the most famous denizens of the Skies. Toasts are raised to them by the poor and oppressed, and tales of their deeds have grown in the telling, leading many to think they are the offspring of the Gods, sent to the people in their darkest hour. The heroes' ship rarely slips into port unnoticed, and their most mundane actions and utterances are picked over by priests, sorcerers, and scholars keen to garner their true meaning.

power upon its host while they are asleep. The arcane skill of the fragment is d8, using its power to sow discord amongst the host's comrades, isolating him from them. It never goes so far as to attack them openly, instead stealing, defacing, or destroying prized possessions or symbolic items of their friendship. Any attempt to detect the fragment continues to suffer a -2 penalty, and the fragment uses its arcane skill to resist any attempt to dispel it.

The final stage of possession coincides with the destruction of the ghost still. Here the fragment discards all subterfuge, and makes an attempt to completely cow the psyche of its host. The fragment's arcane skill rises to d10, and gains a wild die. The hero uses his Spirit in an opposed contest with each success and raise causing 1 level of Fatigue. If the fragment suffers 4 levels of Fatigue it is destroyed forever. Should the hero gain four levels of Fatigue, they are destroyed forever, becoming a meat puppet forever in the thrall of the fragment. His entire purpose in life will be to reach the Meeting Place for The Convergence, and will think nothing of destroying his comrades to do so.

The hero has bennies available for this contest while the fragment does not (other than those the Game Master already has). Each non-possessed hero may also attempt a Persuasion roll to remind the one wrestling with the fragment of their loyalty, devotion, and shared history. A success on this roll gives the possessed a +1 on his roll, +2 on a raise. A critical failure actually causes a -2 penalty. This Persuasion attempt can only be made once, but once done, the bonus is applied in subsequent rounds of psychic combat, until the outcome is decided. Successfully casting *dispel* upon the fragment causes a single level of Fatigue upon it.

An obvious downside to this fame, is that they are extremely easy to locate, attracting petitioners, and well wishers whenever they visit an island. Their fame also means they are vulnerable to critics, and those who wish them ill. Thus we start late in the night cycle, on the streets of Shadowhaven, as the heroes return to their ship, inn or a sponsors home after some outing which has gone on far too late.

Waiting for them at their home location is Dour, a dwarven Unnamed and member of the Grim Troupe, along with a large group of thugs who are often employed by the Troupe for less savory tasks. The majority of these brutes are members

of the dwarven street gang The Giants. Dour has hastily taken advantage of the heroes' situation, and is not as prepared as he could be. The gang members wait in alleys and doorways hoping to take the heroes unawares. Alert heroes who succeed at a Notice roll may realize the trap before it is sprung. Dour himself starts the battle out of sight round a corner, but once battle is joined his drums will be clearly heard.

There is no finesse in the attack: Dour simply wants the heroes killed before their actions can realize the recently discovered Prophecy of the Mad God. He hopes that sheer numbers and surprise will overwhelm his victims. He will attempt to

ON THE STREETS?

A handy trick, is to ask your players why they would conceivably be on the streets at such a late hour, this partially disguises the railroads upon which the scenario starts, and makes the heroes complicit in the mayhem they are about to be embroiled in. If they declare themselves to be staggering home drunk from a heavy drinking session, the GM could inflict a -1 penalty on all rolls (and Parry) due to the effects of the alcohol.

stay hidden, only revealing himself if the attack seems to be successful. He remains in the shadows of one of Shadowhaven's famous leaning buildings watching the attack, playing his drums. If the heroes obviously get the better of their attackers, he attempts to flee. The gang abandons the attack once half of them have been dealt with in some fashion, or if Dour is defeated or chased off.

AFTERMATH

If Dour is captured rather than killed, he refuses to answer any of the Heroes' questions, keeping silent while he glares at the heroes with naked loathing. The heroes can attempt to force the information from him, using an Intimidation roll, opposed by the dwarf's Spirit gaining a +2 bonus to this roll due to his religious fervor. Should the heroes utilize more... direct methods, such as torture, they gain a +4 bonus if they are willing to inflict at least a wounds worth of pain. If the heroes get a raise, they convince Dour to talk. The thugs however are made of less sterner stuff, and only need the slightest

convincing in order to tell the heroes all they know.

Dour has recently become aware of a prophecy which seems to indicate that the heroes will be somehow responsible for the restoration of Festival's sanity. As one of the more militant members of the Grim Troupe, he has decided to deal with the heroes before they can get involved, not realizing that his actions are what will probably set the heroes on the path of following the prophecy.

Neither Dour nor the thugs remember the details of the prophecy. Dour, because he read it only once, and the thugs because they have only know what Dour has told them. They do know that a copy of the prophecy is currently being studied at the Choirhall by the Quartet.

Dour: See page 113.

Dwarven Thugs (2 per hero +1): See page 113.

THE CHOIRHALL

The Choirhall is the largest temple to Festival on Shadowhaven, probably the largest in the Sundered Skies. It is also one of the most popular, and busiest places on the city isle. An enormous amphitheater, its large gates, each a giant golden harp, stand open day and night as mute invitation to both worshipers and revelers. The atmosphere is relaxed and friendly. The gates and outer walls are covered in posters and leaflets advertising upcoming performances; including at least two which are a dramatic re-telling of the heroes' past adventures. Guards are visible in their distinctive chain hauberks, and shields decorated with the familiar harp motif of the church, yet even these fellows are relaxed, often joking and chatting with passersby.

Here again, the heroes' fame works against them. The church has been profiting off of the heroes with a popular series of plays reenacting, and embellishing the heroes' actions and adventures, painting them as pious worshipers of Festival, paragons of virtue willing to lay down their lives for the common islander. Or as goodhearted rogues, constantly on the verge of accepting the Song of Festival into their souls. This may be far removed from the truth, but a lie told to those willing to believe often trumps the actual reality.

Meanwhile the heroes soon draw a large crowd of well wishers wanting the heroes blessings and words. Many are just happy to gaze upon their heroes and icons, but enough wish to touch their clothes, weapons, armor, or skin that the mob soon becomes an unruly press.

The heroes may start to feel vulnerable to another assassination attempt, and the Game Master should make careful note their reaction to the crowd, as word of it will spread far and wide, and potentially affect the common islanders' attitude. At the very least violent behavior will spawn tales of imposters or "magical mirror constructs" who are roaming the Skies attempting to defame the heroes' good names.

This chaos will eventually attract the attention of the Choirhall Guards who lead the heroes to safety through one of the side doors into the bowels of the building. They are led through a maze of mostly empty corridors and rooms, their journey witnessed by only a handful of Songpriests who look at them with a disturbing mixture of reverence and fear.

Eventually they are led into a large, brightly painted audience chamber, deco-

THE GRIM TROUPE

The Grim Troupe is detailed on page 53 of the *Sundered Skies Companion*, below are the salient details you need in case you do not have access to it:

The Grim Troupe are a dwarvish sect of the Church of Festival who have embraced the realities of the decline of their race, and use it to produce melancholic dirges of regret, and remembrance. They favor drums and bagpipes in their music, and are not the most harmonious of performers.

Some believe members of the Grim Troupe have been somehow influenced by one of the mad bouts of their god, and think they are a step away from being in the thrall of the Lightbringer. The dwarvish Songpriests do little to contradict this belief with their vindictive and even cruel attitude towards the glowmad.

rated with banners extolling the virtues of Festival. At regular intervals around the room are guards dressed as the ones who escorted the heroes into the room. Four large harp-backed chairs dominate the far end of the audience. A small well dressed mousey man who is clutching a scroll in his hand is seated upon one of them.

HOUSE ARREST

The man introduces himself as Quaver, one of the Quartet who decides the laws of the Church of Festival. He regrets that the rest of the Quartet are presently away on pressing business, and only he is able to receive them. Quaver has the an-

SUNDERED SKIES ADVENTURE COMPENDIUM 2

noying habit of talking in a high pitched sing-song fashion, and his manner seems to oscillate between haughty and fawning. Read aloud, or paraphrase the following:

"We are most pleased to see you in our chamber, in fact word has just reached us you were on the island and we had just sent out a summons. The courier only left minutes ago, and yet here you are already. Truly, Our Lord works through you to ensure you are where you Must be.

First, we must thank and congratulate you all on the things you have done for this poor beleaguered world. Though, our sources tell me you did most of them for <abem> mercenary profit rather than altruistic spirit. Still, the result was good, so we thank you on behalf of the entire church.

However, we have recently come into possession of information—a prophecy, which hints at questions we must put too you, but even more importantly, it also seems to indicate sometime in the future you will encounter Our Lord, and that meeting will have a profound nature upon Him. The most vexing question is what are we to do with this information, and what are we to do with you?"

Quaver is more than happy to show the prophecy to the heroes, in fact it is on the parchment he was reading as they entered the room. The prophecy can be found in a sidebar on page 84 and as a

player handout on page 127. He gives them a few minutes to read, digest and discuss it, but does not offer them any privacy to do so. Instead, he listens closely to their discussions, trying (and probably failing) to react to any information they may let slip. He does not interrupt, hoping that his silence will make them more forthcoming.

If the heroes refuse to acknowledge they are the ones spoken of in the prophecy, then he assures them he knows they are quoting their deeds back to them, and how they are represented in the prophecy. If necessary he will draw upon information the heroes have not made public. He has taken a great interest in the heroes and has had his muse scouring the Songvaults for information on them.

Once their identities have been established to everyone's satisfaction, Quaver will turn his attention to the last part of the prophecy which concerns their dealings with Festival. The Songpriest is extremely concerned about this, and sees it as yet another threat to his power. He cannot let a group which he sees as little more than mercenaries have access to his god without direct supervision of the Quartet, preferably led by himself.

With this in mind, he offers the heroes the comforts of the Choirhall until such time as the Quartet can meet and discuss the matter. If the heroes seem reluctant to accept the offer, he becomes insistent, and the guards posted around the room visibly tense and become more alert.

The heroes have a choice, they can become pampered prisoners trapped in the bowels of the Choirhall, fed excuses and lies as the days drag on, or they can attempt to escape now.

If they choose the latter, then Quaver's

arrogance will work in their favor. He cannot conceive of a situation where his logic and skills of persuasion will not win him the day, and as such is ill prepared for the heroes to physically resist. Accordingly he has relatively few guards on hand to cow his guests. There are several ways the heroes could try and escape—fight their way out, or attempt to take Quaver hostage and barter their freedom.

FIGHT TO FREEDOM

This is the simplest, most straightforward solution: the heroes simply defeat or intimidate everyone in their path until they escape the Choirhall. However, there are things, which must be considered. The guards are literally following orders (no matter how misguided they may be), and do not deserve to be hacked down. When the first guard falls give the player the option of just disabling him rather than outright killing him, and make a note of the answer. Slaughtering the guards of the Choirhall could do irreparable damage to the heroes reputation and cause them complications when they are attempting to gather an army later in the Plot Point.

Unless they paid rapt attention when being led to the audience hall, the heroes will probably only have a vague idea of the way out of the maze of corridors and chambers beneath the amphitheater. A Game Master can simulate this by drawing cards from the Action Deck, each card representing a nonspecific period of time spent racing through the labyrinth. On a red ace or a joker an exit is discovered and the heroes can escape into the throngs which teem in the streets around the building. However, on a black face card, they stumble upon a group of guards led

by a Songpriest searching for them that must be dealt with or escaped.

HOSTAGE

If the heroes attempt to take Quaver hostage and use him to bargain their way out, they will discover he is, at heart, a coward. Once he has been overpowered, he will become a willing accomplice in their escape ordering his guards to back off, they don't go far, but they do retreat beyond weapon reach, if not sight. The Songpriests will also willingly guide them through the Choirhall to the nearest exit, a journey taking less than a quarter of an hour. Once out of the door they can attempt to disappear into the crowds, which teem in the streets surrounding the Choirhall. If Quaver survives, he may well become a life-long enemy of the Heroes.

Quaver: See page 120.

Novice Songpriest: See page 122

Audience Chamber Guards (3 per hero): See page 112.

Searching Guards: (1 per hero +2): See page 112.

THE HONORABLE MEMBER FOR STAR CRATER ISLE

The heroes will probably arrive back at their ship in a hurry, possibly being chased by enraged Choirhall guards. Waiting for them is a small group of emissaries from the Trade Hall, Patreec Moar, the representative of Star Crater Isle and his personal guards. The heroes may know Moar already, especially if they have completed the *Savage Tale Within A Blood Red Sky* (*Sundered Skies* page 114), and may even be thought of as a friend.

Moar begs a favor from the heroes,

THE PROPHECY OF THE MAD GOD

Recently discovered in a forgotten corner of the Divided Library within the Shattered City, this prophecy has thrown the entire church of Festival into an uproar. Most welcome it, the restoration of their god back to sanity is more than they could possibly have hoped for. The Requiem, and certain members of the Grim Troupe, see it as an apocalypse of sorts, an end to the source of their power. The prophecy in full is included below and is reproduced in a player handout on page 42.

In the Final Days before the End, heroes will arise who will stand before the Brightening of the Light. Many will be their foes; thorn, claw, and flame. They will free the dead dragon from his prison of pain, and prevent the slayer of scales from relighting a rage which has slumbered for centuries.

They will travel through the Iron Door into a realm of agony, and return with a flayed servant of the Lost Gods. These ones foretold will befriend, kings, and commoners, gods and rebels. They will strive to overthrow the realm of The Willow, whose roots are watered in the tears of the enslaved, and they will defeat The Lord of Hunger in his despoiled kingdom.

Amongst many great deeds stands one above all others; twice they will visit the Joyless Isle, and twice will they encounter The Terrible Dancer. But, once they will leave their mark upon the Whirling Lord, a mark which will bring a stability long lost. The whispers of The Shining One will be silenced, and The Prison of the Heart will know laughter once again.

claiming he has ran afoul of the elves and they are planning his assassination. He needs immediate passage to the Tower of Knowledge on Star Crater Isle where the Son's of Spire will decide their next move. If the heroes seem reluctant to indulge him, he offers them a fee of 5000 cogs for the journey. See **All Aboard** on page 85, for details of Moar's party.

If asked about his troubles with the elves, he claims that his research of the void has detected strange, near invisible threads of force between their island of Heartland and every island upon which there is a sizable contingent of elves. Somehow, the elves discovered his findings, and sent an assassin to silence him before he could make them more widely known. Moar is more a scholar than a

fighter, and as such always chooses flight rather than fight.

THE TRUTH

Moar's mind is not totally his own. Two decades ago he had the misfortune to encounter the vampire lord Mindthief. The undead mind leech stole the location of a cache of magical relics from the astronomers mind, but was disturbed before he could finish the job. Since that day Moar has unknowingly had a mental passenger, a sliver of Mindthief's psyche. Mindthief's death has activated the sliver, and slowly started to influence his thoughts. Moar has become obsessed with secretly making his way to The Meeting Place for reasons even he does not understand. When he hears the heroes

are on the island he sees his chance to escape his responsibilities to the Trade Council unseen.

However, the fragment of Mindthief's personality does not trust the heroes, and has compelled Moar to take one of the Skies most feared assassins and bodyguards into his employ. Simply known as The Faceless Man, or The Bland Blade. A master of disguise and acting, the assassin is remarkable for his ability to blend in with the crowd and be disregarded by threats until his target, or threat has been identified. For this contract he has taken the name and persona of Joal The Scribe, Moar's cowardly companion. Furthermore, Moar has arranged, via some magically attuned earth hidden in his personal possessions, for the heroes' ships to be intercepted by a death barge during their journey to Star Crater Isle.

These hidden schemes are so secret, the astronomer himself is unaware of them, and believes everything he tells the heroes as to his reasons for wanting to leave in such a hurry. However, the strain of the two personalities constantly vying for dominance has eroded away his sanity to the point where it will soon become obvious all is not well with him.

A JOURNEY FULL OF STRIFE

The voyage to Star Crater Isle is going to be full of incidents, and ultimately an unsuccessful one. Rather than use the random encounter rules detailed in *Sundered Skies*, we suggest you use the incidents and encounters in the order they are described below. The journey will take at least a month, regardless of

BUT THIS CONTRADICTS THE PLOT POINT?

If you have not yet played the Savage Tale *Under A Blood Red Sky* (*Sundered Skies* page 114), then the events of this scenario may impact it. It is highly unlikely Moar will survive the events described here, and will not be available to contact them with information later. His roll is not vital, another astronomer would serve equally as well, such as Kopplar on Remorse (found in the scenario *Mindbief*).

the success of any Boating skill rolls. If your players protest then mollify them with a benny or two. The Game Master should be flexible with the timeline of these events, ensuring that they come away with the knowledge there was more than one entity dwelling within the Councillor, and that he was frantic to be somewhere else, then all is fine, whatever the outcome of the voyage.

ALL ABOARD

Moar and his party are extremely eager to leave as soon as possible claiming they are only minutes ahead of an elven strike team. The heroes are also unlikely to want to delay departure after their adventures in the Choirhall. In addition to Moar and his scribe Joal, there are also a number of guards depending on the size of the heroes' ship, but no more than 2 plus the number of player characters. Thomas Firehart, a professional soldier, leads these guards.

As was mentioned earlier, Joal is in fact

SUNDERED SKIES ADVENTURE COMPENDIUM 2

a skilled assassin and bodyguard known as The Faceless Man. He follows Moar around recording all his utterances and actions in a thick vellum book, a massive extravagance in the resource poor Sundered Skies. Moar is very pompous about this, claiming his utterances will one day be greatly prized by future generations, and they must all be recorded. He also attempts to claim the largest cabin for himself and his scribe. His men will be content to sleep on the deck wrapped in sleeping canvases if there is no other option.

Suspicious heroes may use *detect arcana*, or a drakin's arcane senses upon the party members, The scribe, Firehart, and the guards come up clean, but Moar will be seen to be enclosed in an arcane field with a particularly strong reading detected in the center of his forehead. If questioned about this, he explains that all Councilors are given imbued protective robes, and this must be what they are seeing. He is as mystified as they are about the strong force detected in his head, but assumes it is something to do with the robes.

MAN OVERBOARD

Late into one of the ships sleep cycles early in the voyage, one or more heroes are awoken by the sound of pleading and crying up on deck, towards the stern of the ship. Investigating, they arrive just in time to witness one of Moar's guards leaping from the ship with a despairing wail. He is untethered, and is almost immediately lost in the glow. If the heroes are able to stop his fall, the poor wretch will attempt to kill himself with a weapon before they can question him.

Standing nearby, but not close enough

to have been involved in his plummet is Moar, the Councilor for Star Crater Isle. Moar's eyes are filled with horror and he is slack-jawed and speechless. When he recovers, he can be questioned: he claims that he could not sleep, more elusive the older he gets, so he took a walk up on deck hoping that the exercise would wear him out. As he walked towards the stern he came across one of his guardsmen, a troubled fellow named Dolf, about to jump from the ship. Moar claims he pleaded with him not too, but all to no avail. A successful Notice roll allows a hero who heard the ruckus to realize the pleading voice had a much deeper pitch than the Astronomer's voice. Moar will stick to his story, for it is how he remembers events.

In truth, Dolf happened to stumble upon Moar while he was in the thrall of Mindthief's direct control, and had been suspicious of his behavior. The fragment of the vampire lord had decided to dispose of the hapless guard directly using his charm power, but the control had slipped at the last second before Dolf slipped and fell "naturally". Mindthief has rewritten Moar's memory of the event, but doing so has torn another fissure through the Astronomer's crumbling sanity.

VOICES IN AN EMPTY ROOM

A couple of days after the death of the guard, one of the heroes (preferably one who was not present at the sad suicide of Dolf) overhears an argument in a cabin or secluded corner of the ship. Two people are arguing about the death of someone. One of them is obviously Patreec Moar, the Astronomer, but the other is unknown to the listener and speaks with a rasping whisper.

The heroes hear Moar pleading “Why did he have to die?” and the other reply “because he suspected too much, and I have suffered too much, and come too far to allow everything to be destroyed now! As it is being on this ship is bad enough.” If the hero does not interrupt at this point, all he hears is Moar sobbing quietly

until eventually he emerges, seemingly unperturbed, but with visible tear tracks on his cheeks.

If the hero bursts in upon the conversation they discover Moar standing alone with no sign of whoever he was talking to, not even his ever-present scribe. He looks confused, and tearful but claims



he has no idea what the hero is talking about, and has no real recollection of the last few minutes. As far as he remembers he was just staring into space, daydreaming. This is a true recollection; Mindthief has erased the last few minutes from his memory in order to preserve his secret for a bit longer.

ASSASSINATION!

By now, the heroes have probably become suspicious of their important passenger's strange behavior, and may have even taken steps to question or follow him. The vampiric parasite lurking deep in his mind reacts to their suspicions by ordering his pet assassin, The Faceless Man, to kill the heroes.

The assassin would prefer to deal with each of the heroes separately, but is more than equipped to be dealt with all the heroes as a group. He will step in to defend Moar, or hunt them down depending on the situation, which provoked the attack.

Moar will try his best to stay out of the battle, using his charm ability to keep foes away. Firehart and his troops will instinctively fight to protect their Councilor, but they are aware something is not quite right here, and can be persuaded to turn on Moar and the scribe if a hero makes a Persuasion roll and get a raise. Stats for Firehart and the Guards are provided on page 131-132.

Let the battle rage for a few rounds, and then just as one side or the other seems to be getting the better of the other, things take a dramatic turn. The death barge, homing in on the earth hidden in Moar's possessions, arrives to slaughter all on board, and pick up the Councilor.

Patreec Moar: See page 119.

Joal, The Faceless Man: See page 115

Tomas Firehart: See page 132

Trade Hall Guards (Varies, but no more than 2 per heroes -1): See page 123

THE DEATH BARGE

The death barge is a frigate named *The Queen Returned*, and is probably able to approach unmolested. The crew (or at least the combatants in the crew) on the heroes' ship, are far too busy to attempt to escape it. The Bright Cabal are unaware of whose ship they are intercepting, and have sent a relatively inexperienced captain to handle the pickup, named Luke The Young. The captain is an abomination, a creature created by the unholy communion of a liche and a bound victim upon an altar of the Rotting One. The result is a child, favored of his god, but with powers, and a mental capacity, beyond a living death priest.

Luke does not lead the attack, or even make his presence known until it suits him. He lurks behind the horde of zombies and ghouls boarding the heroes' ship, trying to spot the biggest threat to his plans. Once his target has been identified, he assumes the guise of a terrified child and tries to ambush his foe. Once his true identity has been revealed, he will attempt to use his magical abilities and stealth to wreak as much damage as possible.

In the unlikely event of Luke being captured rather than destroyed, the heroes will have little way of getting the child-like abomination to talk. He does not feel pain or fear, so he cannot be tortured or intimidated into giving information. If somehow they do get him to talk, he tells them his orders were to take the

Councilor to the Meeting Place for something called The Convergence.

Patrec Moar will abandon any pretence of innocence once the death barge attacks. He primarily uses his charm ability on the Trade Hall guards or Firehart, compelling them to protect him as he retreats back to *The Queen Returned*. The problem with this tactic is the zombies and ghouls are unaware of who he has and hasn't charmed, and will attack anyone who isn't either a member of their crew or Moar. Not that he will care about those he controls, though he may find it annoying.

If Moar is captured rather than killed, he can be convinced to talk with the minimum of persuasion. He claims he is a small part of something much larger, and feels a compulsion to "join with the rest, so they can converge". Truthfully, he has no real idea what this means or where all this is supposed to happen. All he had to do was await pick up by a death barge, they would take him where he needed to go.

Firehart and his surviving troops will now fully throw their lot in with the heroes. Player copies of their stats can be found on page 131-132 distribute them as evenly as possible amongst the players.

The Faceless Man is as much a target as the heroes in this new turn of events. If he is still alive, and the heroes are willing to call a truce, hand his stats over to one of the players. Despite his glowmadness and choice of profession, the assassin is remarkably honorable and will not attack the heroes while their truce holds. If he survives the battle, he thanks the heroes, wishes them long lives, and hopes he never has reason to see them again. With that, he flings himself over the ships rail

JOPHIEL IS NOT A-MUSED

If the heroes have completed the Plot Point **The Iron Citadel** (see *Sundered Skies* page 100) then the spirit of the rescued angel Jophiel may already possess their waysphere. Jophiel is temporarily banished by the meddling of Festival, and all Edges and benefits his possession grant are temporarily lost.

Jophiel manifests as a golden ball of light during the time of his exile, and is able to directly communicate with the heroes. He seems quite grumpy, and confesses he was enjoying his time out of direct contact with Gods and resents one of them evicting him from his new home. Luckily for the angel, once the heroes reach their destination, the waysphere becomes habitable again, and the angel can return to possessing the ship once again.

into the void, seemingly committing suicide. However, his words hint he has a way of surviving this horrible fate.

The Queen Returned, death barge frigate: See page 122

Luke The Young: See page 115

Ghouls (10): See page 114

Zombies (20): See page 124

A DIVINE INTERVENTION

Whatever the outcome of the battle with the death barge and their traitorous passengers, chances are the heroes are left with more questions than answers.

There are several avenues open to them. They may wish to travel to Star Crater Isle or the Trade Hall on Shadowhaven to explain the strange possession of the Councilor, or they may wish to travel to The Meeting Place to investigate this mysterious Convergence. They may even decide to wash their hands of the whole sorry affair and head somewhere unconnected to recent events.

Sadly fate, and Festival, The God of Music, and Celebration has other plans for them.

A few days after the battle with the death barge, a muse, one of the messengers of Festival, manifests alongside the ship's waysphere and attunes it to a new unknown destination. If the heroes include (or have included in the past) a Songpriest, then it is their muse who manifests. If not, then it is a muse sent specifically by Festival. The muse chooses to appear when the waysphere is manned by one of the heroes, not wishing to appear secretive about its task. Appearing silently, it plunges an ethereal hand into the sphere and attunes it, only then addressing the heroes.

The muse apologizes for disturbing them, but her Lord has a vital mission for them. She has attuned their waysphere to a particular destination, and when they reach it, all will be made clear. The muse does not know where this destination is herself, the only way she can describe it is as a particularly sad dirge, but beyond that she cannot explain it any better. She passes on the thanks of her God, and that he is looking forward to meeting them again in the not so distant future. Her task completed, she asks their leave to depart.

The heroes may want to try and at-

tune the waysphere to another destination, or may even refuse to let the muse leave. Sadly, whatever the muse has done to the waysphere, it cannot be undone, with the only way to remove it is to follow its directions. The muse is more than happy to stay with the heroes, she seems to genuinely enjoy the company of mortals, and will sing them many songs to entertain them. She cannot tell them any more information about their destination however. After 25 hours the muse is summoned back to Aria, and bids the heroes farewell, and good luck.

Muse: See page 118.

A LONELY DEATH

The Journey takes two weeks, the Game Master can check for encounters as normal depending on his wants and needs for his game. Eventually they spy a small frigate out in the void, drifting directionless. If the heroes experiment they find their waysphere points solidly at the ship. This is their destination.

Approaching the frigate, named *Kindred's Call*, provokes no reaction from the crew. In fact no crew is even seen. Successful Notice rolls allow the heroes to spot holes in the hull and deck where the ship was pieced by large harpoons. A Raise on a Notice roll spots one solitary figure slumped against the rail of the ship, his chest and throat pierced by arrows.

Searching the ship finds no other crewmembers, living or dead. Indeed, there is only one cabin which shows signs of habitation, the captain's. Frigates are large ships requiring a crew of at least a dozen to sail them properly, one man could never hope to sail it alone. However the ship does not have any of the bunks, hammocks, discarded sleep-

ing canvases, and other clutter, which would be accumulated by a crew. Nor are there any signs of recent combat, such as bloodstains, discarded, or broken weapons, and the general chaotic aftermath of battle. The ship also shows no sign of being stripped of all its salvageable goods as happens during most successful pirate actions.

The corpse is a human male, and was killed several days ago. He was tied to the railing by one wrist and shot at close range, going by the depth of the arrows. Strangely, like the ship, the corpse was also not pillaged for its goods, and a search yields up a handful of cogs, as well as a holy symbol of Festival (a harp pendant) hanging from a leather thong around its neck.

VENGEANCE FROM BEYOND THE GRAVE

Once the body has been searched, and the heroes are discussing what to do next, the corpse gives out a terrible groan, and turns its head on leathery, creaking tendons towards the heroes, and gives a terrible cadaverous grin. Read or paraphrase the following:

"You are here, at last. I was beginning to doubt the messenger.

My name was Skall, and I lived two lives before it seems I must live this sad third. In my first I was a devout Song-priest, and gave my life to Festival. Over time I found that my Lords melancholies affected me most sorely, and I was happiest away from others. For years I feared I was spiraling into madness, and would take up the cause of the Requiem, or worse—, become one of the hated Heralds of the Consuming Light. I am

KINSAILORS

Kinsailors, and Kinsailing is detailed on pages 13 and 54 of the *Sundered Skies Companion*, but here are the salient details you need in case you do not have access to it.

Kinsailors are able to summon the shades of their ancestors to crew their ships. Kinsailors are often very insular preferring the company of the dead to the living. They often become very attached to their ghostly crew and despise and hate the Bright Cabal for their mistreatment of the dead.

The Conclave is an infrequent meeting of kinsailors where they share tales of what they have seen and experienced.

ashamed to say I considered opening my veins and ending my life.

My god led me to the answer. I returned to my home on Plenty and visited the grave of my brother, to gird my loins and do the deed. Beforehand I sang the saddest funeral dirge I knew, a song for both him, and me. To my amazement, the song summoned my brother's ghost from his grave, and in his company I knew peace for the first time in years.

And, so began my second life as a Kinsailor. My brother and I roamed the Skies, summoning shades of my ancestors and inviting them into my crew. I felt my life was complete, and years passed in happiness and companionship. My family and I have seen sights you would only dream of, and have done deeds which are sung of at The Conclave. It all came to a tragic end when we were boarded by

the Ghost Brewers, my crew was taken, and I was executed.

Ghost Brewers are a sect of death priests who distill the vital essence of the incorporeal dead into a draught which bestows the abilities and memories of the shade temporarily onto the drinker, destroying the ghost in the process. We had long heard rumors of the ghost still, operating deep in the depths of Mount Ore, but we had discounted them as lies and rumors spread by the gullible kinsailors at the Conclave. But now, I know different, and I beseech you to destroy the Still. It is too late for my kin, but we can ensure this does not happen to any other kinsailor's family.

The Messenger told me to tell you everything which occurred on this ship, so I have one more thing to tell you. After my murder, an argument broke out amongst my killers, a death priest and something which may have been a lesser vampire.

Anyway, the lesser undead was demanding they travel to "the temple at The Meeting Place in time for The Convergence", but the Death Priest refused saying Brewer business trumped all others. At this, the spawn got most indignant saying once his master Lord Mindthief was returned from oblivion, he would be most wroth with the priest. However, the priest was unmoved. I hope this has helped you, it is a mystery to me."

Skall The Ghost Singer's Revenant:
See page 121.

WHAT NEXT?

The heroes have been railroaded long enough, and now have a decision to make about where to head next. They can adhere to Skall's wishes and head too Mount Ore and attempt to shut down

the ghost still where his crew, and family have been taken. Or they can head to The Meeting Place to investigate this mysterious Convergence that Skall overheard talk of.

Skall insists on accompanying the heroes to Mount Ore to end the threat of the ghost still. Despite being dead he will pass as human as long as he keeps himself mostly covered up and hooded. Fear of glowmadness can lead the most cautious to dress in a similar fashion, so his appearance will not be so unusual. However, the longer the heroes take to avenge or rescue his crew, the more anxious and insistent he will become. Although, his appearance can be hidden for the most part, the smell of his rotting cannot. The Game Master should consider what the ramifications of traveling with what appears to be a zombie could be for the heroes should it be revealed to either islanders or authorities. His stats for the players use can be found on pages 131-132.

◆ THE GHOST STILL ◆

Arriving at Mount Ore, the heroes dock at the port of Ironport, the only major harbor on Mount Ore. It is also the most populous of the settlements, and the most likely source of information about the goings on on the floating island.

ASKING QUESTIONS

The heroes will likely start their investigations by seeing what the local scuttlebutt is on strange goings on in the area. It is possible the heroes' previous actions here (such as successfully completing Savage Tales such as **Fire Upon the Deep**, **The Damned Dwarf**, or **The Dwarven Mother**), have already painted

them in a heroic light, in which case they will gain a +2 on their Streetwise rolls. After each day of careful questioning allow one Streetwise roll. Depending on the result of the roll they gain the following information:

Critical Failure: "People drink ghosts? How? They aren't wet stupid!"

Unfortunately, not only does the failed attempt at gaining information get the above response, the question also gets back to the ears of the Bright Cabal who decide to deal with the questioners. Lowly cultists are dispatched to ambush or murder the heroes while they sleep.

Failure: "No, I am sorry, I have no idea what you are talking about."

Success: "Ghost's you say? Don't know anything about drinking ghost's, but there are ghosts a-plenty in the old mines near Copper Run. Scores of good crafter folk lost their lives in a cave in decades back, and they still haunt the tunnels. Made Copper Run a sad place, it has."

1 Raise: "You never heard this from me, Ok? There are Cabal in the depths of the Mountain, out near Copper Run, I hear. They somehow stir ghosts into good dwarven brews and sell the draughts to those who wish to experience other lives. I tried it once, got stinking drunk, passed out and then spent the next few hours thinking I was toiling in a copper mine! A baker, in a copper mine! Had a different name and everything, Ronaulf, or something. Anyway, woke up with an aching head and arms, and a strange yearning for a family I never had."

"I heard, that the dwarf who sold it to me was later taken by the militia, accused as a follower of the Rotting One, and put to the question. They never came for me though, but it set me on the straight and

narrow. These days the only god I have dealings with is the Master Baker—The Artificer!"

2 Raises+: "You have come to the right place, I can get you some Ghost Brew, I have a direct link to the source, tell me how much you need and what sort of lives you want to experience, and I can get it for you."

The hero has stumbled across Griffin, a dwarven merchant who sells the Bright Cabal's brews in Mount Ore. He is more amoral than evil, and can be convinced through threat or coin to lead the heroes to his suppliers. Griffin is at heart a coward, and will only fight when given no other choice, preferring to cut and run.

GOING TO THE AUTHORITIES

The heroes may decide to capitalize on their fame, and go to the authorities on Mount Ore. Unfortunately, the politics of the Sundered Skies will stymie them once again.

As explained on page 59 in *The Sundered Skies Companion*, the Mount Ore representative on the Trade Council is a Alos Bail, a human. Bail was a surprise winner of the election after running an extremely clever and convincing election campaign. He argued that his election would end the Skies-wide belief that the mountain was little more than a vassal of Deepsky Citadel. Unfortunately, Bail has proved to be an extremely ineffectual ruler, whose cleverness only went as far as getting him elected, and has since been out of his depth in the Council's cut and thrust of debate. There is a call for his impeachment, which is gaining more and more support as the months pass. The secret leader of this faction is Bain's dwarven deputy Balov Irongrip.

It is Irongrip who hears the heroes' petition for aid, and although he has read reports of cultists near Copper Run, he sees this as an opportunity to further his cause. The way he sees it, when the heroes deal with the threat without the knowledge or help of Bain's administration, it can later be spun to seem like the Councilor ignored the problem despite Irongrip's many pleas for action on the matter—pleas he starts writing and filing away minutes after the heroes leave his office. Irongrip has completely bought into the often inflated tales told of the heroes, and firmly believes there is no threat they can't handle.

If the heroes are particularly persuasive (with a successful Persuasion (-2) roll) or insistent, he will grudgingly give them a meager number of militia as back up, being sure to mention his hands are tied with orders which have come from Alos Bain on Shadowhaven. He does sincerely wish them luck however.

Cultists (3 per hero): See page 113

Griffin: See page 114.

Mount Ore Militia (2 per hero): See page 118.

COPPER RUN

Copper Run can only be reached after a two-day journey through the dark, and little used paths through the heart of the mountain. Despite what the players may expect, the journey is safe, uneventful, and relaxing for those who live in the Sundered Skies. To be free of the constant threat of glowmadness is a soothing and an unusual feeling for most.

Copper Run is a relatively small settlement located in a series of large natural caverns. Its exclusively dwarven population are matter of fact, unimaginative folk

who mine the dwindling number of copper mines which surround them. Indeed, the only tavern in the settlement remains unnamed.

Talk of hauntings, and ghost stills will get the "Runners" mentioning an old mine they now call The Tomb. Thirty years or so ago their most profitable, and furthest outlying mine, had suffered a catastrophic collapse which had caused the loss of nearly one hundred miners. Since then, they have avoided the mine, fearful of crazed ghosts and wraiths of their kinfolk.

None of the Runners will lead the heroes to the Tomb, but they will point the way. Unfortunately, the only surviving entrance to the mine is reached via a long, narrow, and treacherous switchback trail, which snakes up the surface of the mountain. The dwarves claim no one has used it in years, but Griffin (if he is with the heroes) says he has made the journey at least twice in the last couple of years, and has a fair idea of the dangers they may face.

A LONG AND WINDING PATH

As the heroes were warned the climb to the abandoned mine is dangerous, grueling, and exhausting endeavor. The journey will take a base time of 26 hours, and the heroes must make a Vigor roll every four hours or suffer a level of Fatigue. Each level can be removed with a couple of hours rest, but the longer the heroes spend on the mountain, the more their risk of glowmadness.

Furthermore, the Game Master should draw a card from the Action Deck for every two hours of the journey. If a face card is drawn the heroes have some sort of encounter as described below. Alternatively you can use the encounters described

WHAT THEY KNOW

There is an opportunity for the heroes to befriend or capture and question cultists, merchants, wildling slaves, and even one of the Bright Cabal leaders during their ascent up Mount Ore. Detailed below is what each group knows. The Game Master should attempt to personalize this information, so it does not appear that each group is just repeating information by rote.

Cultists: Captured cultists can be forced to talk with a successful Intimidation roll. Alternatively, they can be befriended, and prove to be incorrigible gossips. They tell the heroes that the cave where the ghost brew is distilled is extremely large and is divided into several areas, including a stable for the mules, sleeping areas for the cultists and their masters, as well as the main brewing still surrounded by racks of ghost brew. It has been drilled into them to handle the new ghost brews with extreme caution, apparently they are volatile until they have settled. There are skeleton and zombie guards as well as several bestial creatures sold to them by the elves of Heartland. The cultists have two leaders, Scaleskin, who they are convinced is a drakin death priest, and the terrifying ghoulish giant, called The Bone Lord for the bone trophies hanging from hooks in his desiccated skin.

Merchants: The merchants will surrender at the first opportunity and will swear to change their ways and take up a more honest trade if only their lives be spared. If the heroes approach disguised, they will be verbally hostile, believing them to be business rivals. They deal mostly with Scaleskin, but have met the terrifying Bone Lord at least once. They know that the cave where the still is located is decorated with bones and skulls, and have glimpsed bestial undead bipedal creatures in the shadows of the cave.

Wildlings: The mule wildlings will not attack at all. In fact they do not realize they can and are alarmed and confused at the outbreak of any violence, and will attempt to flee up the trail. If they survive the combat they can be convinced to join the heroes, and seek (albeit unlikely) vengeance on their captors with a successful Persuasion (-2) roll. An Untamed wildling gains a +4 on this roll. The stats of the wildlings can be found for player use on pages 45-47.

Scaleskin: The Death Priest is nothing if not ambitious, and if captured will attempt to manipulate the heroes into assassinating his immediate superior. He tells the heroes everything he knows about the ghoul, which is pretty much everything there is to know, and will even suggest accompanying them on their mission. He will, however, betray the heroes at the drop of a hat if he sees some gain in it for him. He is aloof and taciturn if the heroes attempt to befriend him through subterfuge.

below as inspiration to design a truly memorable journey for your players.

BLACK JACK (HAZARD)

The heroes have fallen foul of the unstable condition of the exterior of the

SUNDERED SKIES ADVENTURE COMPENDIUM 2

mountain. Draw another card from the Action Deck. A red card they are victims of a landslide. On a black card they have suffered a rock fall, which threatens to crush or knock them from the mountain out into the void.

Landslide: The shale beneath the heroes' feet starts to slip and slide away. Each hero must make a successful Agility roll or be carried for several yards, suffering a level of Fatigue in cuts and abrasions. This fatigue passes after a good night's sleep.

Rock Fall: Rocks and boulders come tumbling down from above. Each hero must make a successful agility roll to avoid damage. Failure inflicts 2d6 damage from crushing rocks. If the hero rolls a Snakes Eyes he not only takes the damage, but is swept off the side of the mountain and into the void. See the rules for falling overboard in *Sundered Skies* on page 53.

RED JACK (CHIMNEY)

The heroes discover a natural chimney-like crevice up the side of the mountain, which if they successfully ascend will cut many hours off their journey time. The climb is relatively easy, imposing no penalties upon Climbing rolls, One roll must be made every 10" (20 yards), and there are natural shelves and caves where the heroes can collect and regain their strength at 20 yards, 50 yards and 75 yards. The chimney is 110 yards in length, but shortens their overall travel time by 5 hours.

BLACK QUEEN (CULTISTS)

The heroes have stumbled upon a Cabal outpost guarding the approaches to their lair. These guards take shelter for most of the day in a cave, with one or two

of their number watching the path which snakes its way up from below.

Strewn around the cave, and its entryway are humanoid bones. This grisly decoration has two purposes: It serves to intimidate and impress those who are already frightened by the Bright Cabal's reputation as bloodletting lunatics, and the bones animate, and flow together into attacking skeletal warriors if the outpost is attacked.

If the heroes attempt to bluff their way past the guards they will have to contend with their fame. They are famous amongst their enemies as well as their friends, and common islanders.

If the heroes make no attempt to hide their identity, then the guards will recognize them almost immediately. It must be remembered the heroes have likely had more than one run in with the Bright Cabal, and may have even destroyed their high priestess in a particularly spectacular way.

If the heroes make at least some attempt to disguise themselves as merchants seeking to buy goods from the Cabal, then the cabal members must make a successful Notice roll, opposed by the heroes' Stealth. The heroes gain a +2 to this roll if Griffin accompanies them, he has gained the trust of Cabal here, and his presence will put them somewhat at ease. See the sidebar on page 16 for what information the cultists know.

Cultists (2 per hero): See page 113.

Skeletons (3 per hero): See page 122.

RED QUEEN (RAINFALL)

The heroes are caught in one of the Sundered Skies infrequent rainfalls. This not only washes away up to two levels of Fatigue the heroes may be suffering from,

but also raises their spirits to the extent they gain +1 on all Spirit rolls for the next 12 hours.

BLACK KING (AMBUSH!)

The heroes are ambushed by a predatory earthbound skyler which launches its attacks from camouflaged burrows. The skyler attempts to seize the first person to pass its burrow and once it succeeds, disappears back into its burrow, collapsing the entrance behind it.

The hero taken as prey must combat the skyler alone until his comrades are able to clear a way into the tunnel and help him. Clearing a tunnel calls for seven successes on Strength rolls to clear a path wide enough for one to squeeze through. Ten successes clears the entrance completely.

Trapdoor Skyler: See page 123.

RED KING (SHADOWED GULLY)

The heroes are lucky enough to come across a gully which is completely shadowed by looming, overhanging cliffs. The heroes can stay here to recover from any lingering effects of glowmadness they may be suffering from, and as an added bonus will not risk any further encounters while they wait here.

BLACK ACE (DESCENDING MERCHANTS)

The heroes cross paths with a group of merchants and their Cabal guides and minders descending the mountain after dealing with the Ghost Brewers. They are not expecting to meet anyone, and are not using anything resembling stealth in their descent. Indeed, the heroes are able to hear one of them singing loudly.

The newcomers, when they come into

sight, are a bizarre sight. The merchants, and a scaly skinned dwarf are riding on the shoulders of human sized mule wildlings. Two more mules are laden down with sacks and panniers. A number of poorly armed cultists are keeping pace with them on foot.

If the heroes make at least some attempt to disguise themselves as merchants seeking to buy goods from the Cabal, the cabal members must make a successful Notice roll, opposed by the heroes' Stealth. The heroes gain a +2 to this roll if Griffin accompanies them, as he has gained the trust of Cabal here, and his presence will put them somewhat to ease. See the sidebar on page 95 to discover what information, the cultists, merchants, wildlings, and even Scaleskin knows. The mule wildlings are loaded down with ghost brew and have 30 draughts of each type listed on page 99.

Scaleskin, Neophyte Death Priest: See page 121.

Cultists (2 per hero): See page 113.

Merchants (1 per hero -1): See page 117.

Mule Wildlings (1 per Merchant +3): See page 118.

RED ACE (PREVIOUS CLIMBERS)

The Heroes have discovered a natural chimney similar in type and height to that described in the **Red Jack** encounter above. However, well-equipped climbers have already ascended this and they have left a remarkable amount of climbing gear behind, such as pitons already in place, and coils of rope. Attempts to climb this chimney gain a +2 bonus.

JOKER (EASY TRAIL)

The heroes have found a trail, which

cuts their travel time down by 4 hours. Furthermore the mountain heavily shadows it and this hour of travel does not count when calculating time spent exposed to the glow.

THE GHOST STILL

Eventually the trail the heroes have been following ends at the mouth of a large cave, which looks disturbingly like a fanged mouth. The sounds of pained screaming can be heard coming from within. A number of cultists (equal to the number of heroes) stand nominally on guard at the entrance to the cave, but are actually engrossed in a game of dice. They all suffer a -4 penalty to Notice rolls, -2 for the inattentiveness, and a further -2 for the terrible cacophony.

The cave is enormous, and deep, the interior lit by bright gas lanterns of dwarfish design. The cave is divided into several distinct areas. Near the entrance is a squalid pen within which a number of mule wildlings are kept. Next to the pen is a storage area with several pallets of bottles awaiting pick up. Deeper in the cave can be seen a number of sleeping rolls occupied by a number of slumbering cultists. Against the back wall of the cave, attended by cultists, zombies, and skeletons, and partially obscured by racks of shelves packed with bottles and flasks, is the actual ghost still itself. A single natural dark tunnel can be seen leading deeper into the mountain. It is unlit, and a bend hides wherever it may lead to.

The still is a terrible wheezing monstrosity, from which the unholy screaming is coming from. It was originally dwarven made, and it's chimneystack pumps out a sickly sweet exhaust into the cavern. Skeletons shovel coal into the large boiler

to keep it going. The still is a steam powered, mechanical wine press, and has just finished pressing its ghostly contents.,It is being raised while cultists bottle a liquid which flows from several nozzles, and zombies push fully loaded trolleys towards the storage area.

The cultists work three shifts. They are sleeping, working the still, or guarding the entrance to the cave. The zombies and skeletons never rest and are following the instructions of the cultists or waiting to receive instructions. Bone Lord, his zombie feral guards, and Scaleskin (unless he has already been encountered on the trail) are in a dead end chamber at the end of the passage.

This large chamber is stacked with salvage, and cogs, given in payment for shipments of ghost brew. Scaleskin has a single, filthy, uncomfortable sleeping mat on the floor in a corner. Bone Lord, and his zombies never sleep. There is an ornate, old desk cluttered with parchments and records where an attempt is made to account for the sales made.

The heroes may attempt to bluff their way in as would-be businessmen, but eventually this will fail. If nothing else tips off the cultists, Skall, the Revenant will eventually lose patience with the heroes' caution and will attempt to sabotage or destroy the still.

Each of the cultists has two flasks on their person. The first is a warrior ghost brew (see the sidebar on page 99), which they will drink at the first opportunity. The second is a partially distilled, unstable ghost, which will be released once the flask is smashed. The ghost is confused and will attack the nearest living target. After five rounds however, it will direct its attention purely on the cultists and their

GHOST BREW

Ghost Brew is listed in the potions table of the Relics section of the *Sundered Skies* book on page 91, but for the sake of completeness we will list its effects here; Ghost brew grants the drinker the abilities of the soul used to create it for ten minutes. He gains all of that individuals Edges provided he meets the requirements. This is a bit vague, so detailed below are several different types of ghost brew and the Edges they bestow.

The drinker can ignore any requirements, which involve the worship of a particular god. The necromantic nature of the distilling of the brew masks the true affiliations of the drinker from the god in question.

Berserker: Berserk, Constant Rage (*Sundered Skies Companion* Page 10), Mighty Blow, Oversized Weapon Master (*Sundered Skies Companion* Page 11), Sweep, War Cry (*Sundered Skies Companion* Page 12), Weapon Warded
Captain: Ace, Sky Commander

Marksman: Dead Shot, Dodge, Double Shot (*Sundered Skies Companion* Page 10), Marksman, Musketeer, Quick Draw

Priest: Champion, God Kissed (*Sundered Skies Companion* Page 9), Holy/Unholy Warrior, New Power, Power Points, Various god specific Edges,

Scholar: Investigator, Jack of all Trades, Scholar

Sorcerer: New Power, Power Surge, Power Points, Soul Drain, Wizard

Thief: Acrobat, Alertness, Danger Sense, Fleet Footed, Quick, Thief

Warrior: Block, Combat Reflexes, Frenzy, Mighty Blow

If the heroes make a habit of drinking these brews, they are exploiting the pain and fear of tortured ghosts and the Game Master may consider giving them the Haunted Hindrance (*Sundered Skies Companion* page 8) as penance.

leaders. The cultists will only use these flasks once half their number has been dealt with.

Bone Lord will not hesitate to send his undead servants into combat while he and Scalekin (if present) lurk at the fringes of the battle to snipe and make lightning attacks. They know the heroes will not offer them any mercy and their extremely profitable scheme is at an end. At best they will have to relocate, and this will hurt both them and the Bright Cabal, for this they intend to make the heroes pay dearly.

The Bone Lord: See page 111.

Scaleskin: See page 121.

Elephant Feral Zombie: See page 124.

Bull Feral Zombie: See page 124.

Cultists (3 per hero): See page 113.

Ghosts (See above): See page 114.

Mule Wildlings (7- those encountered on the trail): See page 118

Skeletons (1 per hero): See page 122.

Zombies (2 per hero): See page 124.

AFTERMATH

Once the cultists and the undead have been dealt with, the Still itself can be put out of action. Examining finds the press is covered in obscene holy symbols sacred

to the Rotting One. Sabotaging it is relatively simple, requiring a Repair roll (at +1) to shut all the valves and stoke up the boiler causing the still to eventually explode. However, doing this will create an explosion, which does 3d6 damage to all within a Large Burst Template of the still and fills the area with 13 crazed, angry ghosts. It is best done just before the heroes leave. The destruction of the still completes Skall's purpose in Undeath, and after thanking the heroes profusely he finally lies down and relaxes with a smile on his decaying face, as his spirit leaves his body.

The storage area contains only a small number of ghost brews. The cultists have made a recent large delivery and are working on replenishing their supplies. Roll a d10 for each type of ghost brew as listed on page 99. This roll can ace. The resulting number is the amount of brews stored. This does not include any unused brews found on the cultists.

In the cultist leaders' chamber, salvage equal to two Mother Lode rolls can be found. There is however no chance of relics amongst this salvage. Searching the desk discovers a haphazard accounts book written in untidy dwarven runes. It details the purchase of shipments of ghost brews and how much was paid for them. Unfortunately, the names of the purchasers are in a code known only to the cultists such as "Slug". "Farmer", or "Mulch". In the unlikely event of Scale-skin still being alive, he can be convinced to decipher the code for the heroes. The three mentioned above are codenames for Merkas Gladwing, the crime lord of Gateway, Kedric Lifedancer of Plenty, and Shera Leaf tongue, the elven representative on the Trade Council, but the Game

Master should add more to suit her aims for her campaign.

The heroes also find a parchment **message to Bone Lord**. This message is found on page 128 as a handout, but briefly it thanks the ghoul for delivery of a ghost recently taken from a Kinsailor's ship. It seems the particular knowledge of this ancient ghost is very important to the plans of the Bright Cabal.

The descent of the mountain can be played out, as was the ascent, if the Game Master wishes, or he can take pity on his players and just state that their return to Copper Run is uneventful. Even if the descent is played out, any encounters which occur involve the Bright Cabal. The heroes will probably be accompanied by confused, and subservient mule wildlings, who must be found a safe place somewhere in the Skies.

The destruction of the Still has served to add to the legend of the heroes in the eyes of the people of the Sundered Skies in general, and the Mount Ore islanders in particular. The Bright Cabal has been dealt yet another blow, and their main income stream has been choked off, impacting many of their ongoing schemes and conspiracies.

◆ THE CONVERGENCE ◆

Either acting upon the information given to them by Skall, or following up on further clue found at the ghost still on Mount Ore, the heroes should eventually travel to The Meeting Place intent on both destroying yet another hidden temple of undeath, and preventing the mysterious Convergence which is supposedly taking place there.

One of the most unexpected results

of the heroes actions to date has been an awakening of hope amongst the islanders of the Sundered Skies. Before they started upon their path to glory and legend, the average islander lived their lives in fear, knowing it was only a matter of time before they fell prey to disease, famine, or monsters. Even death wasn't a guaranteed end to their suffering as they could return as a ghost or one of the risen minions of the Bright Cabal. The worst fear harbored by all islanders was succumbing to glow-madness; mutating into a terrible beast, and then eating their loved ones.

The actions of the heroes have taught the people of the skies they needn't meekly wait for death. Their lives can mean more than just a struggle for survival; they can make a difference to the lives of their family and friends. They can fight *back*.

It was this newfound sense of heroism, and community, which prompted the orcs of the Meeting Place to rise up and attempt to deal with a newly discovered Rotting One temple found upon their artificial island, the same temple upon which the Convergence had taken place. Unfortunately, Mindthief had already completed his rebirth and had already set out for Aria. Indeed it was all the coming and going of strangers which alerted the islanders of such a foul temple in their midst.

The initial assault on the temple, located in the hold of a near fossilized drakin galleon called *Sagar's Toothbed Smile*, on the far outskirts of the island, was a near disaster. A bungled approach alerted the cultists to an imminent attack, and they were able to put up a spirited defense. The islanders were beaten back, but did manage to sever many of the

moorings the ship had with the isle. The drakin ship nearly snapped in two during this process, and half of it now hangs seemingly precariously vertical in the void, but the orcs are loathe to finish the job of cutting it away from their isle, both for the damage it would do to the ships around it, and for the damage the plummeting hulk may do to Meeting Place's Underisles below.

So now, *Sagar's Toothbed Smile* is heavily guarded, no one allowed in or out, and the orcs await help from the Read Council to deal with their problem. The cultists have made several attempts to break out, but now seem content to wait and see what happens. The arrival of the heroes is seen as a gift from the Battlelord by the authorities on The Meeting Place, and they are more than happy to turn the situation over to them. If the orcs are pressed for aid, a small number of militia will volunteer to accompany the heroes, their stats for players use can be found on pages 131-132.

THE BROKEN SHIP

The ill-advised attempt to cut away the drakin galleon has broken the ship's spine, and more than a quarter of its length now hangs at a vertical right angle to the rest of it. The ship's hull has splintered at the point of this break, and access to both parts of the below decks parts of the ship are accessible if approached via an island hopper. However, doing so will expose the heroes to musket fire both from the deck of the ship and from within the hull.

Hastily built barricades have been erected around the main hatchway into the depths of the ship, and a quarter of the cultists keep watch at all times armed

SUNDERED SKIES ADVENTURE COMPENDIUM 2

with musket and pistol. Another quarter mans a similar barricade built at the rent where the hull split, and the remaining half are either resting, or ready to back up their comrades. The barricades provide the defenders with Medium Cover, and impose a -2 penalty on attackers. The barricade also counts as Difficult Ground as described in the *Savage Worlds* rulebook.

All of the orcish zombies, and three quarters of the soulless zombies are present in the horizontal portion of the ship, and will fight fiercely to protect it. If they are somehow circumnavigated, such as the heroes entering the ship via the rent in its hull, and climbing down into the vertical portion of the ship, the zombies will fling themselves at the heroes, hoping to knock them from their precarious position and make them fall to the aft of the ship. This requires a successful Throwing roll from the zombie, but the size bonus of the hero applies to the zombies throwing skill. For example, a plummeting zombie hoping to hit a brawny size +1 hero gets a +1 to his Throwing skill, but suffer a -1 if attempting to hit a wildling.

A falling zombie does d8 damage (d10 for an orc), Shaken or wounded characters must make a successful Strength roll to maintain their grip or fall. Characters are allowed an Agility roll as a free action to catch themselves, as described in the **Falling Overboard** rules on page 53 of *Sundered Skies*. The total height of the vertical section of drakin Galleon is 110 feet, but a falling hero will only fall 10-30 feet before slamming into either an old oar, bench, or wall—taking d6 damage for every 10 feet fallen.

The soulless zombies are all that remains of former hosts of Mindthief's

psyche fragments. Each of these creatures has had a large portion of their anatomy removed. These fragments have been sown together to form a new body for the returned vampire lord.

Deathscream, the orcish necromancer starts the combat in the horizontal portion of the ship, but once it becomes obvious the combat is going against him, he abandons his followers and starts to climb down to the aft of the ship to join the rest of the soulless zombies. He is confident in his ability to defeat the heroes while fighting vertically. Once Deathscream has been returned as a revenant, he makes no real attempt at strategy, and just attempts to slay the heroes as quickly as possible.

Those fighting in a vertical environment use half their Strength die as their pace, cannot run, and can only increase their movement with a successful Climbing roll, which takes an action and increases their movement to their Strength die. Failure prevents the extra movement, and a critical failure causes a slip, as described on page 95.

A Vertical fighting environment counts as an unstable platform, and prevents combatants from using two-handed weapons. A character that suffers a disarming attack loses the use of the weapon as it falls into the depths of the ship. A character already on Hold, may snatch it out of the air with an Agility (-2) roll.

The aft hold of *Sagar's Toothbed Smile* was a small shrine to the Rotting One, and it was here the ritual surgery, which was the Convergence, took place. The attempt to cut the galleon from the Meeting Place has destroyed the shrine throwing the entire area into chaos. Everything not nailed down has been smashed, or at least damaged, as it was thrown together

by the breaking of the ship. The destruction has made the hold Difficult Ground (see **Movement** in *Savage Worlds*). It is here the last of the soulless zombies await the heroes. They do not have wit or skill to climb up and meet the heroes in combat, but will throw debris at them in an attempt to knock them from their precarious handholds.

Krag Deathscreeam: See page 116.

Krag Deathscreeam's Revenant: See page 116.

Meeting Place Militia (2 per hero): See page 117.

Cultists (4 per hero): Use the stats on page 113, but add d8 shooting and muskets and flintlock pistols.

Orc Zombies (1 per hero): See page 125.

Soulless Zombies (4 per hero): See page 125.

AFTERMATH

The heroes have arrived too late to prevent the Convergence, in fact they have only missed Mindthief's departure by a week. They have however, defeated yet another tendrill of the Rotting One's power. The orcs of the Meeting Place will gladly spread the word of their heroism here, and gratefully add their strength to the armada, which gathers at the end of the Plot Point (see *Sundered Skies* page 110).

Trawling through the wreckage at the aft of the ship, the heroes can gather enough salvage equal to Haul level salvage. There probably was more valuable salvage here, but the destruction of the ship, plus the heavy-footed cultists and zombies, has smashed much of it to bits. Amongst the wreckage two things of particular worth are found; a crystal bottle,

and a piece of bloodstained vellum upon which a message is scrawled.

The message is from an unknown party, and can be found as the player handout **Message Found at the Convergence** on page 129. The crystal bottle is engraved with symbols of restraint, and appears to be empty. However, if someone looks closely at the opaque blue crystal, they can see a misty substance, like a trapped gas, swirling within the bottle.

If the bottle is uncorked, a fine mist jets out, and coalesces into the ghostly form of a very old human male. He glances fearfully around before settling his gaze upon the heroes. Something in their appearance and demeanor obviously reassures him, and he visibly relaxes. The ghost is not aggressive, and appears to be fully aware, and accepting of his undead state. He asks what happened to the cultists, and seems relieved they have been dealt with. He can be questioned, read or paraphrase the following text.

My name was Alin, and my crime was monstrous. I was one of the Son's of Spire, and became one of their most respected scholars. When explorers returned from the interior of the monster infested island of Savannab with mysterious magically charged stones, one of them fell into my hands, and I discerned it had properties of stability, which the Son's could use to further their aims of protecting islands by changing their orbits to predictable paths, or even—the dream—locking them into one place.

For years I studied this strange

stone, and discovered it was of ancient dragon design, dating from long before the Sundering. To my shame, I came to believe I had discovered enough to create more of these Nexus Stones, and led the project to stall the orbit of the island Einar. You may know the island now as Remorse. No one's remorse over what happened next is greater than mine.

The experiment was a disaster, and almost everyone upon the island was destroyed, and arose as ghosts, or worse. A few of us survived, but most could not forgive themselves for their crime. I took my own life less than a year after we fled Einar.

Even death did not end my torment, for I found myself wandering the void as you see me now, a spirit, a shade, a ghost. For decades I existed in this half state, half crazed with both boredom and sorrow, until I found myself drawn to a passing ship. This ship proved to be captained by my great nephew, a good man named Skall. He had been searching for me for weeks. He was a Kinsailor, and I gladly became one of his crew. For the first time since long before my death I knew something like peace.

Even this did not last, as I was taken by the Bright Cabal, and threatened with destruction at the ghost still on Mount Ore. In truth, I would have welcomed this, but

they discovered who I was, and shipped me here to this terrible place.

A Necromantic Lord, a terrible thing, unlike anything I have seen before, was created here using body parts taken from people who arrived in a trance. The surgery took weeks, and during it the creature, Mindthief he called himself, raved about recreating the experiment on Einar. However this time, he wants it to fail, and intends to reduce Shadownhaven to a ghost ridden wasteland this time.

He questioned me for hours, but I refused to tell him what I knew, but then, word came of a surviving Nexus Stone, which was being auctioned above Aria. He left only a few days ago, determined to get his hands on the Stone. He must be stopped! With even just one Nexus Stone, he could kill thousands. My terrible folly must not be allowed to cause even more suffering.

The ghost of Alin, the Astronomer faces a terribly uncertain future. He cannot return to Skall's ship, and must return to aimlessly drifting through the void, until he eventually will be driven mad by the pointlessness of such an existence, and will become a threat to all he encounters. His only real hope is if he is given something to focus upon, a purpose. A crew position on the heroes' ship fits this need nicely.



Armed with the information they have discovered in the Bright Cabal lair on The Meeting Place, the heroes should make all possible speed to intercept Mindthief before he seizes the Nexus Stone. If the heroes dally, or are held up by events beyond their control, the Game Master should rule the vampire lord's death barge, suffered hold-ups of their own. Whatever happens, the heroes should arrive to witness, and influence the events described below.

THE EMBARGO OF ARIA

Aria is an island blighted by madness, and disaster. It is also a rich source of salvage which rivals even The Shattered City. Most find the dangers of voider cultists, a madly dancing god, savage glowmad, not to mention almost inevitably succumbing to the constant glow on the island joining the ranks of the voider's minions themselves, enough of a deterrent and look for pickings elsewhere. However, there are always those who are greedy, or desperate enough, to risk anything. Most who ventured onto Aria were never heard from again, but occasionally a half-crazed crew would surface, their hold bulging with rich salvage, telling tales of terrible dangers, madness, death, and more salvage than they had ever seen. Strangely, many who heard these tales seemed to come away having only heard the tales of salvage, and a few of them also risked an expedition into the blighted isle.

It was decided in the Trade Council this could not be allowed to continue. Each unsuccessful sortie onto the island, at best increased the number of glowmad under the voider's control, and often also gave them another ship to add to their growing armada of madness hulks.

It was feared eventually the mysterious Lightlord would have a large enough fleet to launch an attack on the rest of the Sundered Skies.

Aria was embargoed. The majority of the Trade Council's fleet of ships can be found in the void around Aria, attempting to prevent ships both entering and leaving the isle. This serves to prevent one disaster to befall the Sundered Skies, but in doing so allows other threats to go unanswered. The majority of the voider's may be stymied, but the Bright Cabal, and the Pirate Lords are left, relatively unchecked to pursue their goals. The leaders of the Trade Council are aware of this situation, but justify it by identifying the chaotic voiders as the greater threat. There are factions in the Council who privately question the wisdom of such a strict embargo, but they also know if they relax the embargo, then the Lightlord (or his heir) will take advantage of the situation and launch a massive breakout attempt. If this is successful in any way, then the people's confidence in the Trade Council could be irreparably harmed. The Council realizes the folly of their predecessors' decision, but is now forced to uphold it.

AHNAR'S PRIDE

Bring together any group of sentient beings in an endeavor to better the lot of their fellows, and eventually greed and corruption twist and pervert their intentions. The embargo of Aria is no different, and the most obvious example is Captain Frynk Blake of the Council Ship *Ahnar's Pride*.

Blake, and his hand-picked loyal crew, has seen the opportunity to make money from the situation on Aria, and instead of turning would-be scavengers away from

the isle, has taken to charging them to pass. He also serves as a black market clearing house for illicit goods procured on Aria and elsewhere. He has good relations with the Boughbreakers, the Willow Court, several pirate lords, The Quartet of Shadowhaven (who sometimes have need to visit Aria), The Bright Cabal, and even the voiders. Basically, if it can be bought or sold in the Sundered Skies, chances are that Blake and his crew have handled it at sometime.

Recently, Blake has taken the rather risky step of holding auctions aboard his ship for relics, which have fallen into his hands. Word is spread amongst those who may be interested, and they gather on his ship. Once enough time has passed, or all interested parties have arrived, an auction is held, with the item going to the highest bidder. Blake takes a cut from the purchase price. Such an auction is being held for the Nexus Stone, but unfortunately for Blake, Mindthief is not willing to risk losing the Stone to a richer bidder, and will attempt to seize the relic by force.

FIRE IN THE SKY

The heroes might be aware of Captain Blake's, and *Abnar's Pride's* illicit activities with a successful Common Knowledge (-2) roll. The heroes' backgrounds may modify this roll; a history of piracy will negate the penalty, whereas a former membership of the Heralds of the Light gains a +1 bonus to the roll. Knowing about the ship is not enough however, the heroes still have to find it.

The blockade of Aria has to cover a vast area and the chances of *Abnar's Pride* being the first ship they encounter is slight. The other captains in the blockade are used to giving directions to the section of

the void (by following the shore of Aria), which is Blake's responsibility. Almost all them are aware that there is something fishy about Blake's popularity, but he pays them handsomely for every ship sent his way, and calm their consciences by pretending the ships they send on are couriers with messages for Blake's crew.

Regardless of how they find Blake's ship, they arrive in time to witness it being rocked by a huge explosion, as a frigate flees the scene. Mindthief disguised himself, and his human crew as would-be bidders, and was welcomed aboard the Council Ship. Rather than wait for the auction to take place, he then secreted several bombs around the ship, detonated them, and in the chaos stole the Nexus Stone and fled back to his Death Barge. As the heroes arrive on the scene the fires set by the cultists have detonated the powder store, leaving the Council ship disabled and unable to pursue the fleeing vampire. Once again, it is up to the heroes to save the day.

The death barge starts the chase 4 Range Increments apart. Initially Mindthief is intent upon escaping, but once he realizes who is chasing him, fame has come back to bite the heroes again, their ship is as famous as they are, he will become determined to end their threat. This is especially true if the heroes have played through **Mindthief**, and were instrumental in his first defeat.

Rather than blow them out of the sky, the vampire wishes to end their lives personally and will instead attempt to ram them. If he succeeds, it's suggested the Game Master declare the two ships have become hopelessly entangled, and both start to spiral out of control. Awarding the players a Bennie or two might go a long

way to silencing their protests over this bit of cinematic deceit. If the heroes get lucky and destroy Mindthief's ship before it can ram them, the Game Master can always declare that the wreck crash lands on Aria, and the Nexus Stone is presumably somewhere on the surface.

◆ SHIPWRECKED! ◆

The two ships are locked together and are plummeting towards the surface. They plow into the surface of Aria, leaving a long trench, destroying both ships in the process. They are moving at 15" a round at the point of impact, so everyone on board must take 3d6 damage. A successful Agility roll will half this damage. Rather than roll for each extra, just roll 2d6 to decide how many cultists perish, and 1d6 to see how many zombies are destroyed—these dice can ace. Mindthief, and his spawn take damage as normal. Of course, there may have been losses inflicted before the crash.

In the aftermath of the crash everyone who survives is probably shaken or wounded, survivors may also be strewn across the landscape along with the debris of the two broken ships. Once Mindthief has regained his wits, he orders his minions to attack and destroy the heroes once and for all. Mindthief initially attacks with guile or tactics, just driven to maim and tear, but three rounds after he enters combat, he remembers how dangerous the heroes are and starts using his supernatural abilities.

Five rounds after this combat starts, call for a Notice roll. Those who succeed become aware of an encroaching dust cloud. The combatants are about to have some company.

Mindthief: See page 117

Vampire Spawn (maximum of 2): See page 124.

Cultists (Maximum of 8): See page 113.

Zombies (Maximum of 22): See page 124.

A WAVE OF MADNESS

The crash has not gone unnoticed by the inhabitants of Aria, and the closest of them is rushing to investigate. Reymon The Babbler has lost out in the scramble for position in the wake of the Lightlord's death. He made an early play for power, but was soon forced to flee to the outskirts of Aria by more powerful and aggressive voiders. The only thing which distinguishes him from other's of his faith, is his success in attracting two insane muses into his service, something few other madness priests have managed.

He sees an opportunity in the heroes' misfortune. One he is determined to make the most of before others arrive to pick over the remains. His goal is to overwhelm the survivors and quickly turn them glowmad. Once he has increased the numbers of his followers. He will search the wreckage for relics, salvage and other useful goods.

Draw a card from the Action Deck; a red card indicates two-thirds of the glowmad attack Mindthief's troops, a black card means two-thirds attack the heroes, the remaining third tackles the other side. On a joker, all of the glowmad attack the undead. Reymon stays on the fringes of the combat, guarded by his muses and one of the ogres. As soon as he discovers his madness bolts have no effect on the zombies, he orders his troops to destroy them quickly whilst he

deals with the living. Incidentally, Mindthief is immune to the madness priests bolts as well.

The heroes may be tempted to offer Mindthief a temporary truce while the glowmad are dealt with, however the vampire lord has no interest in this. Possibly remembering how a similar situation worked out for him months ago on the island of Remorse (see the Scenario *Mindthief* for more details). Neither the undead, nor the glowmad ask for, or give any quarter and just tear into one another.

Reymon The Babbler: See page 120.

Ogres (1 Per hero -2): See page 119.

Blinded (2 per hero): See page 111.

Insane Muses (2): Use stats for muse on page 118.

Ragers: (3 per hero): See page 120.

THE RESTORATION OF FESTIVAL

Five rounds after Mindthief's destruction (during which more waves of glowmad can attack if the heroes are doing particularly well) the entire combat and wreckage area is afflicted by strong gusting winds which force everyone to make an Agility roll or suffer -1 to all actions for that round. The winds build in strength, and the glowmad, realizing what it foretells, attempt to break from combat and flee. However, they are far too late!

Festival, the Mad God has arrived.

He appears suddenly, a whirling maelstrom at the center of which his titanic form dances to music only he can hear. This frantic movement causes a vortex, which draws everything in the immediate area into the whirlwind around the god, causing debris, the unliving, and the living are ground to dust by the violent winds.

Heroes can try to prevent themselves



being drawn into the maelstrom with a successful Strength roll, as long as they have something solid to hang onto. Each round they must make a Strength roll with an escalating penalty which starts at -1, with the penalty increasing by one each round. Those who fail are pulled into the whirlwind and are spun around and pelted with debris for 2d6 damage each round.

When the last hero still clings to his shelter, or when one of the heroes has actually been killed by the damage of the whirlwind, the vortex draws the Nexus stone from the wreckage of Mindthief's ship. The stone is a gravestone-sized slab of marble-like stone. However, rather than being shot through with blue veins, they are red and appear to move and pulse like disgusting worms or leeches. It narrowly misses one of the heroes and plunges into the heart of the whirlwind. Instead of orbiting the god with the rest of the debris, it carves a path straight through the whirlwind and disappears into the center of the storm.

Almost immediately the winds start to lessen, dropping the heroes gently upon the ground before dissipating completely. Investigating heroes find a motley clad youth lying face down in the center of all this destruction. He appears to be convulsing, but if the heroes turn him over they will discover he is convulsed with laughter.

Read or paraphrase the following:

Eventually the god Festival, of course this is he, regains control of himself, and turns his eyes upon you. You are struck by how full of mirth and happiness the eyes are, you might even call them sane.

"Thank you my friends, I have waited millennia for this day, I hoped it would come, but had begun to despair. Yet again, I realize I should have believed in you.

The Stone you have fought so valiantly over all these months has been absorbed into my form, and has bought me a sense of stability, in both mind, and body that I have not known in seeming eons. I have no idea what its original purpose was, or indeed how long this effect will last, but I will not hesitate to take advantage of the freedom it has given me. Much time has been wasted in my ravings, and I have much to do."

He sadly surveys the wrecked landscape all around him, and sighs. "Much, much to do... But first, I will heal your wounds, for that is the least I can do in thanks."

His form blurs and distorts, and he suddenly looks slightly less vital than he did before. You are infused with an energy you have never felt before, and you watch all of your wounds close up and your worries and fatigue are washed away.

Even more miraculously, your fallen comrades sit up as if awoken from a deep sleep suddenly, they too have had all of their wounds, mortal and otherwise taken from them. Just as you are trying to come to terms with this, the wreck-

age of the ships groans and settles some of it crashing harmlessly to the ground. Something about it seems strange, but then you realize—all the wreckage of your ship has disappeared all you can see are the remains of Mindthief's ship.

The god seems to read your mind. "Your ship safely waits for you to return in the void. I did say I would repair all your wounds. Your ghostly and angelic crew are restored. You have much to do before you can rest, and I would not want to hinder you. My priests have been made aware of the situation, and even now are sending a rescue party. We will speak later, as I have to do a bit of housecleaning it seems."

The god's eyes harden and he strides purposefully away. Nonplussed by all this, you sink to your haunches in the shadow of some ship debris. Wait a minute! The shadow of some ship debris? You thought that was impossible on Aria. Maybe you should just sit here and await rescue, you are sure that you will work out what this means soon, if you just give it some thought...

◆ AFTERMATH ◆

With Festival restored to something very much like sanity, The Skies have changed forever. With the god no longer having to wage a constant struggle just to

maintain control of his actions, he is able to concentrate on eradicating the scourge of the Voiders from Aria, once and for all.

Once this has been completed he sets about removing the constant voidglow blighting his island. This is never fully successful. Pockets of concentrated voidglow are found scattered across the island until the completion of the Plot Point, at which point they become much less dangerous. Unfortunately this is an exhausting task, even for a god, and the Lord of Festival is unable to accompany the armada on its journey towards the final showdown at the Heart. He is able to provide hundreds of Songpriests, and a legion of battle ready muses for the heroes use though.

With the obvious dangers of Aria mostly dealt with, the task of clearing the isle of its salvage, and rebuilding it can begin. This proves to be an extremely dangerous task; pockets of glowmad, and their masters are uncovered nearly every day. Worse creatures are discovered as well. Unique tortured creatures created by the Lightbringer, veritable engines of destruction, which only the most powerful of heroes are able to deal with safely.

The more remote uncleared ruins become havens and lairs for the dispossessed and unwanted of Skies society. Aria becomes a sanctuary for several wildling and glowborn settlements, but it also proves to be the lair of several powerful pirate lords once they are evicted from the more civilized islands of the skies. Dealing with these foes proves to be a daunting, almost military task.

The Heralds of the Light are driven from Aria and forced to operate scattered across the Skies. This, in many ways, increases their effectiveness. They are no longer easy to contain, and predict. Doz-

ens of cells and groups of cultists form on every populated island—and untold unpopulated ones—craving revenge on those who cast them from their home. However, the Trade Council is able to end their embargo, claiming their often-criticized tactics have been a success. The Council's military might can be spread more evenly across the skies, raising it's profile and being seen to counter threats previously unanswered.

The Requiem is decimated by the restoration of Festival. The facet of the god who influenced their thoughts, and rewarded their worship with power, has ceased to exist. For many this is too much to bare and they end their lives, but there are a few who turn to the Lightbringer who accepts these religious refugees with open arms, and promises of even greater power.

Festival, now sane, is assailed by the pressures and strains which afflict the other gods, and starts to sunder (see The Sundered Skies Companion page 33). Sadly his mental condition is much more fragile, his sanity is imposed by a construct made by mortal hands, after all, and he is only a few decades away from sundering into two warring gods who will undo all the good work of his followers.

BESTIARY



ALIN, THE ASTRONOMER'S GHOST

This ghost has had both a sad, and terrible life, and unlife. If he is rescued from Bright Cabal he will offer to serve aboard the heroes' ship as a crew member.

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Astronomy) d12+2, Notice d12, Stealth d12+4, Throwing d12

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

Gear: Thrown objects (Str+d4).

Salvage: None.

Special Abilities:

- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.

BLINDED

Glowmad humans are the most common of their kind. Their scaly skin is earth colored and their features bestial. Their eyes 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 (Str+2)

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 into combat. Leap 1d6+2" with +2 on their Fighting and Damage rolls.



THE BONE LORD

Bone Lord is a unique creature, a ghoulish who has become truly powerful and fearsome. As well as being physically and mentally superior to most ghouls, Bone Lord has pierced his flesh with shards of bone taken from his victims. Somehow, in the chaos following the destruction of

SUNDERED SKIES ADVENTURE COMPENDIUM 2

the *Soulflame* the ghouls have been given the task of overseeing ghost brew production—a task he truly despises.

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

Skills: Fighting d10, Intimidation d10, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 13 (3)

Gear: Great shoulder axe (Str+ d10, AP1, Parry -1, requires 2 hands)

Salvage:

Special Abilities:

- * **Armour +3:** Bone spurs.
- * **Bone Axe:** A target who suffers a Wound or Shaken result from Bone Lord's terrible weapon must make a Vigor roll or be paralyzed, and will be incapable of any action even speech for 2d6 rounds.
- * **Claws:** Str+d4.
- * **Darkvision:** Bone Lord ignores all Darkness penalties.
- * **Fear:** Bone Lord's self-inflicted wounds are horrifying.
- * **Ghost Brew:** Bone Lord has both Berserk and Warrior ghost brews on his person. Drinking these takes an action, but bestows the following Edges upon him; Berserk, Block (Parry 7), Combat Reflexes, Constant Rage (*Sundered Skies Companion* Page 10), Frenzy, Mighty Blow, Oversized Weapon Master (*Sundered Skies Companion* Page 11), Sweep, War Cry (*Sundered Skies Companion* Page 12), Weapon Warded (long sword)
- * **Regeneration:** As an action Bone Lord can stuff his wounds with bone which he tears from his skin. Doing so heals a wound, but reduces his armor by one.
- * **Size +1:** Before his death, Bone Lord was a giant of a man.

- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called Shots do no extra damage, Ignores Wound penalties

BRIGHT SHROUD

Mindthief's personal death barge is in much better repair than the average Bright Cabal ship. This is partly to allow him to safely travel to places a necromantic ship could not, and a side effect of having living crew aboard who maintain the ship.

Acc/Top Speed: 2/10, **Handling:** +0, **Toughness:** 15 (2), **Crew:** 10 cultists, 24 zombies, 2 vampire spawn **Guns:** 8 cannon, **Special:** Heavy armor, ram

CHOIRHALL GUARDS

Some of the most devout followers of Festival who lack the talent and aptitude for magic elect to become temple guards instead. They hold Songpriests in almost reverential awe, and will follow most orders without question.

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

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

Charisma: +0

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

Hindrances & Edges: Loyal, Vow (protect and follow the orders of the Quartet)

Edges: Combat Reflexes

Gear: Chain hauberk (+2), pot helm (+3), Medium shield (+1 Parry; +2 Armor to ranged damage), long sword (Str+d8), spear(3/6/12 Str+d6)

Salvage: Junk per 3 guards.

CHOIRHALL WORSHIPERS

Common islanders overwhelmed by the spectacle of seeing their heroes in the

flesh, their stats are only included here in case the players reaction to their adulation becomes violent.

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

Skills: Guts d4, Notice d6, Stealth d6

Charisma: +0

Pace: 6; **Parry:** 2; **Toughness:** 5

Edges & Hindrances: --

Gear: Fists and feet (Str. Damage is non lethal)

Salvage: Junk per 5 worshipers.

CULTISTS

Worshipers of The Rotting One who lack the ability to cast spells, but are nevertheless extremely devout.

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

Skills: Climbing d6, Fighting d6, Guts d4, Knowledge (Religion) d6, Notice 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 cultists.



**DOUR, GRIM
TROUPE PRIEST**

Dour is one of the most militant members of the Grim Troupe, and has become extremely alarmed at the prophecy of the Mad God, believing it will undermine his source of power and weaken his god. He is determined to thwart the prophecy by slaying the heroes before they can interfere. Not realizing that his actions are what sets them on the path of prophecy in the first place.

A humorless dwarf who dresses in the sombre blacks, Dour is completely bald

as are all the cursed Unnamed—Dwarves who have bought shame on their bestowed names (see Sundered Skies page 121). However, he has found a home amongst the Grim Troupe, and will do everything in his power to protect his new clan.

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

Skills: Faith d10, Fighting d6, Guts d8, Intimidation d10, Knowledge (Smithing) d6, Notice d8, Persuasion d8, Stealth d6

Charisma: -5

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

Hindrances: Loyal, Mean, Outsider, Vow
Edges: Arcane Background (Miracles), Low Light Vision, Reputation (Bad), Song-priest, Strong Willed

Gear: Chain hauberk (+2), Battle Axe (Str+d6)

Salvage: Junk

Spells: (All have 15 Power Points): *bolt, entangle, fear, stun*

Special Abilities:

* **Drums of Woe:** Dour gets a +1 bonus on his Faith roll when using these magical drums to cast his spells. Furthermore Extras under Dour's command who can hear the drums gain a +1 to rolls to recover from being shaken.

* **Grim Troubadour:** Each raise on Dour's Faith roll lowers the Power Point cost by one when casting his *fear, stun, and entangle* spells.

DWARVEN THUGS

These brutes are members of The Giants, a dwarven street gang, and have been hired by Dour to waylay and murder the heroes.

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

SUNDERED SKIES ADVENTURE COMPENDIUM 2

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

Charisma: -3

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

Hindrances: Loyal, Mean, Vengeful

Edges: Low Light Vision

Gear: Leather armor (+1), bone short sword (Str+d6, degradable), clubs (Str+d6), daggers (Str+d4)

Salvage: Junk per 5 thugs.

GHOSTS

These poor spirits escape from the stills during the chaos of the heroes assault. They are crazed with fear and will attack everyone in range.

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:

- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- * **Fear (-1):** Ghosts cause Guts checks at -1 when they let themselves be seen.

GHOULS

These foul undead are used as shock troops on death barges and are often the fists across in a boarding action.

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

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

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

Gear: Finger knives (Str+d4, 3/6/12), leg bone club (Str+d4), shoulder axe (Str+d6), Spine flail (Str+d6, ignores

shield Parry bonus).

Salvage: Junk for every 2 ghouls.

Special Abilities:

- * **Bone Weapons:** A ghoul uses weapons taken from its own body. For example, arrows made from its ribs or an axe, which was once a shoulder blade. These inflict normal damage and infect the victim with the chill of the grave. A target who suffers a Wound or Shaken result from one of these weapons must make a Vigor roll or be paralyzed, and will be incapable of any action, even speech, for 2d6 rounds.
- * **Claws:** Str+d4.
- * **Darkvision:** Ghouls ignore all Darkness penalties.
- * **Fear:** The self-inflicted wounds of a ghoul are horrifying.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called Shots do no extra damage.

GRIFFIN, DWARVEN MERCHANT OF ILL-REPUTE

Raised a tanner, Griffin soon abandoned his families business and now seeks his fortune by less honorable means. Modeling himself on the tradesmen he saw when visiting Shadowhaven, Griffin tries to pander to his customers needs, and has bought and sold most things in his time. If Griffin continues with the life he has chosen, he will end up Unnamed or executed, but he is too short sighted to realize this.

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

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

Charisma: +0

Pace: 6; **Parry:** 4; **Toughness:** 7 (1)

Hindrances: Greedy

Edges: Low Light Eyes

Gear: Leather (+1), dagger (Str+d4)

Salvage: Junk



JOAL THE SCRIBE, THE FACELESS MAN

If the Faceless Man had a name once, he forgot it long ago. Exposure to the void has inflicted a unique form of glow-madness upon him. Rather than mutate him into a blinded it has given him the ability to change his features, and to store things in the glow itself. Since that day, he has used his glow given abilities to forge a reputation as one of the most feared assassins, one who works for the thrill of the kill more than the money. To date no one to date has escaped his blade.

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

Skills: Fighting d12+2, Guts d10, Notice d12, Persuasion d12+2, Shooting d10, Stealth d12, Throwing d10

Charisma: +0

Pace: 6; **Parry:** 11; **Toughness:** 8

Hindrances: Bloodthirsty, Overconfident

Edges: Acrobat, Alertness, Ambidextrous, Combat Reflexes, Danger Sense, Florentine, Great Luck, Improved First Strike, Improved Nerves of Steel, Level Headed, Marksman, Master (Fighting), Quick, Quick Draw, Strong Willed

Gear: Long sword (Str+d8), parrying dagger (Str+d4, +1 Parry)

Salvage: Junk

Special Abilities:

- * **Assassin:** Joal gets +2 damage against anyone who is unaware of his attack.
- * **Counterattack:** Once per round Joal can make a Fighting roll at -2 against any foe who missed him.
- * **Dimension Grasp:** Joal can reach into

a pocket of hell and draw his weapons into the Sundered Skies.

- * **Extraction:** Joal can withdraw from combat without provoking an attack.
- * **Faceless Man:** Joal is able to change his facial features. He cannot impersonate specific individuals, but he can blend into a crowd.
- * **Hellfire:** Joal's weapons are coated in hellfire. These do an extra d6 on the first round after they are drawn; d4 the round after, and on the third round the flames gutter out.



LUKE THE YOUNG, FAVORED DEATH PRIEST OF THE BRIGHT CABAL

Luke is only a child, a fact that causes many to underestimate him. This foul spawn is the result of the communion of a Liche and a bound sacrificial victim taken on an altar to the Rotting One. The product of this unholy union is not a child at all, but something unique and terrible.

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

Skills: Boating d6, Climbing d6, Faith d10, Fighting d6, Notice d8, Persuasion d10, Stealth d10

Charisma: +4

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

Edges: Acrobat, Arcane Background (Miracles), Improved Dodge, Quick, Strong Willed, Unholy Warrior, Very Attractive (Appealing)

Gear: Rags, dagger (Str+d4.)

Spells: (25 Power Points); *blast, bolt, dispel, fear, god-touched.*

Special Abilities:

- * **Armor (+2):** Luke's bones are dense
- * **Cherished:** As the Rotting One's cherished child, any raises he gains on his Faith roll reduces the Power Point cost

SUNDERED SKIES ADVENTURE COMPENDIUM 2

by one. This can reduce the cost of the spell to zero.

- * **Favored:** As a favored child of the Rotting One, Luke has 4 bennies.
- * **Fearless:** Luke is immune to both fear and intimidation.
- * **Innocent:** As long as Luke has not overtly attacked a target he can play on his seeming innocence. He must make a Persuasion roll (modified by his Charisma), opposed by the targets Notice or Smarts (whichever is higher). On a success the target hesitates for one round, but on a raise, he drops his guard completely giving Luke the Drop.
- * **Small (-1):** Luke is a child.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Called Shots do no extra damage; ignores Wound penalties; Immune to disease and poison.



KRAG DEATHSCREAM, ORCISH DEATH PRIEST

Krag Deathscreeam is almost unique—a orc intelligent enough to become a priest of a god other than the Battlelord, sadly he chose The Rotting One to revere. There is little subtlety in Deathscreeam's attacks. He will use his strength and intimidation, as much as his magical power.

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d8, Vigor d6

Skills: Climbing d10, Faith d12, Fighting d8, Guts d6, Intimidation d10, Notice d8, Shooting d8

Charisma: -7

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

Hindrances: Anemic, Mean, Outsider, Ugly

Edges: Arcane Background (Miracles), Big, Reputation (bad), Soul Drain, Steady Hands

Gear: Hide (+1), Battle Axe (Str+d8), Blunderbuss (10/20/40, 1-3d6, 2 actions to reload)

Salvage: Junk

Spells: (50 Power Points, including 15 stored in his Soul Orb) *armor, bolt, drain the powerful soul, fear, zombie*

Special Abilities:

- * **Amulet of Death's Vengeance:** Three rounds after Deathscreeam succumbs to his wounds he returns as a revenant, and will not rest until his slayers have been killed or he has been destroyed. See below for his new stats.
- * **Soul Orb:** Soul orbs absorb the souls of everyone killed within 12", providing 1 Power Point for every soul absorbed. Hitting a Soul Orb is a Called Shot with a -2 penalty. They have an Object Toughness of 12 and are damaged by blunt and cutting weapons. Destroying the soul orb causes Deathscreeam to become shaken.



KRAG DEATHSCREAM, ORCISH REVENANT

This undead brute will not stop until everyone involved in its first death has been slain.

Attributes: Agility d6, Smarts d6, Spirit d12+2, Strength d12, Vigor d6

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

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Gear: Hide (+1), Battle Axe (Str+d8)

Special Abilities:

- * **Claws:** Str+d4.
- * **Size +1:** Orcs are big.
- * **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 re-

cover from being Shaken. Called shots do no extra damage. No Wound Penalties.

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

MEETING PLACE MILITIA

These orcs are the elite of the Meeting Place militia. They are in awe of the heroes, after hearing many stories of their exploits, and will follow their orders without question.

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

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

Charisma: -2

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

Hindrances & Edges: Big, Combat Reflexes, Outsider

Gear: Coin shirt (+2), pot helm (+3), great sword (Str+d10, -1 Parry, needs 2 hands), headbanger (4/8/16, Str+d4, Small Burst Template)

Salvage: Junk per 3 militia.

MERCHANTS

These fellows are even less scrupulous than the average merchant, and willingly trade with the Bright Cabal for their foul ghost tonics.

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

Skills: Boating d6, Climbing d6, Guts d4, Knowledge (Trade) d8, Notice d6, Persuasion d8

Charisma: +2

Pace: 6; **Parry:** 2; **Toughness:** 5

Hindrances: Greedy

Edges: Charismatic

Gear: Dagger (Str+d4)

Salvage: Junk



MINDTHIEF RETURNED

Mindthief's new form is a monstrous golem created from pieces of all the victims who had fragments of his fractured psyche lurking in their heads sown together with coarse thread. Mindthief's mind is as strong as it ever was, and he has returned to his schemes and plots as if he had never been interrupted.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+3, Vigor d12

Skills: Boating d10, Fighting d10, Intimidation d12, Notice d8, Shooting d8, Stealth d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 14 (1)

Edges: Ace, Command, First Strike, Improved Frenzy, Improved Trademark Weapon (Claw), Sky Commander, Very Lucky

Special Abilities:

- * **Armor +1:** Patchwork Skin
- * **Charm:** Vampires can use the *puppet* power using their smarts as their arcane skill. They can cast and maintain this power indefinitely, but can only affect one target at a time.
- * **Claws:** Str+d4
- * **Fear (-1):** Mindthief's grotesque patchwork form causes nausea, but not terror.
- * **Fearless:** Mindthief is immune to both fear and intimidation.
- * **Hardy:** Two shaken results on Mindthief do not cause a wound.
- * **Mindthief:** If Mindthief succeeds with a Called Shot on his target's head with a claw attack, he can make an opposed Spirit roll. If he succeeds, he steals something from the target's mind. A Wild Card will lose an Edge of the vampire's choosing, and Mindthief gains its use. Mindthief must meet all

SUNDERED SKIES ADVENTURE COMPENDIUM 2

the requisites to take the Edge. He can use it for the next 12 hours after which the hero regains its use. An Extra who is attacked by this ability has his mind ripped apart and falls into a near coma. Once the Extra dies he immediately rises up as a vampire spawn.

- * **Mist:** Mindthief has the ability to turn into mist. This requires an action and a Smarts roll at -2.
- * **Sire:** Those slain by an ancient vampire have a 50% chance of rising as a new vampire.
- * **Size +3:** Mindthief's new form is monstrously huge.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Called Shots do no extra damage; ignores Wound penalties; Immune to disease and poison.
- * **Weakness (Holy Symbol):** A hero with a holy symbol can keep a vampire at bay by brandishing it. A vampire who wants to directly attack the victim must beat him in an opposed Spirit test.
- * **Weakness (Stake Through The Heart):** A vampire hit by a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful it takes damage normally, if it fails it disintegrates.

MOUNT ORE MILITIA

These dwarves are the elite of the Mount Ore militia. They are in awe of the heroes, after hearing many stories of their exploits, and will follow their orders without question.

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

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

Charisma: +0

Pace: 5; **Parry:** 7; **Toughness:** 9 (2)

Hindrances & Edges: Combat Reflexes, Low Light Vision, Loyal

Gear: Coin shirt (+2), pot helm (+3), Medium shield (+1 Parry; +2 Armor to ranged damage), long sword (Str+d8), pistol (5/10/20, 2d6+1, 4 shots)

Salvage: Junk per 3 militia.

MULE WIDLINGS

These poor wretches were sold by their elven masters to the Bright Cabal. Any feelings they may have felt at escaping from the thorned leash of Heartland was soon proved premature as they found themselves at the whim of depraved monsters.

These wildlings are used purely as beasts of burden carrying crates, bags, and even men up and down the mountain. They are so oppressed that the possibility of fighting back has not even occurred to them.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d6

Skills: Climbing d6, Guts d6, Notice d6

Charisma: +0

Pace: 6; **Parry:** 2; **Toughness:** 6

Hindrances: Clueless

Edges: Beastling, Brawny

Gear: Claws (Str+ d4)

Salvage: None

MUSE

Muse's are the spirit servants of the Lord of Festival. They appear as beautiful women, and most are bonded with individual Songpriests, but not all, some are free agents who follow the commands of their god.

Attributes: Agility d10, Smarts d12+3, Spirit d12, Strength d4, Vigor d8

Skills: Fighting d8, Knowledge (legend

and lore) d12, Persuasion d12+1, Shooting d6

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

Salvage: None

Special Abilities:

- * **Immunity (Sonic):** Muses are immune to all attacks with a sonic trapping.
- * **Siren's Song:** Muses can paralyze foes with a song. Center a Large Burst Template on them. All those within the Template must make a Spirit roll opposed by the muse's Persuasion roll. Those failing are paralyzed for as long as the muse sings. The muse is unable to move while using this ability, and if a listener is distracted in any way from the muse's song (such as being attacked, or slapped) the effect ends. This ability does not effect non-sentient creatures such as certain undead
- * **Sonic Blade:** The music can create a sonic sword which does Str+d8 damage. The blade cannot leave the muse's grasp.
- * **Sonic Barbs:** The Muse can throw perfectly sharp notes at foes. They have a range of 12/24/48 and do 2d6 damage.



OGRES

Ogres are glowmad orcs, giants with huge potbellies and massive arms and legs. The least intelligent of the glowmad, and 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: Thick hides (+1), stamp hammers

(Str +3, AP 2 -v- Rigid armor, degradable)

Salvage: Goods

Special Abilities:

- * **Size +3:** Ogres are over 9' tall.
- * **Sweep:** Ogres may attack all adjacent foes at -2.



PATREEC MOAR, TRADE COUNCIL REPRESENTATIVE OF STAR CRATER ISLE

At some point in his many travels through the Sundered Skies Moar encountered the Vampire Lord Mindthief, and had a fragment of his memories stolen during the meeting, and in doing so has a fragment of the vampire's twisted psyche nestled in his brain.

With the death of the vampire lord, this fragment has slowly started to take possession of the Councilor and compel him to travel to the place of Convergence. This compulsion is weak, and Moar believes it is his own idea. He will attempt to use the fledgling friendship with the heroes in order to get them to get them to take him to the Meeting Place.

Attributes: Agility d4, Smarts d12, Spirit d10, Strength d4, Vigor d4

Skills: Boating d8, Fighting d4, Investigation d10, Knowledge (Astronomy) d12, Notice d8

Charisma: +0

Pace: 5; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Elderly, Obese, One Eye

Edges: Level Headed, Noble

Gear: Council Robes (+1), dagger (Str +d4)

Salvage: Goods

Special Abilities:

- * **Charm:** The fragment of Mindthief has given Moar the **vampires charm ability**. He can use the **puppet** using

his Spirit as his arcane skill. He can cast and maintain this indefinitely, but can only affect one target at a time, he has not used it on his “scribe” for fear of impeding his skills.

- * **Possessed:** Moar is possessed by a fragment of Mindthief. He gains a +2 bonus to resist Intimidation, and Taunt rolls, as well as a +2 bonus to recover from being shaken.
- * **Weakness (Holy Symbol):** Moar is not a vampire, but the fragment of Mindthief will react to a holy symbol in the same way. A hero with a holy symbol can keep a vampire at bay by brandishing it. A vampire who wants to directly attack the victim must beat him in an opposed Spirit test.

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 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+1
- * **Hardy:** Two Shaken results will not put a Rager down.
- * **Size +2:** Ragers are over 8’ tall



REYMON THE BABBLER

Reymon is not the most powerful, or most intelligent of madness priests. He is however the closest to the heroes’ crash site.

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

Skills: Boating d8, Faith d12, Fighting d6, Guts d10, Intimidation d6, Notice d8, Shooting d8, Stealth d6

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

Gear: Robes, Chain facemask (+2, head only)

Salvage: Junk

Hindrances: Clueless, Delusional, Habit (talk to the glow), Outsider, Ugly

Edges: Arcane Background (Miracles), Command, Fervor, Glow form, Glow Glimpse, Reputation (bad)

Spells: (25 Power Points); *bolt, blast, invisibility, fear, fly, stun*

Special Abilities:

- * **Glowmad Immunity:** Lightbringer never takes one of his own.
- * **Insane:** If the Voider draws a deuce 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, blasts* and *bursts* suffer levels of Glowmadness rather than Wounds. The damage is soaked with Spirit rolls rather than Vigor.
- * **Taking the Glow:** Spells cast in the open by the voider cost no Power Points. Maintaining spells costs the normal amount however.



QUAVER, MEMBER OF SHADOWHAVEN’S QUARTET

NEOPHYTE DEATH PRIEST

Quaver is not the most skilled, famous, charismatic, or even the most pious of The Quartet, but amongst those who know of him he is the most feared. Quaver's talents lie in bureaucracy, organization, and ruthless decision making, it was he who was behind The Quartet's quick rise to nominal power, and it is he who is being instrumental in their equally swift decline into obsolescence. Quaver is totally unable to grasp the fact that the church of Festival is at heart a loose coalition of free thinkers who are connected by their mutual reverence for their god, and most find structure, and rules an anathema. Quaver is getting more and more desperate as his control slips causing him to make more desperate, and stupid moves.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Faith d12, Fighting d6, Guts d6, Intimidation d8, Knowledge (Bureaucracy) d12, Knowledge (Legends and Lore) d10, Notice d6, Persuasion d10

Charisma: -3

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

Hindrances: Arrogant, Quirk (talks in a high pitched sing-song), Small, Ugly

Edges: Arcane Background (Miracles), Reputation (Bad), Scholar (Bureaucracy, Legends and Lore), Songpriest

Gear: Magically enhanced robes (+2), dagger (Str+d4), flute

Salvage: Junk

Spells: (25 Power Points) *bolt*, *boost/low-er trait*, *healing*, *puppet*

Special Abilities:

- * **Quartet Mantle:** Quaver's holy raiment's grant him a magical +2 bonus to both Intimidation and Persuasion rolls.



SCALESKIN, DWARVEN

Scaleskin is a rarity, a dwarven death priest, who turned to the worship of the Rotting One after being declared Un-named for the foul crimes of Kinslaying and necromancy. His pallid, hairless skin seems to be covered in weeping scales. Whether this is a skin complaint or a gift from his goddess is as yet undetermined.

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

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

Charisma: -4

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Hindrances: Anemic, Outsider, Ugly

Edges: Arcane Background (Miracles), Low Light Vision

Gear: Chain shirt (+2), battle axe (Str+d8), dagger (Str+d4)

Salvage: Junk

Spells: (25 Power Points) *armor*, *bolt fear*

Special Abilities:

- * **Ghost Brew:** Scaleskin has a Thief ghost brews on his person. Drinking it takes an action, but bestows the following Edges upon him; Acrobat (Parry 6), Alertness, Danger Sense, Fleet Footed (Pace 8), Quick.



SKALL THE GHOST SINGER, REVENANT

Before Skall discovered his gift for Kinsailing he was a Songpriest. In fact, it was while singing a dirge over his dead brother that he summoned up the first of his ghostly crew. Skall tried for many years to follow both of his callings, but gradually found himself retreating from the world, and taking his only solace amongst his dead crew.



SONGPRIEST

The attack on his crew, and the terrible fate, which awaits them at the hands of the Bright Cabal, has awoken a terrible rage within the Kinsailor. In an extraordinary act of will his ghost has re-possessed his own body, and he will not rest until his family have been rescued or revenged.

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

Skills: Fighting d6, Intimidation d6, Notice d4

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. Called shots do no extra damage. No Wound Penalties.
- * **Weakness (Head):** Shots to the head do +2 damage.

SKELETONS

The flesh has already rotted from these risen dead making them faster than zombies.

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

Skills: Fighting d6, Intimidation d6, Notice d4

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

Salvage: Junk for every 5 skeletons.

Special Abilities:

- * **Claws:** Str+d4
- * **Fearless:** Skeletons are immune to both fear and intimidation.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Called Shots do no extra damage.

These priests are Quaver's most trusted staff, and rely on him for promotion, and power. They generally follow his orders without question.

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

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

Charisma: +2

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

Hindrances: Vow

Edges: Arcane Background (Miracles), Charismatic

Gear: Leather armor (+1), short sword (Str+ d6)

Salvage: Junk

Spells: (10 Power Points); *bolt, boost/lower trait, healing*

THE QUEEN RETURNED

One of the Bright Cabal's more recently acquired death barges. The previous name has been scratched out, as if by giant claws, and the head of the ships womanly figurehead has been hacked off and replaced with the rotting skull of an ogre. Luke The Young, a death priest with great promise has been given captaincy of the ship.

Acc/Top Speed: 3/11, **Handling:** +0, **Toughness:** 19 (3), **Crew:** 10 ghouls, 20 zombies **Guns:** 6 cannon

TOMAS FIREHART

Firehart is a professional soldier who has worked for the Trade Council all of his adult life. He is tough and devoted to his assigned Councilor. He is quick-witted in times of stress and action, but not particularly bright the rest of the time.

Something about Moar's situation just

does not sit quite right with him, but he will follow his councilors orders until he has worked out exactly what is going on.

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

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Throwing d8

Charisma: +0

Pace: 6; **Parry:** 7 **Toughness:** 8 (2)

Hindrances & Edges: Loyal, Vow (protect and follow the orders of his Councilor)

Edges: Combat Reflexes, Command, Danger Sense

Gear: Chain hauberk (+2), pot helm (+3), Medium shield (+1 Parry; +2 Armor to ranged damage), long sword (Str+d8), spear(3/6/12 Str+d6)

Salvage: Junk

Special Abilities:

- * **Tenacious:** Although Firehart is not a true Wild Card; he can withstand two wounds before he goes down.

TRADE HALL GUARDS

These are the personal guard of Patreec Moar, the Representative of Star Crater Isle, and will follow his orders until it becomes obvious he is not what he seems at which point they will look to the heroes for leadership.

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

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

Charisma: +0

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

Hindrances & Edges: Loyal, Vow (protect and follow the orders of their Councilor)

Edges: Combat Reflexes

Gear: Chain hauberk (+2), pot helm (+3), Medium shield (+1 Parry; +2 Ar-

mor to ranged damage), long sword (Str+d8), spear(3/6/12 Str+d6)

Salvage: Junk per 3 guards.

TRAPDOOR SKYLER

These rare earthbound spider-like sky-lers are found on the more rocky islands. They are dangerous ambush hunters, able to surprise and overcome the most powerful of prey.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Climbing D12+2, Fighting d8, Guts d6, Notice d12, Stealth d12+2

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

Salvage: Junk in lair

Special Abilities:

- * **Ambush:** The Trapdoor skyler rolls its Stealth, and approaching prey must use this number as their target for a Notice roll. If the creature wins it gains a +2 on its Fighting roll. If it gets a raise this bonus increases to +4.
- * **Bite:** 2d4 AP 2
- * **Grab:** The skyler quickly grabs its prey and drags it back into its lair collapsing the entrance behind it on a successful Fighting roll. If it scores a raise on this roll, its target is also Shaken. This initial attack does no damage.
- * **Motionless:** This creature can lie motionless for hours giving it a further +2 on its Stealth roll.
- * **Pin:** Once it has grabbed its prey the skyler attempts to pin it to the ground, using its size and strength, and gnaw at the prey with its small but powerful jaws. Treat this as a grappling attack, but the skyler gains its size bonus on its Strength roll.
- * **Quick:** Trapdoor skyler redraw any Action Deck card of value 5 or less.
- * **Size+3:** This creature is the size of a

SUNDERED SKIES ADVENTURE COMPENDIUM 2

large bear.

VAMPIRE SPAWN

A newly risen vampire has to prove itself before it can be given any real responsibility.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

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

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

Edges: Frenzy, Level Headed

Special Abilities:

Claws: Str+d4.

Undead: +2 Toughness. +2 to recover from being Shaken; Called Shots do no extra damage; Immune to disease and poison.

Weakness (Holy Symbol): A hero with a holy symbol can keep a vampire at bay by brandishing it. A vampire who wants to directly attack the victim must beat him in an opposed Spirit test.

Weakness (Stake Through The Heart): A vampire hit by a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful it takes damage normally, if it fails it disintegrates.

ZOMBIES

Zombies are the shambling foot soldiers of the Bright Cabal.

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

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

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

Gear: Sabers (Str+d6).

Salvage: Junk for every 5 zombies.

Special Abilities:

* **Claws:** Str

* **Fearless:** Zombies are immune to both fear and intimidation.

* **Undead:** +2 Toughness. +2 to recover from being Shaken; Called Shots do no extra damage.

* **Weakness (Head):** Shots to a zombie's head are +2 damage.

ZOMBIE, BULL FERAL

The elves of Savannah (see *Sundered Skies Companion*, or the scenario *Mists of Savannah*) sold the corpses of several of its ferals to agents of the Bright Cabal. Necromancers worked their dread arts on the beasts, creating powerful minions.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d4

Pace: 5; **Parry:** 7; **Toughness:** 11

Salvage: None

Special Abilities:

* **Bite:** Str.

* **Hardy:** Two shaken results do not put a bull feral zombie down.

* **Size +2:** Bull ferals stand over 7' tall.

* **Undead:** +2 Toughness. +2 to recover from being Shaken; Called Shots do no extra damage.

* **Weakness (Head):** Shots to a zombie's head are +2 damage.



ZOMBIE, ELEPHANT FERAL

The elves of Savannah (see *Sundered Skies Companion*, or the scenario *Mists of Savannah*) sold the corpses of several of its ferals to agents of the Bright Cabal. Necromancers worked their dread arts on the beasts, creating powerful minions.

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

Skills: Fighting d6, Intimidation d10, Notice d4

Pace: 5; **Parry:** 5; **Toughness:** 13

Salvage: None

Special Abilities:

- * **Hardy:** Two shaken results do not put an elephant feral zombie down.
- * **Large:** Attacks are at +2 to all attack rolls when targeting an elephant feral zombie.
- * **Size +4:** Elephant ferals weigh over half a ton.
- * **Trample:** Zombie elephant ferals can trample creatures of Size +1 or smaller. If a zombie runs, anyone in its path must make an Agility roll or be run down. Victims take damage equal to the zombies Str plus its size, and are knocked prone.
- * **Tusks:** Str+d6
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Called Shots do no extra damage Ignore Wound penalties.
- * **Weakness (Head):** Shots to a zombie's head are +2 damage.

ZOMBIES, ORC

Zombies are the shambling foot soldiers of the Bright Cabal. These particular specimens were orcs, and as such are even more dangerous than usual.

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

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

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

Gear: Axe (Str+d6).

Salvage: Junk for every 5 zombies.

Special Abilities:

- * **Claws:** Str
- * **Fearless:** Zombies are immune to both fear and intimidation.
- * **Size +1:** Orcs are big.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Called Shots do

no extra damage.

- * **Weakness (Head):** Shots to a zombie's head are +2 damage.

ZOMBIE, SOULLESS

Summoning the soul of the deceased and forcing it to re-inhabit and animate the shell of its own body create most zombies. Some zombies though are truly soulless—literally soulless husks, which just wander aimlessly, attacking everything in sight. These zombies are significantly tougher than the more common zombie. Soulless zombies are occasionally and spontaneously created at the site of a necromantic accident, or experiment.

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

Skills: Fighting d6, Notice d4, Throwing d6

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

Gear: Improvised throwing weapon (3/6/12, Str+d4. -1 to Throwing skill)

Salvage: Junk for every 3 zombies.

Special Abilities:

- * **Hardy:** Two shaken results do not put a soulless zombie down.
- * **Claws:** Str
- * **Fearless:** Soulless zombies are immune to both fear and intimidation.
- * **Nauseating Wound:** A portion of each of these zombies has had a geometrical portion of their body surgically removed, The edges of which seeps with rot, slime, and sometimes exposed organs. Those seeing these wounds must make a Guts roll or be Shaken. Those so effected, must also make a Vigor roll or suffer a -1 penalty for the remainder of the encounter. Those who roll a natural 1 on their Guts roll (regardless of the Wild Die) must roll on the Fright Table as well.

SUNDERED SKIES ADVENTURE COMPENDIUM 2

- * **Soulless:** Soulless zombies have two points of armor against all magical attacks. They also gain a +2 bonus to any opposed rolls to resist magical effects.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Called Shots do no extra damage.
- * **Weakness (Head):** Shots to a zombie's head are +2 damage.

◆ PLAYER HANDOUT: THE PROPHECY OF THE MAD GOD ◆

In the Final Days before the End heroes will rise who will stand before the Brightening of the Light. Many will be their foes; thorn, claw, and flame. They will free the dead dragon from his prison of pain; preventing the slayer of scales from relighting a rage which has slumbered for centuries.

They will travel through the Iron Door into a realm of agony, and return with a flayed servant of the Lost Gods. These ones foretold will befriend, kings, and commoners, gods and rebels. They will strive to overthrow the realm of the willow, whose roots are watered in the tears of the enslaved, and they will defeat The Lord of Hunger in his despoiled kingdom.

Amongst many great deeds stands one above all others; twice they will visit the Joyless Isle, and twice will they encounter The Terrible Dancer. But, once they will leave their mark upon the Whirling Lord, a mark, which will bring stability long lost. The whispers of The Shining One will be silenced and The Prison of the Heart will know laughter once again.

◆ PLAYER HANDOUT: PARCHMENT MESSAGE TO BONE LORD ◆

Bone Lord,

Lord Mindthief still undergoes the trial of Convergence, and while he is not yet complete, enough exists to allow him communication.

The astronomer's ghost has pleased him greatly. Within it is the knowledge needed to construct our own Animation Dolmen. Once he is Returned, and has the materials in his hands once again, you will be well rewarded. There has even be word of a place at His shoulder managing the destruction of Shadowhaven.

Congratulations again, on your success. I will send word once we are successful above the isle of Blight, and you can join us at the Graveyard of Ships

May Our Queen Return To us

Krag Deathscreeam, Lord of Rage.

◆ PLAYER HANDOUT: MESSAGE FOUND AT THE CONVERGENCE ◆

Krag,

Word has reached us of an auction to be held aboard Ahnar's *Pride* blockading of *Aria*. Amongst the many items on the block, is what appears to be another *Animation Dolmen*, similar to what was found on both *Remorse*, and at the *Temple of the Dragon*.

We suggest you take steps to procure this relic, so our project can recommence. We urge you to not inform *Mind-thief* of this development, because, knowing him, he will demand to travel to *Aria* himself, before the *Convergence* is complete.

Whether you buy, or steal the *Dolmen*, we do not care, just get it!

◆ PLAYER HANDOUT: MESSAGE FOUND AT THE CONVERGENCE ◆

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Word has reached us of an auction to be held aboard Ahnar's *Pride* blockading of *Aria*. Amongst the many items on the block, is what appears to be another Animation Dolmen, similar to what was found on both *Remorse*, and at the Temple of the Dragon.

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NON-PLAYER STATISTICS—FOR PLAYERS

GRIFFIN, DWARVEN MERCHANT OF ILL-REPUTE

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

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

Charisma: +0

Pace: 6; **Parry:** 4; **Toughness:** 7 (1)

Hindrances: Greedy

Edges: Low Light Eyes

Gear: Leather (+1), dagger (Str+d4)

Salvage: Junk

JOAL THE SCRIBE, THE FACELESS MAN

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

Skills: Fighting d12+2, Guts d10, Notice d12, Persuasion d12+2, Shooting d10, Stealth d12, Throwing d10

Charisma: +0

Pace: 6; **Parry:** 11; **Toughness:** 8

Hindrances: Bloodthirsty, Overconfident

Edges: Acrobat, Alertness, Ambidextrous, Combat Reflexes, Danger Sense, Florentine, Great Luck, Improved First Strike, Improved Nerves of Steel, Level Headed, Marksman, Master (Fighting), Quick, Quick Draw, Strong Willed

Gear: Long sword (Str+d8), parrying dagger (Str+d4, +1 Parry)

Salvage: Junk

Special Abilities:

- * **Counterattack:** Once per round Joal can make a Fighting roll at -2 against any foe who missed him.
- * **Dimension Grasp:** Joal can reach into a pocket of hell and draw his weapons into the Sundered Skies.
- * **Extraction:** Joal can withdraw from combat without provoking an attack.

MEETING PLACE MILITIA

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

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

Charisma: -2

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

Hindrances & Edges: Big, Combat Reflexes, Outsider

Gear: Coin shirt (+2), pot helm (+3), great sword (Str+d10, -1 Parry, needs 2 hands), headbanger (4/8/16, Str+d4, Small Burst Template)

Salvage: Junk per 3 militia.

MOUNT ORE MILITIA

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

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

Charisma: +0

Pace: 5; **Parry:** 7; **Toughness:** 9 (2)

Hindrances & Edges: Combat Reflexes, Low Light Vision, Loyal

Gear: Coin shirt (+2), pot helm (+3), Medium shield (+1 Parry; +2 Armor to ranged damage), long sword (Str+d8), pistol (5/10/20, 2d6+1, 4 shots)

Salvage: Junk per 3 militia.

MULE WILDLINGS

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d6

Skills: Climbing d6, Guts d6, Notice d6

Charisma: +0

Pace: 6; **Parry:** 2; **Toughness:** 6

Hindrances: Clueless

Edges: Beastling, Brawny

Gear: Claws (Str+ d4)

Salvage: None

SUNDERED SKIES ADVENTURE COMPENDIUM 2

SKALL THE GHOST SINGER, REVENANT

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

Skills: Fighting d6, Intimidation d6, Notice d4

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. Called shots do no extra damage. No Wound Penalties.
- * **Weakness (Head):** Shots to the head do +2 damage.

TOMAS FIREHART

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

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Throwing d8

Charisma: +0

Pace: 6; **Parry:** 7 **Toughness:** 8 (2)

Hindrances & Edges: Loyal, Vow (protect and follow the orders of his Councilor)

Edges: Combat Reflexes, Command, Danger Sense

Gear: Chain hauberk (+2), pot helm (+3), Medium shield (+1 Parry; +2 Armor to ranged damage), long sword (Str+d8), spear(3/6/12 Str+d6)

Salvage: Junk

Special Abilities:

- * **Tenacious:** Although Firehart is not a true Wild Card, he can withstand two wounds before he goes down.

TRADE HALL GUARDS

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

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

Charisma: +0

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

Hindrances & Edges: Loyal, Vow (protect and follow the orders of their Councilor)

Edges: Combat Reflexes

Gear: Chain hauberk (+2), pot helm (+3), Medium shield (+1 Parry; +2 Armor to ranged damage), long sword (Str+d8), spear(3/6/12 Str+d6)

Salvage: Junk per 3 guards.

WITHIN THE SKIES

◆ LIFEMOTHER'S HOME ◆

Where: Plenty

When: When the heroes have reached the rank of Seasoned.

While they are on Plenty, the heroes are approached by a local merchant, Haldin Skyborn. He is organizing a search for his missing brother, Garieth, and wants their help.

Haldin and Garieth both command one of the heavy grain barges that transport foodstuffs from Plenty to the islands of the Skies. Eight weeks ago Garieth returned from his latest trip talking excitedly about "a very special place" he had discovered, "a place that could improve the family fortunes for good." Ignoring Haldin's advice to forget about scatter-brained treasure-hunting schemes and concentrate on the business, two days later Garieth and his crew departed Plenty without warning. They have not been seen since.

While searching Garieth's house for a clue to his whereabouts, Haldin found a small bag containing samples of damp earth, and thinks that these samples will take him to Garieth's mysterious "special place." Haldin has also found out that before leaving, Garieth not only bought weapons and armor, he also hired the services of a Provider from the Teardrop. Haldin has no explanation for this, but

has asked a Provider friend of his to join the search, and is also looking for experienced heroes to come along in case things get ugly.

Haldin offers the heroes 500 cogs if they will accompany him on the search for his brother. In addition, if the heroes help find Garieth—alive or dead, they will also be entitled to all Salvage that they find. Haldin's grain barge, the *Sky Harvest*, will be waiting for them tomorrow at the docks, ready to depart.

THE RUNOFF FALLS

Once aboard the *Sky Harvest*, Haldin will introduce the heroes to the ship's complement of 20 sailors and to his Provider friend, Righael Thornbarn. Haldin then uses the earth from Garieth's bag on his waysphere and the *Sky Harvest* heads straight towards the Runoff Falls.

Instead of directly entering the Falls though, the ship must spend a few days climbing up through the void parallel to the Falls. If this is the heroes' first visit to the Runoff Falls, describe the incredible spectacle before their eyes: A huge wall of water falling through the sky, with no visible beginning or end; a dull, muted roar of water against water; the wet breeze that covers the *Sky Harvest* and everyone aboard her with tiny droplets.

After five days of straight climbing following the directions indicated by the

wayphere, the navigator calls for a course change and the *Sky Harvest* finally turns sharply and plunges into the Falls. Haldin orders everyone aboard inside and instructs the crew to shut all hatches while sending a single sailor into the Lookout Cage.

A few hours later the dull roar of the Falls becomes deeper and more rounded. The lookout warns via knock codes that something solid is coming up from below the ship, and requests to be let in. Back inside the hull proper, the sailor explains that there is an island floating *inside* the falls. He also says that the crushed hull of a grain barge, can be seen on the island.

Upon hearing this news, Righael lets out a cry and the amazed sailors start muttering among them. Have each hero make a Common Knowledge (-2) roll (no penalty for heroes raised on Plenty, +2 for Providers); on a success, the hero remembers that the Lifemother supposedly lives on an island inside the Falls (see *Sundered Skies*, page 42). Suddenly, the reason why Garieth needed a Provider is clearer. Is this what his words “a very special place” meant?

THE GLIMMER SIMMER

The *Sky Harvest* is able to dock under a rock outcropping next to the *Glimmer Simmer*, and once the barge has come to a rest, Haldin asks the heroes to investigate Garieth’s ship, which is about 100 yards away.

Although the heroes are protected from the most of the falling water by the outcropping, water runs down and across every surface of the island, making walking slippery. To move anywhere on the island, the heroes will need to make Climbing rolls with a -2 penalty to account for

the wet conditions (See the Climbing rules from *Savage Worlds* for further information). Ropes or other climbing aids can be used to make the walk safer. Any hero who falls is in danger of slipping off the island and into the void. He can make an Agility roll (-2) to try to hold onto something and save himself. If he fails, use the falling rules from *Sundered Skies*. On the plus side, the falling hero runs no immediate risk of drowning since his fall occurs under the outcropping.

When the heroes reach the *Glimmer Simmer*, they can see that her hull has been punctured by hundreds of curious 1-inch-wide thin perforations through which water streams. When they climb aboard and explore the ship, they find nothing amiss until they enter the forward cargo hold and discover it partially flooded, the water draining slowly out through a large hole in the hull. The hole leads into a dark cave inside the island.

The cargo hold is not empty though. Several small harmless-looking crab-like creatures scuttle along the deck and walls of the hold and over the swollen bodies of the crew that float in the bottom of the hold. As they look around the hold, the heroes will hear an insane giggle from the rear of the hold and out of the gloom will step the barge’s only survivor. He is cadaverously thin and half-naked, and has a mad glint in his eye. With a giggle, he will tell the heroes that “Garieth took his expedition to the deep” and “demons! The water-demons took them inside the hole!”

Before the heroes have time to respond to the survivor’s ravings, the drowned spirits of some of the dead crew materialize and attack the heroes. They have been “taking care” of their crew-

SAILING INSIDE THE FALLS

Grain barges crossing the Runoff Falls have to deal with the effects of the incredible downward force of the falling water. For this reason, barges inside the Falls cannot climb, they can only fall. Any climbing must be done parallel to the Falls prior to entering them.

To help navigate the several hours-long crossing through the Falls barges are built with a small wooden compartment on the underside of the hull. Protected from the water by the barge itself, this "Lookout Cage" has prevented many accidents, but it is a dangerous place, so lookout duty is usually assigned as a punishment for indiscipline or bad workmanship.

Two doors lead into the Lookout Cage. A top wooden door opens into the ship while a lower door, cut into the hull itself, usually opens to the Falls below. Both the upper and lower doors open from the inside of the ship only and only one door can be open at any one time. This means that if the cage floods only the lookout is in danger of drowning.

Once inside the Cage a sailor must rope himself in to prevent him from falling out of the barge and into the Falls. When roped in the lookout can reach the upper door, but not the lower. A pulley system is used to open the lower door.

While inside the cage, the lookout communicates using a code of knocks on the top door. The knocks cover most common occurrences; for more complicated sightings the lookout usually asks to be let back into the ship.

All grain barges have a blind spot below and behind them. This is inevitable given their size. Sometimes reckless pilots try to take advantage of this spot to try and sneak into Plenty under cover of a grain barge, attempting to avoid the long and potentially dangerous journey through Razor Passage. Several grain barges have been damaged by ships caught in the swirling maelstrom of the Falls, so now barge captains do all in their power to prevent this practice.

mate, driving him insane in the process and when they appear, the sailor's mind snaps and attacks everyone around him while screaming, "the Lifemother's demons will kill us all!"

Drowned Spirits (1 per hero, plus 1): See page 162.

Insane Sailor: Use Sky Sailor stats from page 163 adding the Berserk edge.

HALLOWED GROUND

If the heroes return to the *Sky Harvest* and report what they have seen, panic

erupts among the crew. Righael demands that they leave this "sacred place" or face the "Lifemother's wrath" for entering her home uninvited. Haldin however, begs the heroes to lead an expedition into the caves and bring back his brother, dead or alive. Under no circumstances will Righael, Haldin, or any of the crew accompany the heroes on this quest.

THE CAVES

The cave entrance is swathed in green moss and dotted with several 1-foot-wide

THE TRUTH

Both Garieth and Righael are wrong: This is not the Lifemother's home (she takes good care of her privacy), but an ancient island that is home to a devolved race of amphibian beings. Long ago this race forged a great civilization under a large lake in Heartland. Most of them perished during the Sundering, but by chance a small fragment of land ended under the Runoff Falls, then recently created by the gods to save the denizens of the Skies, enabling a few hundred amphibians to survive. In the millennia since, what vestiges of civilization were lost and the amphibians have regressed into a primitive state.

The amphibians still venerate the "water gods" though, and unlikely as it might seem, the Lifemother has answered their prayers. As explained in the *Sundered Skies Companion*, the gods are slowly succumbing to creeping madness causing them to sunder into two opposing beings, and the sundered Lifemother is a deity of disease, and decay.

white mushrooms. Both the moss and the mushrooms have special properties. Like a sponge, the moss quickly absorbs all water around it and if shoved deep into a drowned hero's throat it can negate the -4 penalty to the Healing roll to resuscitate him. The mushrooms are buoyant, but bulky. Only one mushroom can be carried under each arm, but together they grant a +2 bonus to Swimming rolls.

Beyond the entrance cave lies an irregular system of water-made tunnels and caves

many of which are half submerged in water (count as Difficult Ground). In places can be found the broken remains of old walls and ruins that show that part of the cave system was once part of an ancient city.

The constant dull roar of the Runoff Falls is not the only reminder of the damp nature of the caves. Small holes in the walls, floor, and ceiling frequently shower water into the tunnels, and worse, the island's slight wobbling and rotation causes water from the Falls to accumulate in depressions and dips across the island until it spills, often causing sudden waves and flash floods in the caves. The heroes will be constantly aware of the small rivulets of water that course down the tunnel walls, and of the frequent small waves and eddies in the frequent pools of water. Every so often a large wave forms, one that might endanger the player characters. Fortunately, the heroes usually get to hear the wave or flash flood a few rounds before it arrives.

The GM should draw a card from the action deck every thirty minutes that the party spends moving through the caves. If a face card is drawn consult the table below. If a Joker is drawn, draw another card and compare its suit to the table, applying a -2 penalty to any Trait rolls. Unless he already has the skill, each hero is assumed to have a Swimming skill of d4-2. Be sure to review the Drowning rules in *Savage Worlds*.

Suit	Result
Club	Most of the water drains from the corridor. Bones and junk can be seen lying on the cave floor. With a successful Notice roll the heroes find Junk-level salvage on the

floor; with a raise they find a weapon or object that obviously belonged to Garieth or his expedition crew. After 1d4 rounds a wave rushes back into the corridor and restores the water level.

Diamond A large wave rushes from one end of the corridor/room forcing each hero to make a Swimming roll. If anyone fails, he gains a Fatigue level.

Heart A huge wave rushes from one end of the corridor/room filling it completely for 1d4+3 rounds. A hero can hold his breath for 5 times his Vigor in seconds (one round equals six seconds). For every round spent underwater without any breath left, a hero must make a Swimming roll or suffer a level of Fatigue.

Spade A strong underwater current pulls the heroes towards a sinkhole in the floor that spills its water directly into the Runoff Falls. Each hero must make a Swimming roll or be pulled by the current into the sinkhole. If this happens, use the rules for falling overboard (*Sundered Skies* page 53).

THE GUARD ROOM

A few hundred yards into the cave system the heroes reach a room 8" in diameter and three-quarters-flooded with water. Submerged under the water is a party of amphibian guards that will

attack the heroes as soon as they enter the room. Once all heroes have entered the room, the water suddenly explodes as the amphibians emerge and attack with surprise. Heroes must make a Guts roll or suffer the effects of Fear. The passageway continues on the other side of the room.

Amphibians (two per hero): See page 161.

THE CAVE SYSTEM

The cave system is not lit, and within a few yards of the guard room it soon becomes pitch black. The heroes will need some sort of artificial light. The cave is a labyrinthine maze of tunnels, dead ends, chutes, and crawlspaces. Rather than provide a map such a confusing and multi-layered maze, we suggest you use the following system.

Draw a card from the Action Deck for every ten minutes the heroes wander the tunnels, if a face card is drawn then refer to the entry below.

BLACK JACK (WATER HAZARD)

The heroes find themselves facing a sudden flood as detailed on page 137. Draw another card, the suit of which determines the danger they are in—as detailed in the table found on page 137.

This hazard should only run once during the heroes' exploration of the tunnels. If it comes up again treat it as a red jack.

RED JACK (SALVAGE)

The heroes manage to stumble across some building salvage. Roll on the table below. No matter what the roll there is no chance of a relic being found.

D10	Cargo	Value (cogs)
1-5	½	d10 x10
6-8	1	d10 x100

SUNDERED SKIES ADVENTURE COMPENDIUM 2

9-10 2 d10x500

BLACK QUEEN (AMPHIBIANS)

The heroes encounter a group of amphibians equal to the number of heroes +2.

Amphibians (1 per hero +2): See page 161.

RED QUEEN (SALVAGE)

The heroes manage to stumble across some building salvage. Roll on the table below. No matter what the roll there is no chance of a relic being found.

D10	Cargo	Value (cogs)
1-5	½	d10 x10
6-8	1	d10 x100
9-10	2	d10x500

BLACK KING (THE WATERFALL & CRAB PENS)

The heroes have encountered the waterfall and crab pens. Full details on this encounter can be found on page 138.

RED KING (THE TRIBE CHAMBER)

The heroes have found their way through to the tribe chamber, see page 139 for more details.

BLACK ACE (CRAB MONSTERS)

The heroes encounter a group of crab monsters roaming the caves. There is one of these creatures for every hero.

This encounter should only run once during the heroes' exploration of the tunnels. If it comes up again treat it as a red ace.

Crab Monster (1 per hero): See page 161.

RED ACE (THE TRIBE CHAMBER)

The heroes have found their way

through to the tribe chamber, see page 139 for more details.

JOKER (THE TRIBE CHAMBER)

The heroes have found their way through to the tribe chamber, see page 139 for more details. Furthermore, they gain a +2 bonus to any rolls to surprise the amphibians.

THE WATERFALL

Further into the cave, the heroes hear a dull roar and feel strong water currents pull at their feet. A powerful stream feeds into the passageway, turning it into a swirling river that culminates in a 30'-deep waterfall. Any hero who approaches within 20' of the waterfall make a Swimming roll or be swept away by the current and carried over the waterfall. Any hero who is not swept away can attempt to grab a colleague who is being swept away, this requiring an Agility roll at a -2 penalty. See the Falling into Water rules in Savage Worlds to handle falling damage, and how to avoid it.

A series of handholds are carved into the rock parallel to the waterfall and these can be used to climb up or down the 30' into pool at the foot of the waterfall. The carved handholds offset the difficulty caused by the slipperiness of the cliff. Climbing checks may be attempted at no penalty.

THE CRAB PENS

Under the waterfall is a 12" diameter room with a deep, cold pool. Here the amphibians raise a small herd of crab monsters which they slaughter for their meat and turn everything else into arms, armor, and tools. Three of the creatures are kept in this pool, currently being seen

to by a trio of amphibian “crab shepherds.” The crab monsters are idling under the water, but surface and attack as soon as the first hero disturbs the water, either by falling over the waterfall or climbing down the handholds into the pool. Two of the amphibian “crab shepherds” will join the attack upon the heroes while the third tries to escape down the exit passageway to raise the alarm.

The depth of the Crab Pen means that the only way to cross it is by swimming. The only way out of the Pen is by the handholds parallel to the waterfall or via the passageway.

Crab Monsters (3): See page 161.

Amphibians (3): See page 161.

THE TRIBE CHAMBER

The heroes find themselves on the shores of an underground lake that fills the inside of a large, high-vaulted cavern. The lake is fed by rivulets of water that run down the walls and ceiling of the cave.

Approximately 10” away from the shore stands a small 8” diameter island upon which the heroes can see several prone figures. If the heroes swim out to the island—the only way to reach the island—they discover the figures to be that of seven human sailors. Five of them are dead, but two are still alive, though tortured and emaciated. One will identify himself as Garieth and tell the heroes that the “demon tribe” is on an island further into the cavern where it is performing some kind of ritual.

Before the heroes have a chance to decide what to do, a strange cry echoes through the cave and the sound dozens of approaching splashes can heard from deeper into the cavern. The amphibians

have spotted the heroes and are swimming towards the island! Led by their clan chief, they start in the water 10” from the island.

If the fight goes against the party and the heroes decide to withdraw back across the lake, half the remaining amphibians plus the chief chase them while the rest stay back to protect their home. Use a variation of the chase rules, with ten markers representing the cave route back to the *Glimmer Simmer*. Use Agility as the movement trait, giving a +1 bonus to the amphibians for their familiarity with the wet conditions within the cave. On markers 3 (“Crab Pen”) and 8 (“Guard Room”) both parties will need to roll Swimming instead of Agility since those two rooms are flooded. As natural swimmers, the amphibians’ bonus goes up from +1 to +2. Note that dragging Garieth and his companion is likely to incur a swimming penalty.

If the heroes pass the tenth marker they are out of danger, as the amphibians will not pursue them in the outside.

Amphibians (5 per hero, minimum 20): See page 161.

Amphibian Clan Chief: See page 162.

Garieth: Use Sky Sailor stats from page 163 with 1 wound and 2 fatigue levels.

Garieth’s crew (1): Use Sky Sailor stats from page 163 with 2 fatigue levels.

DEPARTURE

Once the heroes are aboard the *Sky Harvest*, Haldin orders his crew to get the barge under way. However, as soon as the ship starts to move, it is shaken from stem to stern by hundreds of tiny hits! One of the crew will race onto the deck and report to the captain that water is seeping into the ship as well.

The cause is easy to discern. Swarms of the small crab-like creatures have covered the hull of the ship, its solid wood planks a rich source of nourishment for them, and they have reacted to the *Sky Harvest's* movement by punching thin perforations, 1-inch-wide, into the hull with their pincers. It should be obvious to both the heroes that this is what happened to the *Glimmer Simmer*.

If the *Sky Harvest* is to leave the island, someone will need to deal with her attackers—Haldin will ask the heroes to go to the upper hull and eliminate the vicious crab swarms that are causing all this trouble. For every five rounds that pass while the swarms are still on the barge, the little pests inflict 1 Wound to the ship (as a whole, not one Wound per swarm). While she remains on the island and while still sailing through the Falls, any Wounds caused to the *Sky Harvest* will allow water to continue seeping slowly into her hull and across all decks. Since the barge cannot open her hatches until she leaves the Falls, there is the possibility that she will fill with water and everyone aboard will drown. Of course the GM should not let this happen, but he should ensure that it is a close run thing!

Crab Swarms (3): See page 161.

AFTERMATH

As the barge leaves the Falls and the hatches are reopened, one of the heroes should spot a blurry island inside the cascading water. A frail old cloaked woman standing on it, impervious to the water, smiling at the hero. After a few seconds the island disappears from sight and the hero is left wondering if what he saw was really the Lifemother's island after all.

Whatever happens, the amphibians' is-

land is doomed. The constant water erosion that has carved the caves is weakening its structure and within a few decades the likelihood is that the island will break apart and fall into the Void.

◆ THE SYMPHONY ◆

Where: Gateway

When: When the heroes have reached the rank of Veteran.

"Every person is a song, and every song has an end." So say The Requiem, the heretic cult of bardic assassins who believe that they possess both the authority and the duty to decide when every song should end. Seemingly at random, The Requiem decides who lives and who dies; no obvious distinction is ever made on the basis of race, wealth, or birthplace. Once a target has been determined, The Requiem's skilled assassins then take on the mission, slaying the chosen ones themselves.

But even in a fringe cult like The Requiem, factions exist.

A NOVEL APPROACH TO ORCHESTRATION

Songpriest Draall Musecraft, one of The Requiem's more unhinged high Songpriests, has recently undergone an epiphany and begun to preach a new interpretation of The Requiem's beliefs. People are not only songs, they are also melodies, monophonic sequences of structured sound that intertwine with each other to form "greater songs." Clans, groups, families, organizations, even entire societies, interact in a myriad ways that, to a mind smart enough to grasp it, resemble the relationship between melody and harmony, between rhythm and dynamics. Musecraft calls these new constructs "symphonies."

Musecraft believes that the Requiem's reach should extend beyond ending the songs of mere individuals, but should also take it upon itself to influence , and end entire organizations and even bring societies "whose song has gone on too long" crashing down.

The theological and practical implications of Musecraft's doctrine are greater than they seem. To begin with, the effort required to destroy or defend an institution composed of hundreds or thousands of individuals is beyond The Requiem's limited resources. Also, the cult's custom of personally taking care of "ending the songs" would be subverted, since it is not possible to "personally" destroy a society. Since different people's songs end at different times, the "purity" of The Requiem's goals could be compromised by ending them at the same time. Above all, any mass assassination would give The Requiem far more notoriety and risk of persecution than its leaders desire at the moment. Many of the smarter and more canny—not to say saner—Song-priests in The Requiem worry that the path proposed by Musecraft could lead to another mass pogrom, similar to the one that occurred twenty-three years ago when The Requiem murdered the dwarf-king's grandson.

Faced with challenges to his new doctrine, Musecraft has decided to prove once and for all that symphonies exist, and can be ended just like individual songs/people can. He and his followers have left the Requiem's base, a ruined Choirhall somewhere out in the void, and have come to Gateway. In the months since his arrival, Musecraft has created a hidden, trap-filled complex under Gateway's abandoned warehouse district. He has also devoted his

time to orchestrating his first symphony, a work that will use a group of supposedly noble "heroes" as a mean with which to, in his words, "unmask and punish the hypocrisy and lack of base values of all self-righteous human souls." His demonstration will, if successful, change The Requiem's methods forever.

STRANGE DISAPPEARANCES

When the heroes arrive at Gateway they find the town in an uproar. Four days ago the town woke up to discover that about a dozen of its most respected citizens had disappeared from their homes along with their immediate families. The missing individuals were respected pillars of the community—successful merchants, local neighborhood leaders, guild masters with a reputation for honesty, even well meaning religious figures. None of them though, were powerful or wealthy enough to have employed or needed the protection of either soldiers or bodyguards.

The limited signs of a struggle at some of the victim's homes suggest that in each case a carefully planned and executed kidnapping took place. The local authorities have no leads on the disappearances and no idea as to motives if they were indeed kidnappings. So far no ransom has been requested.

By this point in the campaign the heroes' achievements have probably gained them some degree of fame and recognition. Musecraft selects them precisely because of this. The GM should arrange to have the heroes receive a sealed letter, rather grandiosely addressed to "The bravest, noblest, and most self-sacrificing heroes in the Skies." Inside, the heroes find a message written in crude handwriting. Give Handout 1 to the players.

MUSECRAFT'S SYMPHONY

Musecraft's symphony is a complex, symbolic work. If the GM wants to set the right tone and message for each scene, it might be useful if he understands the hidden meanings behind the symphony.

Musecraft's symphony has two different, intertwined, themes. The first theme deals with what Musecraft believes to be the unhealthy and hypocritical relationship between the common people and the heroes they look up to. With this theme Musecraft strives to show that "heroes," far from being noble and self-sacrificing, can become as evil as anybody else and that the people they help and in turn look up to, can turn on them in an instant.

The second theme strives to show that societies *are* symphonies. Musecraft assigns a musical role each to the heroes, to the common people, and to The Requiem; and then lets the resulting relationships prove that Festival's power applies to entire societies and not just to individuals. This, by extension, proves that societies fall within The Requiem's area of influence. In this theme the heroes represent the Melody, always on the foreground, the most recognizable part of the work. The kidnapped victims are the Harmony, and represent the background, a part that both influences and is influenced by whatever the Melody does. Both the Harmony and the Melody work within the restrictions placed by the Rhythm, which represents the structure Festival applies to the Skies.

In the First Movement, *Melody follows Harmony*, a victim (the Harmony) is placed at risk and the heroes (the Melody) are compelled to save him. Musecraft wants to show that the heroes are compelled by tradition to help the helpless, which gives them a false feeling of righteousness.

In the Second Movement, *Harmony follows Melody*, it is the heroes that have the power to decide who lives and who dies; the victims can only wait and hope that they are chosen. Just by the act of choosing, the heroes are in a way, indirectly responsible for letting victims die. Musecraft wants to show that the slippery slope towards evil begins here, even in the best of us.

In the Third Movement, *Rhythm follows Chaos*, Musecraft's blade-wielding device sets the Rhythm, and the heroes must move within its rules. Musecraft wants to show that the heroes are just like the people they are trying to save: victims, dancing to someone else's beat and powerless to change it.

Finally, in the Fourth Movement, *Perfection follows Dissonance*, Musecraft brings things to a head. Now the heroes turn on the people that they are supposed to protect, proving how false and unhealthy their relationship really is. In Musecraft's view, this shows that Gateway society does not deserve to exist. Simultaneously, this ending proves that the structure of music governs the relationship between many individuals, opening the door for The Requiem to act against entire societies.

If the heroes have dealt with The Requiem before, allow any hero to make a Common Knowledge roll. With a success, the hero recognizes some of the musi-

cal references as those belonging to the heretical Songpriests of The Requiem. However, mass kidnappings and warning letters are not usual Requiem methods.

THE ABANDONED WAREHOUSE DISTRICT

Gerrard's warehouse is an old, buried building located in Gateway's abandoned warehouse district. Several years ago one of Gateway's warehouse districts collapsed as the ground gave way beneath it. Dozens were killed and hundreds were injured in the catastrophe. The district is now abandoned. The ground remains unstable, and threatens to further collapse into the caves below. The district has a bad reputation today because many believe it to be haunted and so avoid it.

Any old-timer can give the heroes directions to Gerrard's warehouse. When the heroes arrive, they see that most of the warehouse has crumbled away or been dismantled as salvage by Gateway's practical-minded citizens. A careful search of the warehouse—and a successful notice roll—discovers a hidden hatchway into the ruins below, through a rough tunnel.

If anyone but the heroes enters the warehouse *at any time*, Musecraft aborts the symphony and slaughters all of the prisoners and their families. When the heroes reach the main hall they find a pile of recently slaughtered bodies, and a message saying: *Chaos follows Dissonance. Your actions have interrupted the Symphony.* This also happens if the heroes or any of the prisoners leave the warehouse.

THE FIRST MOVEMENT

After a few minutes of travel, the heroes reach another door. A low, muffled sound is heard from behind the door. There is a message scrawled in large letters on the wall above the door:

First, Melody follows Harmony.

When the heroes open the door, they

find themselves in a medium-sized room, 10' to a side, with another single door in the back. In the middle of the room a paunchy, middle-aged human, obviously one of the kidnapped victims, sits tied and gagged on an ornately carved wooden chair. He has been smeared from head to toe in some sort of sticky substance similar to honey.

The act of opening the front door activates a mechanism that opens four medium-sized hatches on each side of the room, releasing several bloodfly swarms. These have been painstakingly collected by Musecraft and his followers from some of the larger islands around the Shattered City.

The swarms immediately attack the prisoner, attracted to the substance smeared on his body. This causes the victim to scream through the gag in pain. Unless the heroes act, it is only a matter of time until the prisoner dies. The swarms cannot overlap, so only one swarm at a time can attack the prisoner, while the other swarms surround and fill the room trying to get closer to the victim.

If the prisoner is still alive after the fight, he groans in pain. In between gasps he tells the heroes that he and his family were tied, gagged, and blindfolded, and were taken somewhere underground. He begs the heroes to save his family. If the heroes suggest that the prisoner leave the building, he refuses saying that his kidnappers warned him that if he were rescued and tried to leave, his family would be killed. This should serve to remind the heroes about the warning in the letter.

There is a crude scrawl on the seat of the chair. The heroes need to lift or move the prisoner from the chair to read it. The message says:

SUNDERED SKIES ADVENTURE COMPENDIUM 2

They need your righteousness and self-sacrifice to survive. Don't they?

Bloodfly Swarms (3): See Page 164.

Prisoner: See Page 164.

THE SECOND MOVEMENT

The door at the back of the room opens into another tunnel. This one continues for a few dozen feet before ending in another single door. The following message is scrawled in large letters on the wall above the door:

*Then, Harmony follows
Melody.*

As soon as the heroes open the door they find themselves in a long room. This room is 5" wide and 33" long. The door that the heroes enter through is located on one of the 5"-long walls; there is another door on the opposite wall. Evenly spaced down the length of the room are eight 3"-by-3" pools containing a strange bubbling liquid. Each pool is centered between the long walls, and there is a 1" separation between the pools. Several torches in the walls illuminate the room.

There is also a scrawled message on the ceiling right above the entry door:

But is self-sacrifice enough?

A round after the heroes enter the room a trapdoor opens in the ceiling directly over each of the eight pools letting a single man or woman fall into the liquid below. It will be obvious to the heroes that the victims are bound as their arms and legs do not flail as they fall. Musecraft has planned this carefully so that the number

of victims dropped into the pools is equal to the number of heroes plus two, up to a maximum of eight.

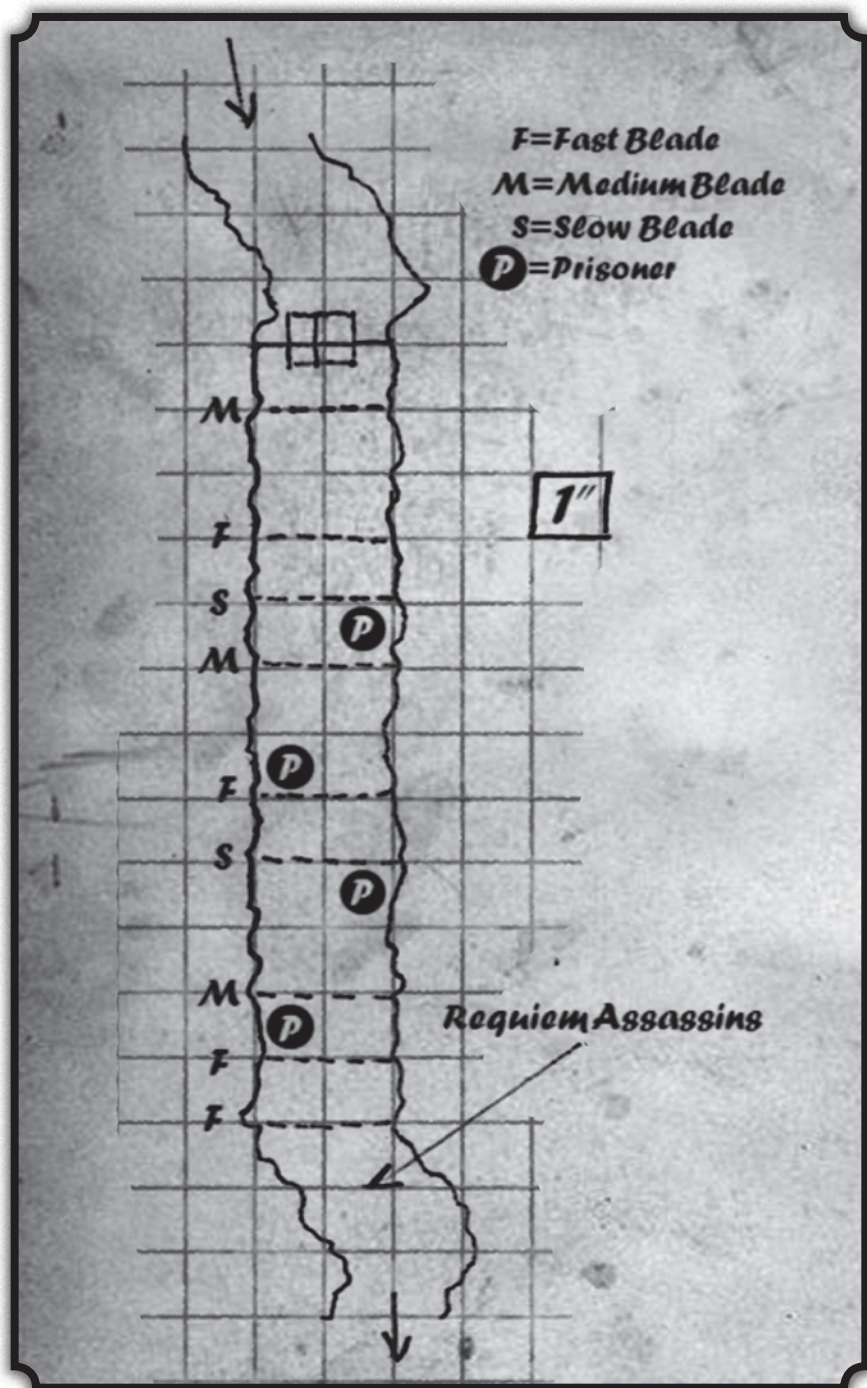
The strange liquid inside the pools is a potent acid which inflicts 2d6 damage to anyone immersed in it. This damage is calculated at the end of each round. If the heroes do not act quickly, the victims will most likely die in one or two rounds.

Rescuing the victims is made all the more difficult because they are all tied up and so will be not able to hold onto a pole or rope proffered in their direction. Further the type of tools that can be used to help rescue victims is limited because the acid dissolves non-metal objects in four rounds. This leaves the only obvious way of saving a victim is to jump into the pool he or she is drowning in.

Randomly decide which of the pools contain a man and which contain a woman and give this information to the players. Interesting descriptions of each victim, such as "In the third pool you can see an old thin woman with long white hair writhing in pain while she tries to escape,") can make the dilemma of which victim to save all more difficult for the heroes.

Any surviving prisoners will be screaming from the pain and the burning caused by their immersion in acid, and even after having been calmed down, will remain terrified by their ordeal. None of them know anything of note about how they got here or who their captors are. They are in no shape to accompany the heroes, and will lie down on the floor as far away from the pools as possible as soon as the heroes leave the room.

If the heroes manage to climb up through one of the trapdoors they find a long low crawlspace that runs most of



the length of the room below. The trapdoors were opened simultaneously using a system of ropes that disappear out of the far end of the crawlspace over the end of the room. When the heroes open the door at the far end of the room, they find the main rope that was used to activate the trap doors. Obviously someone was behind the door waiting for the heroes to arrive and ready to pull the rope.

Prisoners (1 per hero plus 2, maximum 8): See Page 164.

THE THIRD MOVEMENT

Opening the door at the far end of the room reveals yet another tunnel. After a few minutes' walk the heroes hear a metallic whirring noise. A few hundred feet later the passage widens to 2" and the heroes find another set of double doors. The by-now-very-loud factory sounds seem to come from behind the doors. Another cryptic message is scrawled on the wall above the doors:

Everything follows Rhythm.

When the heroes open the door they find a 12" long, 2" wide corridor illuminated with torches hanging from the walls. The floor of the corridor is divided at irregular intervals by narrow slots that run the width of the corridor, and from these several razor-sharp, rotating blades appear and disappear. The blades cross the corridor at different speeds and intervals making it difficult to proceed down its length. The blades are also the cause of the deafening noise.

To keep the different blade speeds and intervals simple, they can be classified as Slow blades (d6 Agility, marked "S" on the map), Medium blades (d8 Agility, marked

"M" on the map) and Fast blades (d10 Agility, marked "F" on the map). When the GM draws the map on the tabletop, he should make sure to mark how fast each blade is, but he should not reveal the associated Agility die to his players.

There are four blindfolded victims in the corridor (assume they have the Blind Hindrance), each one standing with their hands tied. They are extremely frightened by the noise. As soon as the heroes make themselves heard, the victims scream in relief and try to move towards the heroes. Unless the heroes shout for them to stop and go to their aid, the likelihood is that one or more of the victims will tagger into the path of one of the rotating blades.

Any character who wants to move or run must make a free Agility roll at the start of his turn. Bennies can be spent on this roll as usual, and characters with the Acrobat edge or the Blind hindrance must add or subtract the appropriate modifiers. The result indicates how well the character has grasped the "sequence" of the blades at this time. If the character crosses any blade lines (the marked lines in the diagram), the appropriate blade's Agility is rolled and compared against the character's rolled Agility score. If the character's score is equal to or higher than the blade's then the character has successfully crossed the blade. This means a character can cross more than one blade in the same movement action.

If at any time a blade's roll is higher than the character's rolled Agility score, the hero has misjudged the sequence and is in danger of being sliced. The character can still avoid his fate by making an opposed Agility roll with a -2 penalty—do not use the original Agility roll for the blade, but instead re-roll. With a success

the character manages to react in time and stops inches from the blade. This effectively ends the character's movement. With a failure the character is subject to a 2d8 damage roll and stops at the position immediately after the blade.

The blades grant cover to a target depending on his speed. This cover modifier applies to both ranged and melee attacks. The cover is considered Light Cover (-1) if the fastest blade involved is Slow; Medium Cover (-2) if the fastest blade involved is Medium; and Heavy Cover (-4) if the fastest blade involved is Fast.

To make things more complicated, several Requiem Assassins await at the end of the corridor. Depending on the heroes' actions, the Assassins might prefer to attack them, or might try to keep the heroes from saving the victims. They will avoid directly attacking the victims, but are not above pushing a victim on top of a blade line if necessary.

A few dozen feet after the blades the corridor ends in a black wall. The only exit is a small trapdoor in the floor below which is another corridor that doubles back on the route that the heroes have come. Following the corridor leads the heroes to a room under the corridor with the blades.

heroes find The main corridor continues into the depths. The trap-door takes the heroes back Several large pieces of dwarven machinery, comprised of gears, springs and a pendulum—similar to that of a mechanical clock—drive the movement of the blades up into and across the corridor above, and then back down again. This is one of the devices that Muscraft's dwarven followers built as part of their leader's symphony. A scrawled message on the wall of the room reads:

*Do you control your Rhythm?
Or do We?*

Prisoners (4): See Page 164. Add the Blind hindrance.

Neophyte Requiem Assassin (1 per hero): See Page 163.

THE FOURTH MOVEMENT

This last corridor is by far the longest one in the complex. As before, after some time it ends in a double set of doors, with the following message written above the doors:

Finally, Perfection follows Dissonance.

The doors open in the middle of the long, straight wall at the back of a large semi-circular chamber some 10" deep and 10" wide. Ahead of them the heroes can see a 2"-wide balcony that runs around the curve of the far wall some 5" above the level of the floor. The balcony can be reached by a large 3"-wide stairway under the balcony on the far side of the room across from the doors. Torches on the walls illuminate the chamber.

Standing in the middle of the chamber are several adult prisoners—four per hero—each has a dreamy look in his eyes and each is armed with armed with a dagger. Muscraft has given these prisoners a mild drug to lower their inhibitions for what is to come. Other prisoners—mostly children or young adults—are shackled to the walls at the rear of the balcony where they are guarded by several Requiem Assassins. Standing on the balcony is Draall Muscraft himself, flanked by two Requiem Songpriests.

As soon as the heroes enter, the pris-

INTERROGATING THE ASSASSINS

The GM might want to make sure at least one of the attackers survives long enough to be interrogated. The haughty Assassins will be more than willing to share Muscraft's twisted goal, as well as the symbolic meaning of all the encounters the heroes have had until now. They also tell the heroes that things will come to a head in the symphony's final movement, *Perfection follows Dissonance*. Under no circumstances will the Assassins reveal what awaits the heroes there. In fact, they not actually know. The Assassins will however, taunt the heroes with the "unwinnable" dilemma they are going to face, using phrases like *"Are you willing to let the hostages die in order to prove us wrong?"*

oners run towards them and attack. The prisoners have been told that for each hero they kill, some of their children will be released unharmed. Furthermore, if they refuse to fight their children will be killed. Chances are the prisoners will be unable to tell the heroes this so the characters might may find the combat bewildering and very one sided.

While all of the drugged prisoners charge the heroes, the members of The Requiem start their turns On Hold. Muscraft wants the heroes to kill as many prisoners as possible, and therefore his followers do not attack unless the heroes try to reach the balcony. Muscraft has instructed his Songpriests to use their dispel spells to counter any spells cast by

the heroes that could stop the the prisoners without killing them.

Whenever a hero falls to a dagger wielded by one of the prisoners or a prisoner falls at the hands of the heroes, a Requiem Assassin immediately unshackles a victim amidst cheers and renewed vigor from the fighting prisoners. Conversely, when a prisoner stops fighting—for example, because he has been Intimidated into stopping—a Requiem Assassin performs a Finishing Move on the nearest shackled prisoner. This will send two of the fighting prisoners—relatives of the shackled prisoner just cut down—into a drug-fueled Berserk state, making the heroes' efforts to stop them harder. Also, the first time that a shackled prisoner is killed all of the prisoners fighting below gain a +2 to their rolls to resist Tests of Will for the remainder of the fight.

Eventually Muscraft and his followers will join the fray. This will probably be because they believe that the point of the Symphony has been proven or because they need to save their skins. If possible, they will make a fighting retreat towards the right hand side of the balcony and their escape route. This is via a hidden door that opens onto a tunnel leading up to a secret exit on the surface. If this proves to be impossible, the members of The Requiem will fight to the death. Muscraft in particular, does not care if he lives or dies so as long as his purpose with the Symphony is proven; he knows that this will be enough to persuade other in The Requiem as to the validity of his theories.

Prisoners (4 per hero): They are armed with poisoned daggers (Str+d4, make Vigor Roll or suffer one extra Wound). See Page 164.

Neophyte Requiem Assassin (2 per hero): See Page 163

Requiem Songpriest (2): See Page 163.

Draall Musecraft: See Page 163

AFTERMATH

If the heroes somehow managed to save most prisoners without directly killing any of them, their standing and fame with the Gateway community improves noticeably. Any surviving prisoners profusely thank the heroes, and offer their help with anything that the heroes might need in the future.

On the other hand, if the heroes behaved in a less than heroic fashion they may have to face an angry and disillusioned community. The ambiguity involved in explaining to angry relatives or officials why and how they were forced to behave the way that they did can be a great opportunity for good roleplaying. The GM might want to make sure that one of The Requiem enemies survives the last fight so that he can—probably under interrogation—explain the plot and the heroes' role in it.

If Musecraft is still alive, he will continue on the path towards mass murder (if his symphony was a success), or looking for a way to repeat his experiment (if not). He also has a score to settle with the heroes if they managed to upset his plan.

Even if Musecraft is dead, if his goals with the Symphony were met, several factions within The Requiem will know. It would not be surprising if the next few months saw an increase in reports of bizarre mass murders; the heroes might even unknowingly be involved in some of these, as revenge for attempt to stop Musecraft and his followers.

◆ DARKHOME ◆

Where: The void

When: When the heroes have a ship and have reached the rank of Heroic.

The heroes spot a derelict cloudskiff floating aimlessly in the distance. When they go aboard, the only person that they find is a lone sky sailor. Weak and dying from the deep gashes and wounds in his body, the sailor gasps these words to the heroes before dying:

*"He attacked our ship...
"Scar" Grhuell... killed most of
us... took a few of us to his hide-
out... Depraved, they tortured us
for fun! ...Escaped on one of his
ships... Been drifting for weeks...
A Madness Hulk... There are
others trapped... Darkhome...
Darkhome!"*

With a Common Knowledge (+2) roll a hero has heard of "Scar" Ghruell, a notorious pirate feared for his cruelty and viciousness. Ghruell is known for attacking without warning from deep in the void; rumors say that he orchestrates his attacks from a secret base, a hideout where he keeps his stolen treasures.

Searching the sailor's body the heroes find a handful of earth. If the heroes use the earth with their waysphere, they will be directed on a three-week voyage to a large island, previously unknown and far from the shipping lanes. The island's surface is bleak and barren, and its only interesting feature is a huge cave entrance on one side, an entrance so large that a ship might easily be able to sail into the cavern... could Ghruell's hideout be *inside* the island?

SUNDERED SKIES ADVENTURE COMPENDIUM 2

THE STORY OF “SCAR” GRHUELL

Rhan “Scar” Grhuell is that most unusual of humans, an ex-voider. He and his bickering brother Praol were both Voider priests, each in charge of a Madness Hulk. When Rhan found this unknown island he named it “Darkhome” for its similarity to a dwarven home; besides, it was one of the most terrifying names that he could think of as Voiders do not like darkness.

Summoning up the courage to brave its dangers, Rhan and Praol explored Darkhome and one of the many things they found was the *Glory*, a pirate ship that was abandoned years ago following the death of its crew. The more that they explored of Darkhome, the more the brothers were impressed by its secrets. Finally Praol decided that he should go share their find with other Heralds of the Light in Aria and bring them them to Darkholme.

However, the constant darkness started affecting Rhan and the other human voiders: their glow-induced madness began to dissipate, replaced by a cruel, cold, raging greed. In this new state, Rhan decided that Darkholme should be *his* island, not the Heralds’. He convinced Praol, who was also under these effects though to a lesser extent, to travel back to Aria without him. Then before Praol’s departure, Rhan secretly exchanged Praol’s collected Darkhome earth with earth from another island.

With his brother gone, Rhan continued his exploration of Darkhome. Little by little his madness dissipated, until one day he realized that he and his human followers had lost their voider powers and were sane men (by Voider standards—once again).

So Rhan organized his human crew, repaired the *Glory*, and staged a surprise

attack on his former Madness Hulk. Most the glowmad still aboard were killed, but a few managed to escape and still roam Darkhome. Following the attack, Rhan and his crew sailed back to civilization in the *Glory* where he hired more sailors, made repairs to the *Glory*, and then began what has become a very successful career in piracy.

Now, several months later, the fearsome pirate “Scar” Grhuell commands a small pirate fleet, and his name instills fear not just in the crews and passengers whose ships he attacks, but also in his own crews. His voider past has left Rhan a cruel, vicious man who enjoys giving pain just for the pleasure of it.

Meanwhile, Praol arrived in Aria and convinced several voiders to accompany him back to this new wonderful place... and then found his earth sample led him to Gateway instead. Made the laughing-stock among his insane brethren by his brother’s treachery, Praol has been obsessively searching for Darkhome for some months now. A few weeks ago he heard the name “Scar” Grhuell for the first time and by determining the region in which the pirate was operating concluded that this “Scar” was his brother Rhan, by now probably a lost cause to the Heralds of the Light.

Praol has not given up his search for Darkholme’s location. He wants to open up its darkness to the blessings of the glow and to do that, he plans to unleash several Earthbanes on Darkhome for a while and destroy it.

It was Praol’s Madness Hulk that crossed paths with the dying sailor’s cloudskiff. And unfortunately for Rhan and for the heroes, Praol has finally found Darkhome...

AN ALIEN PLACE

The heroes can sail their ship through the cave entrance with ease as it is easily large enough for a behemoth to enter. However, as they enter the cave the heroes' vessel will be buffeted by wind currents strong enough to push into the wall. Have the captain make a Boating roll with a +2 bonus; on a failure, the ship hits the cavern wall and suffers 2d6 damage.

The cavern would be in entire darkness were it not for the slight illumination

provided by a few thin rays of glowlight coming through holes in the ceiling and walls. The glowrays bounce off large stalactite and stalagmite-like rock formations in unpredictable directions casting further light into the cavern. By this light the heroes will be able to see that the floor and walls are covered in strange moss-like whitish vegetation. The floor of the cavern is dotted with the remains of previous ships that have visited this place in years past, while the occasional fast shadow, as if



EXPLORING DARKHOME BY FOOT

Stalwart heroes who want to explore Darkhome by foot instead of using a ship should discover that it is not practical to do so. The stalagmites form a maze, making the heroes' trip a very slow one and the constant backtracking can turn the trip inside the caves—which takes a few days by boat—into a voyage that could last weeks. Every few hours the GM should check for encounters using the following table:

1d20 Encounter

- | | |
|-------|---|
| 1-4 | No Encounter |
| 5-7 | A field of strange white cactus-like plants. Halve walking speed for a few hours. Roll Agility to avoid touching needles, otherwise roll Vigor (-2) or suffer a level of Fatigue. |
| 8-10 | 1d4 swarms of Dark Critters (see page 22). |
| 11-13 | 2d4 Void Bats (see page 22) |
| 14-16 | 2d4 Blinded (see page 22) |
| 17-18 | 1d4 Ragers (see Page 23) |
| 19 | Tremor. All heroes roll Agility or suffer 2d6 damage from falling rocks. |
| 20 | Sky Sloop with 2d6 pirates (see Page 23) |

It should become obvious to the heroes that Darkhome is not meant to be explored by foot.

from some small predator, darts between the stalagmites.

The cavern is not a place of silence. Besides the sound of the wind, quiet growls, followed by a scream, rise sporadically from the surface, as if of animals

fighting. Every few minutes a low rumble comes from the cavern's depths.

As the entrance to the cave recedes, the heroes are plunged into semi-darkness (treat as Dim Light). Soon after the heroes enter the cave they notice strange sporadic rumbles and tremors coming from far within the island, which cause rains of dust and small rocks. This is actually caused by the Earthbanes brought by Praol, who are slowly destroying Darkhome, just with their presence.

As the heroes continue their exploration the rumbles and tremors increase, both in frequency and intensity. By the final stages of the exploration, the tremors are so strong that they cause large rocks to fall from the ceiling. Have the captain make a Boating roll (+2) every once in a while; with a failure the ship receives 2d6 damage from the falling rocks

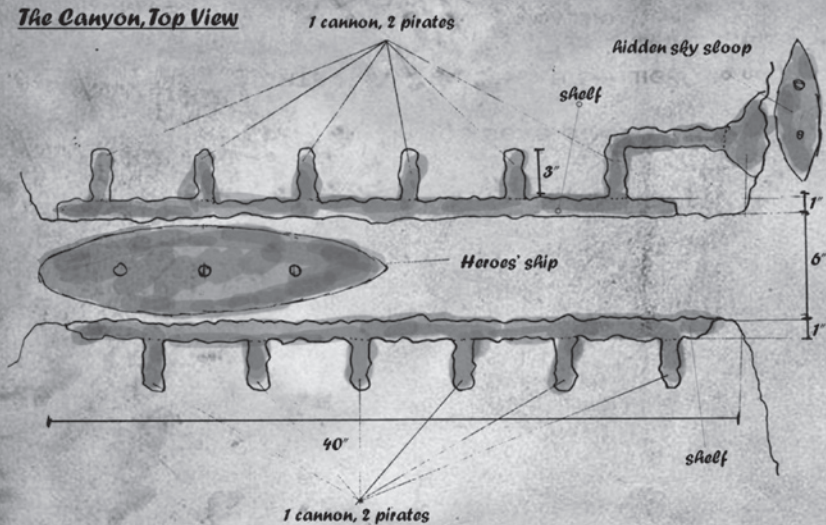
THE DEAD BEHEMOTH

Eventually the heroes see a huge skeleton lying on the floor, most likely that of a Behemoth lost inside Darkhome ages ago. Small dark winged beings, similar to bats, scramble over the bones.

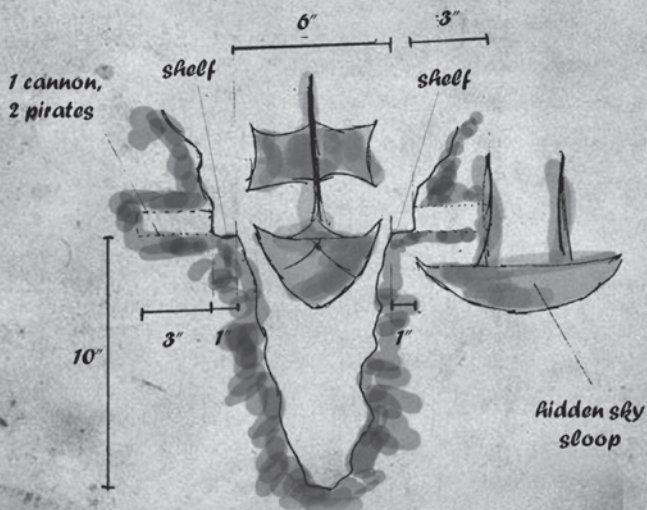
Have each hero make a Notice (-2) roll. If successful, the hero notices small moving dark things in the ceiling, far too many to count.

Darkhome is home to several dark glimmerwing swarms as well as numerous void bats. The movement and relative noise of the heroes' ship disturbs them, and when the ship passes directly underneath the creatures attack. The void bats' screams in the darkness and their grotesque shadowy shapes cause each hero to make a Fear (-1) roll. Note that the void bats can fly harmlessly through the swarms.

The Canyon, Top View



The Canyon, Side View



The likelihood is that the attack will force the captain and his crew to concentrate on things other than keeping their vessel under control, causing it to drift. Have the captain make a Boating (+2) roll each round. If one of these Boating rolls fails the ship will crash against a wall or the behemoth skeleton, inflicting 2d6 damage to its hull and sails. The danger of the ship crashing like this continues until the combat is over.

Void Bats (2 per hero): See page 165.

Dark Glimmerwing Swarms (3): See page 165.

THE MADNESS HULK

As the heroes' ship travels deeper into Darkhome, and after a couple of hours, the rocky cave floor opens up in the distance and the heroes notice a small water lake. The wooden remains of a crashed ship lie on the shore, partly submerged in the lake. Inspection from above shows that this ship was destroyed relatively recently (not more than a few months ago). With a Common Knowledge (-2) roll the heroes will realize that the broken rigging and hull splits correspond to the typical state of a Madness Hulk (see *Sundered Skies*, page 156). This Hulk looks to have been attacked and destroyed by cannon fire. Observant heroes might remember that the dying sailor mentioned a Madness Hulk in his ravings (this, of course, is not the same Madness Hulk; this is Rhan's original ship).

If the heroes decide to investigate, they must anchor the ship to something—Boating roll to bring the ship close to a wall, stalactite or stalagmite and tie it there—and then climb down from the ship to the surface using a rope, ladder or island hopper. The ground around the

Madness Hulk is eerily quiet. Putrid remains of strange predators and glowmad surround the ship.

The Hulk is currently home to some of Rhan's surviving glowmad crew. They have endured the lack of glow, no leadership, attacks from predators, and occasionally, attacks from Rhan's pirates. The few survivors are desperate for any way to leave this place.

As soon as the heroes enter the remains of the Hulk, the glowmad attack. If possible, some of the glowmad will attempt to use the heroes' ladder, rope or island hopper to board and capture the heroes' ship.

There are only two places of note within the grounded Hulk. One is the filthy living quarters, home to the surviving glowmad and littered with the chewed remains of the predators that they had been surviving on. The other is the Captain's cabin. Equally as filthy as the living quarters of the crew, if the heroes conduct a careful search they will find a small, scorched piece of paper marked with insane drawings and demonic symbols. Intermingled with all of these lunatic scribbling the heroes will be barely able to discern a few phrases in crude, badly-spelled handwriting. With a successful Notice (-2) roll a hero can decipher the phrase "Herald of the Light Priest Rhan Grhuell."

Blinded (3 per hero): See page 165.

Ragers (3): See Page 166.

AMBUSH AT THE CANYON

If Grhuell's pirates are aware of the approaching intruders (maybe the heroes have made an awful lot of noise with cannon and spell) they might take advantage of a cunning trap prepared ages ago by the forgotten inhabitants of Darkhome.

Some hours after the heroes found the grounded Madness Hulk, they spot voidlight in the distance. Ahead the tunnel narrows sharply, forming a canyon that is open to the Skies. As their ship moves towards the canyon, the heroes will also see movement ahead of them. An island hopper, crewed by three humans, has seen the heroes' ship and is trying to escape down the tunnel. As it races down the rapidly narrowing tunnel one of the crew opens fire with a musket.

When they reach the canyon, the heroes will find that it is barely the width of their ship. They will also notice that along both sides of the canyon walls runs a narrow shelf just wide enough for someone to walk on.

Use a modified version of the Chase rules to handle the heroes' pursuit of the island hopper. Set up ten markers, placing the heroes' ship on the first marker and the island hopper on the fourth. Use special markers for the sixth and seventh positions, marking the length of the canyon. Entering the canyon (the sixth marker) requires a successful Boating roll; if the roll is failed the ship takes 2d6 collision damage as it collides with the wall as it enters the canyon.

THE TRAP

As soon as the heroes' ship is completely within the gorge the pirates spring their trap. Several cannons cunningly hidden in holes carved inside the rocky walls open fire at the ship. There are twelve cannons in total, six on each side, equally spaced along the length of the canyon. This means that because the canyon is much longer than the heroes' ship, only half of the cannons can fire at it.

Switch the action to the tabletop, using

the Surprise rules from *Savage Worlds* to handle the attack and any possible hero responses. While in the canyon, any time that the ship goes Out of Control the captain must make a Boating roll or the ship crash into the canyon walls, taking 2d6 collision damage as a result.

The canyon is roughly 6" wide and 40" long, and the shelves on each side are 1" wide. Evenly spaced on the gorge wall next to each shelf are six 3"-long, 1"-wide holes in the rock, each one containing a cannon and two pirates.

The enemy cannons and gunners get Medium Cover against cannon attacks from the heroes' ship because of the rocky wall. Ranged attacks against the gunners also receive this penalty, as the gunners use the cannons themselves as cover.

Heroes can jump off the ship and onto the shelves; anyone who falls overboard as part of an attack can also attempt to grab onto a shelf with a successful Agility roll. If one or more heroes manage to leap onto a shelf, some of the pirates on that side will leave their cannons and engage in melee.

The floor of the canyon lies 10" below the boat, so any hero who falls from their ship or from one of the shelves will suffer 5d6 damage. With a successful Agility roll, a hero will manage to hold onto something during the fall and so only receive half damage. Climbing the 10" back to the shelf requires several Climbing rolls as per the *Savage Worlds* rules with a +2 bonus for the number of handholds and rocky outcroppings in the gorge wall. If the ship is wrecked and falls, it receives 4d6 damage for both the fall and for bumps against the walls as it descends.

A hidden sky sloop is tethered on the wall behind the far end of the gorge, next

to where the shelf ends. If the heroes search the sky sloop they find the ship captain's log. A cursory reading reveals that the pirates are as mystified by the rumbles and tremors as everyone else. These started about two weeks ago, and have been increasing in intensity. Any pirates who are captured and intimidated into talking will tell the heroes the same thing.

Pirates (24): See page 166. Cannon stats are listed in *Sundered Skies*, page 38.

Island Hopper: Acc/Top Speed: 1/2; Handling: +0; Toughness: 8(2); Guns: 0; Crew: 3 pirates (see page 166) carrying flintlock muskets (Range: 15/30/60; Damage: 2d8; ROF: 1; AP 2; Two actions to reload).

Sky Sloop: Acc/Top Speed: 3/10; Handling: +1; Toughness: 13(2); Guns: 4; Crew: 1+11 (sloop is empty at the moment)

THE HIDEOUT

The tunnel finally ends in a very large cavern, several miles long and thousands of feet wide and tall, and lit with a bluish tint by giant crystals that protrude out of the floor. Another tunnel, similar to the one the heroes' ship came out of, can be seen in the very far distance at the opposite side of the cavern, its opening fringed by the crystals.

About a mile from the tunnel entrance a plateau rises a few hundred feet in the middle of the cavern. A number of ancient stone ruins, perhaps those of an old city, dot the surface of plateau and it is next to one of the larger ruins that the pirates have established a small tent town as their hideout. On the edge of the plateau, near this tent town, are anchored two doppelganger ships.

The hideout is home to around 70 pirates, along with Rhan "Scar" Ghruell himself and a few sailors that he is holding prisoner. They are barely alive and when rescued will tell horrifying stories about their torture at the hands of the pirates. Two lookouts stationed on the doppelganger ships permanently monitor the two tunnels leading into the cavern, and will spot the heroes' ship unless they take specific measures to avoid being seen.

If the heroes are spotted before they reach the plateau, the lookouts will raise the alarm. Most pirates, along with Ghruell, will board the doppelganger ships and try to intercept the heroes' ship before they reach the plateau.

The largest tent in the camp is Ghruell's home. Inside the heroes will find several chests that together contain the equivalent of one Mother Lode salvage.

Pirates (70): See page 166.

Rhan 'Scar' Ghruell: See page 166

Pirate doppelganger ships (2): Acc/Top Speed: 2/10; Handling: -1; Toughness 18 (4); Guns: 20; Heavy Armor; Crew: 12+20

BROTHERLY LOVE

Praol has also been trying to reach the hideout; he has entered the caves by making a large hole in the island wall, and is now approaching the central cavern from the opposite tunnel. He commands two fully-crewed Madness Hulks.

Praol will arrive at an appropriately dramatic moment—depending on the heroes' actions at the cavern, of course. His preferred course of action is to close with his brother's ship and attempt a boarding action. Once aboard he will confront Rhan, at which time—if they are aboard—the heroes can piece together

the history of Darkhome from their conversation.

Neither Rhan or Praol have any tolerance for the heroes and if they are aware of them, the brothers will try to kill them as soon as possible. It is also possible a three-way ship battle might take place. In fact, it might be the only survival strategy the heroes have.

Madness Hulks (2): Frigates. Acc/Top speed: 2/10; Handling: +0; Toughness: 15 (2); Guns: 12; Heavy Armor; Crew: 18 pirates (see page 166), 18 blinded (see Page 165), 2 Ragers (see page 166), Experienced Voider Priest Praol Ghruell (see Page 166).

AFTERMATH

Assuming that the heroes emerged victorious, they now have Darkhome to themselves. They can explore the other tunnel, which leads to Praol's improvised hole into Darkhome. They might also want to explore the ruins and the mysterious blue crystals, trying to wrest their ancient secrets. The scholars at the Athanaeum would be very interested in exploring the marvels of Darkhome.

◆ SEED OF THE WILD ◆

Where: Anywhere

When: Anytime after the heroes reach Legendary rank, and the elves have been released from the thrall of the Leaflord.

A SIMPLE REQUEST

The heroes—and they truly are heroes now—are approached by a courier on behalf of the Sons of Spire. Johann Keppler—the Knight Commander of the Sons of Spire stationed on the blighted isle of Remorse—requests an audience with

them. However he does not await them on Remorse. The courier carries a pouch of earth, which will direct the heroes to his current location. If asked, the courier does not know where the earth will direct the heroes—the delivery job came to him via a third party.

When applied to their ship's Way-sphere, the earth will take the heroes to an island that is a base travel time of 7 weeks away from Shadowhaven. If the heroes embark from an island other than Shadowhaven then add half the base Traveling time between that island and Shadowhaven to 7 to find the new traveling time to their destination. Their journey can be as eventful or as peaceful as the GM—or the cards—dictate.

THE DESTROYED ISLE

The heroes' destination is a chaotic rock field. Those who succeed at a Knowledge (Void) or Common Knowledge (-2) roll will be able to tell that the rock field was created only relatively recently—the island fragments are not worn and denuded from centuries of collision and wind scouring, nor have they settled into the moderately peaceful—if erratic—orbits of the average rock field. Island fragments within this rock field are constantly smashing into one another and the sound of the collisions is almost deafening.

Anyone who succeeds at a Notice roll spies a frigate some distance from the rock field tacking against the wind in order to maintain a safe distance away. Once the heroes are close enough, they can identify the ship from the name on her hull—*The Scion of Spire*. It is a probably safe to assume that Johann Keppler awaits their presence aboard.

The crew of *The Scion* allow the he-

SUNDERED SKIES ADVENTURE COMPENDIUM 2

heroes' ship to approach unmolested and for them to go aboard without any ceremony. If heroes' ship is left unmanned, then *The Scion's* crew will take it under tow, though as they are escorted to the captain's cabin, there will be some grumbling among the crew about how this is making their holding position that much harder. Keppler is waiting for the heroes in the captain's cabin and after brief introductions or greetings quickly starts to explain why he has called them here. Read or paraphrase the text below:

"Thank you for coming so quickly. What we face is here is a new threat to life in the Skies. Allow me to explain.

As you probably know, the Sons of Spire are constantly on the lookout for rogue islands that may be a danger to inhabited isles. What you probably don't know is that our studies have also discovered a heretofore-unknown form of magic, which we call Voidomancy.

Voidomancy draws upon the very force that keeps the islands orbiting one another. To date this force remains undetected, but we believe that it exerts strong fields of attraction and repulsion upon the islands keeping them in constant motion. Voidomancy has advantages over sorcery in that a practitioner can draw power from the void itself and his spells can be maintained far longer than can a sorcerer's. However, doing so risks not only Glowmadness, but also

becoming susceptible to the same forces that affect the islands. More than one Voidomancer has been thrown from the deck of his ship by the backlash of a botched spell.

But anyway, all of that is just a preamble to explain that we have the resources and the capability to detect supernatural forces working within the void. Such a force was detected near the minor isle of Skywood. We dispatched a team of scholars and adventurers to investigate—the rock field outside is what they found. Skywood and the hundreds who lived there had been destroyed.

What we are seeing here was not just a landfall—such as hit Bridgeways 300 hundred years ago, Skywood exploded. Something within it caused the island to sunder, if you will. Our observations and calculations lead us to believe that at the center of the rock field is a larger island, and that upon this island will be found the source of this catastrophe.

Johann finishes his lecture and looks expectantly at the heroes. There is very little material aid that the Sons of Spire can offer the heroes—as far as they are concerned, the legendary saviors of the elves should be more than prepared for any eventuality.

THROUGH THE ROCK FIELD

Traveling through the chaotic rock field is handled as a collision hazard (see *Sundered Skies* page 152); the rock field

is thick. The first time the ship is struck refer to the details below; any further collisions cause 5d6 damage. It takes 6 rounds of maneuvering until the heroes reach the center of the rock field.

The first collision does not actually damage the ship, but instead the rock striking the ship breaks up and deposits a number of enraged earth elementals upon the ship's deck. These elementals will then attempt to destroy the ship.

There are two elementals for every hero present. However, someone—probably the captain—must steer the ship through the dangerous rock field while the combat rages around him. If no one is controlling the ship, or the captain is distracted by elementals attacks, the ship will be automatically struck by a rock each round. Remember the captain can control the ship and take other actions in the same round, but she will suffer Multi-Action Penalties. The first critical hit suffered by a collision is automatically a crew hit and strikes one of the earth elementals. Once the ship has been safely navigated through the rock field the captain can properly join the battle.

Earth Elementals (2 per hero): See page 67.

FORESTS OF FURY

Once the rock field has been successfully traveled, the heroes find themselves in relatively clear skies. Before them is a large tree covered isle that shows signs of having recently suffered a great deal of damage. The shores of the isle are splintered and jagged instead of the usual wind eroded rounded shores that you would expect. Inshore the surface of the island is rent by huge ruptures and its many trees have been uprooted by the

cataclysm. There is no sign of any surviving islanders.

Going ashore is relatively simple. A hero who succeeds at a Boating roll might realize that the capture field of the island is much larger than it should be for its size. Initially the island is peaceful, and nothing threatens the heroes, although the ground seems to vibrate with a barely perceptible power. However once the heroes approach one of the fissures that allow access to the interior of the island, all that changes.

The island starts to shake as if suffering a landfall and fast moving tendrils suddenly emerge from the fissure, darting towards the trees surrounding the heroes. These tendrils are just below the surface of the earth and they can be severed by a quick thinking hero who stated he was approaching the fissure with a cutting weapon drawn and makes a successful Agility (-4) roll. Each tendril, which reaches a tree, animates it as a wood elemental. Each tendril severed reduces the number of greater wood elementals by one.

The elementals attempt to surround the heroes and prevent them from entering the fissure. The wood elementals engage the heroes directly, while the greater elementals hang back and use their reach attack, only using their sweep ability once their lesser cousins are no longer threatened. The elementals are not able to pursue the heroes beyond ten inches into the fissure.

Greater Wood Elemental (1 per hero +2): See page 168.

Wood Elementals (2 per hero): See page 168.

THE SEED OF THE WILD

The fissure leads steeply down into

the depths of the island. The heroes must succeed at an Agility or Strength roll or suffer a level of Fatigue while climbing down. Heroes who have had the presence of mind to rope themselves together gain a +2 bonus to the roll.

Eventually the steep descent ends at a wide cavern, dotted with naturally formed pillars of rock, without any other obvious exits. As the heroes start exploring the cavern the island starts to shake again. This time the quake is much more severe, and the heroes will have to succeed at an Agility (-2) roll to remain on their feet. Tendrils—this time ploughing through the rocky floor of the cavern—emerge from the far wall and head for the pillars. Any character that is still on his feet and has a bashing weapon ready can attempt an Agility (-4) roll to destroy the tendrils as described above.

Those tendrils that reach a pillar animate it as a greater earth elemental. These creatures do all in their power to destroy the heroes. When the first elemental is destroyed a great grating noise is heard throughout the cavern as if something unseen is starting to move. When the second elemental falls a huge stone eye opens in the far wall and watches the heroes with increasing focus as they battle the elementals. Anyone who attacks the eye needs a heavy weapon to inflict any damage.

The creature watching them is a living island—a gargantuan earth elemental created accidentally by the recently freed Wild. Created deep within an island, the birth of a living island is never easy, as in tearing itself free of its “mother” island, it destroys the island utterly in the process. The death of the last earth elemental coincides with the birth of the living isle—the heroes have little choice but to run for it

as the cavern and the steep tunnel collapse behind them.

Greater Earth Elementals (1 per hero +2): See page 167.

ESCAPE!

Run the escape as a chase using the rules given in *Savage Worlds*. The collapsing tunnel has an agility of d8, and the heroes start at medium range—3 inches—from the collapse. However the steepness of the ascent means that they suffer a -1 penalty to their agility rolls. Those heroes who increase the gap to 10 range increments escape. Those heroes who are overtaken by the collapse suffer 2d6 damage per round that the collapse is ahead of them.

Heroes who emerge from the tunnel have just enough time to get to their ship—and get a safe distance from the island if necessary—before the living island smashes its way free of the island.

THE LIVING ISLAND

The living island is ravenous and will consume everything within sight—namely the rock field and the heroes’ ship. If they cannot stop it here, the living island will grow to an even bigger size as it consumes everything it comes across. It is only a matter of time before it becomes a threat to an inhabited isle.

Living Isle (1): See page 167.

AFTERMATH

Hopefully, the heroes have dealt with the fledgling living island before it can escape and become a threat to the rest of the Skies. If it has escaped then someone—the heroes—will have to organize a search party and hunt it down before it comes across an inhabited island.

With the Wilds release from slavery, events like those in this scenario will become more frequent. The god is blindly reaching out and exploring the world it finds itself in, and is unknowingly creating dangerous elementals. A delegation of powerful heroes must somehow get the god's attention and explain the danger. But first the source of the threat must be discovered. This, however, is a tale which must be told another time.

◆ BESTIARY ◆

LIFEMOTHER'S HOME

CRAB MONSTER

Crab Monsters are offspring of the small crab-like creatures that cover the island, fed and groomed by the amphibians into a giant form. The amphibians raise them as cattle for their meat and use their shells as armor and claws as weapons.

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

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Stealth d8, Swimming d8

Pace: 8; **Parry:** 6; **Toughness:** 9

Salvage: None

Special Abilities:

- * **Low-Light vision:** Crab Monsters ignore penalties for Dim and Dark Lighting.
- * **Armor +2:** Armored shell
- * **Grapple:** A crab monster can grapple a foe with one or both of its pincers—depending on if one or two of its frenzied attacks hits. If it uses both, each must make a successful opposed Strength roll. Escaping from a double grapple gives the prey a -4 penalty to

his Strength roll to escape.

- * **Improved Frenzy:** Crab monsters can make 2 Fighting attacks with no multi-action penalty.
- * **Pincers:** Str+d4
- * **Size +1:** Crab Monsters measure 6' in length.

CRAB SWARM

Small crab-like creatures cover the pocketed surface of the island. When they see a large-enough enemy they instinctively congregate into swarms before attacking. Crab swarms fill a Medium Burst Template.

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

Skills: Notice d6, Stealth d10

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

Salvage: None

Special Abilities:

- * **Bite:** The swarm automatically hits, inflicting 2d6 damage to everyone within the Template.
- * **Split:** When the swarm is first wounded, it splits into two Small Burst Template swarms. The Toughness of each swarm is lowered by -2 (i.e. to 5). When one of these smaller swarms takes a wound, it is dispersed and becomes ineffective.
- * **Swarm:** Parry +2. Because a swarm is composed of dozens of little crabs, cutting, piercing, and energy weapons do no real damage. Area-effect weapons work normally.

AMPHIBIAN

Amphibians look like a cross between a toad and a lizard. In Heartland they had a flourishing civilization, but the Sundering dealt a cruel blow to this race and now they are little more than primitive animals.

SUNDERED SKIES ADVENTURE COMPENDIUM 2

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

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Stealth d6, Swimming d8, Throwing d8

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

Salvage: Junk per 5 amphibians.

Gear: Spear (Str+d6; Parry +1; Reach 1; 2 hands); thrown rocks (Range: 3/6/12, Damage: Str+d4).

Special Abilities:

- * **Armor +1:** Scaly Skin
- * **Natural Swimmer:** Amphibians are powerful swimmers and have +2 on all Swimming rolls and increasing swimming Pace to equal their Swimming die.
- * **Low-Light vision:** Amphibians ignore penalties for Dim and Dark Lighting.



AMPHIBIAN CLAN CHIEF

The amphibian chief has been blessed by the Lifemother for his faith in the “water gods.”

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

Skills: Climbing d6, Faith d10, Fighting d8, Guts d8, Notice d8, Stealth d6, Swimming d8, Throwing d8

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

Edges: Arcane Background (Miracles), New Spells, Power Points

Salvage: Goods

Gear: Crab claw club (Str+d4)

Special Abilities:

- * **Armor +1:** Scaly Skin
- * **Spells (25 Power Points):** elemental choke, entangle, healing, summon water elemental
- * **Natural Swimmer:** Amphibians are powerful swimmers and have +2 on all Swimming rolls and increasing

swimming Pace to equal their Swimming die.

- * **Low-Light vision:** Amphibians ignore penalties for Dim and Dark Lighting.

DROWNED SPIRITS

Drowned spirits are wraiths of those who drown—something almost unheard of in the Skies. The ghost uses the water that killed it to form a body of sorts. Drowned spirits are vengeful creatures who 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.
- * **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 equal to a Cone Template. This automatically puts out any normal fires, or 1d6 ship fires. Creatures within the

Cone must make a Strength roll at a -2 penalty or be Shaken.

SKY SAILORS

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

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

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

Edges & Hindrances: —

Gear: Bone knife (Str+d4, degradable)

Salvage: Junk for every 5 sky sailors

THE SYMPHONY



DRAAIL MUSECRAFT

Musecraft is an experienced Requiem assassin and Songpriest leader. He has extremist ideas (even for The Requiem) and is not afraid of death so long as he can prove that his theories are correct.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Boating d8, Climbing d6, Faith d12, Fighting d10, Guts d6, Intimidation d8, Notice d8, Persuasion d10, Shooting d8, Stealth d10, Taunt d10

Charisma: +0

Pace: 6; **Parry:** 9; **Toughness:** 6 (1)

Hindrances: Vow

Edges: Acrobat, Arcane Background (Miracles), Marksman, New Spells, Power Points, Songpriest, Strong Willed, Thief

Gear: Leather (+1), rapier (Str+d4, +1 Parry), flute blowpipe (4/8/16, 2d4) Musecraft coats his twelve darts with an elven venom which will cause the next target to hit by the dart and be Shaken to make a Vigor at a -2 penalty or suffer an extra Wound.

Salvage: Junk

Spells: (25 Power Points) *bolt*, *entangle*, *fear*, *stun*, *summon muse*, *dispel*

NEOPHYTE REQUIEM ASSASSIN

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

Skills: Boating d8, Climbing d6, Fighting d8, Guts d6, Notice d8, Stealth d8

Charisma: +0

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

Hindrances: Vow

Edges: Block, Combat Reflexes

Gear: leather (+1), Short sword (Str+d6)

Salvage: Junk per 3 assassins.

REQUIEM SONGPRIEST

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d6

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

Charisma: +0

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

Hindrances: Vow

Edges: Arcane Background (Miracles), Power Points, Songpriest, Strong Willed

Gear: leather (+1), Short sword (Str+d6)

Salvage: Junk

Spells: (25 Power Points) *bolt*, *dispel*, *fear*, *summon muse*

MUSE

Muses are spirit servants of the Lord of Festival. Each Songpriest is bonded with a muse, who acts as a conduit between the priest and the Songvaults. Some Songpriests can manifest their muse on the material plane to fight or perform other tasks. Manifested muses appear as beautiful women.

Attributes: Agility d10, Smarts d12+3,

SUNDERED SKIES ADVENTURE COMPENDIUM 2

Spirit d12, Strength d4, Vigor d8

Skills: Fighting d8, Knowledge (legends and lore) d12, Persuasion d12+1, Shooting d6

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

Salvage: None

Special Abilities:

- * **Immunity (Sonic):** A muse is immune to all attacks with a sonic trapping.

- * **Siren's Song:** A muse can paralyze foes with a song. Center a Large Burst Template on the muse. All those within the template must make a Spirit roll opposed by the muse's Persuasion roll. Anyone who fails is paralyzed for as long as the muse sings. The muse is unable to move while using this ability, and if the listener is distracted in any way from the muse's song—such as being attacked or slapped—the effect ends. This attack cannot affect non-sentient creatures, such as certain undead.

- * **Sonic Blade:** A muse can create a sonic blade which does d4+d8 damage. This blade cannot leave the muse's grasp.

- * **Sonic Shards:** A muse can throw perfectly sharp notes at its foes. These notes have a range of 12/24/48 and do 2d6 damage.

BLOODFLY SWARM

Bloodfly swarms cover 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:

- * **Bite:** Swarms inflict hundreds of tiny

bites every round to their victims, hitting automatically and causing 2d4 damage to everyone within the template.

- * **Split:** When a swarm takes a Wound, it splits into two swarms, each the size of a Small Burst Template. The Toughness of these smaller swarms is lowered by -2 (to 5 each).

- * **Swarm:** Parry +2; the swarm is composed of hundreds or thousands of creatures, so 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.

PRISONERS

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

Skills: Boating d6, Climbing d6, Fighting d4, Guts d4, Knowledge (Trade) d6, Notice d6, Stealth d6, Throwing d6

Charisma: +0

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

Edges and Hindrances: —

Gear: —

Salvage: —

DARKHOME

DARK CRITTERS

These swarms of small deadly vermin usually live off plants, but every once in a while find something tastier to eat. They fill a Medium Burst Template.

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

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 8

Salvage: None

Special Abilities:

- * **Armor +1:** Carapace

- * **Bite:** Dark critter swarms inflict dozens of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone within the template.
- * **Poison:** Anyone Shaken or wounded by a dark critter swarm must make a Vigor roll or suffer a level of Fatigue. This can lead to Death.
- * **Swarm:** Parry +2; cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

VOID BATS

These skyler are nearly as large as a full-grown human.

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

Salvage: None

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.



DARK GLIMMERWING

A dark glimmerwing is a predatory skyler swarm evolved to live in the relative darkness of Darkhome. Their dark wings and silent flying make them practically invisible until they are almost upon their prey. Dark glimmerwing swarms cover an area equal to a Large Burst Template.

Attributes: Agility d8, Smarts d4 (A),

Spirit d8, Strength d8, Vigor d10

Skills: Notice d6, Stealth d12+2

Pace: 0; **Parry:** 4; **Toughness:** 7

Salvage: None

Special Abilities:

- * **Bite:** The flock inflicts hundreds of tiny cuts every round, hitting automatically and causing 2d6 damage to everyone in the template. Damage is applied to the least armored location.
- * **Fly:** The skyler have a Flying Pace of 12".
- * **Swarm:** Parry +2; because the flock is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area effect weapons work normally.

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:** 9 (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 rolls, and Toughness. They suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target. This can be a fellow blinded, but not the original target.
- * **Blindsight:** Blinded can detect all

SUNDERED SKIES ADVENTURE COMPENDIUM 2

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.

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:** 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.
- * **Claws:** Str+d4
- * **Hardy:** Two Shaken results will not put a Rager down.
- * **Size +2:** Ragers are over 8' tall.

PIRATE

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

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

Charisma: -3

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

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes

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

Salvage: Junk for every 3 pirates



RHAN 'SCAR' GHRUELL

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

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

Charisma: -5

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Bloodthirsty, Greedy, ex-Voider (Rhan once worshipped the Light-bringer, and madness does not forgive those who abandon Him—in fact He makes a special effort to reclaim them. Ex-voiders turn glowmad when they become Enraged. Furthermore the dalliance with the god of madness has permanently scarred Rhan's psyche. Something about Rhan unnerves all those he meets, giving him a -2 penalty to his Charisma).

Edges: Ace, Command, Hard to Kill, Reputation (bad)

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

Salvage: Goods



VOIDER PRIEST PRAOL GHRUELL

Fighting in the relative darkness of Darkhome gives Praol a level of Fatigue.

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

Skills: Boating d8, Faith d12, Fighting d6, Guts d10, Intimidation d6, Notice d8, Shooting d8, Stealth d6

Charisma: -5

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

Hindrances: Clueless, Delusional, Habit (talks to the glow), Outsider, Ugly

Edges: Arcane Background (Miracles), Command, Fervor, Glow Form, Glow Glimpse, Reputation (bad)

Gear: Dagger (Str+d4)

Salvage: Junk

Special Abilities:

- * **Glowmad Immunity:** Lightbringer never takes one of his own.
- * **Insane:** If the voider draws a deuce 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 bolt, blast, and burst spells suffer levels of glowmadness rather than wounds. The damage is soaked with Spirit rolls rather than Vigor.
- * **Taking the Glow:** Spells cast in the open by the voider cost no Power Points. Maintaining spells costs the normal amount, however.
- * **Spells (All have 25 Power Points):** bolt, blast, invisibility, fear, fly, stun.

SEED OF THE WILD

EARTH ELEMENTAL

Earth Elementals manifest as five-foot tall, vaguely man-shaped collections of earth and stone. Though amazingly strong, they are also quite slow and ponderous.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8

Pace: 4; **Parry:** 6; **Toughness:** 11 (4)

Salvage: None

Special Abilities:

* **Armor +4:** Rocky hide

* **Bash:** Str+d6

* **Burrow (10"):** Earth Elementals can meld into and out of the ground.

* **Elemental:** No additional damage from called shots; fearless; immune to disease and poison.



GREATER EARTH ELEMENTAL

These earth elementals are much larger and more dangerous than their smaller kin.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8

Pace: 4; **Parry:** 6; **Toughness:** 15 (4)

Salvage: None

Special Abilities:

* **Armor +4:** Rocky hide

* **Bash:** Str+d6

* **Burrow (10"):** Earth Elementals can meld into and out of the ground.

* **Elemental:** No additional damage from called shots; fearless; immune to disease and poison.

* **Large:** Characters targeting a greater earth elemental get a +2 bonus to their attack roll.

* **Size +4:** These massively broad creatures are almost 20-feet tall.



LIVING ISLAND

A Living island is an enormous rogue earth elemental, which drifts through the void consuming islands it comes across.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8

Pace: 0"; **Parry:** 6; **Toughness:** 30 (4)

Salvage: Junk

Special Abilities:

* **Armor +4:** Rocky hide

* **Bash:** The elemental can form rocky

tentacles with which they have a Reach of 12" and do Str+d10 damage.

- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Flight:** Living islands purposely drift through the void at a pace of 12" a turn. They cannot run.
- * **Gargantuan:** Heavy armor, attacks by man-sized attackers are at +4. Attacks from a living island are heavy weapons.
- * **Size +19:** Living islands are the size of small islands.



GREATER WOOD ELEMENTALS

The Wild's influence has awakened these dangerous elementals.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d8, Stealth d8

Pace: 6"; **Parry:** 6; **Toughness:** 16 (2)

Salvage: None

Special Abilities:

- * **Armor +2:** Hard bark
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Improved Sweep:** Can attack all foes within reach.
- * **Large:** Characters attacking a greater wood elemental get a +2 bonus on their attack roll.
- * **Lashing Branches:** Str+d6; reach 3.
- * **Size +6:** Greater wood elementals are large, powerful walking trees.
- * **Stealth +2:** When the Elemental is not moving or attacking it appears to be a normal tree.
- * **Weakness:** Fire based attacks do +2 extra damage to greater wood elementals and will set them alight on a roll of 5-6 on a d6.

WOOD ELEMENTAL

The Wild's influence has awakened these dangerous 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:** Can 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 do +2 extra damage to wood elementals and will set them alight on a roll of 5-6 on a d6.

◆ HANDOUT FOR THE SYMPHONY ◆

Festival is the Rhythm.

You are the melody.

They are the Harmony.

We are the Musicians.

Together we will be a Symphony!

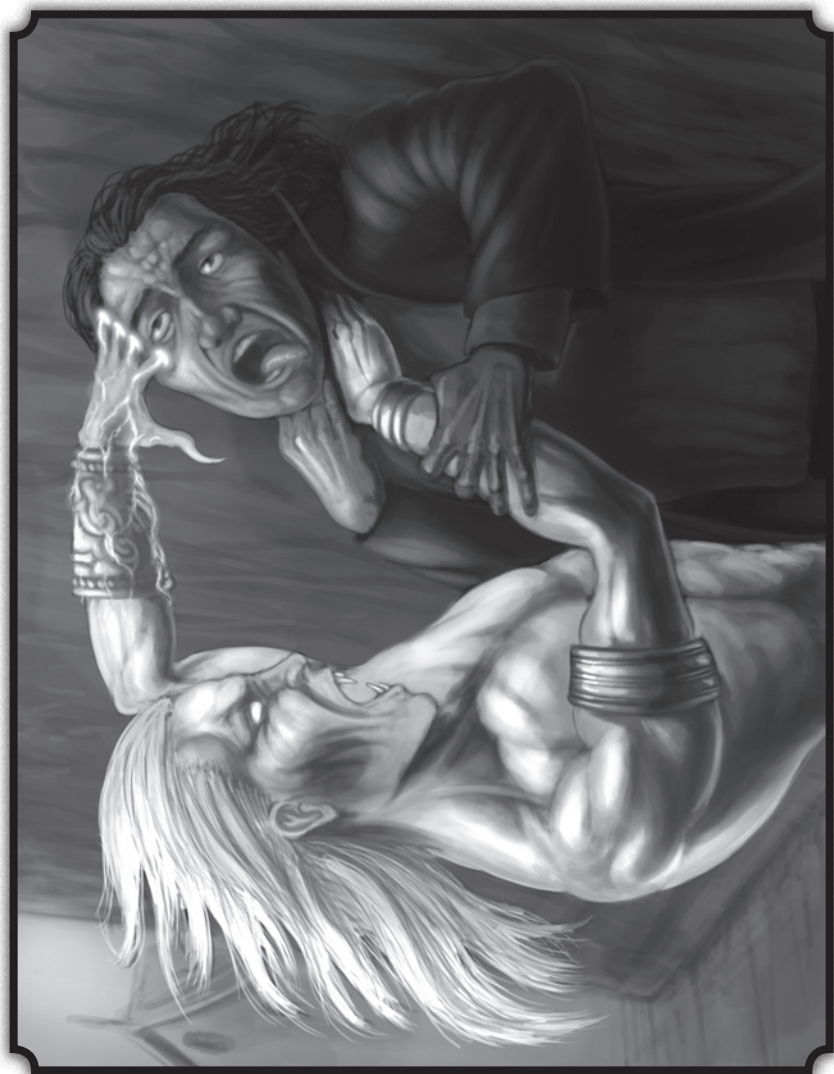
When the sleeping cycle begins enter Gerrard's warehouse.

If you tell anyone, their song ends.

If anyone but you enters, their song ends.

*If anybody leaves before the symphony is finished, their
song ends.*

*When the symphony is finished, their song will resume
from where they left off.*



MINDTHIEF



MISTS OF SAVANAH



FESTIVAL OF MADNESS



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UBIQUITY™ MUSKETEER ADVENTURING
PREPARE TO FIGHT FOUL
BEASTS OF THE NIGHT!



ALL FOR ONE
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CLASSIC ADVENTURE IN THE VOID!

Sundered Skies: Compendium 2 contains the Songs of Remorse mini-campaign plus a bonus adventure! A shattered world. A thousand floating islands. A constant glow of madness.

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1 SONGS OF REMORSE - MINDTHIEF

A Little Knowledge... Can Be A Dangerous Thing!

What starts off as a routine courier job delivering a message to a hermit in the Shattered City turns into a desperate race against a powerful member of the Bright Cabal with the ability to tear memories from its victim's minds.

2 SONGS OF REMORSE - MISTS OF SAVANNAH

Danger, Dinosaurs, & Dragons

The recently discovered isle of Savannah is a jungle isle inhabited by dinosaurs and strangely devolved savage drakin. The heroes find themselves in a deadly race to reach a hidden temple deep in the jungle.

3 SONGS OF REMORSE - FESTIVAL OF MADNESS

An Unearthed Prophecy, Corruption In The Trade Council, and The Return of an Old Foe...

The heroes become aware of an age old prophecy which seems to be describing them. Not everyone wishes this prophecy to be fulfilled however, and soon they are dodging attempts upon their lives as they race to discover what it all means.

4 WITHIN THE SKIES

Four Perilous Ruins... Dozens Of Ways To Die!

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Sundered Skies from Triple Ace Games, is a dark fantasy setting for the award-winning **Savage Worlds**™ RPG.



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