

SUNDERED SKIES



WITHIN THE SKIES

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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 crewmate, 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 20.

Insane Sailor: Use Sky Sailor stats from page 20, adding the Berserk edge.

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.

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.

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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.

THE CAVES

The cave entrance is swathed in green moss and dotted with several 1-foot-wide 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 (<i>Sundered Skies</i> 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 20.

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 5. Draw another card, the suit of which determines the danger they are in—as detailed in the table found on page 4.

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
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 20

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 5.

RED KING (THE TRIBE CHAMBER)

The heroes have found their way through to the tribe chamber, see page 6 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 he-

roses' exploration of the tunnels. If it comes up again treat it as a red ace.

Crab Monster (1 per hero): See page 19.

RED ACE (THE TRIBE CHAMBER)

The heroes have found their way through to the tribe chamber, see page 6 for more details.

JOKER (THE TRIBE CHAMBER)

The heroes have found their way through to the tribe chamber, see page 6 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 19.

Amphibians (3): See page 20.

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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 20.

Amphibian Clan Chief: See page 20.

Garieth: Use Sky Sailor stats from page 20 with 1 wound and 2 fatigue levels.

Garieth’s crew (1): Use Sky Sailor stats from page 20 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 19.

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’ island 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—Songpriests 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.

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 musical 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.

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 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:

They need your righteousness and self-sacrifice to survive. Don't they?

Bloodfly Swarms (3): See Page 21.

Prisoner: See Page 22

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 are 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 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 22

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.

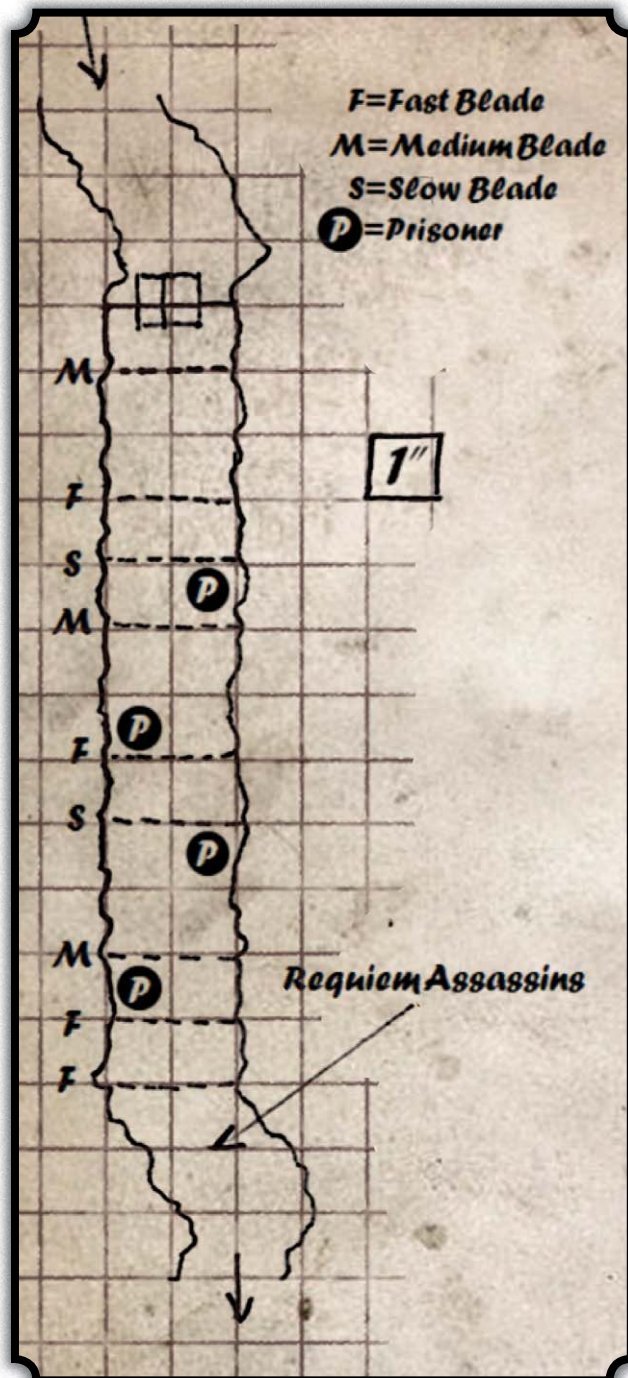
To keep the different blade speeds and intervals simple, they can be classified as Slow blades (d6 Agility, marked "S" on the map), Medium blades (d8 Agility, marked "M" on the map) and Fast blades (d10 Agility, marked "F" on the map). When the GM draws the map on the tabletop, he should make sure to 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

SUNDERED SKIES

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.

The 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 Musecraft’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 22. Add the Blind hindrance.

Neophyte Requiem Assassin (1 per hero): See Page

21

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 a dagger. Musecraft 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 Musecraft himself, flanked by two Requiem Songpriests.

As soon as the heroes enter, the prisoners 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 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. Musecraft 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. Musecraft has instructed his Songpriests to use their dispel spells to counter any spells cast by the heroes that could stop 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 fight-

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 Musecraft'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?*"

ing below gain a +2 to their rolls to resist Tests of Will for the remainder of the fight.

Eventually Musecraft 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. Musecraft 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 22.

Noophyte Requiem Assassin (2 per hero): See Page 21

Requiem Songpriest (2): See Page 21

Draall Musecraft: See Page 21

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

SUNDERED SKIES

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 hideout... 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” Grhuell, a notorious pirate feared for his cruelty and viciousness. Grhuell 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 Grhuell’s hideout be *inside* the island?

THE STORY OF “SCAR” GHRUELL

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 laughingstock 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 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 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

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 back-tracking 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.

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 22.

Dark Glimmerwing Swarms (3): See page 22.

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 22

Ragers (3): See Page 23.

AMBUSH AT THE CANYON

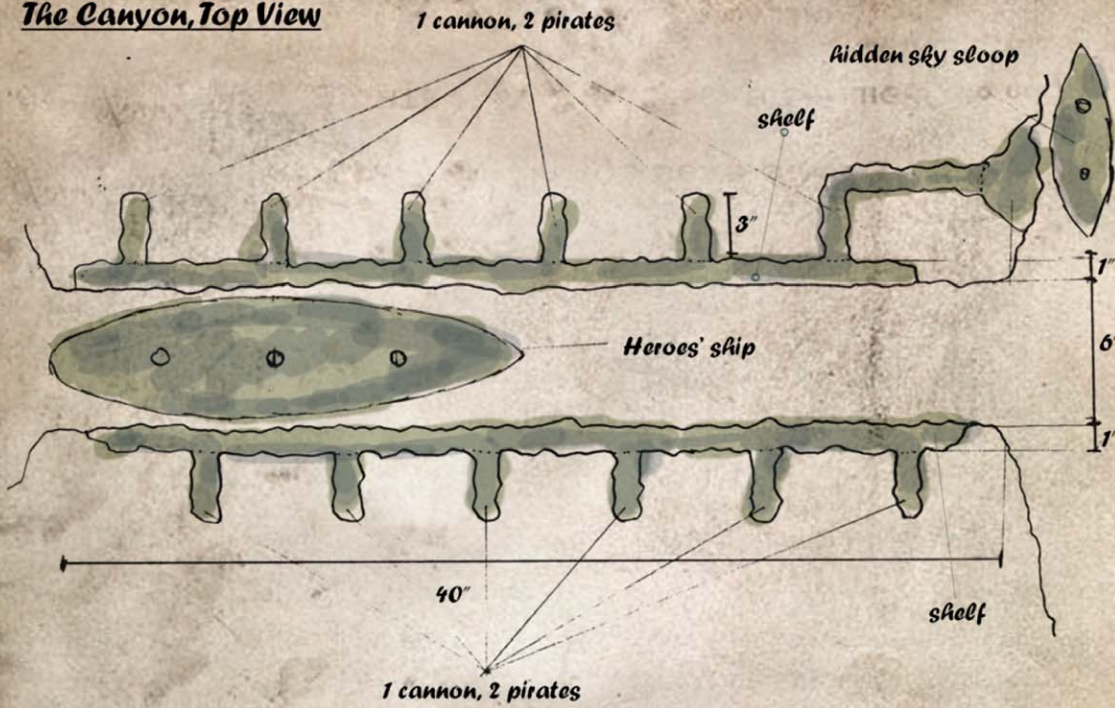
If Grhuell's pirates are aware of the approaching intruders (maybe the heroes have made an awful lot of noise with cannon and spell) they might take advantage of a cunning trap prepared ages ago by the forgotten inhabitants of Darkhome.

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.

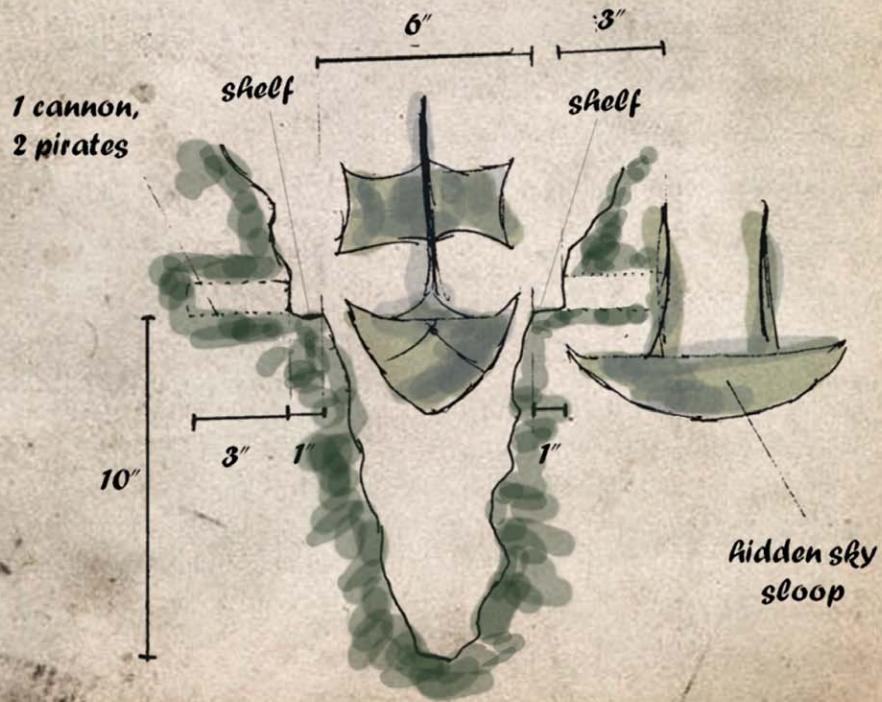
When they reach the canyon, the heroes will find that it is barely the width of their ship. They will also notice that along both sides of the canyon walls runs a narrow shelf just wide enough for someone to walk on.

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

The Canyon, Top View



The Canyon, Side View



SUNDERED SKIES

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 23. 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 23) 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 23.

Rhan 'Scar' Ghruell: See page 23

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 mo-

ment—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 23), 18 blinded (see Page 22), 2 Ragers (see page 23), Experienced Voider Priest Praol Ghruell (see Page 23).

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.



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 Waysphere, 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 destina-

tion. 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 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

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Glowmadness, but also becoming susceptible to the same forces that affect the islands. More than one Voidmancer 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 bit 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 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 24.

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 24.

Wood Elementals (2 per hero): See page 24.

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. Ten-

drills—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 24.

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 24.

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

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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.

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 Lifemothers 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



DRAALL 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, 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

SUNDERED SKIES

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 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 Lightbringer, 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.

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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 songs will resume from
where they left off.*

FOUR PERILOUS RUINS...

...DOZENS OF WAYS TO DIE!

In the *Sundered Skies* salvage is literally more valuable than gold, a wooden chest is much more prized than the bullion which fills it. Scavengers are adventurers who risk life, limb, and sanity to find the best salvage, and the best salvage is found in the deadliest of ruins.

Within The Skies contains four fully detailed ruins to be played at any point in the *Sundered Skies* plot point campaign.

Inside you will find:

- * The fabled home to a Goddess found within the monstrous Runoff Falls.
- * An horrific lesson taught by the insane bardic assassins of the Requiem.
- * A hollow island so huge it can only be explored by skyship.
- * A legendary threat to every isle created by the heroes success.

Sundered Skies from Triple Ace Games, is a dark fantasy setting for the award-winning *Savage Worlds*™ **RPG**.



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