

Tribe 8 SFFD Scenarios for the "Divine Revelations" Cycle

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This document contains several quick-to-use scenarios for Tribe 8 which are set in my own campaign, forming a small cycle to run with my players. Some are generic, others will fit nicely into the metaplot of the cycle. They are probably adaptable to the original setting of Tribe 8, especially if starting in the first cycle.

How to use the Scenarios

Do not run a scenario immediately, instead use the info in the section *Preshadow* (possibly during a preceding scenario) to set the mood for the event. Also give the PCs the "Facts & Rumours" handout to give them some info about what is going on, possibly leading them into the scenario by their own deeds.

Other Material

The statistics of the various NPCs and monsters can be found in other documents on my website (www.core.hardpoints.de in the Tribe 8 section).

Power Advancement

The scenarios are intended to be covered in one or two sessions and therefore each is worth 3-6 experience points. In my cycle, the PCs start without any equipment (they have been robbed clean). The following power advancement is planned for the PCs for each scenario:

1. Start with clubs
2. Basic combat equipment (spears, slings, wooden shields)
3. One set of good equipment (studded leather armour, light metal shield, short sword) + home base

4. One fatimal relic which means trouble (possibly) + 2 sets of good equipment
5. All good equipment, healer ally
6. World Before stuff (one rocket launcher)
7. Spirit Ally
8. Keeper ally with warbuggy
9. Several Henchmen
10. Small combat unit



Meta Plot Developments

There are two aspects of metaplot development; one that the PCs can just witness (even though some of their actions might amplify or set into motion the events of this thread) and not influence until the end and one which directly involves the PCs and ties the scenarios together.

The Siege of Seck

The battle between the Red Bishop and the Faceless Duke is slowly coming to an end with the Red Bishop winning over his long time rival. This means that the eye of the Red Bishop is slowly turning towards Seck.

It is curious that the Z'Bri paid so little attention to that city. While the general explanation is that they are too busy fighting amongst themselves and that the Curtain of Fire is too strong, thereby leaving only the independent Z'Bri

factions to attack the city, there is also a more sinister truth.

In the final battle between the Fatimas and the troops of the Overlord, a pact was made between the Faceless Duke and the other Fatimas - if both Thor and the Overlord would perish, this would open the road to power for both Brun and the Duke. An uneasy pact was made to slay their rulers. Unfortunately for the Duke, the Red Bishop seized the opportunity to stage a coup himself, ruining the plans of the Faceless One.

Turning to his former fellow-conspirators, the Duke came up with a sinister pact. Seck would be spared from attacks by his forces and be informed about the movements of the Bishop's troops in return for the Fatimas concentrating their attacks on the Red Bishop. While both sides loathed the other, this *modus operandi* was beneficial for all and led to an uneasy, hidden truce which lasts to this very day.

However, there are several problems with this arrangement. First of all, there are many in both camps who would dispose of their leaders if they knew about this unholy alliance. Furthermore, these forces, e.g. Fried or Marek Halva in Seck, are actively fighting against the other side. To deal with these rabble rousers, the Duke has assigned one of his henchmen, Steiner the Rittmeister, to the services of the Brunites who subtly aid him with information in his strikes against the enemies of the Brunites. However, Steiner is not easily controlled and there is a lot of "collateral damage" which the priestesses consider a necessary evil.

Second, the former priests of Thor have gotten wind of the cruel act against their Fatima and have gone underground, which seemed more prudent at the time but was probably a mistake as it gave the Brunite priesthood the opportunity to brandmark them as fakes. The Thorites

are now plotting to make the truth known and ultimately to rebuild their Fatima.

During the course of the cycle, these facts will become more and more obvious to the PCs. They will find clues on the past and witness the connection between Steiner and the Brunites with their own eyes.

More importantly, they will see the war between the two Z'Bri factions come to an end. This will ultimately lead to the Siege of Seck which heralds the destruction of the city - unless the PCs do something about it.



Against the Powers that Be

The scenarios as they are designed are likely to bring the PCs into conflict with the Valkyries and therefore the priesthood of Brun. When the PCs find out that there is something fishy about the Brunites, they might either act against them or decide to join in to preserve the status quo.

If the PCs act against the Brunites, the scenarios in this document can be used as is. In the other case, some of them might not be appropriate any more. However, you can still use the NPCs and general story ideas to come up with similar scenarios. Maybe the PCs will go to Heidel to act against the Thorites or will strike out against the Red Bishop. As the major plot will not be influenced by their action until the end, however, the final scenarios will still play out largely the same.

Scenario1: The Deal with Morning Dew

Summary

A shrewd and unscrupulous merchant has bought a Sangis serf from a Coaltown crime boss and is using her aura to animate people to join in more of his rather costly depraved acts, employing the PCs as guardians. When he is found out, they have to act quickly to avoid going down with him. Very likely they will have to perform some services for the law to make up for their shortcomings.

Location and NPCs

Reed Aquisitus

Reed is a small and fat guy with a greasy goatee and a balding head with hair styled in a way reminiscent of tiny horns. He is very **friendly bordering to brown nosing** and always leaves the impression that he is doing something illegal which is usually right. Aquisitus is not a bad guy but is often **blissfully unaware of the implications and consequences of his actions**, which gets him into all kinds of trouble. However, he always manages to land on his feet no matter what crime he was caught in.



Morning Dew

This serf of Sangis breed has the perfect female body, long black hair which seems to move on its own, but no face. Dew usually paints on a face of some kind, often rather crude and disturbing. When she wants to be incognito, she

wears a veil. Morning Dew was manipulated to radiate a strong Sangis aura and brings out the deepest desires in everyone, allowing Reed to earn a lot of goods. She has little personality and is actually little more than a pet. Reed uses her heavy taint to induce desire for food, drink, and female company in his customers.

Fried the Sworddancer

Fried is a bulky, powerfully-muscled man carrying two relic machetes made of ceramic. He owns an armour made of the best steel available. It is only due to his **fighting prowess** that Fried is tolerated in the town. He is an **aggressive man who uses intimidation to advance in the ranks**. He fears nothing more than being taken advantage of or being considered a coward. Fried is **willing to take great risks** and is often in favour of an aggressive policy against the Z'Bri, however, others balk at his ideas.

Other NPCs

- **Locke** is the bald barkeeper, an indifferent old man who tries to stay out of trouble.
- **Gwen** is one of the ladies working at Reed's bar, a tall and impressive woman with long golden hair and little to speak about.
- **Patra** is a dark-skinned short haired athletic woman with a sharp tongue but outgoing personality.
- **Beta** is the serving girl at the Hedgehog, a rather shy girl with a morbid personality, a true Helite

The Red Hedgehog

The Red Hedgehog is a small and shabby establishment with strong drinks and surprisingly good-looking women. It has quite a reputation for those seeking exotic pleasures. There are two rooms upstairs as well as a larger suite which belongs to Reed but is

occasionally rented out to those who are rich or powerful.

Plot Details

Hiring the PCs

Reed Aquisitus hires the broke PCs to act as his guards, keeping away competitors and other nosy guys. He runs what he calls a "Gentlemen's club" but his most valuable asset is Morning Dew, a Sangis serf. He will give the PCs food and clothing and promises them a weapon for each month they have worked for him.

On the Job

The job basically consists of getting fed, looking grim, and having a showdown with a drunken customer (Fried) who is causing trouble. Killing or harming Fried is a bad idea, leaving the PCs with powerful enemies for Fried is one of the most important assets of Seck.

- Fried, a frequent customer, will be really drunk one night and will start a fistfight with a fat guy who is rather harmless. The PCs have to subdue him with Reed shouting at them not to kill anybody.

The Great Showdown

It takes only a while before the authorities become aware of that something is amiss and soon a raid will be staged. The PCs have to decide which side they pick and how they clear themselves of suspicion. The raid will be held in the following manner:

- One of the customers, a young woman who is really an Eye of Brun, will try to get into all places on four consecutive nights (notice vs. stealth 2/1 agility +0)
- On the fifth night, Valkyries will pass by the house, a priestess among them who uses synthesis to confirm the presence of an aura
- On the next night, a team of 4 Valkyries lead by the priestess will

storm the place, which will be easier if the PCs cooperate which leaves Reed and his serf to fend for themselves. Reed and the serf are to be captured alive.

Hook into the Metaplot

From now on Reed is an unwilling tool of Brun's priesthood in exchange for his life. His bar will be closed, however, and his employees will have lost their jobs, possibly blaming the PCs for their fate. If Morning Dew is captured, she will be vivisected by the Brunites. If she escapes, she will hide in Coaltown, creating an aura of pleasure which will soon attract the authorities or maybe cause the PCs additional trouble.

Scenario2: The Hive

Summary

A swarm of Flemis-bred vermin, the arachnorats, has set up a hive near the city of Seck. The Flemis have no direct control over these creatures but rather use them as a terror weapon. The hive is relatively easy to kill if one is properly prepared but those who stumble into it will probably have some trouble getting out without some major wounds.

Preshadow

Besides what is mentioned in the rumours, the PCs will see other people with bite marks and even a hunter bringing one of the beasts he caught in a trap. There will be the odd arachnorat in the city covered with burns from the curtain.

Plot Details

Timetable of Events

On Tuesday, 7.1., the Lokite Schellig is attacked by the arachnorats and gets many wounds, falling comatose. He is found by a hunter and taken to the Black Sisters' Hospital for the Dying. Unsurprisingly, he does not recover from the coma and dies on Saturday.

The following Monday, Basra, a Brunite hunter, barely escapes a swarm while on the hunt, leaving the boar that he killed behind and thinks that it was the blood that attracted the animals in the first place. He can describe the general location of the sighting. Over the next few days, 2 people will be wounded and one will be missing, her bones gnawed clean by the vile pests.

The Arachnorats

These vile creatures eat almost everything which comes into their path **but are particularly attracted to blood.** (Make sure the PCs are aware of that) The beasts can incapacitate a

human in the matter of minutes and are hard to kill. Most effective is fire, maybe in the form of molotov cocktails of some sort. The hive itself is relatively stable and contains the queen which attacks with a primitive form of sundering when the hive is threatened as well as with her aura.

An arachnorat looks like a bloated rat with eight legs that are jointed like that of a spider but otherwise look like normal rat's legs. The beasts all look rather sick and have slight mutations such as two heads, even more legs, or patches of scales sticking out from the fur.

The Hive

The hive is hidden in the ruins of a disco called Broadway, basically a big warehouse with a suspended glass cafeteria. The room is filled with all kinds of garbage and tiny bodies crawl everywhere. In a small room at the back rests the queen and uses her mental powers to attack intruders before they get to her.

The best possible shot is to distract the hive with a lot of blood, drawing away 8 of the 12 swarms and then use fire to burn down the place. Of particular importance is the destruction of the queen, which is quite tough, and uses her sundering to kill and distract the PCs long enough to subdue them.

Hook into the Metaplot

Should the PCs fail to wipe out the queen, new hives will spring up everywhere in summer after the new queens are born. Arachnorats will be a common feature and will claim several lives. If the PCs succeed, they will have earned the favour and reward of the Council.

Scenario 3: The Hammer of Thor

Summary

A dying man stumbles into the hideout of the PCs holding a hammer which bears the symbol of Thor and is clearly a Fatimal artefact. Soon, both underground Thorites as well as Valkyries will start to harass the PCs and it gets even worse when the PCs get rid of the hammer. The best way to get out of this mess is helping the Brunites against the Thorites, leaving a bad aftertaste in everybody's mouth.

Environmental Conditions

This adventure takes place during a heavy snowstorm. All range penalties are increased by one and sight is limited to 10 meters.

NPCs

Crazy Martell

Martell is a former priest of Thor who feels that the Brunites have something to do with the death of his Fatima. He is very dedicated and driven, rejecting any kind of luxury and **living solely for the cause**. The priest has **little patience** for other things and even less for those who waste his time. Yet, he is very **cautious**, talking little about his background and goals which makes him a silent and driven fanatic to some.

Martell is **tall and wiry** with a **long forked** beard and a **bald** head. He is **constantly in motion** and walks in a **hunched** manner. His manner makes it obvious that somebody is after him.

Edda the Eye

Edda is a **pushy, middle-aged** woman who works too much and is used to having **authority** over others. She has two kids for whom she would do anything. With no time or inclination to

think about what is right and wrong, she **basically follows orders** and believes that the Thorites would just tilt the careful balance achieved with the Z'Bri. She is actually a nice person and genuinely **believes the teachings of her Fatima**.

Edda is small and **skinny** with **short hair** cut in a very utilitarian way. Her face looks hard as stone.

The Thunder Hammer

This fatimal item is a warhammer covered with symbols dedicated to Thor. When it strikes, it makes a thundering sound. Its DM is increased by 5 when fighting against those of the Seed. It grants a +1 bonus to all Synthesis checks.

Plot Details

Basically, the PCs are in the middle of a secret war between Thorites who are unwilling to let go of their artefact and Valkyries who are very eager to get their hands on it and its former owners. The man who held the hammer was a petty thief who stole the artefact from Martell but was hit by lightning conjured by the priest, which cut short his hasty flight. The events in this scenario can vary widely, depending on how the PCs act.

Goals and Resources of the Thorites

The Thorites wish to recover the hammer and go underground again, leaving no traces behind. Martell has followed the thief and thus knows which house he entered. The priest will try to avoid conflict in order to avoid further attention. He has two Warriors as henchmen who will take over various jobs for him but who know little about the Thorite organisation.

Goals and Resources of the Valkyries

The Valkyries want to stamp out the Thorite insurrection before people find out about it (as well as the circumstances of Thor's demise) but on the other hand want to keep matters

secret, thus not taking any official action. The investigation is led by Edda the Eye who has little clues in the beginning but will quickly catch up with the PCs as soon as they show the hammer to anyone at all due to her street connections. Also, she knows that Martell is an important Thorite and she knows that he is somewhere in coaltown and how he looks. Edda has access to 5 troopers.

Fighting and other Suspicious Activities in Coaltown

Should the PCs become involved in a **fight**, people will come to look after 1-2 rounds. While police will not show up, Edda, who is currently very active in the streets, will find out the details of the fight eventually and if she has reason to see a connection to Martell, she will come by to investigate (if she passes INF/ettiquette(streetwise) 3).

Generally, if **Martell shows up** somewhere, Edda will know about it in 2 days, if she passes INF/ettiquette(streetwise) 4, if MoS is 2 or more, she will know after one day.

Should the PCs **offer the hammer for sale**, Edda will automatically find out and come to question them.

It should be noted that the PCs can use their streetwise to find out that Edda is asking for certain things they are involved in (opposed INF/ettiquette(streetwise) rolls).

Keeping the Hammer

Martell will keep an eye on the house of the PCs and will use his henchmen to shadow any PCs leaving. He will try to break into their house or to kidnap weaker PCs in order to get his hammer back without a major battle. Should matters become desperate, he will eventually decide on a nightly raid. Edda will not become involved at all, unless the PCs manage to attract her attention by taking the hammer somewhere etc. as described above.

Getting Rid of the Hammer

If the PCs get rid of the artefact in an open way, Martell will try to get it from those who bought it, leaving the PC alone, while Edda will at least question them and give them instructions with regard to sightings of Martell.

Should they get rid of it secretly, Edda might not find out. Martell, however, will likely not know about it either, acting as in the case described above.

Helping the Thorites

Should the PCs befriend Martell (who is very suspicious of strangers and is likely to feel when they are lying), he will keep contact with them but will be reluctant to talk about the role of Thor and the treason of the Brunites. However, he might become a useful connection for the PCs. Should Edda find out about this link, she will try to use the PCs to capture Martell and with her streetwise she might if anybody sees the PCs and Martell together.

Helping the Valkyries

Helping the Valkyries will get the PCs the favour of Edda and she will try to use the PCs to capture Martell whom she describes as a dangerous madman with Z'Bri ties, a lie which the PCs are likely to find out.

Metaplot Ties

Clearly, this is a good opportunity to make enemies and allies. Should Martell get his hammer back, attacks on the Brunites will rise and he will gain more and more followers - maybe the PCs, too. If the authorities won, the attacks will cease but rumours of Thorites will persist.

Scenario4: The Soul Thief

Summary

Yenaldlooshi, a vile practitioner of Sundering, has infiltrated the city of Seck and is collecting the souls of people with strong personal cohesion to extinguish a part of the Curtain of Flame, opening a gate for Steiner and his henchmen. To cover her tracks, the assassin has stolen several Winter Wolf arrows and is using them to implicate the secret police of Loki. Yenaldlooshi can create exploding spores from human infants (of any bloodline) which she uses to ambush those who would be after her.

Preshadow

Introduce Marek Halva, a Lokite, to the PCs, maybe as someone giving them a loan (the beginning of scenario 2 is probably a good time). They will notice his connection to the Company of the Stone due to his star tattoo on the forehead. When the PCs meet him a second time, he will be worried, have many body guards around him and will tell them about the death of his good friend Janosh Belen, also a member of the Company. He asks the PCs to find out more about all this.

The True Story

The 12 members of the cell called the Company of the Stone were all witnesses of the impact of a small meteor into the ruins of Monn 5 years ago and where all bathed in the strange light that was emitted from it. Touched by this sight of pure beauty, they decided to take the stone and use it as a personal token of good luck. Even today they claim that it brings them good luck. The Stone, actually a crashed Soviet satellite, molten to be barely recognisable, evoked some strong reaction within those who witnessed its crash and while it does not have any real

physical effect, it has created a strong bond between all those saw it crash. As a self-fulfilling prophecy, the Company of the Stone has become very successful and rich, trading and lending things for great profit. They are well liked, because of their positive aura. However, they are very worried about somebody stealing the Stone, even Loki.

Yenaldlooshi, however, has no interest in the Stone but rather needs the souls of 10 very close friends to power her Sundering device which will extinguish a part of the flame curtain, a part of the plan the Brunites are not aware of.

The serf also abducts a couple of babies in the same part of town but this has nothing to do directly with her plans, rather she needs the little bodies to build organic booby-traps to use against any investigating against her.

The Members of the Company

- ❑ **Marek Halva** is an energetic man with a big head, bulging veins and a broad grin. His aura of optimism is contagious and he is well-liked by most. Halva lives in the House of the Stone.
- ❑ **Janosh Belen** is a small, pale man preferring low colours - unusually for a Lokite. He is well-liked for his calm and empathic manners and lives in the basement of a three-story house in the *Glockenviertel*.
- ❑ **Christopherus the Little** is small and muscular. While cold and scheming, he is very loyal to his cell. He lives in a basement in *Glockenviertel*.
- ❑ **Christopherus the Ball** is incredibly fat and condescending towards "puny men". He lives in the House of the Stone
- ❑ **Gustav Angermann** is a muscular guy who always seems to be slightly stoned. He lives in one of the better appartments in Coaltown and guards the House of the Stone at night.

- ❑ **Angwart Messerschmied** has a large beak-like nose and small beady eyes. He loves his job as trader and lives at the House of the Stone.
- ❑ **Fuchsia Messerschmied** is the spitting image of her brother Angwart and works as a caravan scout. She seems shy but is very competent. She also lives at the House.
- ❑ **Erich the Fist of Steel** is another guard, protecting the House during the day. He wears gloves studded with metal and loves to use them.
- ❑ **Sigurt Danzig** is a pale guy with long black hair who lives in Coaltown and works as a trader.
- ❑ **Belenus Belando** is a dark-skinned Turkish guy who likes to exaggerate. He lives in *Glockenviertel*.
- ❑ **Sluggish Viktor** is a rather lazy guy who is a Lokite dreamer who protects the caravans. He lives in *Glockenviertel*
- ❑ **Thomas Fenris** lives on the second floor of a ruin in Coaltown. He is an agent of the Winter Wolves, needing the goods they give him to pay his gambling debts.

Enemy Tactics

Yenaldlooshi will spy on her next target at night (somebody not living at the House) but abort the hit if there are too many guards, waiting for a week before striking next. Otherwise, she will try to silently kill the target, stealing his soul with her Bottle of Souls (which has a range of about 200m). The fact that the soul of the victims is missing should be pointed out to the PCs after the first burial rites (the Helites will be informed about this shortcoming by Hel herself). Should she be attacked, she will retreat as fast as possible, trying to lose the PCs in back alleys. She will never go for the Stone and after having killed 10 members of the Company, she will open a gate in the curtain and let in a raiding

party of crazed serf warriors serving Steiner.

Should Yenaldlooshi become aware of somebody tracing her (via beating the PCs' lowest Streetwise roll) or be frustrated by the additional guards, she will set a trap for them (possibly using a Claymore Child). Also note, that she has a strong Melanis aura which she can wield against people to make them forget things.

The Winter Wolves

The Winter Wolves will not be happy if the PCs start sniffing around and might pay them a visit to discourage any further investigation. Only if sorely pressed will they talk to the PCs and tell them that the arrows were stolen from one of their organization who was killed in Coaltown a month ago.

How to Solve the Problem

Asking the members of the Company will give rise to the theory that the assassin is after the Stone but that is not true. The best plan is to bring all surviving members together somewhere or use one of them as a bait. It is important that the PCs hide carefully to avoid being seen. They will notice the presence of their enemy once the aura of forgetfulness sets in.

Hook into the Metaplot

While some might think that this ends the killing of the poor, it will continue with new creatures, which eventually will lead to the suspicion that there is some insider helping the Z'Bri. Also, the Valkyries or the Helites will be more than happy to get their hands on the Z'Bri artefact used to capture the souls.

Scenario5: Sins of Steiner (Part I)

Summary

Disgusted by the events which led to the death of some of his best friends, Marek Halva decides to become a Lokite elder in the council. Being harassed by a particular Valkyrie called Edda, Marek lets Sluggish Victor spy on her. When Victor goes missing, Marek asks the PCs to help him again which leads them to secret tunnels under the city from the days of the Mutant bikers where a Melanis construct rests, acting as a telepathic communication device between Steiner and his contacts in the city. The PCs will uncover a connection between at least one Brunite and Steiner, leading to a lot of cover up and a banishment of Edda, forced to lead a suicidal raid against Schrie.

For this adventure, use the secret cellar map on the core hardpoints web site.

Marek's Plea

Halva comes up to the PCs asking for their help because Victor has gone missing. Marek can tell them that he was spying on a Valkyrie called Edda who has been very active in keeping Marek from running for council elder, harassing him, impounding his goods etc. but mostly through middlemen. Now Victor is missing, having last told Marek that he might have found something odd about Edda and that he was shadowing her to find out more.

What Happened And How to Find It Out

Sluggish Victor used his "Hide & Sneak" aspect to shadow Edda, finding out many things about her such as daily routine and finally the odd practice of going to a house in the Brunite quarter every week incognito. When finally following her into the house, he was

detected by a helot guardian spirit and was overwhelmed in the tunnels. His body is still in a cell of the underground realm and his ghost roams free, seeking to contact Marek.

- ❑ **Asking questions** in the Brunite's ward will reveal that Edda and Victor have been seen near the old palace of the von Richtenhof family which is currently only inhabited by the old Lucknar von Richtenhof, an eccentric and delusional veteran of the War of the Flood. Etiquette and finesse are required to avoid attention (beat a 4 to find out about this fact and do not fail an opposed roll against a Valkyrie liaison (2D +1)).
- ❑ **Searching Victor's place** will reveal little, except for a set of Brunite clothing and a book of sketches of different people (used for Hide & Sneak as active dreamers will recognise - Synthesis + KNO vs. 3). There is one picture of a Brunite trader which can be used for further questioning.
- ❑ **Finding Victor's body** can be achieved by various forms of Synthesis or if all fails with the help of his ghost appearing in the group's most active dreamer's dreams and leading her to the house of Lucknar.
- ❑ **Shadowing Edda** which lead to her odd behavior regarding the house, reveal that she has two children, and lives in a small house on the border to Coaltown. Attacking her is likely to cause longterm problems since she is either on patrol with a team or moves within the Brunite ward. Sufficient pressure is likely to make her talk, revealing that there is something highly illegal in Lucknar's house and that many high ranking priestesses of all tribes except the Lokites know about it.
- ❑ **Talking to Lucknar von Richtenhof** will reveal nothing for

he is old and senile, telling the PCs whatever they want to hear. However, any threat of violence will lead to him screaming for help. Lucknat leaves his house rarely but goes to bed quite early, allowing a nightly raid with the use of proper synthesis (shadow comes to mind).

- **Using the River** to find out more about Victor holds the danger of alerting Jenkins (see below) who will in turn spy on the PCs. In the worst case the tunnels will be abandoned and the construct destroyed.

The Underground Realm

Since a search of the house will reveal nothing, the PCs have to go to the basement. Sneaking around the house is simple if Lucknar is sleeping (Notice 1D -1 for poor hearing and -1 for sleeping). The cellar is filled with all kinds of worthless stuff, cobwebs, and dust. However, those who have a minimum of tracking (roll vs. 3) will see that there are many footsteps leading to a heavy bench which hides stairs to the forgotten tunnels below.

The Forgotten Tunnels

Hidden under the small palace of the von Richtenhofs is a large underground maze filled with ancient cells and leading to a central hall where a Z'Bri construct is situated which allows telepathic contact to a Flemis drone given to Steiner for this very purpose. The tunnels are fortified with crude stones and presumably date to the time before the liberation, indeed many crude Schrie carvings can be found.

The Depth Dwellers

The deep tunnels have several guardians who are somewhat edgy because of the highly controversial activity down here. The most active guardian is the corrupted helot Braun Jenkins, a spirit that is half rat and half man and which

has the ability to manifest, constantly patrolling both the river of dream and the real world. If he finds intruders, he will alert the other guards who take 3 rounds to prepare. There are 3 Valkyries, one of them constantly in metal armour, the others wearing only studded leather, and a Grand Valkyrie plus her shieldmaiden holding a magical banner. Edda is only here once per week.

The Great Purge

The best idea is to perform the raid at night and to think of a way to quietly get in and out. Fortunately, the tunnels are so deep underground that little sound will escape from them. When the PCs are detected, the Valkyries will arm themselves (1 round) and use two rounds to destroy the telepathic construct, hacking it to pieces and then setting it on fire.

Complications

The PCs will need torches in the basement which have an illumination radius of about 10 meters and which take up a hand. Also, the tunnels (not the rooms) incur a -1 modifier on all large weapons which need room to wield such as a longsword or warhammer (for reasons of fairness, the PCs should be warned about this).

Hook Into the Metaplot

If the PCs expose the operation, some lesser priestesses will be punished but the old girls' network will hold tight, now having a reason to use Steiner against the PCs. If they keep their findings secret, it will take the high ups longer to find out about the involvement of the PCs but eventually, they will have crossed the Valkyries enough for Steiner to strike at them (maybe with less powerful backup).

Scenario 6: Mutant Bikers of Schrie

Summary

During a pitched battle against the weird seed-worshipping keepers of Schrie, one of the PCs crashes through a weak section in the ground and is trapped in an ancient basement which contains a secret Z'Bri vault deliberately hidden in this sealed room. The vault contains the heartstone of the Overlord which was brought there by his last loyal lieutenant after the grand treason and defeat, requiring a powerful Sunderer to open it. The Z'Bri of either camp are unaware of this location but would be quick to seize the stone for not only does it preserve the soul of the powerful Overlord, it is also a mighty weapon in the right (or wrong) hands. Depending on the actions of the PCs, the heartstone will be destroyed, recovered, or becomes a threat to the free people.

Preshadow

After rumours of the Mutant Bikers having dealings with mercenary keepers, the raids of these demented Keeper-Seed Cultists start to increase again for the first time in years. After the caravan of the White Russian leaves Seck (see the special document on this subject), a scout reports that the Bikers have attacked the caravan and have to stopped at all costs, possibly leading to merchants offering a large bounty.

The White Russian

The merchant called the White Russian makes a bi-annual route from the far East to Seck and back, trading all kinds of interesting goods. He is well-liked for his tales from the Empire of the Chernobyl Keepers who live in an area where Sundering does not work and his exotic goods such as spices, powerful drugs, relics, and muskets.

The White Russian is tall, has an impressive drooping mustache and short greasy hair. He usually wears a fur vest over a white shirt and heavy relic boots. He is a shrewd trader (Trade 5, Barter 4, INF +2) with the aura of a used-car salesman.

The Mutant Bikers

Brief Background

The mutant bikers of Schrie are **demiurgists**, i.e. they believe that the Seed is the ruler of the physical and therefore the only true source of magical power - unlike the remote but still revered Goddess. The Z'Bri are considered enemies by these warped creatures but the brunt of hate is reserved for the Tribals who took their original home from the bikers. The bikers mix Technosmithing and Sundering liberally, considering them two sides of the same coin. Their **aura** is similar to that of the Koleris mixed with that of the Sangis - violence mixed with dark desires (50% chance to get either effect dominantly).

Appearance

The mutant bikers are mostly pale and **sick-looking** humans wearing **black leather** combined with steel armour pieces. They are usually bald and wear goggles or **masks** of all kinds, hiding their mutated faces. Some bikers have minor appeasements, created by their foul Sundering priests.

Meeting the Bikers

The PCs will have a run-in with a scout of the mutant bikers who will retreat to inform his warband, which consists of one modified combine harvester, at most 3 bikes, and possibly up to 2 small tractors. There are 3 mutants per good fighter among the PCs, one for each other PC plus a priest as leader. The bikers will eagerly attack the PCs but leave if they should have major losses.

A good place for this encounter is the "Feud Knot of High Roads", an overpass just outside of the city, branching off the old L538 road.



The Bunker

During or after the battle, one of the PCs crashes into the bunker, falling five meters down but on soft ground for half damage (gaining one genre point as compensation). The PC ends up in a World Before underground bunker which was most likely used for liquid storage and which has been skillfully camouflaged using Sundering.

The Vault

Besides a good supply of various Z'Bri swords, bows, and leather armours, this depot contains a **strange egg-like structure**. An appropriate **lore skill** roll vs. 7 can reveal that this thing is probably a vault of some kind. An MoS reveals that the vault can only be opened by a skilled Sunderer (roll vs. 6). The cocoon is unmoveable, takes no damage from anything short of explosives, and seems to pulse slightly.

Research

By using **mystical means** related to truth, fate, etc., the PCs can find out that this cocoon holds something which is part of their destiny, a mighty weapon of some sorts (diff 5). A MoS of 2 will reveal a connection to the great battle

between Thor and the Overlord. A MoS of 3 will also reveal that the weapon seems to combine Sundering, Synthesis, and Technosmithing (in fact, the Old Arts).

The vault contains the Heartstone of the Overlord (see *Items of Power* document), which will be very useful during the final scenarios.

Possible Help

Finding a skilled Sunderer is not easy and most likely, this scenario will stay suspended for a while. Unless the PCs capture a Z'Bri, let them find out through some kind of research, that there is a lone Sunderer-Serf who is treated as a holy man by the other Serfs and who lives alone among the old arms of the Rhine. Due to his age, the Sangis-trained Serf will offer little resistance if his first display of power does not scare off the attackers.

Possible Courses of Events and Longterm Effects

If the PCs do not properly **camouflage** the site and have left some Schrie Bikers alive, there is a good chance that they will discover the cocoon and take its content back to their fortress.

Revealing the Heartstone to the Valkyries will lead to them taking it and trying to silence the PCs by sending them far away or even killing them. **Destroying the item** will lead to some serious headaches at the end of the cycle.

Should the **Z'Bri** get their hand on the stone, they will have a powerful weapon in their hands. Even worse, should a hidden loyalist among the Z'Bri get a chance, the terrible Overlord will be resurrected to crush the city of Seck once and for all.

Scenario7: The Sins of Steiner (Part II)

Summary

Use this scenario only, if the Valkyries have reason to see the PCs as a threat to their secrets. Also, let some time pass between scenario 5 and this one.

The Valkyries' actions against the PCs will be two-pronged. First, the Valkyries will use Freyans and Lokites they are blackmailing to ruin the PCs reputation. In particular, they will try to connect the PCs with a series of abductions that has started in Coaltown and has now spread to the quarters of the Freyans and the Lokites.

In the end, the PCs will be fed a hint where the abducted people are in order to be lured into an ambush by Steiner and his henchmen.

A Campaign of Libel

The Valkyries use two people they blackmail to spread rumours about the PCs. It will take the PCs some Ettiquote and Manipulation or magic to find out that there are two sources.

Note that the rumour described below will reach the PCs in various forms and fragments. Try to be subtle at first, to make any similarities become obvious only over time. Also, they will hear the rumour from many different people, making it hard to find the source without research.

The Rumour

It seems like the Darkblade is the leader of a psychotic gang of killers, consisting of several members. These look suspiciously like the PCs with the same special abilities but with a more sinister and Seed-oriented twist. If the PCs have stolen the Banner of Sanctified Recognition, some magical banner will also be part of the rumour.

The activity of the Darkblade has increased over the time and has shifted from killings to abductions. Also, there are now "eye-witnesses", who have told their tales toothers.

Rosterus the Arrowsmith

Rosterus is one of the Lokite priests using the *Living Weapon* Aspect to create the Snake Arrows used by the Winter Wolves. He is a small and **nervous** guy with a terrible **limp** and cold sweaty skin who's almost-neurotic need to find a woman makes him **unpleasant** to be around.

The Valkyries blackmail Rosterus who has given Snake Arrows to Yenaldlooshi because she pretended to like him. The Vlakyries have made it clear to him that he is now considered to be a collaborator with Seed worshippers and has to follow their orders to avoid dying in the citadel.

Rosterus only knows that he is supposed to spread the Darkblade rumour and use **Illusion to disguise as an eyewitness**. It has also been made clear that all the details about the banner and the looks of the PCs are part of the rumour.

Frigg the Healer of the Poor

Frigg is a middle-aged, attractive woman with dark hair, brown eyes and a **heart-warming smile**. She often visits Coaltown to heal and feed the poor. While she seems very friendly, she is really somebody who **enjoys being needed** and can be **quite a fury if something annoys her**. While there is little in the life of Frigg that would warrant blackmail, her past life is one of crime - in her teens, she was the **girlfriend of Big B** and together they committed many crimes and the Valkyries are now using this knowledge to make her their puppet.

Frigg pretends to have seen one of the killings during a mercy mission but claims that the PCs are not the ones she

has seen. If the PCs talk to her, she will claim to have heard the attackers talk about the **old power plant**. If the PCs do not react, she will offer them some low value goods, asking them to check it out just to ease her mind (Manipulation 3+1).

However, Frigg knows nothing about why she is to do what she does. The Valkyries told her that the PCs are foes of the Fatimas and that they are to be lured from the city to prevent them from interfering with an important ritual. While she does not believe this, she has no idea what the true purpose of this deception is.

The Truth

The Valkyries are trying to lure the PCs into a trap outside of the city by using a very specific bait. The **doppelgangers** actually exist and enter the city through an ancient tunnel, abducting some random targets as well as outspoken enemies of the Valkyries. Steiner, the Z'Bri liaison of the Brunites has paid a fleshcrafter to change some serfs to look like twisted parodies of the PCs. These Serfs are Veteran Serf warriors with little appeasements (unless the PCs have any) and one of them wields the Z'Bri banner of Obscure Concealment. The Darkblade himself is a Knight of Steiner, hiding under a great hood.

If the PCs find the Serfs, the imposters will flee to the old power stations in order to lure the PCs into a trap (if caught, it is very likely that they will be unable to lie about the trap and the PCs will enjoy a great advantage over their ambushers).

What the PCs Might Do

- **Find the source of the rumours:** Roll Etiquette(Streetwise)/INF vs. 3. MoS of 1 reveals that nobody really knew the eye-witnesses. MoS of 3 shows that all were limping. Point out to the PCs that magic is likely in

play and that there are few who know Illusion. Finding a limping Lokite dreamer is Etiquette(Low Caste)/INF vs. 4. Use similar thresholds if the PCs are using magic.

- **Find the Serfs impersonating them:** without magic, this will be impossible and even then the threshold is high (8). If the PCs do find the serfs, they can wash their reputations clean. Still, Frigg will approach them, asking them to free the abductees.

Steiner's Trap

Steiner has set up a provisional base (notice/PER 5 to realize that everything seems rather makeshift) with 3 serfs and several captured humans merged into a pillar of screaming faces by a fleshcrafter. When the PCs attack and Frigg was able to tell the Valkyries, Steiner and the other 2 of his riders will attack the PCs from behind (Stealth 2+1, -1 for BLD of mount, +2 for range of 100m). They will join the fray as soon as one of the serfs fires a signal flare.

The Location

The supposed base of Steiner is the World Before Power Plant of Monn, now a mangled ruin destroyed by a gigantic explosion (see drawing). It is overgrown by sickly brown vines and other vegetation that looks like it could do a lot better elsewhere. There is no sound except for the pained screams of the Pillar but there is a smell of decaying vegetation and poisonous chemicals. Also, a strong Koleris aura can be felt.

PC Actions and Repercussions

If the PCs defeat Steiner, the Valkyries will try to win them over, knowing that the PCs are too tough to be killed. However, going public with the knowledge of a Brunite-Steiner

cooperation will lead to unrest and civil war.

Scenario 8: The Wizards of the Sky Tower

Summary

After news of the likely defeat of the Faceless Duke, the masters of the Sky Tower ally with the Red Bishop, working together with his henchmen to prepare for the fall of the city of Seck. For this purpose, they have started to breed a special kind of larvae in the Field of Maggots. Plus, if Steiner has been destroyed, they might hold a special grudge against the PCs.

Preshadow

The PCs should meet the Guide Krahl some time before this adventure and gain his trust in some way. When Krahl has a vision about the Wizards changing their allegiance in favour of the Red Bishop, the guide urges the PCs to find out what is meant by the "web of the worm", a term that appeared in his vision and seems to represent a threat to the victory of man over monster.

The Wizards

The Wizards of the Sky Tower are a group of three Melanis who are what could best be described as "an independent think tank". The three use their trusted serfs to conduct research and sell their twisted creations to anybody willing to pay.

- **Sagur** is a 2,5m tall skinny near-skeleton wearing tattered robes, his blue eyes glowing from under his hood. Sagur is the leader of the Wizards, who is brilliant yet seems almost naive, being distracted by small details such as butterflies. However, he is a master sunderer and crafter of constructs.
- **Larich** is a small hunchback hiding his twisted body under robes with glowing runes. He is the least

influential of the Wizards and hates everything that is beautiful and pure.

- **Ungar** looks like a monk from a distance but his robes are made of tiny eyes connected by a web a sinew. Ungar is the diplomat among the Wizards and is the driving force behind the recent switch of allegiance. Ungar has a flying disk that allows him to travel quickly all over the region.

The Sky Tower

The Sky Tower is the base of the Wizards. The three Z'Bri and their trusted servants (5 serfs with special training) live at the top, while their **retinue** lives in organic buildings around the base. The Wizards command about 40 serfs, 10 veteran serfs, plus Steiner and his warband (most likely disbanded at this point).

Normally about 40 **sentinels** (see *goons* pdf) patrol the area around the tower but at the moment there are only 10, the rest guarding the brooding site for the larvae. Experienced PCs might notice this fact on a notice of 3.

The final protection of the tower are the construct **death traps**, stationary nightmares of flesh and sharp bone which can be spotted on a Notice of 3 (MoS 1 allows a defense roll, MoS 3+ allows to avoid the trap altogether). A trap attacks once with a skill of 3+1 and has a DM of 5 to 10. If you feel nasty, add a poison or disease of some kind.

What Seck knows

It is known to the people of Seck that the Wizards are staunch allies of the Duke in his battle against the Bishop, paid in flesh and souls for their services. The free people also know about Steiner, the Sentinels, and the deathtraps. Those with specialized knowledge (threshold 5) might know the names and general appearance of the Wizards.

Events

If the PCs investigate the tower of the Wizards, they might be able to see the following. Note that they might run into some of the defences described above.

Communications with the Bishop

Careful observation, the use of magic, or talking to Sesua will reveal that there is increased traffic between the castle of the Red Bishop and the tower. Ungar has flown to meet the Bishop at least twice and an envoy of the Bishop is currently residing in the tower (use the Sangis Infiltrator stats).

Tending of the Larvae

Larich has also been seen leaving the tower, going somewhere to the East. He uses a palanquin that looks like a cruxifix made of a spine and huge bones. Indeed, while carried upright tied to the palanquin and carried by a huge (BLD 4) serf, Larich and his retinue of 8 robed serfs look almost like a travesty of a catholic procession.

The Wizard goes to look after the larvae once per week and it will take 3 month before the next baby blood crawlers can be harvested.

Using Magic

The wizards of the sky tower have woven a powerful protection around their tower and anybody investigating them with magic has to face their aura first, before being able to look at the tower, possibly forgetting his purpose.

The Bloodcrawler Larvae

The bodies belonging to the heads of the previous adventure are used as material to breed the vile bloodcrawlers. The breeding site is within the field of maggots, a scary place that is somewhat taxing on humans going there. In particular, there is a substantial Melanis aura (level 4) within, which easily lets those going there forget why they came.

The larvae are guarded by 4 sentinels, 3 veteran serfs, and 5 normal serfs. An investigation will reveal that a substantial amount of the larvae has already changed and has been taken away.

Campaign Impact

Since some of the larvae have already been given to the Bishop as a gift, the PCs can achieve little here but at least can avoid a complete isolation of Seck during the inevitable siege that will be treated in later episodes of this campaign.

Scenario9: Against The Mutant Bikers of Schrie

Summary

As the Red Bishop tries to complete his armoury of powerful artefacts, the PCs try to stop his mercenary Plague Bows from stealing the "Circuit Skull", a powerful technomithing-sundering artefact by retrieving it first. When the PCs manage to reach the temple, they find out that somebody else has stolen the skull a while ago - and the Mutant Bikers have hired Ami mercenaries to recover it!

What has Happened Before

A commando raid by the Plague Bows (a Koleris mercenary band) was averted by the Mutant Bikers, who are still trying to figure out why the demons attacked them after so many years of mutual indifference. They do not suspect that the mercenaries were out for their holy artefact because that was stolen a while ago. While no outsider knows this, the Bikers are too worried and preoccupied to realize this fact.

Enter the PCs

Krahl or a Fate-imbued PC dreams about the theft of the skull by the Koleris and fears that it will fall into the wrong hands. Unaware that the Skull is already missing, the prophet urges the PCs to act before the Bikers' relict is stolen and secure it themselves.

Possible Ways to Enter Schrie

The Bikers, usually being in the offensive, are not very good at guarding against a small group of infiltrators. They caught the Plague Bows by chance, when a guard became suspicious after detecting a badly-supressed aura. The fun part about this adventure is letting the PCs scout, ask others, or use magic to find out the details of Schrie and then make an elaborate plan how to enter the city.

General Layout of Schrie

This information can be found out with average difficulty (3).

Schrie is divided into two parts. First, there is the actual town, home to women, children, and the old. This part of town consists of cheap huts built among the ruins of the old town and is a genuine labyrinth. On the hills lies the castle, heavily fortified and guarded.

A well-travelled road lead up from the city to the castle, guarded and patrolled by at least 5 bikers (plus a temple guard) all the time. An easier way to get from the town to the castle (at least for a small group) are the overgrown stairs that are only rarely used any more.

Defences

Average difficulty to find out about (4). Schrie is realtively easy to enter if one does not encounter one of the frequent buggy patrols. There is no wall around the city, however there are fortified checkpoints manned by at least 5 bikers along the major roads and at critical points in the town. In addition, the city is patrolled by pairs of bikers who look for troublemakers. The bikers force their subjects to carry wooden plates as ids in order to spot spies.

Biker Tactics

Average difficulty to find out about (4). There are relatively few biker warriors (about 200) present in the castle, the others are mostly out on longer raids. The bikers generally take a very offensive stance against attacks, leaving few guards at the castle then.

Keepers of the Iron Triangle

Average difficulty to find out about (3). The Keepers of the Iron Triangle have an agreement with the Bikers, allowing them to operate a small station along the rails of the Iron Triangle. Trams loaded with equipment pass or stop frequently

(about once per day) but are normally not examined by the Bikers.

- ❑ Little resistance will be met from the bikers when entering by tram.
- ❑ The Triangle Keepers will raise an alarm unless silenced.
- ❑ Hijacking a tram and or killing monks will offend the Triangle Keepers.

Buggy Patrols

This is common knowledge. The Bikers send out patrols consisting of 2-3 bikes and a buggy to capture slaves. These raiding bands do not follow a fixed schedule and return with what they can.

- ❑ Since the bikers wear masks, this might be a good way to enter.
- ❑ Slaves and goods are brought up to the castle.
- ❑ With bad luck, someone wonders who exactly these guys are, especially if size and body shape diverge too much.

The World Before Tunnels

These are easy to find out about (2) but finding an actual entrance plus a path leading inside the city is difficult (6). There are a few tunnels from the days of the World Before consisting of sewer pipes, access shafts, and connections created between basements during the Fall. This entry is not for the claustrophobic or those of weak stomach. Also, there are a few primitive traps laid by the Bikers, although most are no longer intact, having been triggered by rats or fleeing slaves.

The Slave Mines

Finding out about the slave mines is average (3), finding out details is more difficult (5). While the slave mines are generally well-guarded, most of the attention is on the slaves rather than on the environs. The slaves work and sleep in the tunnels but occasionally a buggy with silver and green virtriol drives to the castle.

- ❑ The mine is a bit away from Schrie and an attack is unlikely to be noticed immediately.
- ❑ A slave uprising could provide a suitable distraction.

The Technosmithing Fuel Refinery

Knowing about this site is easy (2). The fuel refinery uses a technosmithing-powered device to create fuel for the vehicles from plant matter. A technosmith can do some horrible damage here but for this very reason, the site is well-guarded.

Wilderness or Stealth Approach

Stealth can be difficult, especially during the day when many civilians abound. At night it is easier but still dangerous, because of flashlights and weary guards.

Strahlenburg

The castle itself (called Strahlenburg) is home to the bikers and ca. 50 are present at any given time (incl. a priest and 5 temple guards). During a crisis, some of those are likely to leave and advance to the trouble spot. Entering the castle disguised requires good acting and stolen id. During a time of crisis, civilians are no longer admitted but anyone looking like a biker can come and go as he pleases.

The skull used to be in the Chapel of the Duality, which contains one altar for the Goddess and one for the Seed. There are signs of recent fighting (which have been removed but not repaired) and there is no skull. If the high priest is subdued, he admits that the skull was stolen several month ago by an escaped slave from the Frankish lands. While the bikers have hired Ami mercenaries to look for the skull, there has been no response so far.

Scenario10: The City of the Alterers of Heritage

Summary

The Ami mercenaries besiege the city made of "genetical engineering" but have not gotten any reaction for a while. Inside, the skull of the Mutant Bikers has corrupted the utopia and has turned the "geneered" insects against their masters.

Campaign Hook

Either the PCs got some information out of the Mutant Bikers during the last adventure or they have to sacrifice a high value equivalent of incense to powerful but capricious spirits of knowledge (The Daughters of the Rhine). These will reveal that the skull is in the "Bee Hive City", down the Big Brother River.

Preparation for the Trip

A roll of **Lore (Geography)** or something similar vs. threshold 3 will reveal some information about the Bee Hive City. An MoS of 1 reveals that the city is a mythical site and some very strange and very prohibited seed items are supposed to come from there. An MoS of 3 gives further information - the city is a very reclusive retreat of humans that used strange powers to shape insects to their liking. An MoS of 5 or more lets the PCs know that these are keepers using the ancient art of "genetical engineering" and no seed power of any sort.

There are several **ways to get to the Bee Hive City** at the Frankish border. First, there are a few keepers using boats on the river - while they never go as far up as Seck, they are probably the fastest, if most expensive (value high) way to get there. Going by horse is also possible but will take a bit longer.

The Outskirts of the City

The Bee Hive City is visible from about 4 km away, a huge bee hive structure that seems to be slightly damaged and ominously silent. As any boats are unwilling to go close at the moment (there have been rumours of fighting). The PCs are most likely to arrive on foot.

Depending on how stealthy they are, they are likely to encounter a patrol of 2 bike-mounted Ami mercenaries. If they manage to dodge these, they will encounter the main force (10 mercs and a MBT). While these concentrate mostly on the hive, they are likely to detect the PCs and will shoot first and ask questions later (even though it will be warning shots at first and they are likely to negotiate if the PCs are not too aggressive).

Situation Report

The Ami mercenaries were hired by the bikers of Schrie to recover the Circuit Skull. According to the Mutant Bikers, the skull was stolen about 2 month ago by a delegate from the Hive City. The Amis closed in on the city but met heavy resistance in the form of killer ant swarms and large spider-legged walking maws. However, after 4 days and heavy losses on the side of the city, resistance ceased. Of the scout team of 3, only one returned, talking about dead bodies everywhere and strange tumour-like growth within the whole city (which was renown for its sterile style). The Amis have been reluctant to enter and have decided to examine the situation.

Negotiation With the Amis

While the mercenaries are in the employ of the bikers, they will listen to reason, especially from other keepers. Still, some good diplomacy or some nice gifts will be necessary to get their permission to enter the city and get the skull. It is also possible to deceive the Amis about

the PCs intention but a really plausible story is needed there.

Within the City

The interior of the city is scarily empty, full of burst vessels, slime, and dead human bodies. The place looks as if it used to be very orderly but is a biological mess right now. If you want you can draw a map or use battle tiles to show the interior but a true map is not provided. The following encounters can happen to the PCs.

The Swarm

At one point the PCs hear strange sounds coming around a corner. As they hastily prepare to meet their enemy, they might be surprised by several mutant spiders dropping from the ceiling, where they were hidden amongst the strange outgrowth. Thus, the PCs will end up with 3 spiders in their middle and 5 attacking from the front.

Refugees

The PCs encounter two humans, both with a deep wound, hiding behind a transparent membrane in some sort of former shop. Bird-sized pleasant-looking butterfly creatures lie around crushed on its floor. The two survivors are barely able to speak coherently but tell about how the elders decided to use the skull against the mercenaries and how it took over the whole city, turning the Keepers's tools against their masters. They will tell the PCs where to go but are unable and unwilling to leave their sanctuary. No actual fighting should take place during this encounter but noises and listening checks can work to make the PCs nervous and underline the importance of acting quickly.

The Skull

The Circuit Skull has grown itself a body (use the Koleris Crimson Rider Iv'Chet stats and treat the bone sword as

a large stinger). From the former council hall, the Skull spreads its evil and chaotic influence. Not having a real plan, it delights in corruption and destruction.

The PCs will fight against it in the large council hall, the skull has 6 spiders ready as support but will not shy away from wading right into the thick of combat. Being a creation of pure malice, it will never surrender and can be taken after the destruction of its body.

Scenario11: The Final Battle for Seck

Summary

Finally, the Red Bishop is making his move against Seck. This adventure is basically a big battle happening with different stages.

The Dawn of War

The first signs of assault on Seck is a gathering army near the Sky Tower. Before the Red Bishop's Spider Fortress arrives, his henchmen use the time to let the 6 Bloodcrawlers in the army draw a line of blood that will later be used by the Melanis to raise the bone wall, a huge siege wall that will lock in the denizens of Seck. The PCs can at least try to keep a gap open by killing one or more of the bloodcrawlers in time.

Each bloodcrawler team consists of 1 single crawler and 4 veteran serfs. If the PCs attack more than one crawler, there is a good chance that they will be attacked by a larger force of serfs.

The Siege

After the lines around the city are drawn, the Wizards of the Sky Tower will conjure up a 20m high wall around the city of Seck. This wall will cage the people of Seck. Eventually, the SPider Fortress will arrive and the hordes of the Z'Bri will wait for the denizens of Seck to starve. However, the following events are likely to take place, unless the PCs interfere in some way:

- Fried and his cell will pack themselves with explosives and go on a suicide mission to create a breach in the wall, being slaughtered by aerial knights.
- The White Wolves will use their shadow step to harrass the serf army but will sustain heavy losses.

- Big B will try to make money by hoarding food and selling it for high prices, almost leading to riot
- Brun and the other Fatimas meet in the citadel and hold council, eventually moving to the flame curtain to lead the final charge against the serfs.

The Storm on the Spider Fortress

If they do not act themselves, the PCs are urged by Krahl or some other authority to move against the Spider Fort. They are to use the Heart of the Overlord to chain the Red Bishop into a specially forged spear.

There are two ways into the fortress. First, one of the gates on the bottom may be stormed. This requires killing 3 serfs and a battle through the main corrior (see the appropriate pdf map). The corridor contains 4 veteran serfs.

A better way is through the breathing apparatus of the creature (likely to be found using synthesis, e.g., a vision telling the PCs to enter the spider like "a pollen the allergic"). This entrance is the dashed line on the map.

The Throne Room

The throne room contains the red bishop (use the stats of Sangis Infiltrator but add some hefty social skills), the episcopal guard (1 Student of the Eclipse and 3 veteran serfs).

The Bishop sits on the throne in the room and has three special slaves nearby. Whenever he is affected by magic or wounded, the effect is transferred to one of the slaves instead, giving him special resistance as long as he is on the throne. Once the Bishop is killed, the fort will start to break apart, leading to a route of the serf army, just as the armies of Heidel come to the rescue.

Finis