

NOBLE DECEIT

A Savage Tale By
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CHAPTER ONE:

THE SWORD OF HALIMOS

The Sword of Halimos is an adventure for four to six Novice Rank *Savage Worlds* fantasy characters. You need the *Savage Worlds* core rulebook from Great White Games for this adventure. This Savage Tale also includes full size map tiles so you can cut them out and get to the action right away!

ADVENTURE BACKGROUND

The adventure begins in Brinskurn, a city on the banks of the river Kimshi. Brinskurn is ruled by the reclusive Duke Desmond of Brinskurn, whose law is absolute in the city, enforced by an extensive City Watch and his elite Dragon Guard.

Seneschal Torim at Brinskurn Castle has put out the call for adventurers to aid him in the recovery of an ancient holy relic that was stolen from the nearby monastery. This holy weapon is a sword that was once wielded by the great Paladin Halimos, a local hero who defeated an undead fiend that once threatened Brinskurn. Seneschal Torim is authorized to pay the sum of 800 silver to the party that can recover the relic.

If the heroes seem trustworthy, Seneschal Torim may be willing to provide a writ indicating the team is investigating the relic theft on behalf of Seneschal Torim.

INVESTIGATING THE THEFT

There are many avenues to investigate the theft, and eventually the heroes should have enough clues to lead them to the sewers beneath Brinskurn.

THE MONASTERY OF ST. ZARASTOS

The monastery of St. Zarastos is located in the poorer section of Brinskurn, and headed by an elderly man named Perdicus the Grey. Perdicus is quite upset about the theft, and can relate the following details:

- The Sword of Halimos was kept in a locked, enclosed area of the monastery, guarded by one of the lay clergy.

- The theft occurred late at night. The clergyman guarding the door had fallen asleep. Apparently, his tea had been drugged with *redleaf*, a local herb that causes drowsiness.

Heroes investigating the relic room and making a Notice roll find that the lock was jimmed. A Tracking roll at -2 on the grounds of the monastery reveals tracks leading from the outer wall to the kitchen entrance.

THE APOTHECARY

There is an apothecary in Brinskurn named Cadia. She is a frail old woman with bad eyes and an ornery demeanor that runs a shop in the merchant district of Brinskurn. She has been supplying the local thieves—Blackdaggers—with *redleaf*, but only due to their threat of ‘something bad’ happening to her beloved shop if she doesn’t. Cadia doesn’t care to discuss her affiliation with the Blackdaggers – heroes have to get a raise on a Persuasion roll to convince her to tell them about the gang. However, she can be bullied into relating the information with a successful Intimidation roll.

Some of the shadier heroes may wish to acquire some *redleaf* for themselves. They have to Intimidate Cadia into



selling them some, and then only at 10 silver pieces per dose. Prepared redleaf is a reddish powder that can be mixed into food or drink. When ingested, a character must make a Vigor roll every hour for the next 1d6 hours or gain a level of Fatigue. Those Incapacitated by Fatigue simply fall asleep. Each Fatigue level can be removed by getting at least four hours sleep.

WORD ON THE STREET

With a successful Streetwise roll and some silver (at least 20 sp), the heroes learn that the City Watch has been leaning heavily on some of the more unsavory individuals on the street, looking for any clues as to who stole the sword. With a raise on the roll, they find there is a gang known as the Blackdaggers, who are suspected as the culprits.

With two raises on a Streetwise roll, they can even contact a Blackdagger named Pedry the Snitch. He is a nervous little man, but can be persuaded to tell the heroes about the involvement of the Blackdaggers in the theft with a Persuasion or Intimidation roll at -4. The penalty can be negated by offering a prodigious amount of silver to Pedry (at least 100 sp). With a raise on the roll, Pedry even relates the location of the Blackdagger's sewer hideout. He doesn't mention the traps located there, of course.

THE CITY WATCH

The City Watch is headed by Captain Benthos, who is less keen on sharing information on the theft with the heroes. He believes the law should be left in the hands of the City Watch, not some self-righteous mercenaries. However, with a successful Persuasion roll at -2 by the heroes, he relates the following:

- Redleaf has been commonly used by a gang of thieves operating in Brinskurn known as the Blackdaggers. They're mainly involved in theft and extortion, but aren't above murder if the price is right.
- The City Watch have tried leaning on a few Blackdaggers to find out if they know anything about the missing sword, but the gang members have said nothing thus far.
- The Blackdaggers are rumored to have a hideout in a section of the sewers beneath Brinskurn. The Watch needs authorization from Seneschal Torim before allowing any 'civilians' in there, though (a legal formality, but easily obtained).

THE BRINSKURN SEWERS

Almost all of the sewer entrances are padlocked grates, with the City Watch holding the keys. The heroes can either Persuade the City Watch to allow them entry, get authorization from Seneschal Torim, or make a successful Lockpick roll to bypass them. There is a long walkway leading down, and eventually the heroes find

themselves in the sewers beneath Brinskurn. Light is required as it is pitch dark in this dank place. It takes about 20 minutes to navigate the narrow sewer walkways to where the Blackdaggers hideout is supposed to be.

THE JOYS OF SEWERS

Being sewers, the stench here is horrible. Every hour spent within requires a Vigor roll or the character gains a Fatigue level from the noxious odors. Add +1 to the roll if a hero does something like wrapping a cloth around their mouth and nose. Each Fatigue level can be removed by spending at least 15 minutes in fresh air. Characters become accustomed to the spell after about five hours and must roll only every two hours thereafter.

The sewers are very dank and slippery. If the heroes get involved in combat within 1" of a sewer channel, there's a chance of slipping into the effluent stream. A hero must make an Agility roll anytime he takes damage. If failed, the unfortunate adventurer slips into the sewage and starts to be carried down the channel at the rate of 4" per round, and must make Swimming rolls to avoid drowning in the filth (see *Savage Worlds*).

Finally, getting sewer waste in your wounds is a Bad Thing. A hero with wounds who enters the filth must make a Vigor roll or contract a nasty form of dysentery. Every day after contracting the disease the victim must make a Vigor roll or gain a level of Fatigue from fever, the shakes, etc. If the hero reaches Incapacitated in this manner he falls into a coma. Another Fatigue level results in death. To fight off the dysentery, the victim must stave off its effects (that is, make the daily Vigor roll) three days in a row. A successful Healing check adds +1 to the roll, and acquiring *tanisroot* from the local apothecary (25 sp/dose) allows an additional +1.

I. RATS IN THE WALLS

As the explorers venture along the sewer walkways they come across an opening on the west side of the tunnels filled with debris of various sorts. A Notice check reveals skittering and squeaking noises. Two raises on their Notice rolls also reveals a loose stone about a yard back from the opening, within which is a flask of oil and a tinder box. This is usually lit by the Blackdaggers in front of the opening to prevent the rats from attacking. Otherwise, investigating or lingering in the opening causes a ravenous horde of rats to attack!

RAT SWARM

These vicious rats are hungry and looking for fresh meat! Though they normally take up a Medium Burst Template, here they simply fill the area along the walkway, crawling up and down the heroes to do so.

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

Skills: Notice d6

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



Special Abilities:

- **Bite:** Every target within the swarm suffers 2d4 damage.
- **Swarm:** Parry +2; The swarm is the size of a Medium Burst Template. Cutting and piercing weapons do no real damage. Area-effect weapons work normally, and characters can attack each round by stomping, causing his damage in Strength each round.

If the heroes search the rat's nest they find 1d10 x 10 silver worth of trinkets and treasure amongst the debris.

2. THE SEWER DWELLER

If the heroes are travelling on the north side of the sewage channel, they come to a sewer outlet on the north side that must be crossed in order to continue along the north walkway. If they make a Notice roll at -2 they spy a small pile of stones beside the wall on the walkway. These have been left by the Blackdaggers to throw in the water to distract the sewer dweller that lairs beneath the outlet! The heroes can choose to jump across the sewer outlet with a successful Strength roll, but must make an Agility roll when they land on the other side to avoid slipping into the filth below. After the first couple of people have crossed, unless it has been distracted, the sewer dweller leaps up and strikes at the next person attempting to jump across.

If travelling on the south side of the sewage channel, the Blackdaggers have set up a cleverly disguised trap (Notice roll at -4). Anyone stepping on the southern

walkway midway down the tunnel must make an Agility roll at -2 or be dumped into the channel as the stones of the walkway slide into the sewage! Anyone who splashes into the sewage also attracts the attention of the sewer dweller.

SEWER DWELLER

This creature resembles a giant green slug with a gaping toothed maw and four slimy tentacles. It feeds upon filth, but isn't above taking a bite out of adventurers as well.

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

Skills: Fighting d8, Notice d6, Swimming d8

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

Special Abilities:

- **Aquatic:** Pace 8
- **Bite (Str+4)**
- **Size +2**
- **Tentacles (4):** Each tentacle has sharp spurs on it causing Str+1 damage. The tentacles have a 4" reach. If a tentacle gets a raise on an attack, it has wrapped around the victim as well and starts dragging the victim towards its mouth at 2" per round. The victim must make an opposed Strength test on his action to resist the pull, and a raise is required to break free. Tentacles can be targeted (Parry 8, Toughness 6), with a Wound destroying the slimy appendage.

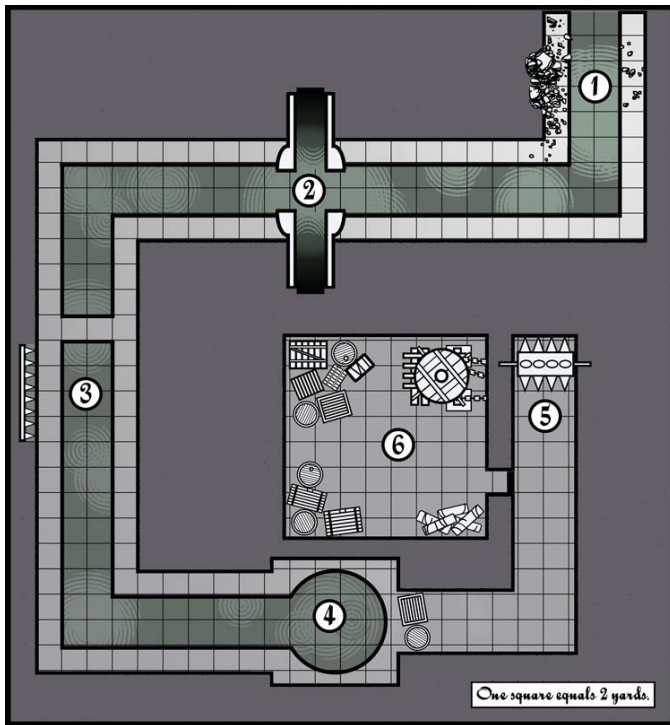
3. SPIKE TRAP

The Blackdaggers hired the twisted gnome inventor Skraakenar to install a vicious hidden trap on the west walkway. Anyone who fails a Notice roll triggers a spring-loaded spike trap imbedded into the floor of the sewers. This trap causes 3d6 damage, and the victim must make a Vigor roll or contract dysentery as described on the previous page.

4. BLACKDAGGER AMBUSH

The sewage channels drain into various pools, and one of them is at this juncture. Going faster than 2" per round requires an Agility roll. Those who fail fall right into the sewage.

The Blackdaggers are well aware that someone might come looking for them and the sword, and so have set up sentries to ambush anyone who comes near their hideout. The two sentries are waiting further down the hallway from a sewer drainage pool with hooded lanterns, waiting for some sign of approach such as lighted torches or loud noises. As soon as someone tries maneuvering around the pool, the thieves start firing crossbows at him. The sentries are well hidden, so unless the heroes make Notice rolls (applying Darkness modifiers) versus the Blackdaggers' Stealth rolls, the thieves likely get the drop on them (+4 to attack and damage).



THE BRINSKURN SEWERS



BLACKDAGGERS (2)

The Blackdaggers do their utmost to defend their hideout, although they may be persuaded to give up if it looks hopeless for them.

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

Skills: Climb d6, Fighting d6, Guts d4, Lockpick d6, Shooting d6, Stealth d8

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

Hindrances: Greedy (minor)

Edges: Thief (+2 to Climb, Lockpicking, and Stealth)

Gear: Leather armor (+1), short sword (Str+2), dagger (Str+1), cross bow (15/30/60; 2d6 damage; AP 2; requires 1 action to reload), purse with 2d6 silver pieces each

5. RAMP TRAP

This area is a long section of corridor, apparently empty except for some dust. An active search (Notice roll at -4) of the west wall finds a hidden entrance to the Blackdaggers' hideout. However, stepping on the floor within 1" of the northern dead end activates the ramp trap—another creation of Skraakenar the gnome. A false wall drops and a heavy spiked cylinder starts rolling down at the rate of 8" per round, crushing anyone or anything in the corridor. Deal initiative for everyone and one for the trap. The heroes may have a chance of outrunning the cylinder if they get high enough initiative cards. The unfortunate souls who fail to outrun it take 5d6 damage!

There are two heavy chains attached to the cylinder to prevent it from ending up in the sewer, and to allow the Blackdaggers to retract it with a winch system located inside their hideout.

6. BLACKDAGGERS' HIDEOUT

The Blackdaggers' hideout allows them to keep far away from the City Watch. Few people who have stumbled upon this part of the sewers have lived to reveal the location. Within the lair are various cots, supplies, and treasure looted from the citizens of Brinskurn.

Fineas the Foul leads the Blackdaggers, rarely leaving their subterranean lair. His backup man is a wall of muscle named Grom. The Blackdaggers are aware of the heroes' approach if they set off the ramp tramp. Otherwise they may be taken by surprise, secure in the extent of the trap system.

Blackdaggers (6): Use the stats for the Blackdaggers from encounter 4, but with regular bows instead.



FINEAS THE FOUL

Fineas has a mean streak a mile wide and will do anything to keep his position of power among the Blackdaggers. He's content to let the rest of the Blackdaggers do the fighting, but if things start looking bad he'll try to stab the worst threat with his venom dagger (see below).

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

Skills: Climb d6, Fighting d8, Guts d4, Lockpick d6, Stealth d8, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Greedy (minor), Mean, Vengeful (major)

Edges: Thief (+2 to Climb, Lockpicking, and Stealth), Two-Weapon Fighting

Gear: Leather armor (+1), long sword (Str+3) x2, Venom Dagger (Str+1; special), purse with 20 silver pieces.

FINEAS' VENOM DAGGER

This dagger has a reservoir of fast-acting poison. When Fineas causes at least a Shaken effect with the weapon, the victim must make a Vigor roll at -2 or be poisoned. A poisoned victim immediately becomes Exhausted (-2 to all rolls) and dies from heart stoppage within 2d10 +10 minutes unless a Healing roll is made at -2 (one attempt only!). The dagger can be used twice before its poison must be refilled.

GROM

Grom is a dim but loyal follower of Fineas, and does anything he can to protect him. His loyalty is also blind, causing him to do things he might not otherwise do if left to his own devices.

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

Skills: Fighting d10, Guts d10

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Hindrances: Loyal, Ugly

Edges: Berserk, Brawny, Sweep

Gear: Leather armor (+1), maul (Str+3; AP 2 vs. rigid armor; Parry -1; 2 hands)

After the Blackdaggers are defeated, the heroes are free to search their hideout. There are several chests filled with supplies and treasures. Among the common goods there are five ropes in 10" lengths, five hooded lanterns, a dozen torches, six tinderboxes, 10 pints of oil, three grappling hooks, and 10 sets of lock picks. Among the Blackdaggers' treasure there is 800 silver and 10 gems worth 2d6x10 silver. There is also a fine black velvet hooded cloak, a magical treasure that grants the wearer +1 to Stealth rolls.

Finally, in one of the boxes wrapped in soft leather is the holy relic the heroes are seeking, the Sword of Halimos! They can return the sword to Seneschal Torim for the reward. If they decide to keep the sword for themselves it should be noted that anyone in and around Brinskurn recognize the blade and likely reports it to the Duke.

Sword of Halimos: This magical long sword does Str+4 damage, and an additional +1d6 versus supernatural evil (undead, demons, etc.). In addition, once per day the character can repulse evil supernatural creatures as if they had the Holy Warrior Edge.



CHAPTER TWO:

THE FALLEN CATHEDRAL

The heroes are once again called upon by Seneschal Torim at Brinskurn Castle. The Duke suspects the recent theft of the Sword of Halimos was instigated by a dark figure from Brinskurn's past, the terrible undead Kalindroth the Necromancer!

Many years past, Kalindroth led an army of undead that overwhelmed a cathedral outside of Brinskurn. They were garnering their forces to attack Brinskurn itself but the Paladin Halimos led a force of soldiers to destroy the evil fiend. While Kalindroth was destroyed, the Paladin Halimos was mortally wounded in the conflict and died soon after. The Sword of Halimos was returned to the monastery in Brinskurn, and has since been treated as a holy relic.

The Duke is certain that Kalindroth is behind the theft of the sword as there have been reports of strange creatures near the fallen cathedral, and reports of grave robbing from the nearby cemetery. Seneschal Torim employs the heroes to dispatch Kalindroth once and for all, offering another 800 silver for the task. Depending on the performance of the heroes in *The Sword of Halimos*, Torim may increase the reward. Torim may even agree to lend the heroes the Sword of Halimos to use against Kalindroth if they ask and make a successful Persuasion roll.

THE FALLEN CATHEDRAL

The fallen cathedral was once a beautiful structure built on a holy site outside of Brinskurn. When Kalindroth

the Necromancer overwhelmed it, the place became desecrated by his foul magics. Upon Kalindroth's defeat he placed a terrible and powerful death curse on it. Though the trees were burnt and the cathedral walls toppled, they eventually rose again as macabre and twisted mockeries. The priests in Brinskurn pronounced the place cursed, and it has been shunned by the locals since.

TRAVEL TO THE CATHEDRAL

Travelling to the cathedral in the nearby Jendri Forest is a half-hour walk on an overgrown cobbled path. As the adventurers approach the cursed place, the trees and other vegetation take on a sinister cast, becoming more dark and twisted. By the time the heroes reach the cathedral proper the forest is in a dim twilight under a canopy of corrupt flora.

The cathedral itself is a mortared stone building done in gothic architecture. Much of the stonework is broken and scorched, but still remains intact, and is overgrown by moss and creeping plants. It exudes an air of ominous dread. Any hero with Arcane Background (Miracles) who follows a benevolent deity finds that the connection with their god is lessened while in the area; their Power Points regenerate at half the regular rate.

1. THE ENTRANCE

There is a set of pitted stone steps that leads up to the doors of the cathedral. The entrance is a set of tall double doors that are worn and cracked, but still very



sturdy. It takes a combined Strength of 12 to open the doors, which scrape along the stone floors of the cathedral.

2. THE CHAMBER HALL

The tall doors open into the large main chamber of the cathedral. Large pillars rise upwards, holding the vaulted ceiling in place. The place is very dim, imposing a visibility modifier of -1 if the cathedral is approached in the day time. On the dirty floor of the chamber are piles of bones, all in tattered garments, with rusted weapons in the mix. A particularly large pile lies in the center of the chamber. A Notice check reveals that about a third of the skeletons have the remains of matching uniforms; some type of soldiers.

As the heroes gaze upon the piles of skeletons, ethereal images begin to play over the bones, accompanied by distant ghostly sounds. They portray a battle of some sort, with soldiers fighting against a relentless horde of undead. Most of the soldiers are hauled down under the weight of the undead, torn apart by filthy claws. Anyone watching this grisly reenactment must make a Fear check.

As long as the characters avoid the bone-piles, the restless spirits do not react. If any are disturbed however, the small piles bones animate into vengeful skeletons. After three rounds of combat the largest of the bone piles animates into a dreaded bone guardian!

SKELETONS (10)

These undead are the remains of the soldiers that Halimos led many years ago, reanimated by Kalindroth's curse to protect the entrance to the cathedral.

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

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

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

Special Abilities:

- **Bony Claws:** Str+1.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows, bullets, and other piercing attacks do half-damage. Immune to disease and poison.

BONE GUARDIAN

This undead monstrosity was crafted by Kalindroth many years ago, and was destroyed by Halimos in the earlier fight. The cursed cathedral has animated it once again.

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

Skills: Fighting d8, Intimidation d6, Notice d4

Pace: 7; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Armor +2:** the bone guardian has bone plates giving it +2 Toughness.
- **Bone Shrapnel:** As a final means of defence, when the bone guardian "dies" it explodes into a shower of jagged bone fragments, doing 3d6 damage within a Large Burst Template.
- **Bony Claws:** Str+1.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets and other piercing weapons do half damage. Immune to disease and poison.
- **Fearless:** The bone guardian is immune to Fear and Intimidation.
- **Size +1:** The bone guardian is over 8' tall, comprised of the bones of many corpses.
- **Sweep:** The bone guardian can attack all adjacent opponents at -2.

Amongst the piles of bones that scatter the floors of the cathedral are 2d6x10 silver pieces. At the front of the church is a rotted pulpit; characters who search the pulpit and make a Notice roll at -2 find a hidden box containing three thin glass bottles of holy water. Throwing a bottle at an evil supernatural creature (including undead) causes 2d6 damage within a Small Burst Template (throwing range of 3/6/12).

3. HIGH ALTAR

This back room is the high altar area of the cathedral, used once by the priests to prepare for mass and for private prayer. As the heroes look about the chamber, they see a ghostly figure in priest garments kneeling in front of the ruins of a destroyed altar. He does not notice the heroes, and they can sneak by them with a successful Stealth roll at +2.

If the heroes attack the figure or he notices them, he turns and starts talking with them, but the words are incoherent. He soon becomes frustrated, and his form distorts and darkens as he starts shrieking out his words. He can be calmed with a Persuasion roll at -4. If so he mutters a few words about torture at the hands of Kalindroth, but he is now free (this is an important clue that the undead threat is not what it seems). If combat breaks out, it attracts the skeletal hordes in the main chamber hall assuming they have not already been destroyed.

MAD GHOST

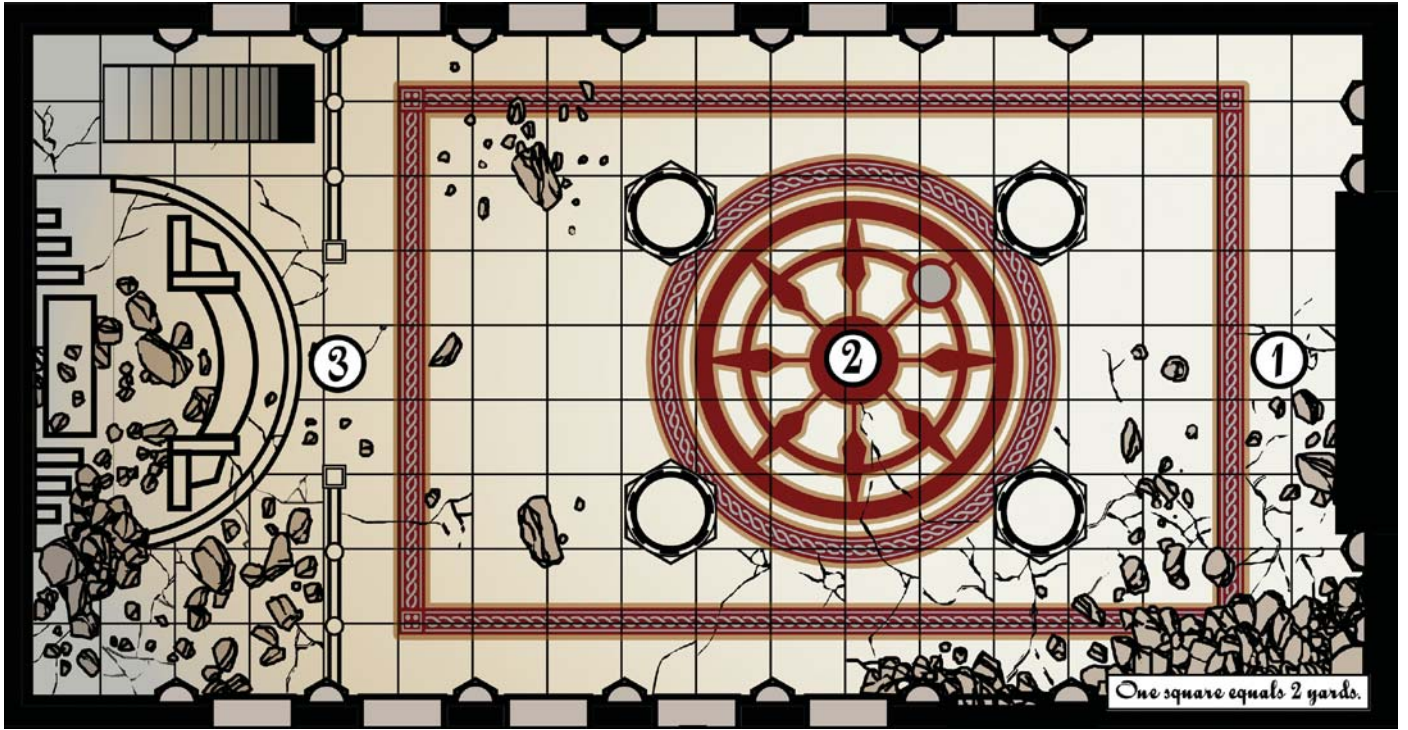
This ghost was once the high priest of the temple, long since driven mad by the twisted designs of Kalindroth.

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

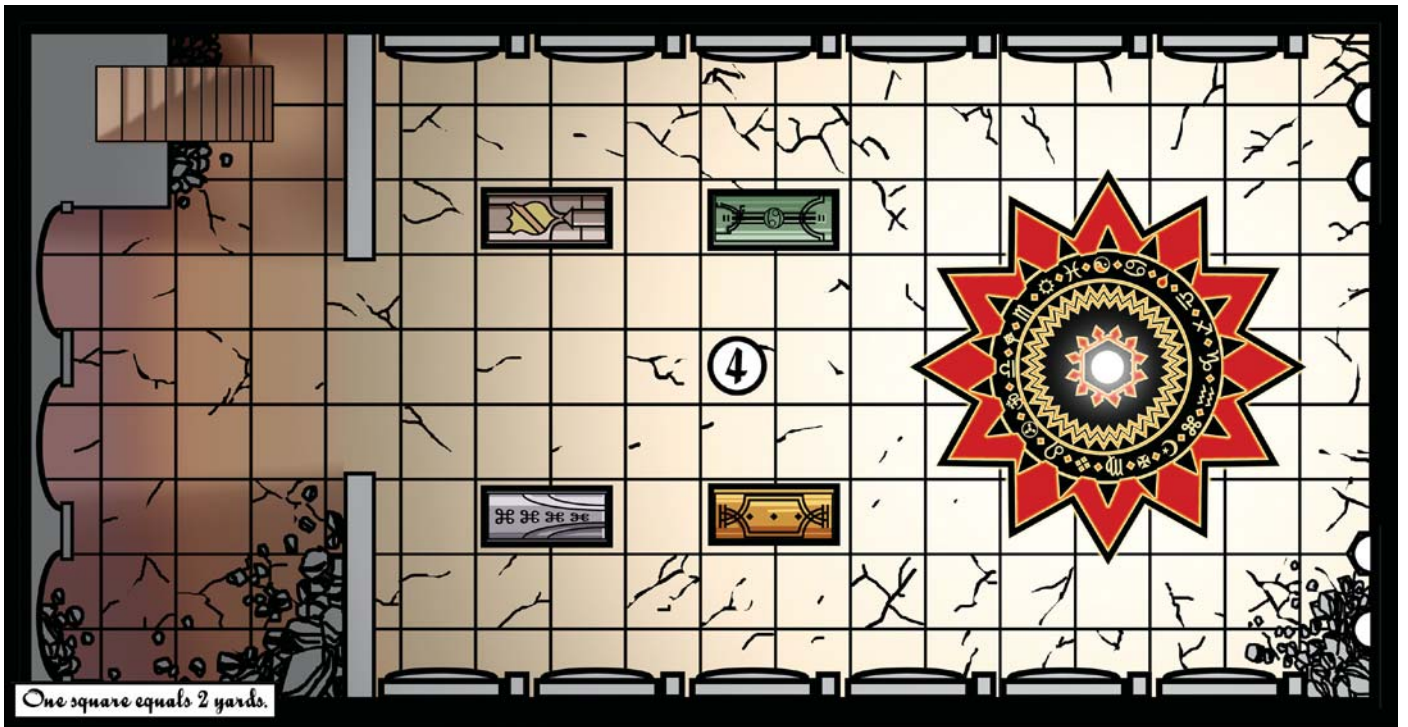
Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

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





THE FALLEN CATHEDRAL TOP LEVEL



THE FALLEN CATHEDRAL BOTTOM LEVEL



Gear: Thrown objects (Str+1)

Special Abilities:

- **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- **Fear -2:** Ghosts cause Guts check at -2 when they let themselves be seen.
- **Wail of the Damned:** On every action the mad ghost can emit a piercing wail that causes everyone within a Large Burst Template to make a Spirit roll or be Shaken.

4. THE CRYPTS

The crypts beneath the cathedral contain many of the dead of nearby Brinskurn. The walls of the crypt and a few sarcophagi are filled with their dusty remains. At the far side of the room are a dozen freshly dead humans, animated by necromancy into zombies. There is also a ghostly form standing in a magical circle—a Knowledge (arcana) check reveals it to be a circle that bolsters necromantic energies. Beside the ghost is a lectern with a large tome on it. A Notice check reveals that the ghost is wearing a tabard with a dripping bloody hole in it! A raise reveals the tabard bears the symbol of the royal house of Brinskurn! In a raspy voice the figure addresses the heroes:

“So, my brother sends his minions to destroy me! No matter – I will not allow you to get in the way of my rightful vengeance!”

The ghostly form is not Kalindroth – it is instead Duke Desmond’s older brother Dagmar! Dagmar was to inherit their father’s title many years ago. Desmond could not stand living in his brother’s shadow, and so brutally killed Dagmar and hid his remains in the cursed cathedral. Dagmar’s restless spirit rose up years later, and from the blasphemous books in the cathedral found the means to raise an army of undead to finally take revenge upon his brother. Dagmar recently learned enough arcana to make use of the Tome of Kalindroth (see below) and started acquiring the bodies he needed from the local cemetery. However, one of Desmond’s men spotted Dagmar and reported it to Desmond, who feared the worst. Desmond ordered the local priests to sanctify the grounds of Brinskurn Castle, making it impassable to Dagmar.

The heroes may wish to try to talk to Dagmar - he thinks they were sent by Desmond to destroy him, and is wary of any tricks. He relates the tale of his murder if the heroes seem sympathetic. The heroes can choose to destroy Dagmar, or aid him in his revenge against Duke Desmond. If they choose to aid Dagmar, he tells them a secret location that allows them entrance to the Duke’s underground dungeon lair, and even grants them some of his minions to aid in their fight if they wish (any remaining zombies, or he can create 2d6 more if they bring him fresh corpses). Dagmar cannot go himself – Desmond has placed a holy ward about the Cathedral.

ZOMBIES (12)

These undead are the reanimated corpses from the Brinskurn cemetery.

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

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

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

Special Abilities:

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows, bullets, and other piercing attacks do half-damage. Immune to disease and poison.
- **Weakness (Head):** Shots to the zombie’s head are +2 damage, and piercing attacks do normal damage.

GHOST OF DAGMAR OF BRINSKURN

The ghost has been animated by the curse of the cathedral and the restless spirit’s desire for vengeance.

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

Skills: Fighting d8, Intimidation d12+2, Knowledge (arcana) d6, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

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

Gear: Thrown objects (Str+1), Tome of Kalindroth (see below), seal of the House of Brinskurn

Special Abilities:

- **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- **Fear -2:** Ghosts cause Guts check at -2 when they let themselves be seen.
- **Telekinesis:** Dagmar has developed his ghostly ability to move objects to the point where it functions just like the *telekinesis* power. Dagmar can use this ability on any action at no cost.

Tome of Kalindroth: This book details various necromantic rites used to raise the dead. A character with access to the book and dead bodies no more than one year old can cast the *zombie* power with a Knowledge (arcana) roll. This book has an inherent Power Pool of 15 that can be used for casting *zombie*, and recharges at the rate of one point per hour.

If the heroes decide to loot the crypts, they come up with 2d6 x 1000 silver pieces worth of coins, jewelry and the like! However, the curse of the cathedral is carried in this treasure. Anyone who partakes in any of it is plagued by bad luck, resulting in a -1 to all dice rolls! The only way to remove such a curse is by returning all the silver taken from the crypts, or by using the *dispel* power at -2 (the curse is considered to be magic for purposes of this power).

CHAPTER THREE:

LAIR OF THE MAD DUKE

Underneath Brinskurn Castle lairs the Mad Duke Desmond. His lust for power was so great that he murdered his older brother Dagmar to gain his position of power. But his brother wouldn't stay dead, and this drove Duke Desmond further over the edge. He staged the theft of the Sword of Halimos in order to put it in the hands of some heroic do-gooders that would kill the 'undead menace'.

Seneschal Torim contacts the heroes once again, but this time it is on his own behalf. Duke Desmond has not been quite himself as of late, ranting about "cursed spirits" and a "haunted past." It's been rumored that one of the soldiers saw the ghost of the Duke's dead brother lurking at the edge of the city. Duke Desmond finally went mad, fleeing into the dungeons under Brinskurn Castle and taking Seneschal Torim's daughter Enya with him as hostage! Torim pleads with the heroes to rescue his daughter. He can offer a family heirloom worth 1000 silver if they can bring her back unharmed.

As for Duke Desmond, the Seneschal believes it's best if he can be brought back alive. Duke Desmond has some powerful friends in the city of Brinskurn, many of whom would likely take revenge on anyone who presumes they could bring vigilante justice to the royal house of Brinskurn.

If the heroes agree to help, Torim warns them that the Duke is protected by his "Dragon Guard," an elite fighting unit that has sworn loyalty to Desmond unto death. They must also contend with the clever mechanical creations of

the twisted gnome Skraakenar, who the Duke hired to build defences in the dungeons to keep out unwanted intruders.

THE DUNGEONS

The dungeons are dug into the stone underneath Brinskurn Castle. Brackets holding lit torches are placed throughout the main corridors and changed when necessary by loyal servants of the Duke. The prisons are the only real practical part of the dungeons; everything else was created to satisfy the Mad Duke's paranoid dementia.

1. THE PRISONS

The first part of the dungeons consists of a series of prison cells and a locked room containing the workplace and home of the jailor and torturer, One-Eyed Tom. A series of six cells contains a collection of pitiful souls long forgotten by the Duke. Tom knows that only Duke Desmond and the Dragon Guard are allowed here, and stands in the way of anyone else trying to get in. Tom is loyal to the Duke, and attacks anyone who tries to force their way past.

ONE-EYED TOM

Tom is a nasty old sod, and fights dirty.

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

Skills: Fighting d8, Intimidation d10, Knowledge (Torture) d10

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

Hindrances: Loyal, Mean, One-Eye

Edges: First Strike, Dirty Fighter (+2 to all Trick rolls), Quick

Gear: Bloody leather apron (+1 to Torso, Legs), hot poker (Str+2), 50 silver pieces and a jewel worth 500 silver kept in a small sack in his eye socket, along with a parchment note on which is scribbled "Three nyts, all in a rowe" (the latter is a vague clue to getting past the clockwork trap in the next room).

A person who makes a Tracking roll notices a large amount of tracks leading to the wall between the two rows of prison cells. A Notice roll at -2 reveals a mechanism that opens a secret door.

2. THE CHECKERBOARD ROOM

This is the first of Skraakenar's traps. This room has a 7x7 checkerboard grid. In the center is a large mechanical humanoid curled into a ball. On the far side of the room is another door. With a Notice roll at -2 the heroes see a vague outline of a horse head on the starting square.

In order to get to the far side of the room without triggering the clockwork man, they must walk one at a time in the pattern of a knight on a chessboard (2 squares, then 3 squares, or vice-versa), but to do so they must walk directly past the clockwork man. When they finish the first move, one arm unfolds from the mechanical man. When they finish the second, its other arm unfolds. On the third move it stands. If they are not on the square with the other exit door, it moves to attack them. At any time the person can backtrack using the knight movement pattern, and the mechanical man folds itself together in reverse for every reverse move taken. If they end their movement in three moves on the opposite side of the room in front of the door, it unlocks and they can move into the next room.

CLOCKWORK MAN

This construct was created by Skraakenar, the twisted gnome inventor. Like all his creations, the clockwork man is a deadly obstacle to overcome.

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

Skills: Fighting d10, Notice d4

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

Special Abilities:

- **Arm Blades:** Str+3. The clockwork man can attack with both arm blades at no penalty.
- **Armor +4:** The clockwork man has thick armor plates giving it +4 Toughness.
- **Clockwork:** The clockwork man is essentially a complex windup mechanism; any time it rolls a 1 in combat a spring loosens, giving it a -1 penalty until it is rewound.

• **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets and other piercing weapons do half damage. Immune to disease and poison.

• **Fearless:** The clockwork man is immune to Fear and Intimidation.

• **Size +1:** The clockwork man is over 8' tall, weighing over 400 lbs.

3. TRAINING GROUNDS ENTRANCE

Two Dragon Guards stand in front of their secret training grounds. Beyond the door is the sound of yells and clashing metal as the guards drill in the next room. The two Dragon Guards on watch have been given orders only to let other Dragon Guards pass or those who have been given signed permission by the Duke himself. They are loyal to the Duke, and cannot be bribed. Because of the noise in the training room, the guards there have to make a Notice roll at -4 to hear any conflict going on outside the entrance (make a group roll once each round of combat).

DRAGON GUARD (2)

These are the highly trained and loyal members of the Duke's personal guard. They are distinguished by the dragon-winged helms they wear.

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

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

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Hindrances: Loyal

Edges: Combat Reflexes, First Strike

Gear: Plate corselet (+3, torso only), chain hauberk (+2), full steel helmet (+3, head only), halberd (Str+3, Reach 1, requires 2 hands)

The door to the training room is difficult to open, requiring a Lockpicking roll at -2. It can be broken down, but is considered a heavy door (see the "Breaking Things" section in the *Savage Worlds* core rules).

4. TRAINING ROOM

This is the main training room of the Dragon Guard. When the heroes enter this area there are four Dragon Guards training in leather armor with blunted weapons. If the heroes enter without being accompanied by a Dragon Guard, they assume the intruders have gained unlawful entry and grab real swords from the training racks to engage the invaders.

Dragon Guard (4): Use the stats for the Dragon Guard from the entrance (area 3), but reduce their Toughness to 6 and give them swords (Str+3).

Fighting these Dragon Guard may alert the guards in the barracks (area 5) or the people in the Duke's chamber (area 7) – make a group Notice roll for them each round of

combat. Give a +2 to the rolls if the guards in the training room manage to yell out a warning.

5. BARRACKS

These are the barracks of the Dragon Guard, where another four warriors rest. Unless they are snuck up on and caught unaware, they draw their swords but have no time to don armor.

Dragon Guard (4): Use the stats for the Dragon Guard from the entrance (area 3), but reduce their Toughness to 5 and give them swords (Str +3).

At the far end of the room is a secret entrance to the barracks that was developed as an escape route in case of an emergency. No one but the Captain of the Dragon Guard knows about this, and Dagmar of Brinskurn (see The Fallen Cathedral). If the heroes accepted help from Dagmar, it is this secret entrance he told them about.

6. STORE ROOMS

This store room carries a large amount of food, drink and other mundane supplies that would allow the Duke and his men to survive underground for months.

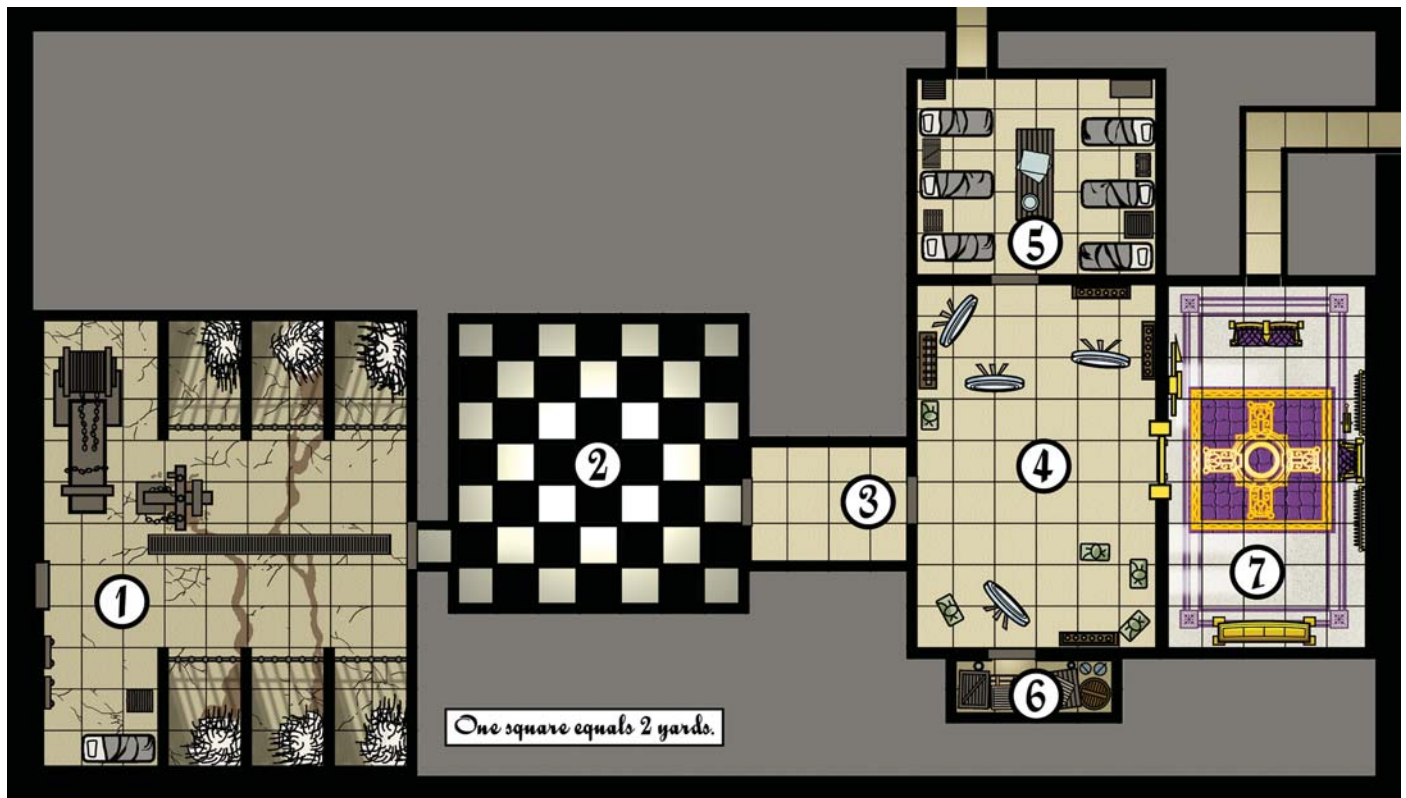
7. THE DUKE'S CHAMBER

The Duke's Chamber is occupied by the Duke, the captain of the Dragon Guard, the gnome Skraakenar, and Seneschal Torim's daughter Enya.

The Captain and the Duke are currently arguing about Desmond's capture of Enya. The Captain, while loyal to the royal house of Brinskurn, does not believe the girl is the 'traitor' Desmond is making her out to be, and is a bit worried about recent reports of Dagmar's reappearance. If the Captain is presented with a strong argument, he may be persuaded to help bring the Duke to justice or at least step back while justice is done.

The Duke has become a bit unhinged with the recent reports of his brother Dagmar's appearance. Any talk of Dagmar sends the Duke into a furious rage.

Anyone who enters the chamber with obvious intent to harm has to contend with another of Skraakenar's traps. Anyone Skraakenar can catch in the doorway is the victim of his deadly axe trap as the twisted little gnome pulls a lever and a large spring-loaded axe comes sweeping down in a deadly arc. The victim must make an Agility roll at -2 or be struck with the axe for 3d6 damage! Skraakenar can reset the trap by spending an action to reverse the lever. If close combat threatens the gnome, Skraakenar runs down a hidden exit at the far side of the chamber and pulls another lever, activating a series of buzz-saws that come out of the 8' length of the floor of the passage. Following over the buzz-saw trap requires an Agility roll at -2, or -4 if the hero attempts to run. If failed the character takes 3d6 damage from the blades!





SONATOS, CAPTAIN OF THE DRAGON GUARD

The Captain of the Dragon Guard has served the royal house of Brinskurn for many years, and even knew Dagmar before his death. He does not wish to betray the royal house but at the same time is unsure of Duke Desmond's viability as ruler.

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

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

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 10

Hindrances: Code of Honor, Loyal

Edges: Block, Brawny, Combat Reflexes, First Strike

Gear: Plate corselet (+3, torso only), chain hauberk (+2), full steel helmet (+3, head only), sword (Str+3), small shield (+1 Parry)



DUKE DESMOND

The guilt he feels for killing his brother has driven the Duke quite mad. While earlier he was merely paranoid, the recent reemergence of his brother's ghost has sent him over the edge. If it looks like his death is certain, he pleads for his life and warns that people loyal to him will not stand to see him die.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Taunt d10

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Delusional (paranoia), Greedy (major), Vengeful (minor)

Edges: Dodge, Florentine, Noble, Quick

Gear: Fine leather armor (+1), "Razor" (Str+2, see below), parrying dagger (Str+1)

"Razor": this magical rapier is quite nasty, doing Str+3 damage. Additionally, against Wild Cards if the rapier strikes a wounding hit, the target must make a Vigor roll at the start of every round or lose another wound from blood loss. A successful Vigor roll or Healing roll stops the blood loss.



SKRAAKENAR

Skraakenar is a twisted little gnome inventor, employed by various unscrupulous individuals around Brinskurn to make wondrous mechanical traps for them. He flees if it looks like he might get drawn into combat.

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

Skills: Fighting d4, Knowledge (trapmaking) d12, Repair d10, Stealth d8, Taunt d8, Throwing d6

Charisma: -2; **Pace:** 8; **Parry:** 4; **Toughness:** 4

Hindrances: Small, Ugly, Yellow

Edges: Fleet-Footed

Gear: Leather apron (+1), 5 smoke bombs (Medium Burst Template full darkness), mechanical tools

When all is said and done, Desmond is likely captured or dead and Skraakenar has likely fled to his hideout elsewhere in Brinskurn. Seneschal Torim is delighted to have Enya back safe and sound.

CONCLUDING THE ADVENTURE

What happens next can unfold in a variety of ways. The ghost of Dagmar only rests if Duke Desmond is brought to justice, which generally means stripping him of his title. There is a power struggle amongst the nobility to determine who will inherit the dukedom, which may include any of the player characters of noble heritage!

There are also other story threads that can continue from here. Is the necromancer Kalindroth truly destroyed? Will the remainder of the Blackdaggers find a new leader? Will Skraakenar continue to plague the heroes with diabolical traps? These stories can easily be fleshed out into a continuing campaign!

PREGENERATED CHARACTERS



KARDOHAN, MERCENARY

Kardohan took his training with the Brinskurn Militia. After some close scrapes with local crooks, he resigned from the militia to instead make his fortune as a hired sword. If he was to risk his life, he might as well get better pay for it!

Kardohan heard from his mercenary allies that Duke Desmond is looking to hire a band of adventurers to recover something stolen from a local monastery—the risk may well be worth the money to be gained.

Race: Human

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

Skills: Climbing d4, Fighting d8, Gambling d4, Guts d6,

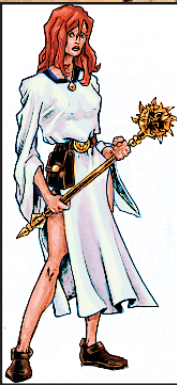
Intimidation d6, Notice d4, Swimming d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (9 vs. ranged shots)

Hindrances: Bad Luck, Greedy (Minor), Ugly (Scarred Face)

Edges: Brawny

Gear: Leather (+1), medium shield (+1 Parry, +2 Armor vs. ranged shots), long sword (Str+3), dagger (Range 3/6/12; Damage Str+1), backpack, blanket, flint and steel, whetstone, 7 silver; (Load Limit: 64; Current Weight: 34; Penalty: 0).



CADESSA THE PIOUS, PRIEST OF THE HOLY LIGHT

Cadessa is a Priest of the Holy Light, dedicated to helping those in need. Cadessa has recently left the church to wander the world as a missionary, giving aid and defending from evil those who are unable to help themselves.

Duke Desmond has recently called for the recovery of a holy artefact stolen from the Monastery of St. Zarastos. Such an item is a powerful force for good and must be recovered in order to protect the good people of Brinskurn.

Race: Human

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

Skills: Faith d10, Fighting d4, Guts d8, Healing d6, Notice d4, Persuasion d8, Swimming d4

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

Hindrances: Pacifist (Minor), Poverty, Heroic

Edges: Arcane Background (Miracles), Healer, Holy Warrior

Powers: *Deflection, healing*; (Power Points: 10).

Gear: Staff (Str+1; +1 Parry; Reach 1), backpack, blanket, canteen, flint and steel, lantern, oil, holy symbol; (Load Limit: 20; Current Load: 20; Penalty: 0).

PREGENERATED CHARACTERS



SEVERITH THE QUICK, ROGUE

Severith came to Brinskurn a few months ago, escaping the law from another city. He quickly set himself up as an “acquisitions expert,” freelancing his talents at a competitive price. It was too competitive—the local thieves’ guild known as the Blackdaggers took exception, and is looking to make an example out of Severith for treading on their territory.

Severith has since been trying to attach himself to various “legitimate” types, hoping to gain allies and therefore protection from the Blackdaggers.

Race: Half-Folk

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

Skills: Climb d6, Fighting d6, Guts d4, Lockpick d6, Notice d6, Stealth d8, Taunt d4, Streetwise d6

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

Hindrances: Curious, Enemy (Blackdaggers), Wanted (Minor – Thievery), Small (-1 Toughness due to Size)

Edges: Luck, Quick, Thief

Gear: Leather (+1), dagger (Str+1), backpack, crowbar, flint and steel, grappling hook, lockpicks, rope (20"), 3 torches, 27 silver; (Load Limit: 30; Current Weight: 39; Penalty: -1).



LARIAKOR, APPRENTICE TO THE ARCH-WIZARD KALEWYR

Lariakor’s Elven mother died in childbirth, leaving Lariakor with a despondent father that resented her. A weak and sickly child, Lariakor found it rather difficult to make her way in human lands. She left her home as soon as she was able, finding acceptance in the tower of the Arch-Wizard Kalewyr in return for a vow to serve him loyally.

Lariakor has recently been sent to Brinskurn by Kalewyr to seek out any lost arcane lore that can be found there, especially anything belonging to the long-dead necromancer Kalindroth. The necromancer was very powerful in his time, and it is believed that he has ancient texts that hold the keys to his power.

Race: Half-Elven

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

Skills: Fighting d4, Guts d6, Knowledge (Arcana) d8, Notice d6, Spellcasting d10, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Anemic, Bad Eyes (Minor), Outsider, Vow (Major – Serve Kalewyr)

Edges: Arcane Background (Magic), Low Light Vision, Wizard, Power Points

Powers: *Armor, bolt, detect/conceal arcana*; (Power Points: 15).

Gear: Staff (Str+1; +1 Parry; Reach 1), dagger (Str+1), backpack, 5 candles, waterskin, writing implements and paper, 400 silver; (Load Limit: 20; Current Weight: 19).

PREGENERATED CHARACTERS



SIR ERYK BRIGHTSTEEL, PALADIN OF THE HOLY LIGHT

Sir Eryk is a devoted member of the Paladins of the Holy Light, a martial religious sect that fight against the evils of the world. He holds high the ideal of a better world that can be achieved through devotion to the Holy Light.

Duke Desmond's request for aid in recovering the holy artefact from the Monastery of St. Zarastos has brought Sir Eryk to Brinskurn. He believes that the cause is just and others that join him in this quest may be potential recruits to the Holy Light.

Race: Human

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

Skills: Faith d8, Fighting d8, Guts d8, Notice d4, Persuasion d6, Riding d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Clueless, Heroic, Quirk (seeks new converts to the Holy Light)

Edges: Arcane Background (Miracles), Champion

Powers: *Armor, smite*; (Power Points: 10)

Gear: Leather (+1), long sword (Str+3), dagger (Str+1), backpack, lantern, oil; (Load Limit: 30; Current Weight: 29; Penalty: 0).



NELIWETH, RANGER OF THE JENDRI FOREST

Neliweth is one of the Elven Rangers who protects the sanctity of the Jendri Forest. She is very proud of her skills and her duty in safeguarding the ancient forest.

Recently there have been reports of unnatural creatures walking the woods near Brinskurn, and she has taken it upon herself to find the source of these rumors. Neliweth realizes that she might need human allies, and the recent request by the Duke of Brinskurn may provide her with some of the answers she seek.

Race: Elf

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

Skills: Fighting d6, Guts d6, Shooting d8, Notice d6, Stealth d6, Survival

d6, Tracking d6



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






















Hindrances: All Thumbs, Cautious, Stubborn, Vow (Major – Protect the Jendri Forest)

Edges: Agile, Low-Light Vision, Woodsman

Gear: Leather (+1), dagger (Str+1), bow (Range 12/24/48; Damage 2d6; 20 Arrows), backpack, canteen, flint and steel, quiver, 97 silver; (Load Limit: 30; Current Weight: 29; Penalty: 0).

FIGURE FLATS

			Black Dagger #1
			Black Dagger #2
			Black Dagger #3
			Black Dagger #4
			Black Dagger #5
			Black Dagger #6
			Black Dagger #7

			Black Dagger #8
			Fineas the Foul
			Grom
			Sewer Dweller
			Skeleton
			Skeleton
			Skeleton



































		Kardohan
		Kardohan
		Bigtsteel
		Bigtsteel
		Severith
		Severith

FIGURE FLATS






















			Skeleton
			Skeleton
			Skeleton
			Skeleton
			Skeleton

			Skeleton
			Skeleton
			Zombie
			Zombie
			Zombie

			Bone Guardian
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	Neliveth
	
	
	Lariakor
	
	
	Cadessa
	
	

FIGURE FLATS

			Zombie
			Zombie
			Zombie
			Zombie
			Zombie
			Zombie
			Zombie








































			Zombie
			Zombie
			Mad Ghost
			Dagmar
			Dragon Guard #1
			Dragon Guard #2
			Dragon Guard #3

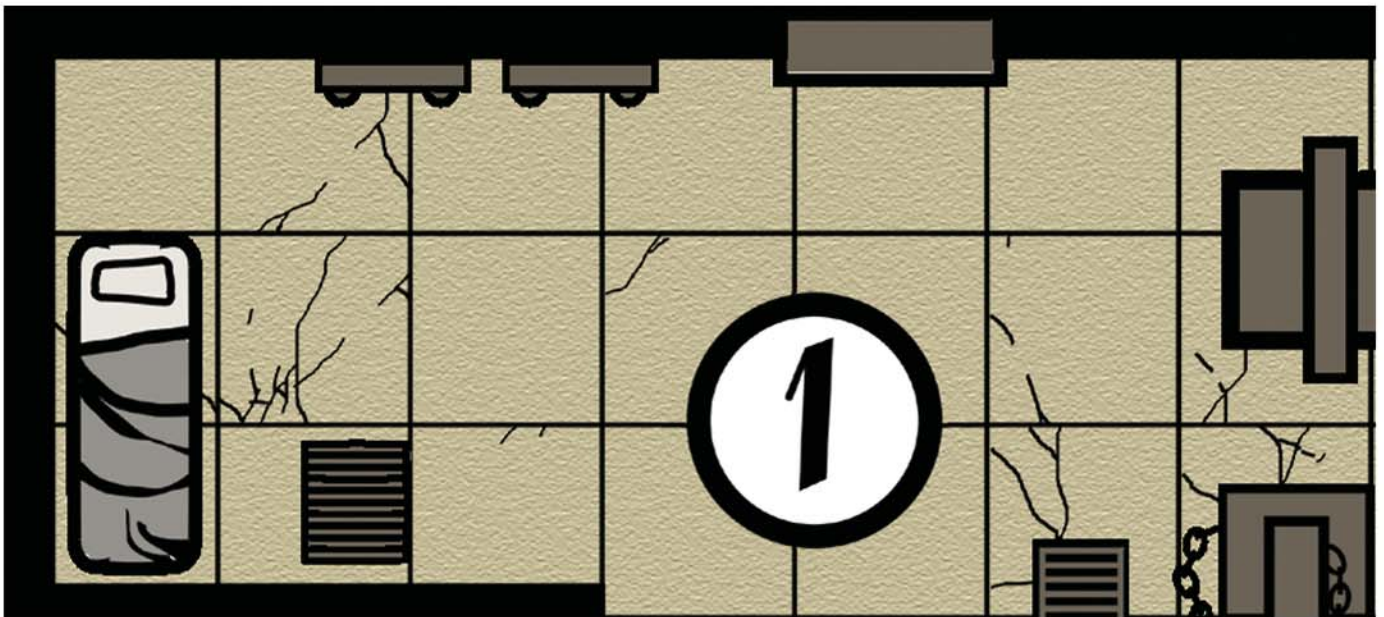
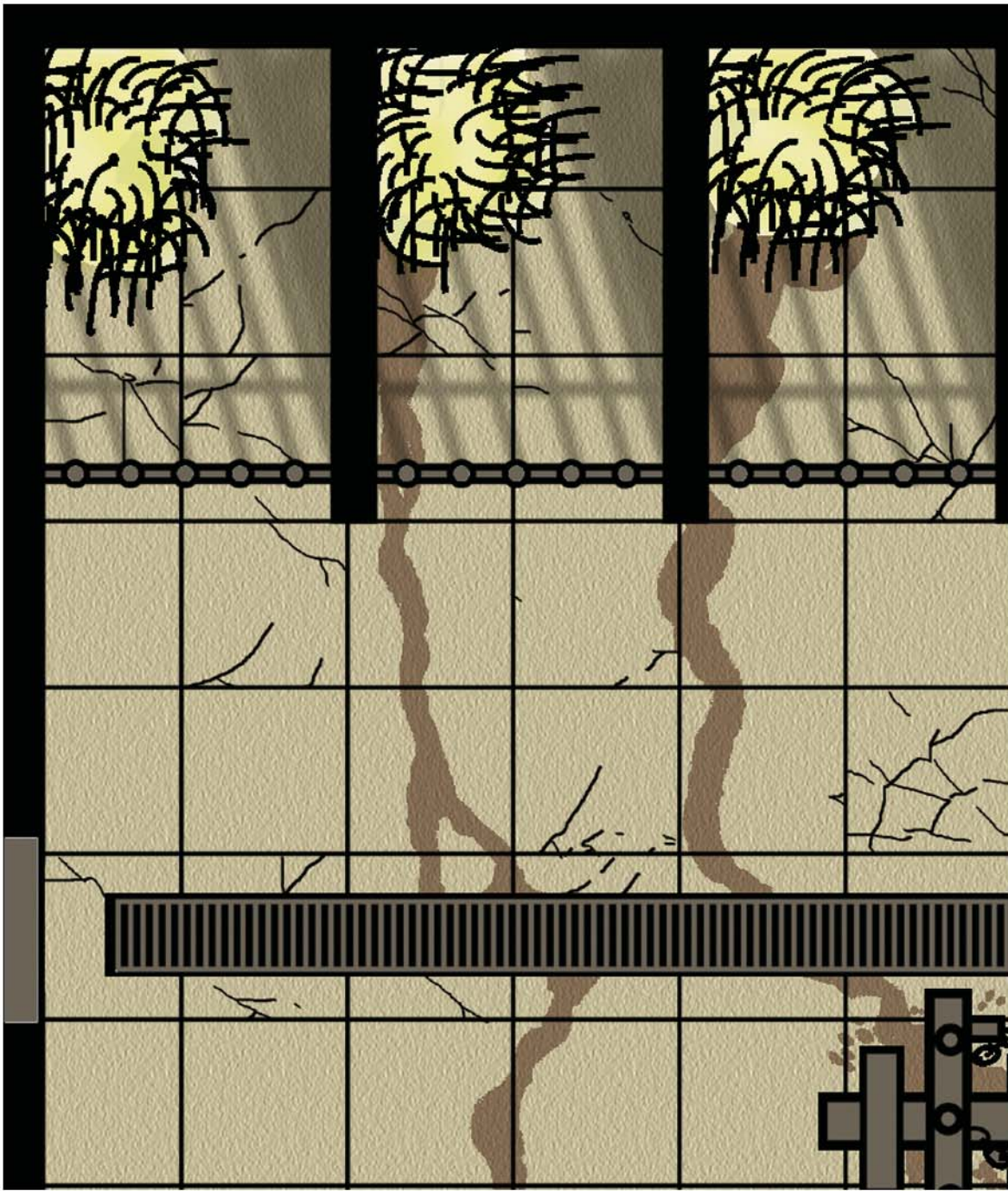
FIGURE FLATS

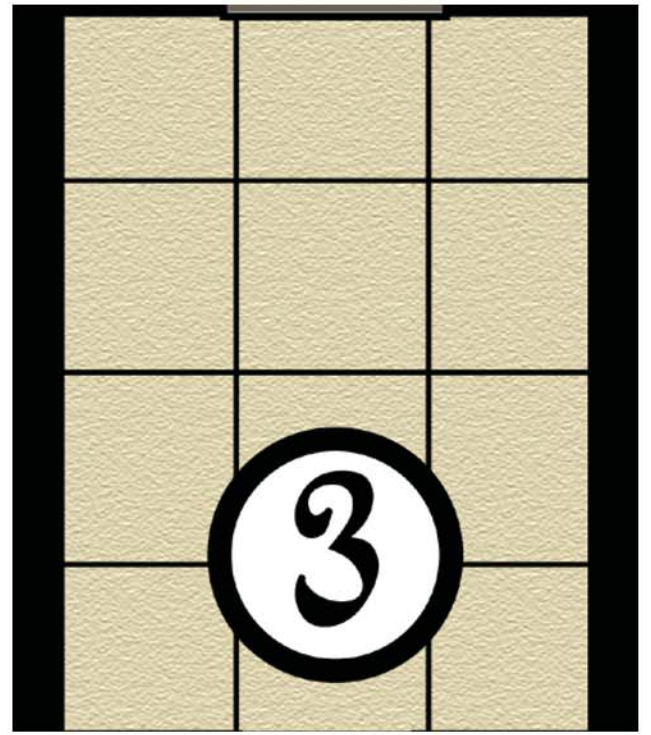
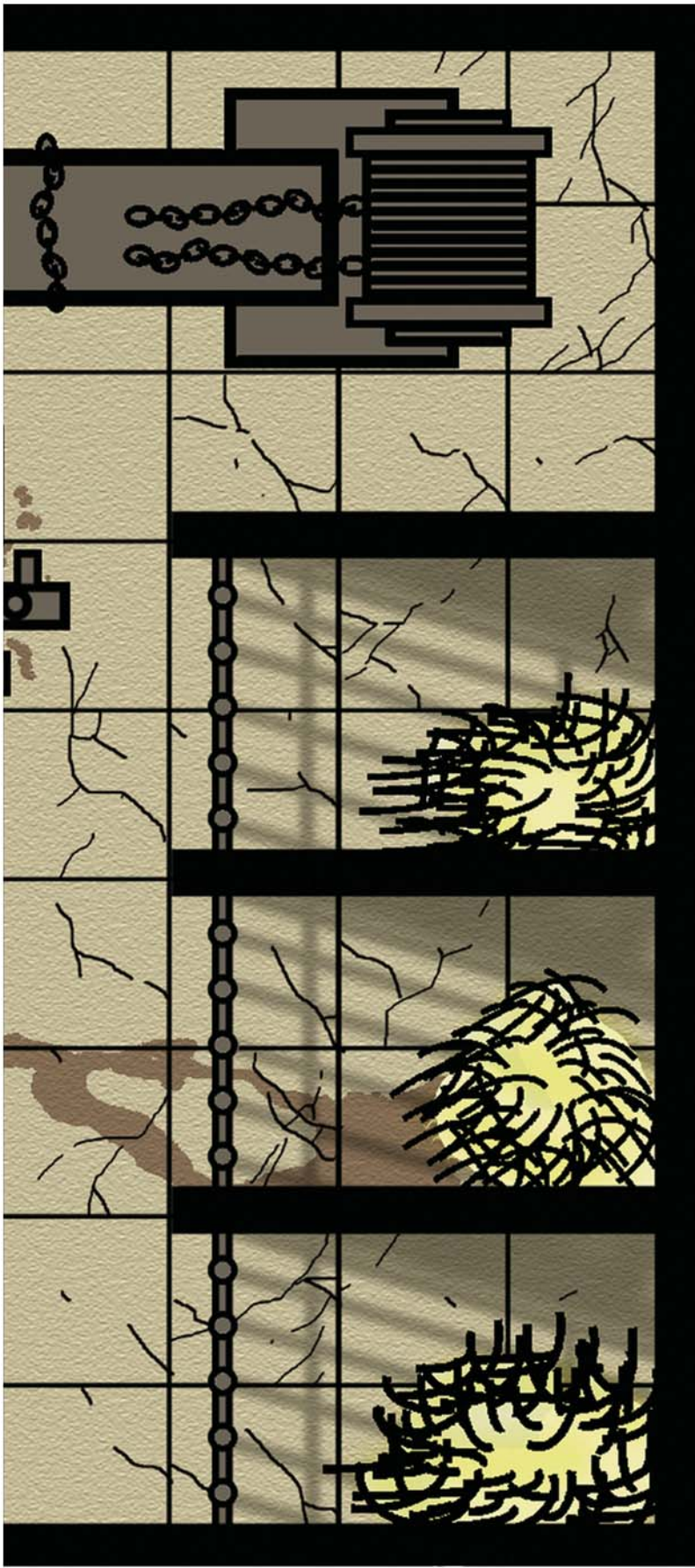
			Dragon Guard #4
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			Dragon Guard #6
			Dragon Guard #7
			Dragon Guard #8

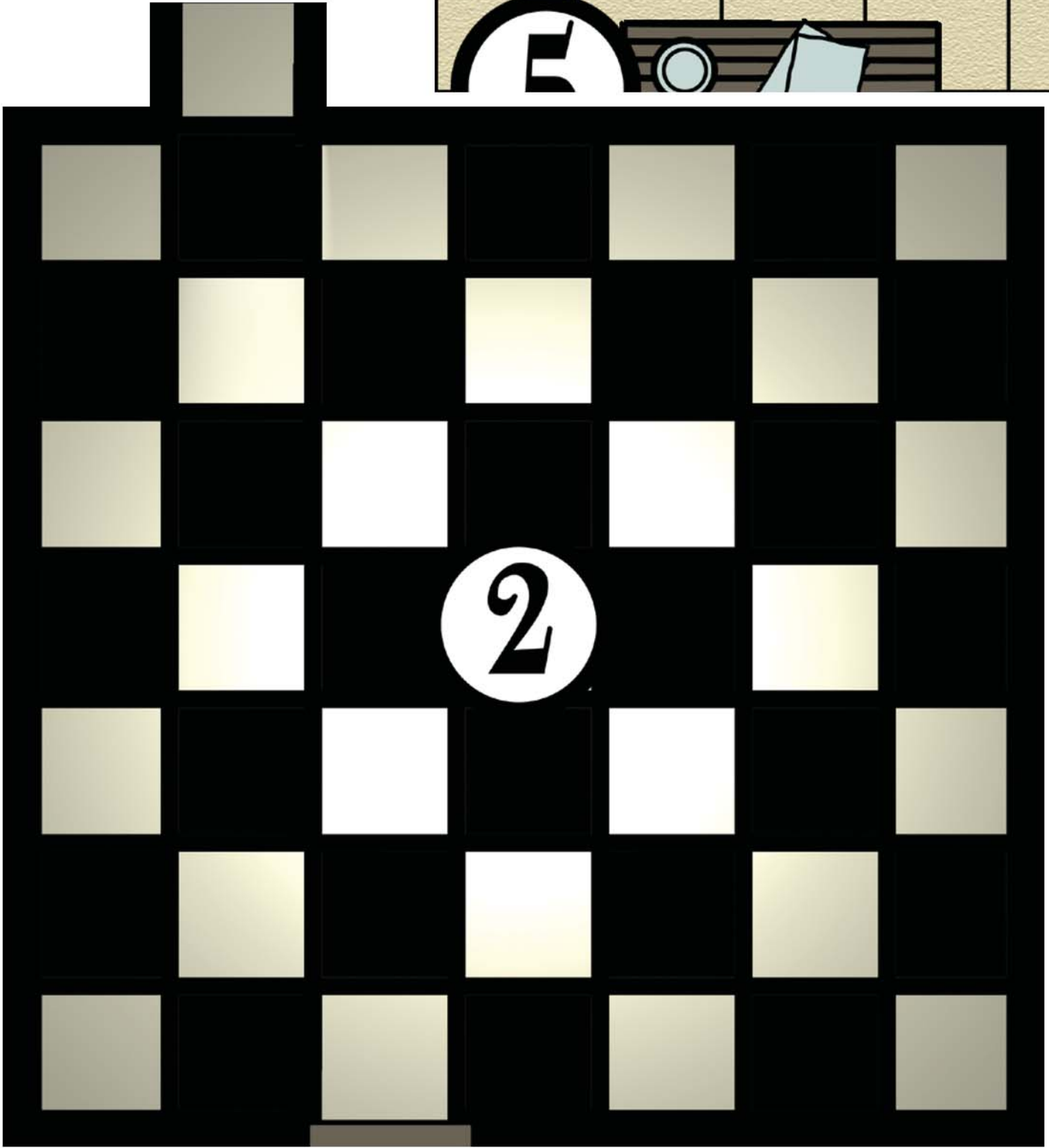
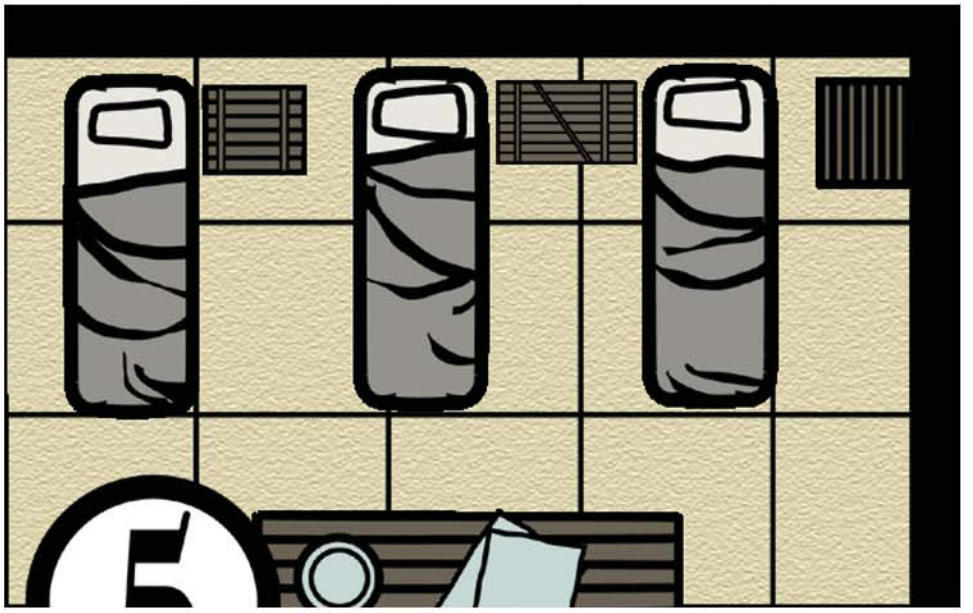
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			Dragon Guard #10
			One-Eyed Tom
			Captain Sonatos
			Skraakenar

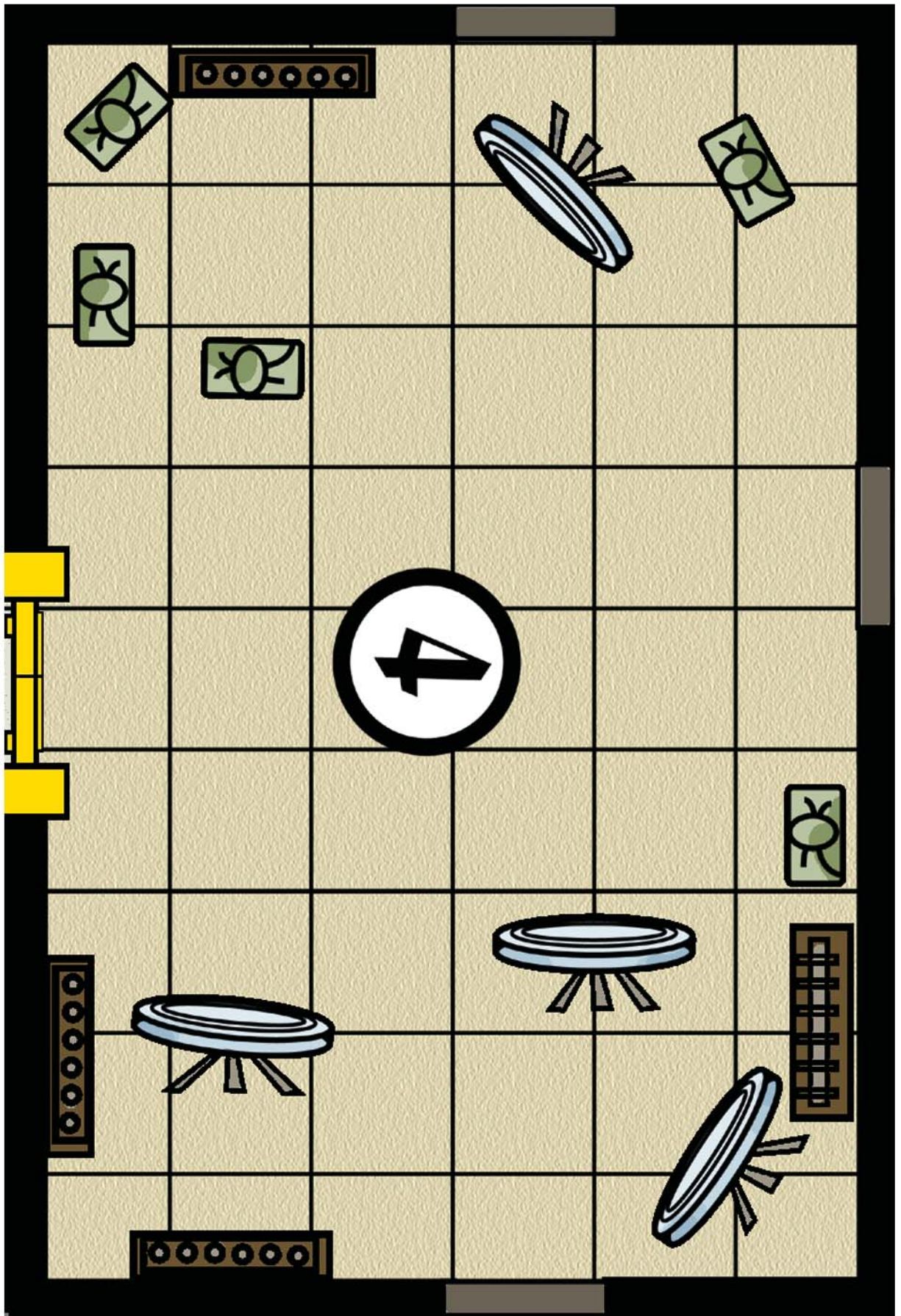
			Clockwork Man
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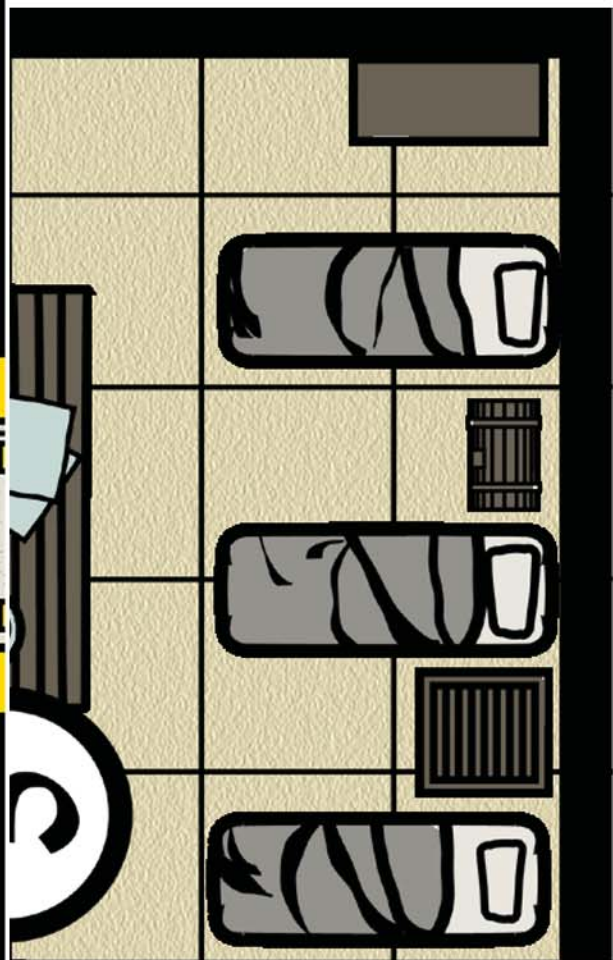
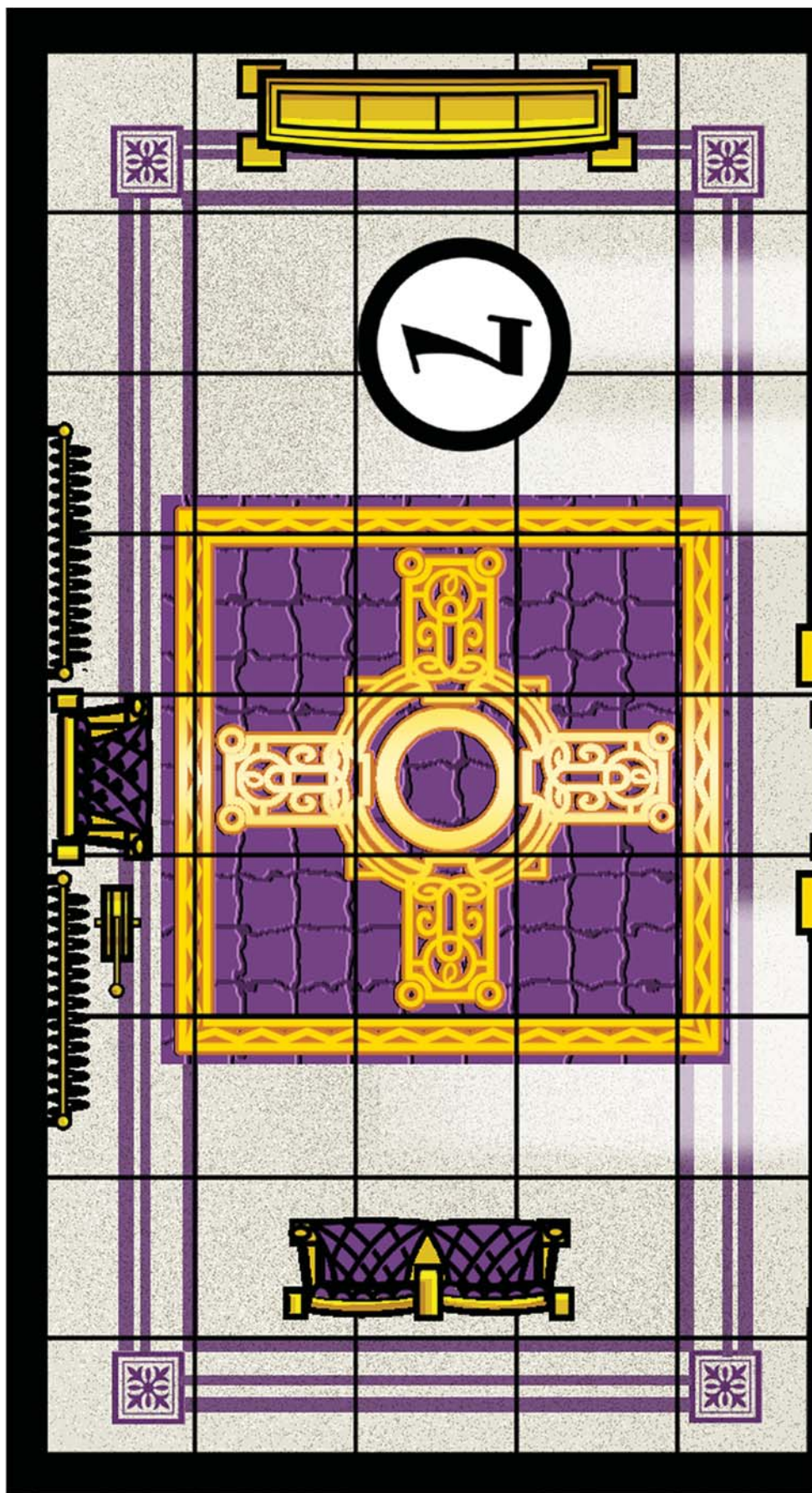
		
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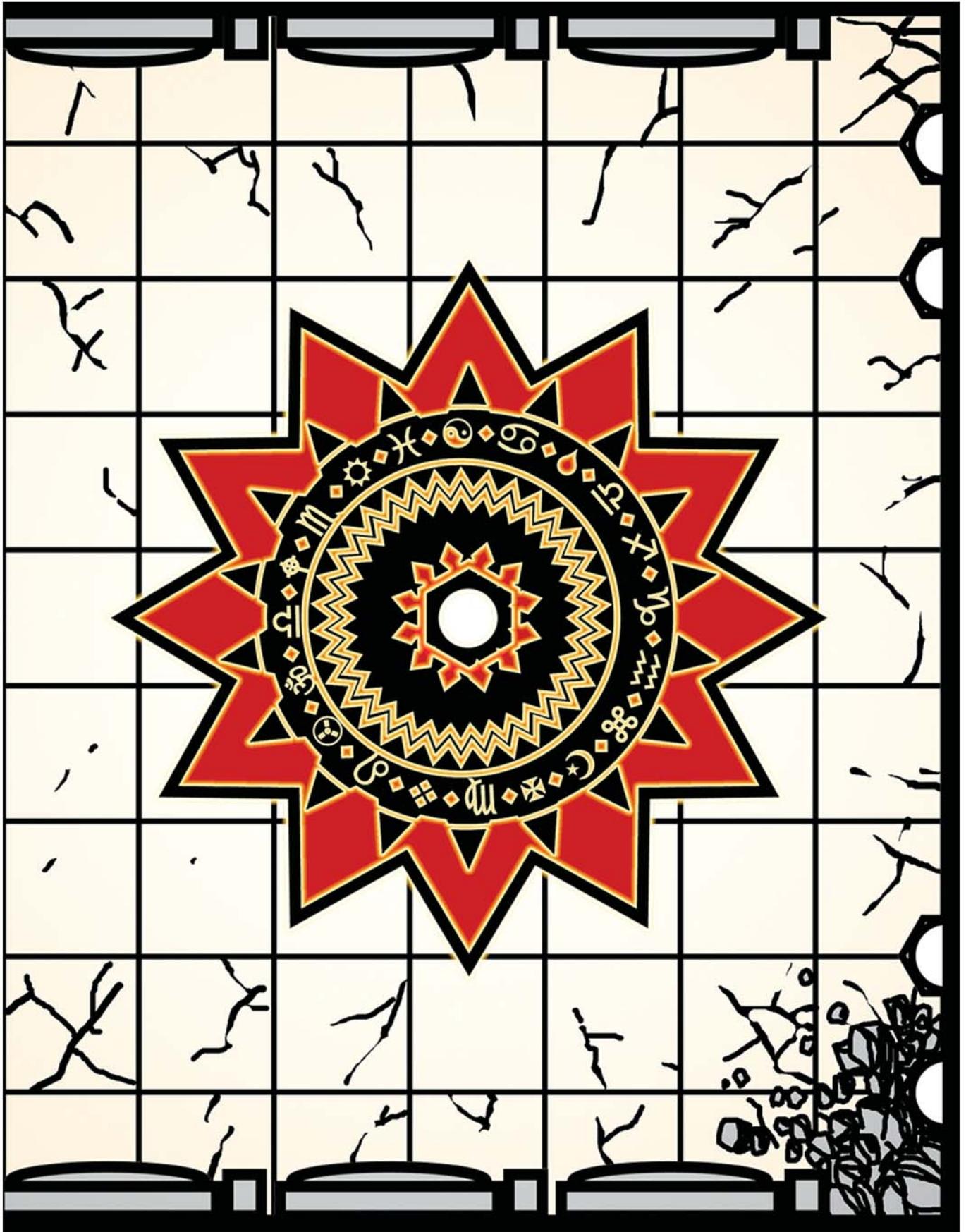


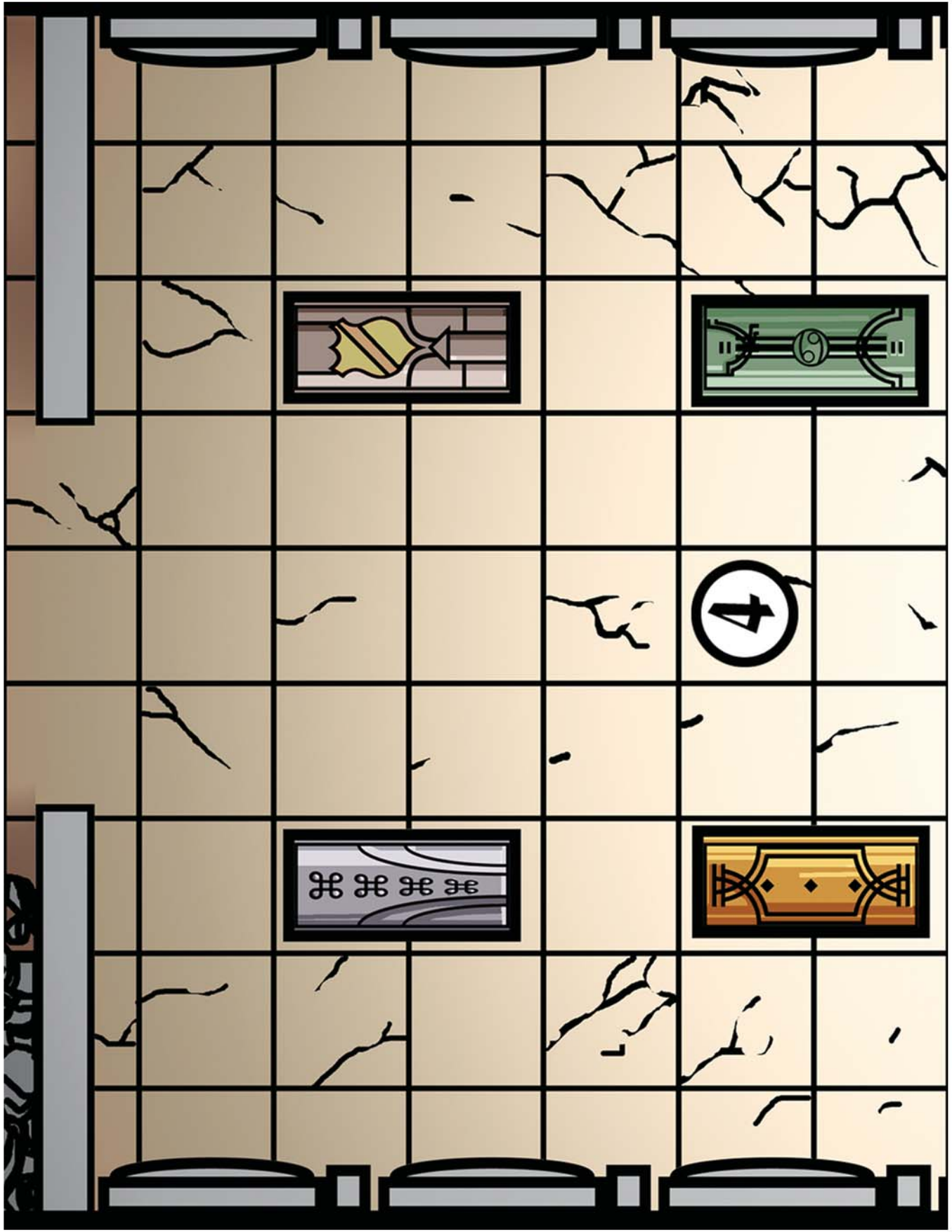




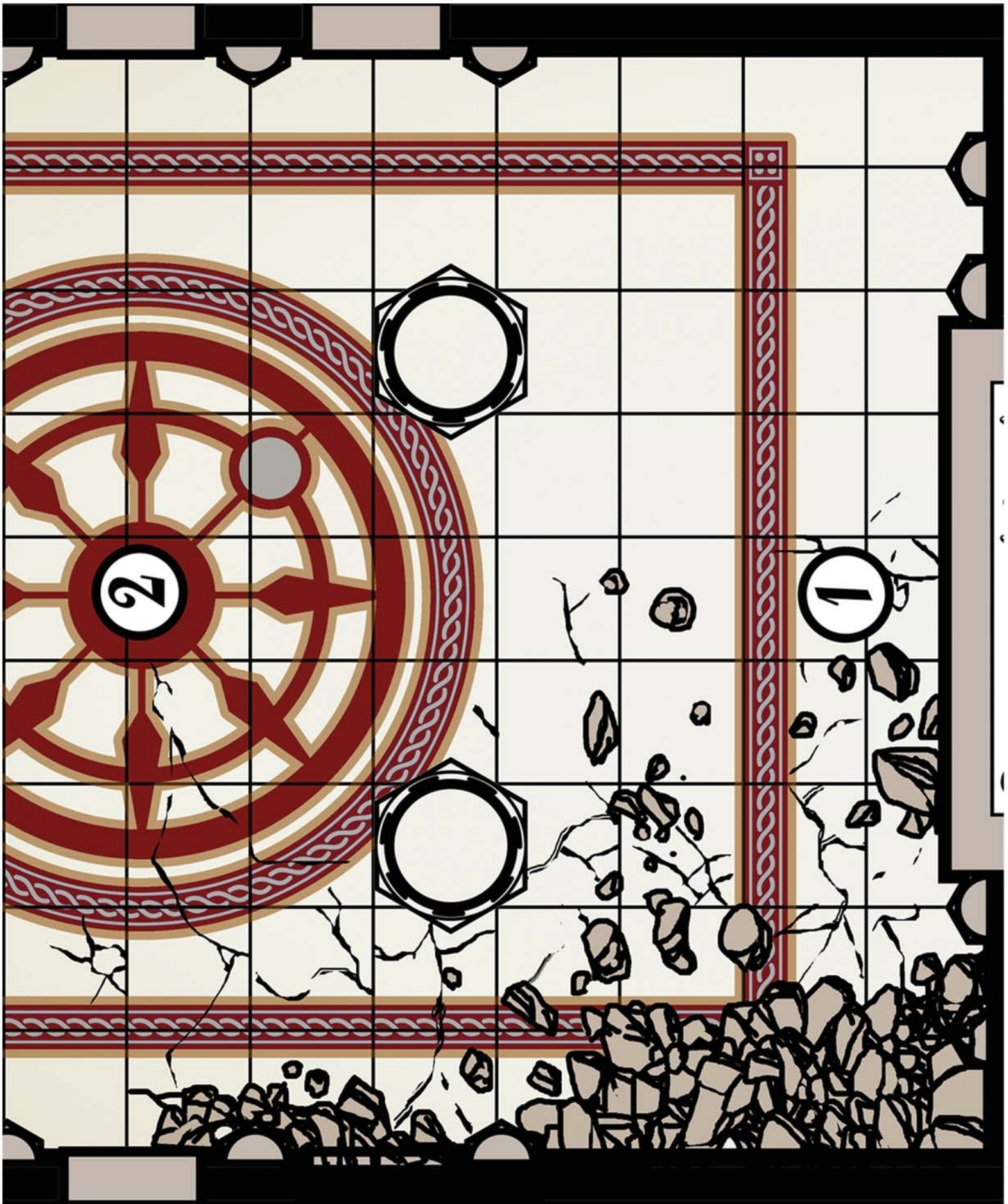


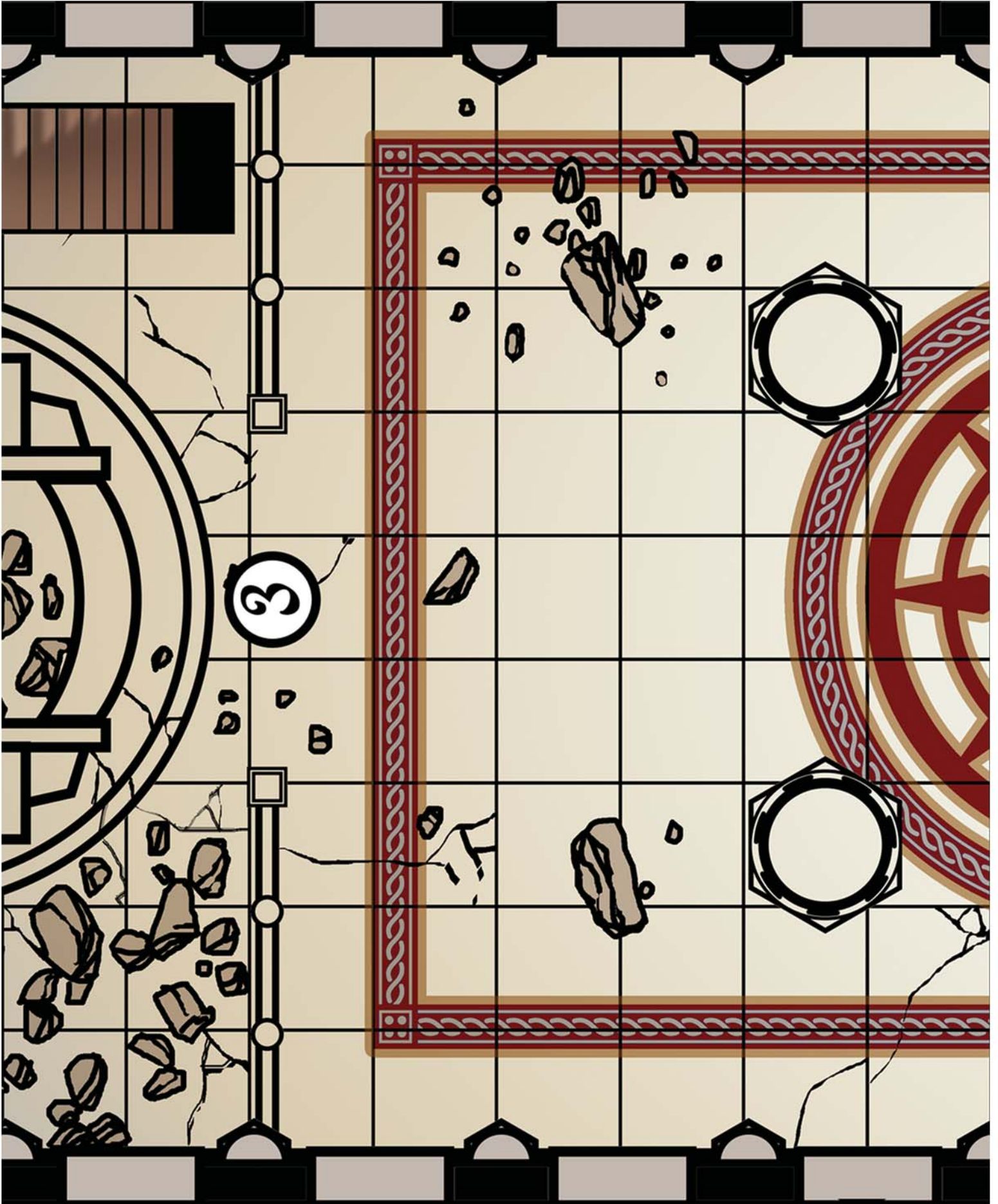


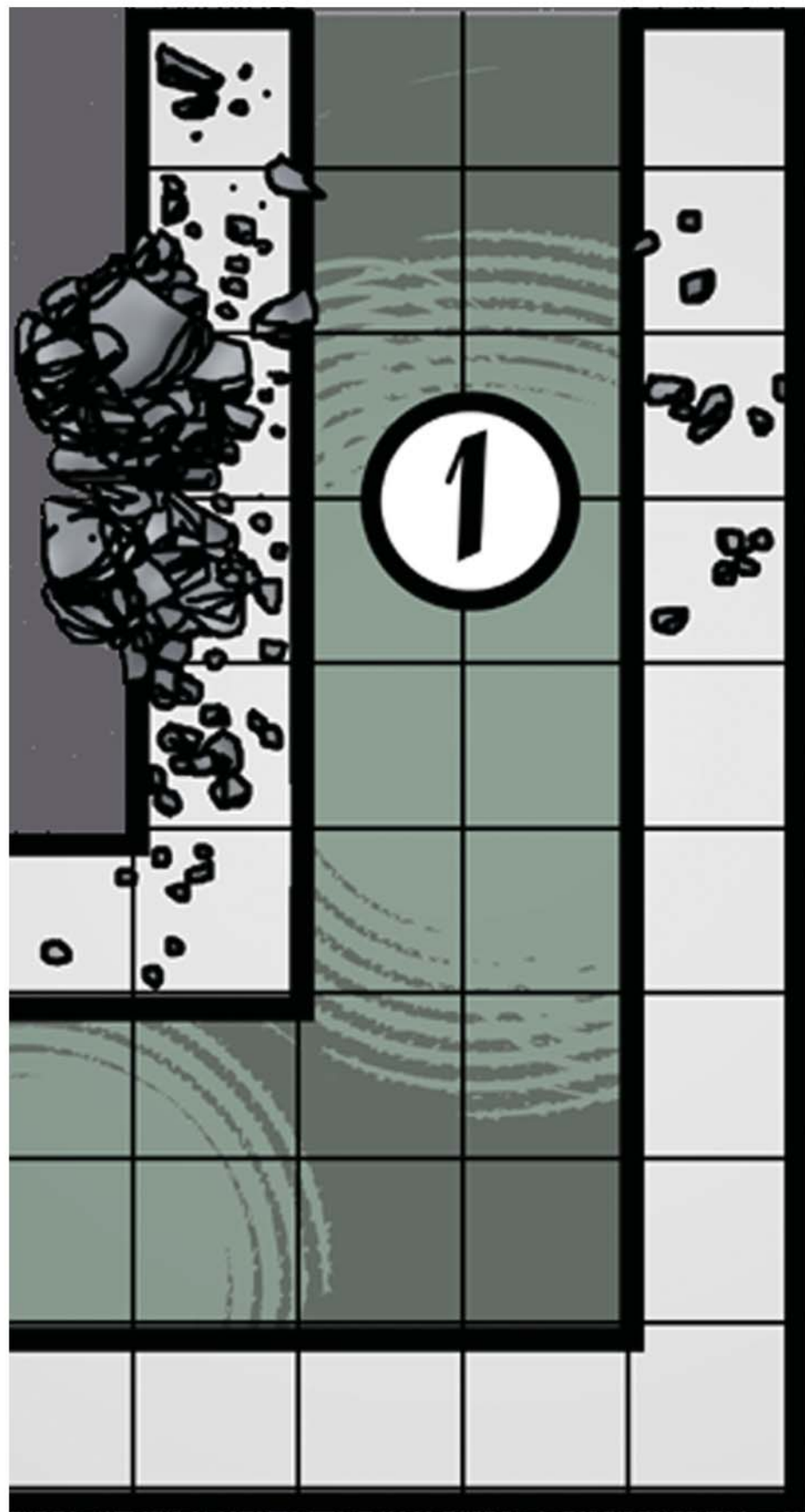
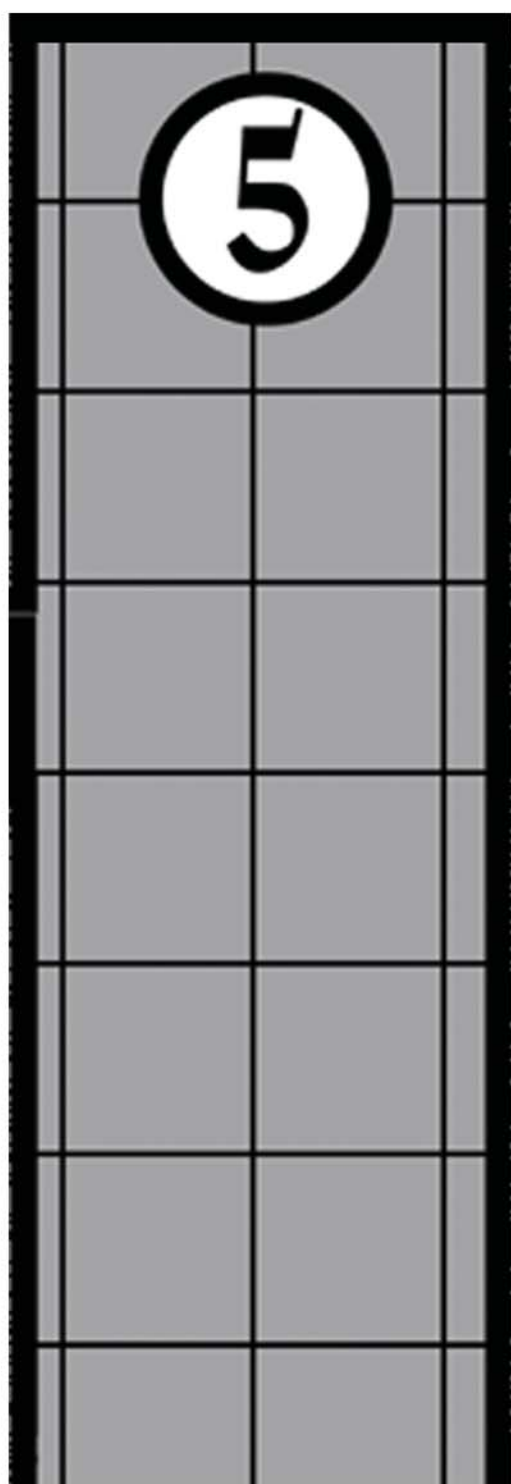


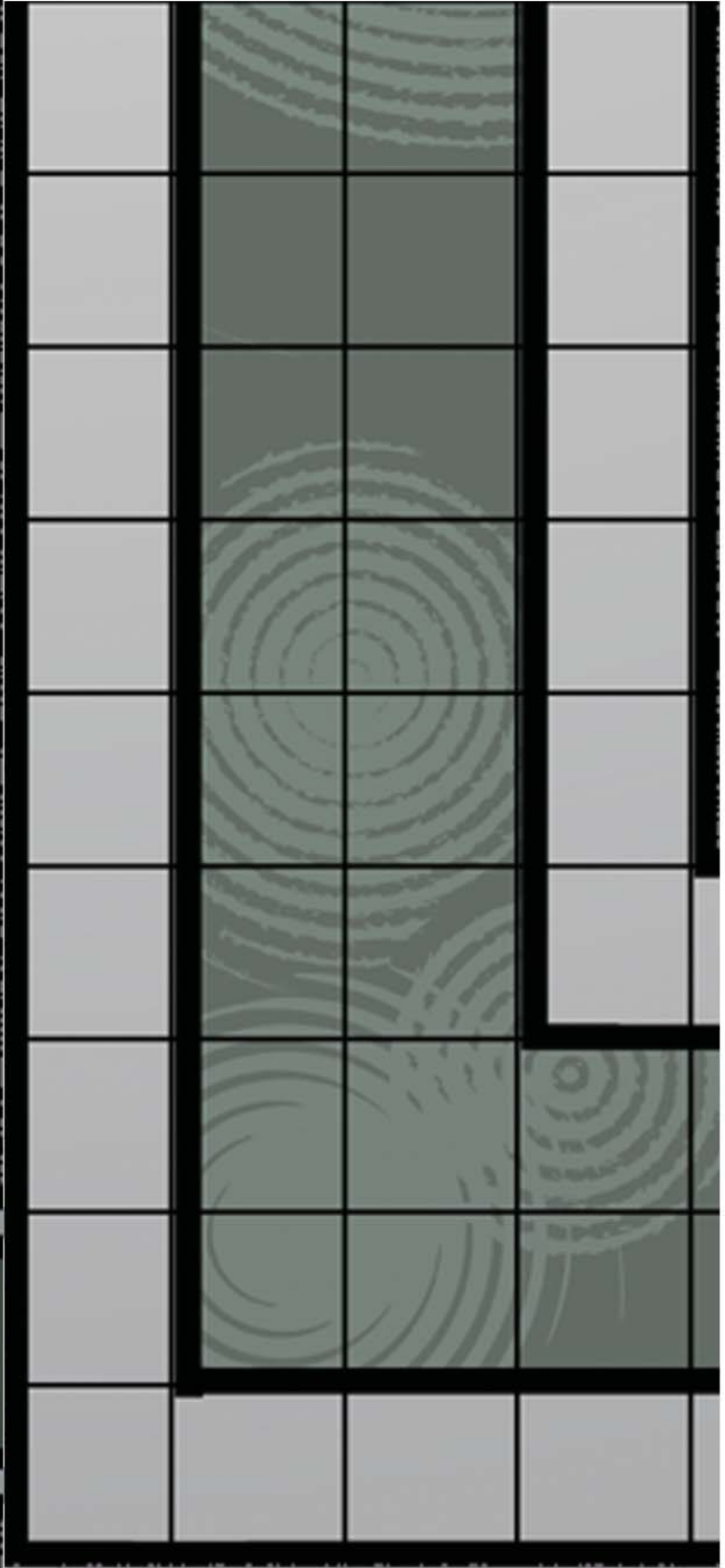
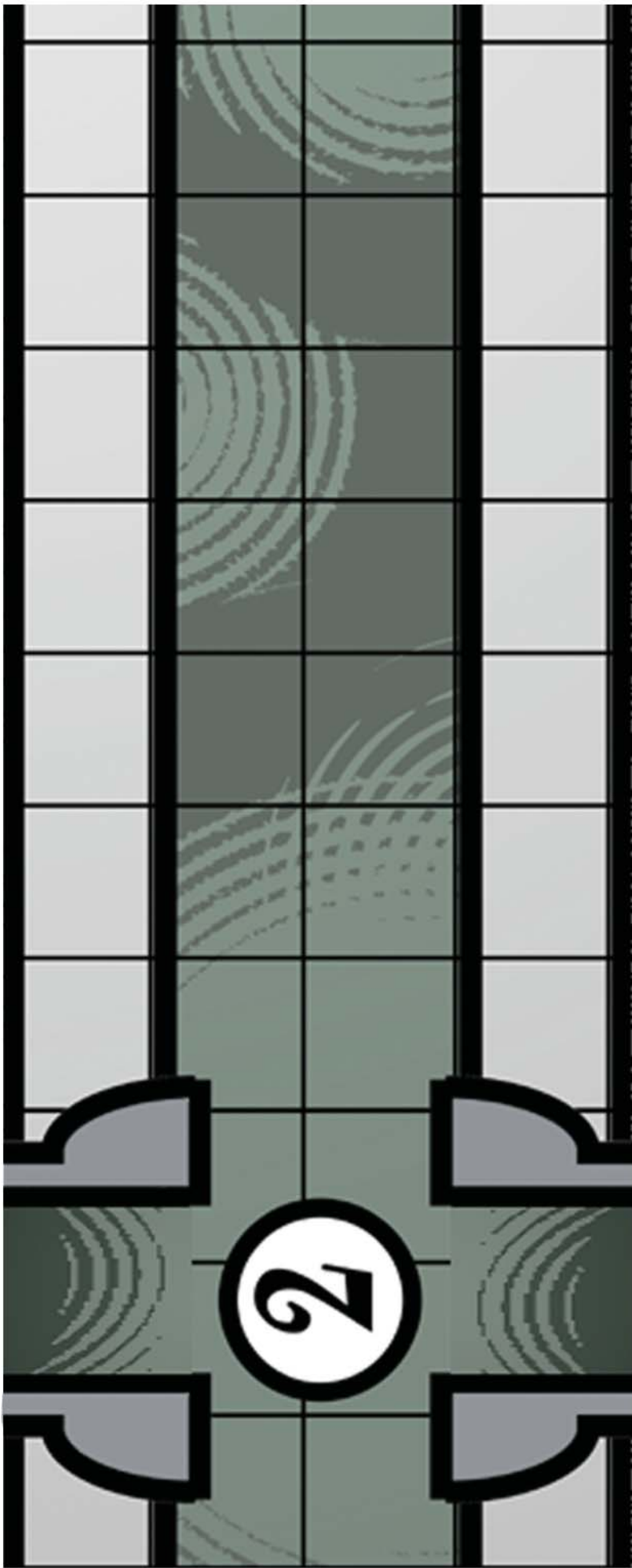


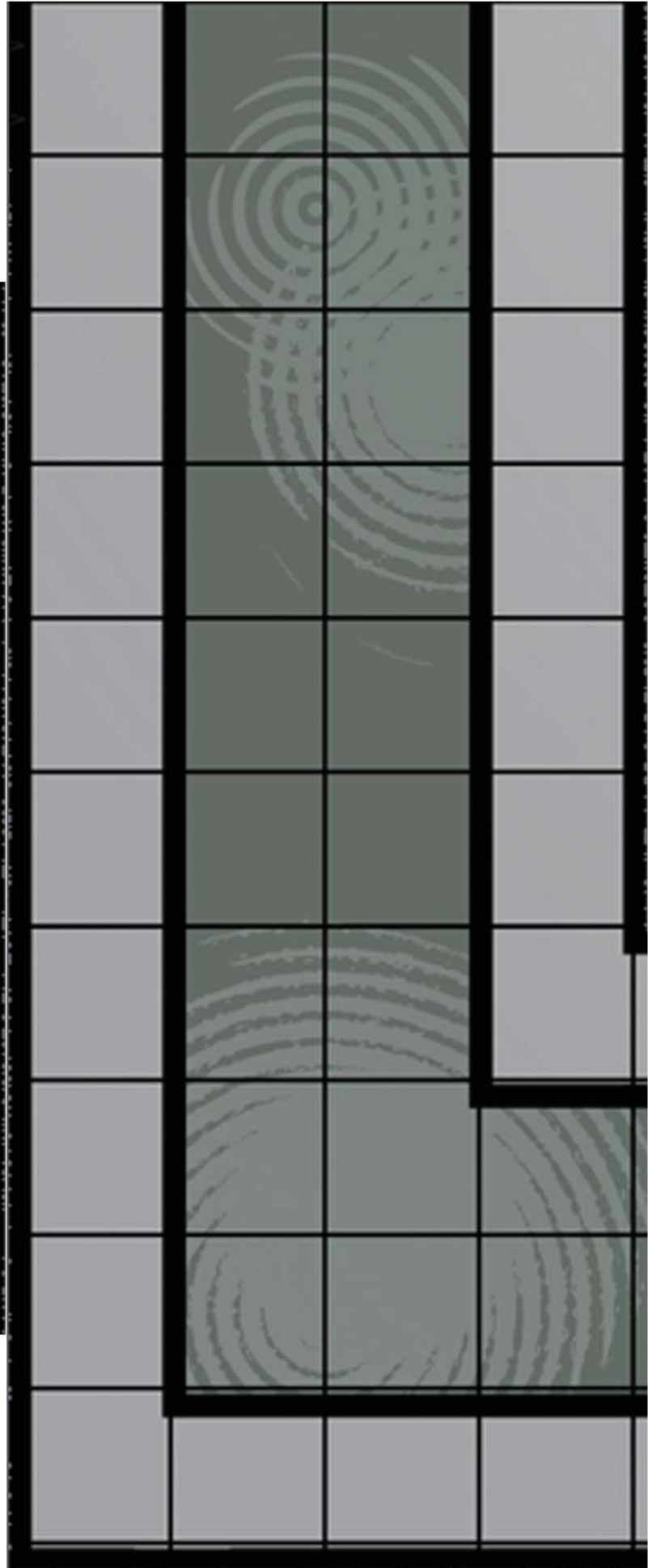
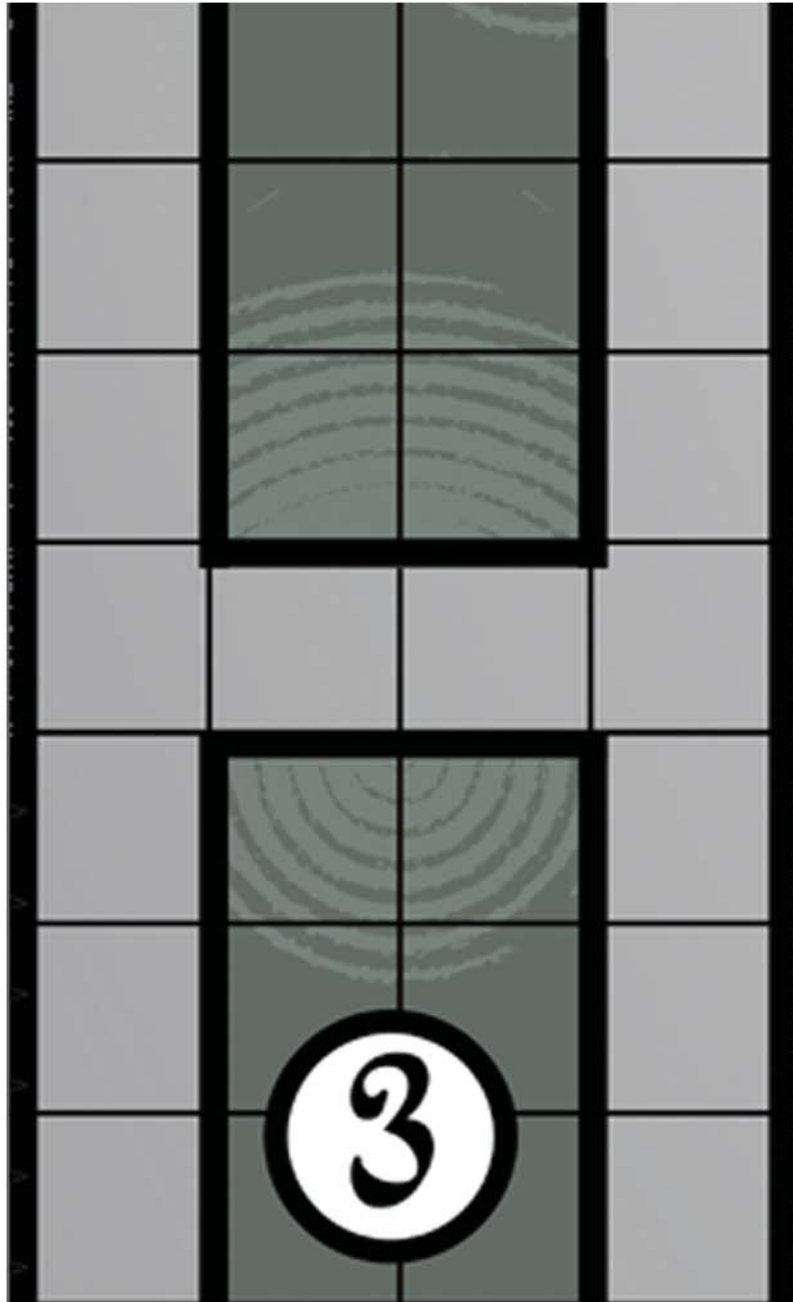


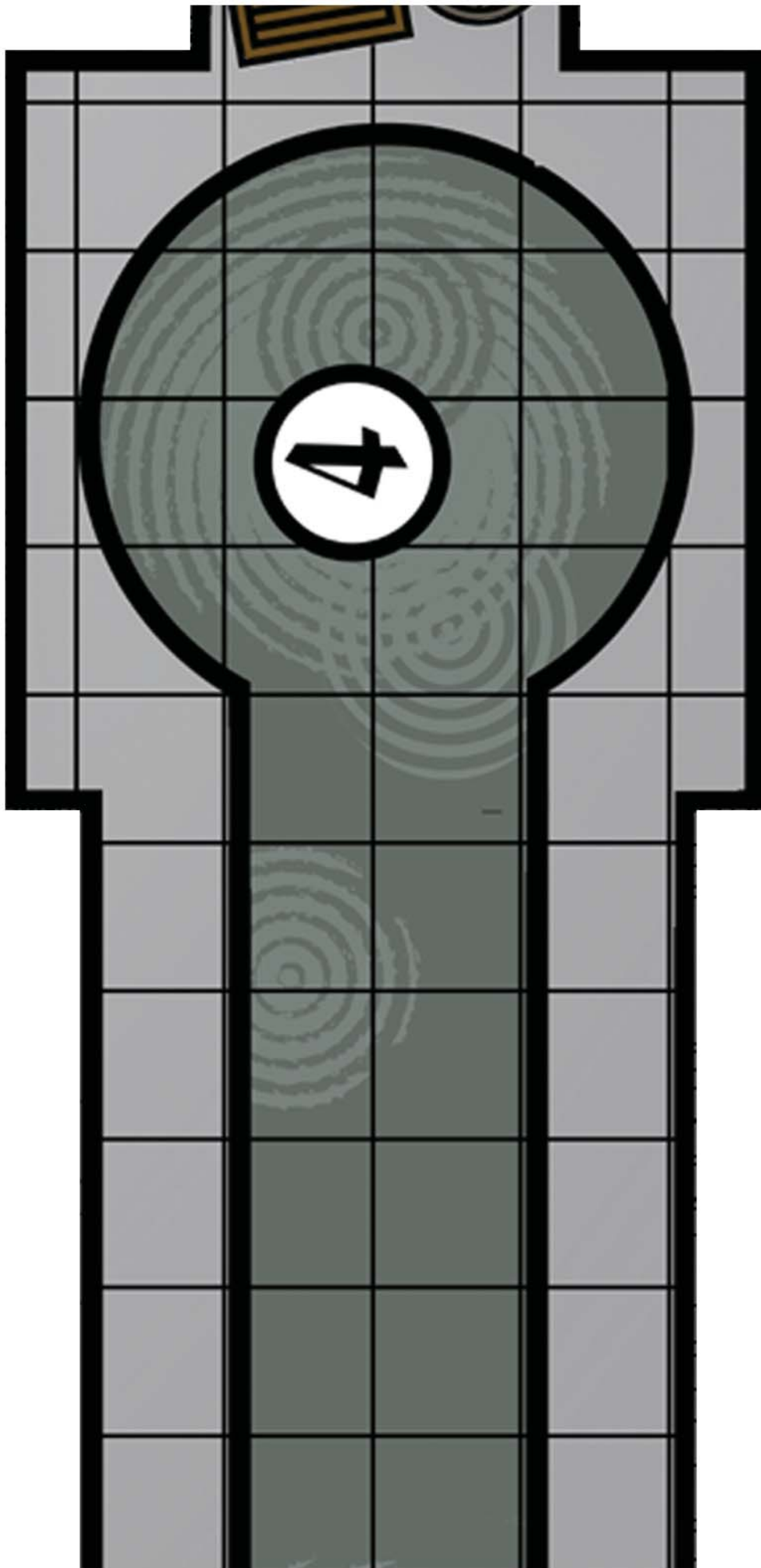


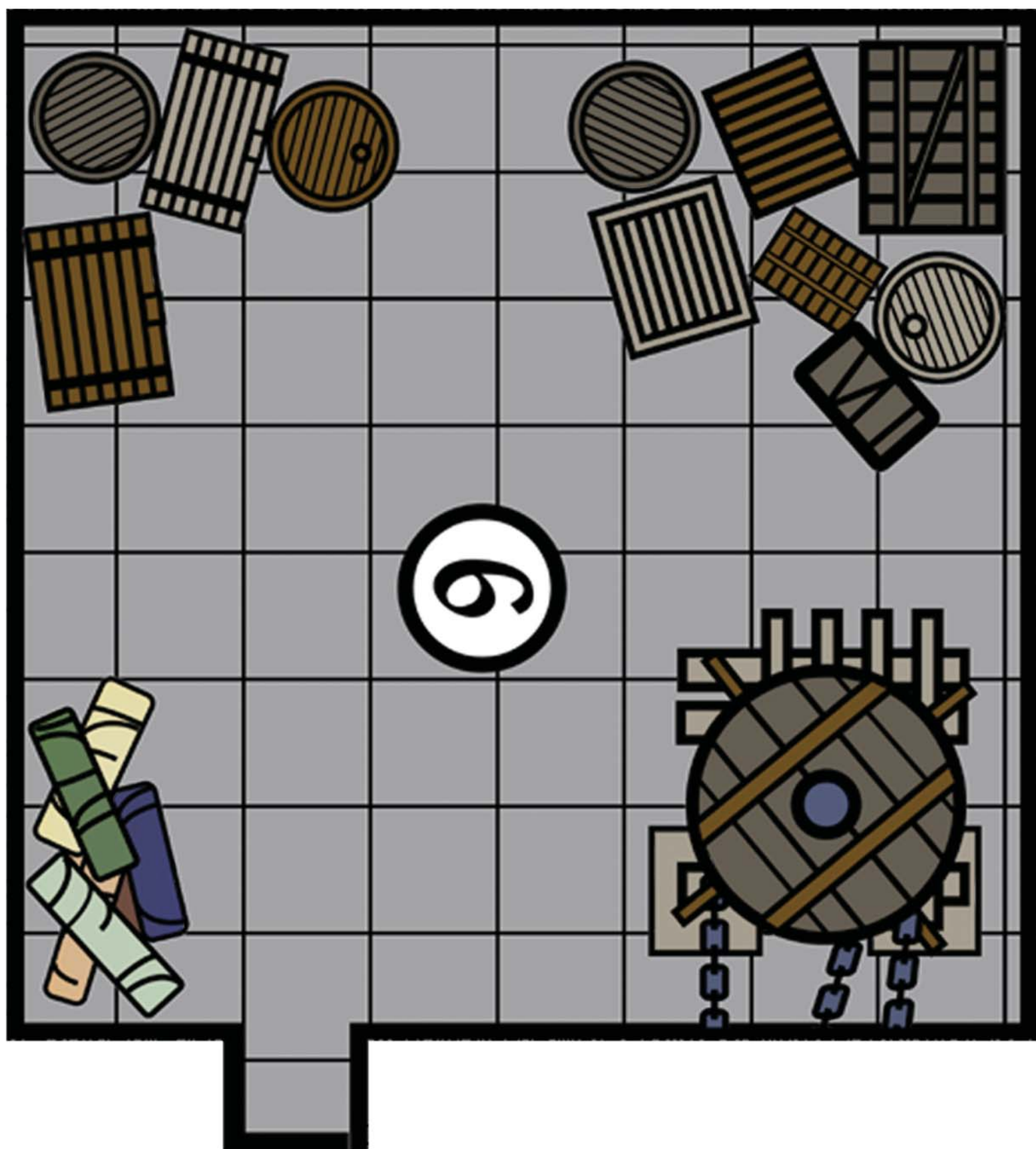












Rippers

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