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SVAVEL VINTER

THE LAST DAYS
OF ARHEM



Welcome to *The Last Days of Arhem*. This is an introductory scenario for the Swedish role-playing game Svavelvinter. It is meant to accompany the translation of the Quick-start Rules in order to give you a taste of the game. This scenario is character-driven, which is one of three game types (character-driven, hybrid and classic) presented in the rulebook. It provides an introduction to how the game is played with a focus on a character-driven play style. The scenario gives you the opportunity to play out a pivotal moment in Erik Granström's novel Svavelvinter, on which the game Svavelvinter is based. The scenario is set just before the suggested start date of regular Svavelvinter campaigns and scenarios. This is the eighth year of the common reckoning of the setting, which starts at the inauguration of a mechanical and chronometric masterpiece known as the 'Chronolaab'. The scenario has been simplified and streamlined so that it can be played with the quick-start rules only and without having to read the novels. Some rules have been simplified and left up to the Game Master and Players to adjudicate for themselves.

Following this introduction you will find four pre-written characters, suggestions for provocations (events that prompt the **PCs** to act), descriptions and game mechanics for the Awakened and other **NPCs** and finally a map of the port town of Arhem, the foothold of the Tracorian Empire on the sulphurous arctic island of Marjura where the game is set.

MARJURA

Marjura would have remained of no great interest to anyone; except for ice barbarians, snow giants and a handful of free-thinking Trinsmyrians seeking the quiet in the north, if it wasn't for the sulphur. The frozen, craggy island is mired in the pack ice four weeks north of the main Tracorian islands by sail, on the far side of seas infested with sea monsters, foul weather and icebergs. But from under





Marjura's ice cover sulphur bubbles up in a steady trickle, and the foul-smelling, yellowy substance saturates a vast swamp on the west coast of the island. The alchemist Tasenbar Herbwise discovered how sulphur could be used to great effect in wine production and its explosive effect when mixed with saltpetre and charcoal. This caught the attention and stimulated the interest of the Tracorian Empire. The fishing cove Arhem next to the sulphur swamp was quickly annexed by Tracorian forces, who subjugated the native Marjureans after a short and uneven struggle. A Tracorian procurator and marshal was installed and an extraordinarily profitable sulphur trade started immediately. Working in the sulphur swamp was so back-breaking and repulsive that no sane person would do it willingly – instead, forced labour was shipped from Tracoria to Marjura to do this work.

In a quicksilver mine close to Arhem the bad-tempered dragon Blatifagus made his den, on the mountain Biletand ice druids lived, and in the Dymra massif far up north the infamous Shagulite sect had settled in their iron tower, but the Tracorians left them to their own devices as long as they weren't interfering with the sulphur trade. The Shagulites, named after their entombed founder Shagul, even opened an infirmary in Arhem. An envoy from these knowledgeable and medicinally skilled cultists was sent to Tricilive, where he gained the trust and confidence of the Empress.

Everything seemed to run in the same peaceful and profitable tracks until year 8 after the inauguration of the Chronolaab – until The Last Days of Arhem began.

The scenario is written with the Game Master in mind, but there is nothing in there that needs to be kept secret for the players. There are no restrictions on who may read this text.

PROVOCATIONS

A character-driven scenario is based on a number of possible testing events, called 'provocations'. A provocation is a dramatic event that relates to one of a **PCs** 'hooks' (this can be background information, the **PCs** Destiny or Bane, relationships to **NPCs**, Abilities, Experiences or anything of that nature). Provocations are almost always linked to an **NPC**. What a provocation means within a specific scenario depends on the context and how it 'hooks' on to the **PC**. Some provocations may be Challenges to the **PCs** Destiny or Bane (see *Challenges* in the Quick-Start Rules). You will find plenty of references to the **PC** provocations and a full list in this scenario.

✱ PLAYER CHARACTERS

Character-driven scenarios are based on and derive their storylines from the motivations and peculiarities of Player Characters. For this reason, this scenario contains four pre-written **PCs** – each a prominent character in the novel Svavelvinter. The bulk of the scenario is devoted to describing these





PCs. Most of the building blocks for the scenario's story can be found in the character outlines, as is normally the case when running a character driven game. If you are fewer than four players then any extra **PCs** will have to be run as **NPCs** by the Game Master. Praanz da Kaelve has a crucial role in the scenario and should always be played as a **PC**.

Using your own PCs: This requires more preparations – in particular giving the **PCs** reasons to be in Arhem and relevant personal goals that can be achieved during The Last Days of Arhem.

More than four PCs: It is quite possible to play the game with more than four characters, but this might prolong the session and extend it beyond one evening. Further **PCs** may be picked from among the **NPCs**, such as Hildur Ornetooth or even Malek Mangus.

BEGINNINGS

On the island of Marjura, at the rim of the polar ice cap, the long lost kingdom of Cruri is awakening after 800 years of sorcerous torpor. King Ottar's corpse-like Awakened subjects have marched on Arhem, the only major settlement on the island. Through a twist of fate the Awakened have got their desiccated hands on the 300 cursed swords of Vau Tamma 'The clan of Tamma', forged in the distant past for some holy war. The swords were smuggled to Marjura under the cover of an archaeological expedition from Tricilve, led by the blissfully ignorant academic Brior Quickfoot. The secret mover and shaker behind the smuggling operation was Duke Ialsop da Kamesti, one of Tracoria's most powerful individuals and a serious rival of the Emperor. The idea was to disrupt the crucial trade route that brings sulphur from Marjura for his own business benefit. The Duke could hardly have guessed where his weapons were going to end up.

There are two agents of Digeta Longa, the secret service of the Tracorian Empire, on site in Arhem. Captain Nin Hallaska was sent there first, to monitor the archaeological expedition using a position as inquisitor sent to audit the finances of the outpost as a cover. Once Digeta Longa and Duke Ialsop realised the true nature of the swords colonel Praanz de Kaelve was also sent to the rocky island. He immediately had Quickfoot arrested, but the smuggled swords were gone. Hallaska and da Kaelve are rivals.

Trovinder of Hons, who arrived with the same ship convoy as Hallaska, introduces himself as a young noble from the Tracorian island of Trinsmyre with an interest in the slave keeping practices in the sulphur swamp outside



Arhem. In reality he is someone completely different with a very different agenda.

The fourth and final **PC** is Sulidon Rumperlak, a miserable pharmacist who has been living in the sulphur swamp for eight long years, serving the Empire by keeping slaves in line using the mind-controlling drug 'zombin'. It was da Kaelve who forced him all the way to Marjura from Tricilve, after having tricked Rumperlak into admitting to poisoning and murdering an usurer.

Vau Tamma: The truth regarding the smuggled swords is that an unscrupulous merchant called Baldyr Growler who took part in the archaeological expedition smuggled them to Marjura without Quickfoot realising. The buyer was Rurik Ornetooth, a Marjurean firebrand who wants to start a war of liberation to drive out the Tracorians. Rurik's father, the innkeeper Hildur Ornetooth, found the swords a few days before the scenario begins. He made Rurik and Baldyr travel to a hovel located a few days march inland. Neither Rurik nor Baldyr are currently in Arhem, and neither of them take any part in this scenario. Hildur Ornetooth may, however, come to reveal what has happened.

OUTLINE OF THE SCENARIO

The scenario begins with a banquet at the residence of the marshal of Marjura, Gottard of Melse. After this the scenario is played out freely. The Game Master and the Players create their own story together based on their characters and the desperate situation they are thrown into. This is the core idea of character-driven games. However, this does not mean that the Players are free to do whatever they like. The Crurians are closing in relentlessly and anyone who does not act to defend or save themselves will perish. On top of this every character has a temporary goal, something they will have to try to achieve before it's too late...

ENDINGS

How the scenario plays out and ends is, in the same way, up to the player, but the Crurian invasion will take place within a few days and is an inexorable timeframe for the dramatic events. The scenario ends when the battle for Arhem has played out, and the town in all likelihood has fallen. Where the **PCs** are then and what they have managed to achieve before the end will be played out in game.



If you have limited time to complete the scenario (if, for example, you plan to finish it in one sitting), the Game Master may want to use the unremitting advance of the Crurians to keep the pressure up and force the dramatic climax of the scenario. How the attack on Arhem plays out is described in the section on Ottar and the Awakened.

STARTING SCENE: THE BANQUET

The scenario starts with a lavish banquet. The devoted drinker Gottard of Melse, or rather his embittered spouse Selilsa Gottardswed, is holding a welcoming feast at the garrison for the new arrivals on the sulphur convoy, as well as the modest handful of people that are considered to be Arhem's 'high society'. All **PCs** are there, even the sulphur-stinking Sulidon Rumperlak who has just rid the marshal of an embarrassing furuncle. Among the other guests are a masked healer, who belongs to the Shagulite sect, by the name of Malek Mangus and the merchant Bodvill Skoffer who represents the trading house Shakello. Musicians play crumhorn and glockenbells on stage. The starter is goat's liver cooked in spiced wine, followed by the main course – lardfish. An enormous specimen will be brought in on a tray carried in by four servants. The **PCs** sit around the table much like the players most likely do around the gaming table. Let the players introduce their **PCs** one after the other and then use the scene to get to know each other and the **NPCs**. The Game Master can use Gottard and Selisia to move the conversation along. Feel free to bring up subjects such as weapon smuggling, the arrest of Brior Brådfot, rumors regarding the Shagulites and anything else to do with the **PCs** goals on Marjura.

At a suitable moment an exhausted petty officer staggers into the hall. He pulls himself together to salute Gottard and da Kaelve, introduces himself as Corporal Lekobin and goes on to report that the dead have awoken in the desolate Marjuran region of Cruri. A large force of walking, awakened dead are heading to Arhem.

From this point onward the game is firmly in the hands of the players. If they start asking Lekobin questions he can tell them that he was leading a scout patrol close to Cruri, chasing the thieving giant Styrwaald the wretch, when he came across the corpse-like Awakened. Two of his men were cut down and the rest turned and ran. Lekobin estimates that the Awakened will reach Arhem in 24 hours' time.

Take command: As Marshall, Primus Procurator Gottard of Melse is formally in charge of the defence of Arhem, and commands the 300 or so soldiers that



are stationed in the town. But the marshal's reaction to the news of living dead approaching Arhem is to lose himself in the mess hall's well stocked wine cellar. It should be clear to all players that the marshal is in no state to defend the town. Colonel Praanz da Kaelve arguably has the authority to command the garrison and it should be clear to him that he should take that command straight away – if not then Gottard or some other **NPC** will ask him to do so. Captain Nin Hallaska could also take on this task.

THE PLAYER CHARACTERS

You will find the four **PCs** that the scenario revolves around in this section. Four filled out character sheets for the adventure are available for download from the Fria Ligan website.

NEW TALENTS

The **PCs** and **NPCs** of The Last Days of Arhem possess some talents that have not been covered by the quick-start rules. They are fairly self-explanatory, and we recommend the Game Master to determine exactly what benefits they bring in game. These can range from the ability to perform silent, murderous attacks (assassin) to the ability to conduct necrotic magical attacks and raise the dead (necromancy). Shagulite art is an ability that is unique to the Shagulite order, and reflects the ability to control and reshape one's body, sustain nourishment from sunlight and minerals, extend one's lifespan and exercise absolute mental and physical control.

✱ COLONEL PRAANZ DA KAEVE

You are a colonel in the service of the secret police force Digeta Longa. Your presence on Marjura is the result of a political game of cloak and dagger at the highest level – you were tricked by your boss Goba da Grummi into shouldering the responsibility for a weapon shipment that was smuggled here under the cover of an archaeological expedition. The cargo in question is the 300 accursed swords of Vau Tamma 'The Clan of Tamma' – forged in ancient times for some holy war.

Da Grummi – and her ally Duke Ialsop da Kamesti, a rival to the Emperor and one of the most powerful men of the empire – sent you here to find the weapons. On arriving to Arhem you immediately proceeded to arrest the leader of the expedition, Brior Quickfoot. You have locked him up in a dungeon





3. Tricked the pharmacist Sulidon Rumperlak into helping you take care of baron da Munzga in Tricilve.

Abilities: Swordplay 2, Command 1

Destiny: To remain unflinchingly upright and unbending, like an oak facing a storm.

Temporary goal: Protect the interests of the Tracorian Empire on Marjura, or at least contribute enough to its interests to avoid facing the death penalty through court martial on return to Tracoria.

Bane: A spot pattern on his torso that betrays his primitive Skecker ancestry is a source of self doubt and undermines his confidence.

Equipment: The sabre Mormorian (Longsword) and the short sword Stabat Cordis (Sword). Written mandate signed by Duke Ialsop. Light armour.

Relationship to other Player Characters

- » **Sulidon Rumperlak:** You know this sleazy, foul-smelling pharmacist well, it was after all you who sent him to Marjura after the failed sabotage attempt on the Chronolaab eight years ago. You tricked him into confessing to murder by poison in order to strong-arm him into helping you interrogate a guilty diplomat and baron. You know that he has contacts with the Shagulites and that he would do anything to return to Tracoria.
- » **Nin Hallaska:** You dislike this upstart within Digeta Longa, despite her undeniable capacity and intelligence. She is formally your subordinate, but in reality she is a rival and you suspect that she is hiding her true motives from you.
- » **Trovinder of Hons:** You do not know this noble, who resides with the procurator Gottard of Melse like yourself, but you dislike him as you would any Trinsmyrian. It is widely held that Trinsmyrians have a rebellious streak and can't be trusted.

Relationship to Non-Player Characters

- » **Mirima:** A native Marjurean and laundress, but also your love interest. You like her because she is independent and refuses to accept help. She has seen the spot that marks you as having Skecker ancestry.
- » **Malek Mangus:** You dislike this masked healer. The Shagulites run an infirmary in Arhem, and you have heard rumours about how they abduct patients to conduct unwholesome experiments. You also suspect that the Shagulites may be in league with the arms smugglers, but you lack any proof.





- » **Hildur Ornetooth:** The innkeeper of 'Young Master Hildur's' is in practice the leader of the native Marjureans. If anyone knows who may have ordered those cursed smuggled swords in the first place, it would be him.
- » **Gottard of Melse:** The marshal in Arhem is deeply indebted to creditors back home on the main Tracorian islands. He hates Marjura with a passion but is unable to return to Tracoria until he has made enough off the sulphur trade to pay off his debts.
- » **Brior Quickfoot:** Your considered opinion is that this scrawny academic is the brains behind the arms smuggling operation, and you intend to get a confession out of him using any means necessary. He is locked up in a dungeon under the garrison.



✧ CAPTAIN NIN HALLASKA

You are a secret agent in the Tracorian secret service, Digeta Longa. Your official mission to Arhem is as an inquisitor of Poda Arux (the Tracorian treasury), to go through the books of the marshal of Marjura, Gottard of Melse. Your real mission is to investigate an archaeological expedition, led by the scholar Brior Quickfoot.

As an unwanted surprise your rival of superior rank, Colonel Praanz da Kaelve, arrived to Marjura just after you, carrying with him a mandate to take command of the garrison at Arhem. He claimed that the expedition was a front for arms smuggling and wanted to immediately arrest its leader, Brior Quickfoot, who is now languishing in a dungeon under the garrison.

Your investigations have revealed something that might put da Kaelve back in his place. Studying the handwriting of documents in the procurators chamber reveals that the real brains behind the smuggling operation is no one less than his lordship Duke Ialsop da Kamest, the leader of the New Sphere (a faction in conflict with the Emperor), and one of the mightiest men in Tracoria. Is Praanz da Kaelve aware of this, or is he an ignorant pawn about to be sacrificed in this game of cloak and dagger? Is Gottard involved himself? It is a highly sensitive situation and you need to play your cards right.

When play starts marshal Gottard – or rather his embittered wife Selisia – has invited you to a welcoming banquet in their residence in the garrison fort, where you yourself live during your stay in Arhem. You have reluctantly accepted. Praanz da Kaelve, the pharmacist Sulidon Rumperlak, a Trinsmyrian



noble named Trovinder of Hons are all there, as are a masked healer from the Shagulite sect known as Malek Mangus and the merchant Bodvill Skoffer of the trading house Shakello.

◇ **Appearance:** Sharp features, piercing and inquisitive eyes that never seem to rest.

◇ **Wealth:** As a junior officer just rising through the ranks, Nin has a comfortable level of wealth.

◇ **The four Bloods:** Stone 1, Wind 2, Fire 3, Water 2

◇ **Experiences:**

1. Were humiliated and shunned by her cousins as twelve year old after having outshone them all in cunning and marksmanship.
2. Swept aside her opponents in the examination struggle at the academy of Digeta Longa with the best result the school had ever seen.
3. Started using the psychostimulant sinkakla, and became an addict.

◇ **Abilities:** Plotmaker 1, Marksmanship 1, Swordplay 1

◇ **Destiny:** To climb in Kastyke's creation at the expense of others.

◇ **Temporary goal:** To collect evidence that Praanz da Kaelve is a traitor to the realm, or at least incompetent.

◇ **Bane:** Believes that everyone is out to get her.

◇ **Equipment:** Sword, Short bow, ink, pen and parchment, mandate from Poda Arux, enough sinkakla for four daily doses.

Relationship to other Player Characters

- » **Praanz da Kaelve:** Your feelings for the Colonel swing between admiration and rivalry, most often tending towards the latter. Officially, you two have common duties on Marjura, to protect the interests of the Tracorian Empire, but you find yourself spying on him, looking for further clues and dirt. You both enjoy the marshal's hospitality.
- » **Sulidon Rumperlak:** The wizened, yellow-hued old pharmacist cuts a repulsive figure; the stench of sulphur has gone through his pores. Does he have some old relation to Praanz da Kaelve and a connection with the Shagulites? Maybe there is a way of using him?
- » **Trovinder of Hons:** This noble from Trinsmyre came to Arhem on the same caravel as you. He claims having travelled there to study the methodologies of slave keeping in the sulphurous swamp. There is something that doesn't add up. You can't quite pinpoint what it is, but you are sure that the youth isn't whom he pretends to be.





Relationship to Non-Player Characters

- » **Hildur Ornetooth:** The innkeeper of 'Young Master Hildur's' is in practice the leader of the native Marjureans. He is a clear suspect for the smuggling case. Can he be pushed into cooperating?
- » **Shubalan Addertongue:** A thief and conman who knows the illegal underground of Arhem better than anyone. You have paid him to inform you of everything and anything of interest. He usually spends his time in the inn 'Young Master Hildur's'.
- » **Gottard of Melse:** The marshal in Arhem is deeply indebted back home on the main Tracorian islands. He hates Marjura with a passion but is unable to return to Tracoria until he has made enough off the sulphur trade to pay off his debts. His wife, however, would do anything to be able to return.
- » **Malek Mangus:** The always masked Shagulite can be seen on the streets of Arhem. The sect runs an infirmary, but is viewed with some suspicion by the Marjureans. Malek Mangus has some connections to Sulidon Rumperlak.

✿ TROVINDER OF HONS (ALMA)

You have travelled to Arhem disguised as male Trinsmyrian noble Trovinder of Hons to study slave keeping on behalf of your benefactor, the landed lord Gustald Silverhammer. In reality you are a female assassin of the notorious RhabdoRana order named Alma. RhabdoRana is an order of religiously inspired assassins who believe that it is their solemn duty to kill for money, and form part of telepathic thought collective. They are rightly feared across the known world. Your mission is to find and return Gustald Silverhammers son Fingolf, who has become a novice of the Shagulites under a new name, Jomorref. If there are no other alternatives then your mission is to assassinate Fingolf.

However, you weren't prepared for the painful distance and separation from the telepathic mind collective of the RhabdoRana sect. The mental isolation is making you down of heart and you suffer lack of sleep and constant headaches. The pain makes you impulsive and careless, and it has made it more difficult for you to focus on your mission. You bought lock picks and order some doses of sleeping potion from the local black marketer and criminal Shulaban Addertongue, who usually spends his time at the inn 'Young Master Hildur's', on a careless whim.

As play starts the marshal Gottard – or rather his embittered wife Selisia – has invited you to a welcome banquet in their residence in the garrison, where you yourself live during your stay in Arhem. You have reluctantly accepted. Praanz da Kaelve, Nin Hallaska the pharmacist Sulidon Rumperlak are all there,





as is the Shagulite Malek Mangus and the merchant Bodvill Skoffer of the trading house Shakello.

◇◇◇ **Appearance:** Young, wealth noble with expensive clothing and an arrogant air.

◇◇◇ **Wealth:** Trovinder of Hons can call on all the resources of a spoiled young nobleman, and is wealthy.

◇◇◇ **The four Bloods:** Stone 2, Wind 2, Fire 3, Water 1

◇◇◇ **Experiences:**

- ◇◇◇ 1. Saw her adopted father beat his concubine, Almas mother, to death. He was struck by remorse and adopted the girl.
- ◇◇◇ 2. As a young noblewoman, she stabbed an intoxicated suitor who was taking liberties, and ran away to take refuge with RhabdoRana.
- ◇◇◇ 3. Had a vision of Ghumgakk as a novice, and was convinced that she has been chosen for a special fate and destiny.

◇◇◇ **Abilities:** Assassin 2, Poisoner 1

◇◇◇ **Destiny:** To serve the gods and be their tool in the world.

◇◇◇ **Temporary goal:** Discretely return Fingolf Silverhammer to Trinsmyre, ideally alive but dead if need be.

◇◇◇ **Bane:** Suffers badly from the distance to the collective mind of her brothers and sisters in the sect, which leads to headaches, lack of sleep and despondency.

◇◇◇ **Equipment:** Killer sickle, Combat scythe, Throwing knives, Dagger, Make-up kit, four doses of lethal poison, garotte.

Relationship to other Player Characters

- » **Praanz da Kaelve:** A no-nonsense colonel from Tracoria, you have met him at the residence of procurator Gottard of Melse in the garrison fort, where you both live.
- » **Nin Hallaska:** Inquisitra from Tricilve who also lives at Gottards residence. You have seen her use the psychostimulant sinkakla and despise her addiction.
- » **Sulidon Rumperlak:** A repulsive drugfiend. Has close contact with the Shagulites, and has given them the recipe for the slave-drug zombin. He may be useful in accomplishing your mission.

Relationship to Non-Player Characters

- » **Malek Mangus:** The masked representative of the Shagulite sect in Arhem is often seen on the streets. A disgusting character that lives



at his 'Villa Sunbask', not far from the garrison. Could Fingolf Silverhammer be found there?

- » **Shulaban Addertongue:** A thief and fixer who knows everyone on the wrong side of the law in Arhem. You have bought lockpicks and poisons from him.
- » **Ismud Mogger:** Trader, swampman and competitor to the trading house Shakello that controls the sulphur trade. Friend of Gustald Silverhammer. Aware of your mission and has been paid to help you.



❖ SULIDON RUMPERLAK

You were sent to Marjura as a field surgeon and pharmacist when you accidentally witnessed top secret interrogations eight years ago. A lieutenant named Praanz da Kaelve tricked you into confessing to a poisoning and forced you to assist the interrogation of a Magilrean ambassador following on the sabotage attempt of the Chronolaab.

You live and work in the sulphur swamp outside Arhem, and you loath your pitiable existence there with a passion. You want nothing more than to be able to sail home to civilisation and your dear garden back in Tricilve. In a moment of carelessness you let slip the recipe for the mind-enslaving drug zombin to the Shagulites – a local order of mystics, and they have had you under their heel ever since. You have assisted the Shagulites at their infirmary in Arhem, and you have noticed how patients mysteriously disappear.

You had almost given up hope on ever returning when you heard that da Kaelve suddenly had arrived to Marjura. You managed to nag yourself to an invitation to the great welcome banquet of Gottard of Melse, despite the constant stench of sulphur that accompany you wherever you go. When play begins the festivities have just started. Praanz da Kaelve is there, as well as Nin Hallaska and the young noble Trovinder of Hons, the Shagulite Malek Mangus and the merchant Bodvill Skoffer who represents the merchant house Shakello.

❖ **Appearance:** Small and bent, always dressed in a healer's gown and mushroom shaped pharmacist's cap. The sulphur swamp has forever marked your skin with its smell and yellow colour.

❖ **Wealth:** As a professional pharmacist, you enjoy a comfortable level of wealth.

❖ **The four Bloods:** Stone 1, Wind 3, Fire 2, Water 2





Experiences:

1. Was sickly as a child and learned a lot about the influence and power of herbs and drugs.
2. Tricked a beautiful noblewoman into taking a love potion, but the dosage was off and the lady died.
3. Many years in the yellow fog of the sulphur swamp has inured you of most types of hardship and suffering.

Abilities: Make poison 2, Healing 1

Destiny: To be harassed and tortured until the end of his days.

Temporary destiny: To get back to Tracoria at any cost.

Bane: Physically and mentally weak with low self esteem.

Equipment: Dagger, pharmacist's bag, medical bag, three doses lethal poison, four doses sleeping draught.

Relationship to other Player Characters

- » **Praanz da Kaelve:** Your feelings for the colonel swing from burning hatred for marooning you on this damned island to boot-licking subservience hoping that he will give you leave to travel home to Tricilve. You are horrified by the prospect that he might learn that you have revealed the secret recipe of zombin to the Shagulites.
- » **Nin Hallaska:** This woman gives you the shivers. Her cold regard cuts like a knife and you are convinced that she can see through you and knows of every little crime and misdemeanour that you have on your conscience.
- » **Trovider of Hons:** A young nobleman from the Tracorian Empire, what is he up to on Marjura? He might be interested in your elixirs and potions?

Relationship to Non-Player Characters

- » **Malek Mangus:** You are being blackmailed by Malek Mangus and the other Shagulites as you have revealed the recipe for zombin, a state secret, to them.
- » **Hildur Ornetooth:** Patients have been disappearing without a trace from the Shagulite infirmary, and the Marjureans want to know where they are. The innkeeper is their spokesperson.
- » **Shulaban Addertongue:** A thief who knows the criminal underground of Arhem better than anyone else. Can often be found at 'Young Master Hildur's'.
- » **Abrelax:** This slave driver swamp troll is a dim-witted but loyal and dependable servant in the swamp.



THE AWAKENED

The thousands of Crurians who have risen from their graves look like walking, desiccated corpses, but are not strictly speaking dead – they have been kept alive through the 800 years of sleep under the glaciers through the spellcraft of the witch Moonwind. Their mental faculties are somewhat clouded after their long sleep, however. Just like the undead, the Awakened do not suffer the Miseries Doubt, Fear or Fatigue. They can be Injured, but do not feel pain, and their Injury cannot be used by their opponents. Furthermore, they will never take more than one point of injury from arrows or spears, and they do not bleed. Unlike most undead, the Awakened are able to use abilities. Another difference, an important one, is that the Awakened are unable to swim or cross water.

◇ **Soldier:** Stone 3, Fire 1, Wind 1, Water 1, Swordplay 1, Sword, shield, heavy armour. Strikes fear into the hearts of his opponents.

◇ **Officer:** The horde of Awakened soldiers contains officers that are more powerful than the men they lead into combat. Stone 3, Fire 1, Wind 1, Water 1, Swordplay 3, Officer 2. Great sword, heavy armour.
◇ Strikes great fear into the heart of his opponents.

Tactics: The host of King Ottar lacks organised command structures and attacks as a mindless, relentless horde. However, the officers aren't completely senseless; they have enough grasp of the situation to fill the river Loberan with rocks to be able to eventually cross it if the bridge is blown up, for example. They often use aggressive tactics, but surprise your players with some variation.

✧ MARCHING ON ARHEM

The Awakened host plays a key part in the scenario, but will only take part directly towards the end of the game. During most of the scenario the Crurians figure as a looming threat. There is no fixed time line or count down for the hosts approach on Arhem – the army will arrive when the narrative calls for it.

The Game Master should heighten tensions by increasing the threat level little by little throughout the course of the scenario, whenever higher tension and quicker pacing is called for. The following scenes can be used at any suitable moment.

» **The scout:** An exhausted scout struggling for breath staggers up to one of the characters, most likely Praanz da Kaelve or Nin Hallaska;



the Awakened host has been sighted just outside Arhem. The scout gives a detailed description of the massive size of the army and how fearsome the corpselike Awakened are. Use these scenes to increase the pressure and tension.

- » **The dead awoken:** A side effect of Cruri's awakening is that the dead come to life all over Marjura. Without warning walking dead appear in Arhem. They are not aggressive, but protect themselves if attacked. The inhabitants are in horror as they see the rotten corpses of dead relatives staggering about. The undead are senseless reanimated human corpses.

◇ Stone 2, Fire 1, no Wind or Water. Does not bleed, no more than one point of damage from piercing weapons. Horrifying to behold.

- » **Advance party:** An advance party of Awakened soldiers attack some time before the main host arrives to Arhem. It consists of one or several centuries, each consisting of 60 warriors, who attack from the north. The Game Master should determine the size of the advance party. It is led by an officer (see p. 16).

The town's defenders, most probably under the command of Praanz da Kaelve, should be more than capable to defeat the force. See *The Tracorian Forces* (p. 19) for a breakdown of the military resources in Arhem.

The Game Master should simulate the conflict, maybe as a conflict roll between two standard member of the unit or allowing PCs to take individual action to defeat the Awakened enemy – if there are PCs involved in the defence. The full game contains specific rules for dealing with skirmishes and battles.

- » **The swords:** The undead are armed with the disappeared contraband swords of Vau Tamma, which da Kaelve and Hallaska might come to realise. For further information please refer to their provocations.

✱ THE FINAL BATTLE

The endgame should begin once PC interaction has reached its peak, but before all conflicts are resolved. The Crurians attack in full force. They are coming from the north, west of the summit of the northern mountain in Arhem.

Comment: There is no set length of time that needs to pass before the attack begins. Let the flow of the scenario decide when this happens. If you are playing





Last Days of Arhem as a single, one evening session, then the final battle should begin when there is one hour left to play, at the latest. If need be the Game Master can make up an in-game excuse why the march has taken longer or shorter time than expected.

The defence: The **PCs** will most likely have organised defensive forces. They might use the garrison catapults, or send barrels of burning sylvoleum crashing into the attackers. The Arhem troops and their resources are described in the section on **NPCs**.

The battle: Ottar's supply of troops is effectively limitless. The Awakened will ruthlessly demolish every house in the settlement in turn and kill anyone they come across once they've broken into Arhem. No one will be left alive. **PCs** may undertake actions or command defence units in order to slow down the Awakened advance. If they are successful in pulling off sabotage or delaying actions, or seem to successfully organise the defensive effort, then the Game Master may allow them a lull in the fighting to play out a scene where they may try to tie up loose ends or work on personal goals.

The bridge: An effective way of temporarily halting Ottar's army is by blowing up or otherwise destroying the bridge over the river Loberan, which ties together the north and the south half of Arhem. The marshal Gottard stocks several barrels filled with the explosive substance cruta that are perfectly suited to achieve this. If the bridge is blown then the Awakened will start throwing rocks into the water to create a platform on which they can walk over. This will, however, take hours – which may give the characters an opportunity to achieve a temporary goal.

The escape: A carrack laden with precious sulphur, and a handful of cargo vessels, wait in the harbour. The ships can carry a few hundred passengers in total – enough to evacuate the Tracorian troops, but not enough for the native Marjureans. Those who cannot get a place on the boats will flee on foot – heading for refuge on south and east Marjura.

NON-PLAYER CHARACTERS

Here you will find descriptions of the **NPCs** that feature in the scenario. It is far from certain that all of these will be used during the scenario – how you use them is up to you.



✧ THE TRACORIAN FORCES

Approximately 300 soldiers, organised as five centuries, are stationed at the garrison in Arhem.

- ◇ **Regular soldier:** Stone 2, Fire 2, Wind 2, Water 2. Swordplay 1, Marksmanship 1. Sword, shield, crossbow, heavy armour.

Siege weapons: The garrison has two mobile catapults at its disposal, and each of the four sentry towers is equipped with a ballista. On top of these there are also barrels of flammable sylvoleum at hand.

Procurator Gottard furthermore keeps a dozen statues, each filled to the brim with the new, explosive black powder cruta in his residence. Each statue has a devastating effect when detonated, shredding people and Awakened alike and bringing down structures.

✧ MARJUREAN REBELS

The rag-tag group of freedom fighters that are led by Hildur Ornetooth's son Rurik consist of up to a hundred-odd warriors at the most.

- ◇ **Regular rebel:** Stone 2, Fire 2, Wind 2, Water 2. Swordplay 1, Marksmanship 1. Sword, bow, light armour.

✧ PROCURATOR GOTTARD OF MELSE

The Tracorian marshal on Marjura. Cynical, with a drinking problem, but relatively honest. Is deeply indebted in Tracoria and would rather die than return home. Has twelve statues filled with cruta in his residence.

- ◇ Stone 2, Fire 1, Wind 2, Water 3. Noble 3, Officer 1, Education 2, Swordplay 1. Sword.

- ◇ **Goal:** To restore his honour.

- ◇ **Location:** The garrison in southern Arhem.

✧ HILDUR ORNETOOTH

As the innkeeper at 'Young Master Hildur's', local member of the council and war hero, Hildur Ornetooth plays an important role in the native Marjurean community. His son Rurik is one of the leaders of the resistance moment that fights the Tracorians.

- ◇ Stone 3, Fire 2, Wind 1, Water 2. Swordplay 3, Wrestling 2, Officer 2, Huntsman 2.



Goal: To defeat the Awakened host or save as many Marjureans from Arhem as possible.

Location: The inn 'Young Master Hildur's'.



✿ **SELISIA GOTTARDSWED**

Sir Gottard's wife. A high society lady who has had more than enough of Marjura and despises her husband.

Stone 2, Fire 2, Wind 1, Water 3. Noble 2, Plot-maker 2, Education 1.

Goal: To leave Marjura as soon as possible.

Location: The Garrison.

✿ **SHULABAN ADDERTONGUE**

Leading figure in the criminal underground of Arhem. Knows everything and everyone. Paid informer for Nin Hallaska.

◇ Stone 1, Fire 3, Wind 1, Water 3. Thievery 4, Assassin 1. Knife.

◇ **Goal:** To escape the attack of the Awakened alive, and get wealthy in the process.

◇ **Location:** The inn 'Young Master Hildur's'.

✿ **MIRIMA**

Strong headed laundress who is having an affair with Praanz da Kaeleve. Has contacts within the Marjurean resistance movement. Know that da Kaelve has a spot that marks him as having Skecker ancestry.

◇ Stone 1, Fire 2, Wind 2, Water 3. Swordsplay 1. Dagger.

◇ **Goal:** To stay in Arhem and defend her home at any cost.

◇ **Location:** Her home in north Arhem.

✿ **MALEK MANGUS**

Represents the Shagulites in Arhem. Respected but feared. Is clothed and covered from head to toes with gloves and bone mask. Can summon a flying horn demon that obeys his every command. The demon can carry one person in flight, two persons for short distances.





Stone 2, Fire 2, Wind 3, Water 1. Shagulite arts 3, Necromancy 2, Education 2, Follower 1. Protection 2, claws, does not bleed.

Horn demon: Stone 3, Fire 3, Wind 1, Water 1. Protection 1. Claws (Blood used counts as 4, entrapment can be chosen as a special effect), maw (Blood counts as 5, only if the victim is entrapped), acid attack (Blood counts as 3, ranged attack, short range). Flight.

Goal: To free Brior Quickfoot from the garrison and let the horn demon carry him to the headquarter of the Shagulite order, the Iron Tower in the Dymra massif. Then flee Arhem himself.

Location: Villa Sunbask or the infirmary in Arhem.

✧ JOMORREF, A.K.A. FINGOLF SILVERHAMMER

A novice of the Shagulites. A hot tempered, confused fanatic. With Malek Mangus in Arhem.

Stone 2, Fire 2, Wind 3, Water 1. Shagulite arts 1, Necromancy 1.

Goal: To stay with the Shagulites for ever and experience 'Death's End' that he has heard Malek mention.

Location: Rarely leaves Malek Mangus side, otherwise in Villa Sunbask or the infirmary.

✧ SHAGUL'S CLONE

A sorcerer who has allied himself with the Awakened Crurians. Has just left his tomb after fifty years. There are four clones on the island in telepathic contact. Skinny, bald and with an imperial purple eye.

Stone 3, Fire 2, Wind 4, Water 1. Shagulite arts 5, Necromancy 5, Mind-magic 5, Education 5. Protection 2, damage from piercing weapons is halved, does not bleed, injury cannot be used against him.

Goal: At the moment to join himself telepathically with Alma and meeting her in Arhem.

Location: Unknown.

✧ ABRELAX

Big, bad and ugly slave driver at the camp in the sulphur swamps.

Stone 4, Fire 1, Wind 1, Water 1. Swordplay 1. Club.

Goal: To impress everyone around him, paying no heed to risks and dangers.

Location: Sulphur swamp.





✱ BRIOR QUICKFOOT

Leader of an archaeological expedition from Tricilve. The expedition was, without Quickfoot's knowledge, smuggling weapons. The merchant Baldyr Growler, who has since disappeared from Marjura, ran the operation; but Quickfoot has been had to take the fall and is under lock and key.

- ◇ Stone 1, Fire 2, Wind 3, Water 2. Education 3.
- ◇ **Goal:** To clear his name and survive.
- ◇ **Location:** Locked in a cell in the garrison dungeons.

✱ MASTER GULSER

Overzealous torturer and executioner at the garrison in Arhem.

- ◇ Stone 3, Fire 2, Wind 1, Water 2. Swordplay 2, Wrestling 1. Red hot iron, whip.
- ◇ **Goal:** To subject helpless victims to unbearable pain.
- ◇ **Location:** In the dungeons under the garrison.

✱ BODVILL SKOFFER

Cultured and arrogant merchant. The representative of the trading house Shakello in Arhem. Runs the sulphur trade. Has two bodyguards named Pult and Nemed.

- ◇ Stone 1, Fire 1, Wind 3, Water 3. Merchant 4 Education 2.
- ◇ **Goal:** To retain his grip on the sulphur trade at any cost.
- ◇ **Pult and Nemed:** Stone 3, Fire 2, Wind 1, Water 2. Swordplay 1. Wrestling 1. Sword, light armour.
- ◇ **Location:** The offices of the trading house Shakello, just around the corner from 'Young Master Hildur's'.

✱ ISMUD MOGGER

One of the half-human Swampmen who live in coastal areas in Tracoria. Merchant from the trading house Mogger from Fanzimle.

- ◇ Stone 1, Fire 2, Wind 2, Water 3. Merchant 3. Dagger.
- ◇ **Goal:** To challenge Shakello's firm grip on the sulphur trade.
- ◇ **Location:** In his trade office close to 'Young Master Hildur's'.





PROVOCATIONS

This section contains suggestions for provocations, i.e. events that the Game Master can subject the different characters to when the narrative needs a jolt or helping hand.

✧ PRAANZ DA KAEVE

- » The procurator Gottard of Melse or some other **NPC** asks da Kaelve to take command of the Tracorian forces in Arhem and organise the defence against the Awakened.
- » Gottard, in drunken despair, reveals that de Kaelves master lord Ial-sop is the mastermind behind the smuggling operation. Da Kaelve was apparently meant to be the scapegoat. Gottard also reveals that Nin Hallaska has uncovered the sordid affair.
- » During the first meeting with the Awakened soldiers da Kaelve realises that they are armed with the missing smuggled swords, Vau Tamma.
- » Hildur Ornetooth reveals that he found the smuggled swords in his inn a few days ago and made his son Rurik and the merchant Baldyr Growler bring them to a remote shed (more details in the section *Beginnings* on p. 4).
- » Hildur Ornetooth demands that de Kaelve defend the northern part of Arhem, or for the Tracorian forces to help the Marjureans escape.
- » His mistress Mirima refuses to escape from Arhem. She has nowhere to go and would rather die in her home than to scrape by as a refugee, thus challenging da Kaelve's destiny.
- » Escaping Marjurean families seek refuges at the garrison, carrying what belongings they have managed to salvage.
- » Gottard of Melse wants to stay and give his life fighting off the Awakened. He is so deeply in debt that he would rather die than return to Tracoria. He has a dozen statues full of cruta in his residence.

Advice for the Game Master: *It is quite possible that several PCs will gang up on Praanz. This is fine – the colonel is the most powerful person on Marjura and can, in terms of raw physical power, command the entire garrison. Let Praanz run the cities defences, but let things keep cropping up to disturb him. Do not forget his mistress – a perfect provocation for the last moments of the scenario.*

✧ NIN HALLASKA

- » Shulaban Addertongue reveals, for suitable recompense, that Praanz da Kaelve has a relationship with the laundress Mirima. She has been



letting things slip and revealed that da Kaelve has a Skecker spot on his torso. This blot would spoil the colonel's career if it was common knowledge.

- » Addertongue reveals that Trovinder of Hons actually is a woman. She has bought lockpicks and ordered a sleeping potion from Addertongue.
- » The Shagulite Malek Mangus pays a secret visit. He wants to spring Brior Quickfoot out of prison, and is looking for Hallaska's assistance.
- » In the course of the first encounter with the Awakened Hallaska may come to realise (obscure knowledge with Difficulty 2, Swordplay may be used) that they are wielding the ancient swords of Vau Tamma – these must be the smuggled weapons da Kaelve is looking for.
- » Hallaska passes by people in dire need, such as a family fleeing the onslaught of the Awakened. This can be used as Challenge of her destiny.

Advice for the Game Master: *Nin Hallaska's role is pretty straightforward; her main role is to plot against da Kaelve. Use Shulaban and Malek Mangus to prod the player along if he isn't showing enough initiative.*

✧ TROVINDER/ALMA

- » An alien mind is seemingly trying to control her, pushing her to undertake rash and ill-considered actions. This challenges her destiny, and can be used many times.
- » Shulaban Addertongue lets her know, anonymously, that he knows that she's a woman and presses her for money.
- » Someone else unwittingly exposes her by walking in on her as she's getting changed.
- » Jomorref tells her that he will never return to his father.
- » During the end battle the alien presence lures her to a house close to the harbour in north Arhem. She might have to fight Tracorian soldiers or the Awakened to get there. Shagul's clone is waiting in the building, and he asks her to join him. Alma must make up her mind – does she see the wizard as an emissary of Ghumgakk or as a false prophet?

Advice for the Game Master: *Alma is a difficult PC to play, as her real focus is actually outside the main plots and intrigues. Pull her into the web of intrigues through her mission to find Jomorref. Ideally let her bump into the other PCs as they are visiting the Shagulites. Use the whispering voice of that alien pres-*



ence to make her commit rash actions and mistakes. And do not forget about Shagul at the end.

❖ **SULIDON RUMPERLAK**

- » Malek Mangus demands his participation during the attempt to spring Brior Quickfoot from the Arhem garrison. Malek can use the fact that Rumperlak has revealed the recipe for zombin to the Shagulites to blackmail him.
- » Malek Mangus, Gottard of Melse or some other **NPC** insults, provokes or humiliates the pharmacist. An excellent way of challenging Rumperlaks destiny! Feel free to do this over and over again. How much abuse is the **PC** prepared to accept before he abandons his destiny and strikes back?
- » Hildur Ornetooth or other Marjureans wonder where their injured relatives are, and start harassing Rumperlak. If he asks Malek Mangus the latter will admit that the patients at the infirmary have been taken to Iron Tower to be used as test subjects in medicinal experiments.
- » Shulaban Adderstongue wants to buy a sleeping potion. He reveals that the end buyer will use the poison for a coup targeting the Shagulites. If pressured he will reveal that the buyer is Trovinder, and that the noble is a woman in disguise.

***Advice for the Game Master:** Sulidon is a **PC** that may provide some comic relief. His destiny is quite tricky to properly play out, as it leads to inactivity. The way around this is to subject the pharmacist to as much abuse as possible.*

ARHEM

1. Garrison
2. Young Master Hildur's inn
3. Mogger's warehouse
4. Infirmary
5. Villa Sunbask
6. Slave camp
7. Wharf

North Hill

SULPHUR
SWAMPS

River Loberan

South Hill

AMYGDALA
FIRTH

N

100 200 300 METERS







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