

SUNDERED SKIES



FATE OF THE SUMMONER

BY DAVE BLEWER





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DEDICATION: TO CAZ, FOR LETTING ME USE HER NAME TWICE, AND
BEING THERE WHEN I NEEDED HER.

THANKS TO KEVIN ANDERSON FOR KEEPING ME TRUE TO THE SKIES.



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FATE OF THE SUMMONER

SCENARIO BACKGROUND

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

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

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

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

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

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

Caryl's first attempt at opening a portal proved too successful. *The Summoner* became somehow lodged in the Soulshield, which surrounds the Sundered Skies. Demonic

energies and beings ravaged the ship. Only the sorceress herself survived, but her body was warped and broken.

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

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

MADNESS IN THE STREETS

Where: Shadowhaven

When: Anytime after the characters reach Seasoned Rank.

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

The heroes are trawling The Nexus, maybe looking to sell some hard won salvage or seeking much needed supplies or ammunition, when they hear sudden screams from ahead. The crowded streets start to surge with movement as people stampede towards them.

Call for a Notice (-1) check. Those who succeed, glimpse large, furry humanoids, harrying the rear of the surging crowds—Ragers. A successful Common Knowledge roll allows the hero to realize the leaning

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buildings of Shadowhaven make outbreaks of glowmadness extremely unlikely. Multiple outbreaks, as appears to have just happened, are unheard of. Something terrible must be happening, such as a voider attack.

Working their way up the street against the panicked mob will be extremely difficult. Use a variant of the Chase Rules from *Savage Worlds*. The heroes start five Range Increments away from the glowmad, and each hero must fight his own way through the crowd using Agility rolls. A success means they advance one Range Increment, two with a raise. Snake eyes determines the character has been buffeted and pummelled by the crowd, taking d6 damage.

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

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

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

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

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

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

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

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

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

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

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

Eight: (-2/0) Canopy Run: An opportunity presents itself to get above the stampeding crowd—a reinforced canopy above a market stall. The hero can attempt to leap onto the canopy, or he can ignore it and continue to fight his way through the crowd. If he chooses to take the high road, he gains an extra Range Increment on top of what the dice dictate.

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

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THE POSSESSED MONEY POUCH

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

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

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

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

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

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

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

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

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

When the possessor is killed, it transforms into a naked human male, scarred from many battles. He clutches a money pouch lies in his left hand, containing 10 cogs.

♣ **Blinded (1 per hero):** See page 15.

♣ **Ragers (1 per 2 heroes):** See page 19.

♣ **Possessor (1):** See page 19.

THE EYE WITNESS

Asking around, it is not difficult to find someone who witnessed the transformation—a child who hid in a basket. She is extremely scared, but can be coaxed to tell her story.

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

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

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

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THE INVESTIGATION

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

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

THE PEACOCK

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

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

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

What can you tell me about "Scarred" Colan?

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

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

What was this salvage?

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

What can you tell us about this new crew?

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

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

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

Did you notice Colan was carrying a new coin purse?



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

What were the items?

“Now you are asking! Colan had the coin purse, obviously—any idea what it did? The wildling had a spoon, of all things. The other human had a water skin; the drakin had a sleeping canvas, and the glowborn had a backpack.”

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

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

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

THE DOCKS

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

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

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

What follows below are episodic encounters, which can be inserted as needed into the main plot point of *Sundered Skies*. The

order these episodes are tackled isn’t important. They are listed purely in alphabetical order.

ALTAR OF MADNESS

Where: Gateway

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

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

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

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

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

DRY DAYS

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

She was quickly possessed, and most of her crew were turned glowmad. Those who weren’t were quickly chased down and killed. The new glowmad and the possessor were trapped on this tiny island.

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THE ISLAND

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

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

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

Possessor: See page 19.

Blightwalker: See page 15. He already has suffered one wound.

Ogre: See page 18. He already has suffered one wound.

AFTERMATH

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

CIRCLE OF NINE

Where: Mount Ore

When: When the heroes decide to track down Snowscale.

THE POSSESSED WATER SKIN

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

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

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

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

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

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

DRAGON HUNT

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

Visiting the site of the assault can garner several inconclusive clues. Successful Notice rolls find both dry bloodstains and standing

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pools of water, as if something substantial melted here. No tracks can be found of either the drakin or his attackers.

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

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

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

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

DRAGON AT BAY

Snowscale has made a relatively comfortable nest for himself in the dead end. He is initially very wary of the heroes, even aggressive—especially if it appears the heroes have roughed up Marag.

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

Detailed below are the questions your players will probably want to ask Snowscale and his answers. If a question not covered

here is asked, then the Game Master should be able to wing a response based upon the information given here.

Where did you find the Sleeping Canvas?

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

You didn't explore below decks?

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

Could you find the ship again?

“I can't, we came upon it in the deep void. Hayle, the glowborn sorcerer who accompanied us on the scavenger run, might have a better idea on how to find The Summoner again. He is far and away the cleverest non-dragon I have ever met.”

Have you noticed anything unusual about the Sleeping Canvas?

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

Do you know who attacked you, and why?

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

Snowscale produces an amulet, which has been expertly crafted from bone. It is similar to a spoked wheel. There are nine spokes, and examination discovers that, rather than

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spokes, they resemble men's and women's forearms, the hands forming the "axle" of the wheel.

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

CULTISTS ATTACK

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

Bryce, Dwarven sorcerer: See page 15.

Cultists (3 per hero +3): See Page 16.

AFTERMATH

Only Bryce knows the purpose of the cultists mission—to wrest the location of *The Summoner* from the drakin Chosen, Snowscale. He can fill the heroes in on the known history of the ship, but is unaware that it is presently lodged somehow in the Soulshield. Paraphrase the story found on page 2.

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

COMMUNITY SPIRIT

Where: Canopy

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

Pica passed through Timber several weeks ago. He arrived on a frigate, which then loaded up with timber and left again. He is well remembered in the town because of the

THE POSSESSED SLEEPING CANVAS

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

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

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

obvious delight with which he ate his food. Soon after, however, he set off into the ice forests of Canopy.

TRACKING THE MAGPIE

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

The wildlings in the settlements, in which the heroes are strangers, are at first wary of the heroes but soon warm to them. Questions about the magpie prompt tales of a traveler who carried with him a spoon, which made even the foulest tasting pap a gastronomic feast. He would come into the settlement, stay for a few days while he told tales of the outside skies and allowed all to share the wonders of his magical gift, then he would move on to the next settlement.

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

PICA'S SECRET

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

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

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

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

A WARM WELCOME

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

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

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

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

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

After ten rounds of combat, the elven strike force arrives. They take advantage of the chaos and attack almost immediately, attempting to kill everyone except Pica. The shepherd intends to take his time over the magpie's death. Pica fights on the elvish side unaware of their plans for him. The remaining wildling's—witnessing the elves, and ferals attacking the heroes—quickly realize their mistake and fight alongside their new allies.

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

🐾 **Pica, Wildling Quisling:** See page 18.

🐾 **Ivy, Elven Leafpriest:** See page 17.

🐾 **Poisonoak, Elven Shepherd:** See page 19.

🐾 **Elephant Feral:** See page 17.

🐾 **Cheetah Ferals (1 per Hero):** See page 16.

🐾 **Wildlings (3 per Hero):** See page 21.

QUESTIONING THE QUISLING

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

AFTERMATH

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

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

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

THE FATE OF THE SUMMONER

Where: Freedom Isle

When: When the heroes decide to track down Hayle.

THE POSSESSED SPOON

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

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

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

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

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

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

Chances are the heroes will have questions, for Hayle, about the backpack and its origins. Rather than repeat the questions and answers already detailed in the interrogation of Snowscale, we suggest you paraphrase the information on page 8. Remember to change the details to reflect who is speaking.

Hayle is also fairly knowledgeable about the Circle of Nine and the known history of *The Summoner*. Again, paraphrase the information on page 2 for the players.

Even after Hayle hears of the dire effects the possessed items have had on at least two of his old comrades, he is not willing to allow

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THE POSSESSED BACKPACK

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

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

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

it to be destroyed. He believes the arcane residue, which can be seen radiating off the artifacts via a *detect arcana* spell, could have the same effect on a waysphere as the dirt from an island would. Indeed, someone who handles one of the items and then attempts to attune a waysphere is successful. The sphere points somewhere, at least.

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

The frigate cannot be destroyed with cannon fire—even at short cannon range, the ship is insubstantial. The closer they get to the ship the more solid it becomes, but at the point where cannons could destroy the ship, the cannon crew would be in danger of injury and death themselves. The only sure way to destroy the ship is to plant several powder bombs. However, this will involve going below decks—and splitting up!

Hayle is fairly sure three good-sized powder bombs could take care of a ship of *The Summoner's* size: one planted in the prow of the ship, the second planted in the aft, and the

final bomb planted amidships. Individually, none of these bombs will destroy the sky ship, but the triple whammy of the three explosions will fundamentally weaken the ship, causing it to fall apart under its own weight.

Hayle will accompany the heroes on the mission to destroy *The Summoner*. He started this chain of events, so he might as well finish it. Snowscale will also accompany the heroes. Hayle can also bankroll the purchase of enough powder for at least five bombs if necessary. He refuses to buy anything of elven make, including their potions.

THE GHOST SHIP

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

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

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

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

THE DECK

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

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

As explained on page 2, when Caryl botched the summoning spell, her ship became somehow lodged in the Soulshield. What the heroes are experiencing is the sights and sounds of being so close to Hell.

The deck is a mess. Something big and powerful has smashed everything to tinder wood and ripped all of the sails. Scattered among the debris, are many different mundane items: plates, forks, candles, uncoiled rope, and more. Anyone who uses *detect arcana* on these items, discovers they are all magical. Hayle and Snowscale state the ship was intact when they last visited it.

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

GOING BELOW

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

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



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

A sensible, cautious—we hesitate to say boring—party, may insist on clearing all the decks before they plant the bombs. Allow them to do this, but add a number of maulers equal to the number of Heroes to each encounter.

PROW

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

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

☞ **Corpse Swarm:** See page 16,

☞ **Maulers (1 per hero):** See page 18. Only include these if the party has not split up.

AMIDSHIPS

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

☞ **Grisly Puppeteer:** See page 17.

☞ **Maulers (1 per hero):** See page 18. Only include these if the party has not split up.

STERN

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

☞ **Ripper:** See page 20.

☞ **Maulers (1 per hero):** See page 18. Only include these if the party has not split up.

ABANDON SHIP!

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

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

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

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

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

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

☞ **Caryl, Mutated Spider Sorceress:** See page 16.

AFTERMATH

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

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

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

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

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BESTIARY



BLIGHT WALKER

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

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

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

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

Salvage: Goods.

Special Abilities:

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

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

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

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

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

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

Tendrils Attack: d6+d4

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

BLINDED

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

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

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

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

Salvage: Junk.

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

Special Abilities:

Armor +2: Blinded have scaly skin.

Berserk: These glowmad are in a constant state of berserk fury. They gain +2 to Damage, Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.

Blindsight: Blinded can detect all foes within 10". All those beyond are totally concealed.

Fear: Blinded are the most infamous of all glowmad.

Leap Attack: Blinded may leap 1d6+2" into combat, gaining +2 on their Fighting and Damage rolls.

Weakness: Blinded are susceptible to sound and scent based attacks, suffering +2 damage and -2 on rolls to resist them.



BRYCE, DWARVEN CIRCLE OF NINE PETITIONER

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

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

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

Charisma: 0; **Pace:** 5; **Parry:** 7; **Toughness:** 9(2)

Hindrances: Arrogant, Slow

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

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

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

CARYL, MUTATED SPIDER SORCERESS

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

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

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

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

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

Special Abilities:

Bite: Str+d4.

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

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

Size +4: Caryl is disgustingly huge.

Slam: Caryl can use her bulk to knock a foe back. She rolls her Strength die and adds her Size bonus to the result. This result is opposed by the hero's Strength roll. Success means she has knocked him back 1". If this knocks a hero overboard, don't forget the Falling Overboard setting rules on page 53 of *Sundered Skies*.

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

CHEETAH FERAL

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

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

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

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

Salvage: None

Special Abilities:

Claw: Str+d6.

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

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

CIRCLE OF NINE CULTISTS

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

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

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

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

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes.

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

Salvage: Junk for every 3 cultists.

CORPSE SWARM

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

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

Skills: Notice d8

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

Salvage: None.

Special Abilities:

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

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

Tear and Gouge: Swarms inflict hundreds of attacks every round to their victims, hitting automatically and causing 2d4 damage to

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everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).

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

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



ELEPHANT FERAL

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

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

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

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

Salvage: Junk

Special Abilities:

Armor +1: Leathery hide.

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

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

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

Tusks: Str+d6.



GRISLY PUPPETEER

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

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

Skills: Fighting d6, Guts d4, Notice d6

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

Edges: Combat Reflexes, Nerves of Steel

Salvage: Goods.

Special Abilities:

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

Claws: Str+d4

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

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

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



IVY, ELVEN LEAFPRIEST

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

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

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

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

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

Hindrances: All Thumbs

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

Gear: Elven leather (+2), ironwood sword (Str+d6), elven longbow (Range: 15/30/60, 2d6), elven sprint potion.

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



HAYLE, GLOWBORN SORCERER

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

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

SUNDERED SKIES

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

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

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4
Hindrances: Bad Eyes (minor), Elderly, Loyal

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

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

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

MARAG, DWARVEN APPRENTICE

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

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

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

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

Hindrances: Curious, Loyal, Slow

Edges: Clan Trained, Low-light Vision, Tough

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

MAULER

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

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

Skills: Fighting d6, Notice d6,

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

Edges: Fleet Footed, Improved Frenzy

Salvage: None.

Special Abilities:

Armor +1: Armored scales.

Bite: Str+d6.

Fearless: Maulers are immune to Fear and Intimidation.

Insane: Maulers are in a perpetual berserk frenzy. They gain +2 to Damage, Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die, they hit a random adjacent target—not the original target.



OGRES

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

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

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

Pace: 7; **Parry:** 4; **Toughness:** 11

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

Salvage: Goods.

Special Abilities:

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

Size +3: Ogres are over 9' tall.

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

PICO, MAGPIE WILDLING QUISLING

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

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

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

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

Hindrances:

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

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



POISONOAK, ELVEN SHEPHERD

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

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

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

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

Hindrances: All Thumbs

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

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



POSSESSOR

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

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

Upon possession, the victim becomes a swirling, black hole in reality, but still retains his original outline. All his possessions are sucked into this hole and lost. Two tentacles covered in lamprey-like mouths emerge from the swirling darkness.

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

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

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

Skills: Fighting d8, Intimidation d10, Notice d6

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

Salvage: None (but see above)

Special Abilities:

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

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

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

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

Tentacles: Str+d6, Reach 2.

RAGER

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

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

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

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

Salvage: Junk.

Special Abilities:

Berserk: Ragers spend their, usually short, existence in a constant state of berserk fury. They gain +2 to Damage, Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.

Claws: Str+d4

Hardy: Two Shaken results will not put a Rager down.

Size +2: Ragers are over 8' tall.

SUNDERED SKIES



RIPPER

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

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

Skills: Fighting d8, Intimidation d10, Notice d8

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

Salvage: None.

Special Abilities:

Claws: Str+d8, Reach 2

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

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

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



SNOWSCALE, DRAKIN CHOSEN

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

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

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

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

Hindrances: Curious

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

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

Special Abilities:

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

WILDLINGS

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

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

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

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

Hindrances: Fugitive, Small

Edges: Determined, Fleshforged, Glowmad Immunity

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

Salvage: Junk for every 3 wildlings.

NON PLAYER CHARACTER STATS—FOR PLAYERS



HAYLE, GLOWBORN SORCERER

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

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

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

Hindrances: Bad Eyes (minor), Elderly, Loyal

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

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

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

MARAG, DWARVEN APPRENTICE

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

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

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

Hindrances: Curious, Loyal, Slow

FATE OF THE SUMMONER

Edges: Clan Trained, Low-light Vision, Tough

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



SNOWSCALE, DRAKIN CHOSEN

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

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

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

Hindrances: Curious

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

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

Special Abilities:

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

WILDLINGS

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

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

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

Hindrances: Fugitive, Small

Edges: Determined, Fleshforged, Glowmad Immunity

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

Salvage: Junk for every 3 wildlings.

FIND OUT THE FATE OF THE SUMMONER!

Madness...

Chaos on the streets of Shadowhaven, as glowmad, and something even worse attack.

Death...

An elven strike force prepares to destroy every wildling on the isle of Canopy

And Mayhem

Demon summoning cultists scheme and plot in the tunnels of Mount Ore. How are these events linked? What does it have to do with a routine salvage haul?

What was...

The Fate of The Summoner?

The Fate of the Summoner is a terrifying adventure module for the highly acclaimed *Savage Worlds* setting *Sundered Skies*. Written by *Skies* creator Dave Blewer, we invite you once more to visit the void.



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