

The Web of Eldaw

A Warhammer Fantasy Roleplay Adventure
Set In North Albion

by Rick Priestly

Edited, reformatted and adapted to WFRP2
by Jay Hafner (Emirikol)

version: 11/23/08

Original Scenario at: <http://www.rpgarchive.com/index.php?page=adv1&advid=204>

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History of the Scenario

This was the first Warhammer Fantasy Roleplay scenario ever published. It appeared in 1985 in the Winter 85-86 edition of the *Good Games Guide* (the only one ever published?) WFRP itself was published in 1986. The Web of Eldaw represents the only information GW has come out with regarding **Aeryn, or North Albion (which is the counterpart of Earth's Ireland)**. The scenario has been updated to WFRP for your enjoyment and reference.

Introduction

This is a scenario designed for the Warhammer Fantasy Roleplay Game System. easily suit a party of any make-up.

Adventure Summary

After the players have read or heard aloud the adventure background, they should make preparations on how best to proceed. Deep inside the Web of Eldaw is a system of labyrinthine caverns and the dungeon where Rynn is being held. The PC's must somehow gain entry into castle Eldaw, free an NPC named Rynn and make their escape. The castle is well protected; trying to force entry would simply be suicide. Whilst the search for Rolando goes on, the area will be swarming with Grimgag's men. The only feasible way in lies through the Web of Eldaw - a system of underground tunnels whose existence is known only to members of the Flynn family. It is time for Rolando to share this ancient secret. If the players are not using the pregenerated characters, the DM should come up with a suitable reason for their adventure that goes beyond "being hired." Doors in the dungeon are unlocked and wooden unless otherwise specified.

Players Introduction, The Claddach Tavern

The GM should give players Handout #1 or read it aloud and allow players to make notes.

The scenario begins in a local tavern, called "The Claddach", in *North Albion* (as all good adventures begin there), where they meet up with Mickelson and Giltbrook. Claddach means "stony beach" around these parts. The GM should encourage the players to help decide how they are involved with the unfolding adventure. It is advised that the NPC's be exposed to the party to establish reasons for adventuring in the dungeon. This introductory area is freeform and up to the GM to be creative. Eventually, the GM should get the PC's to the dungeon.

Key to The Web of Eldaw

The Web of Eldaw is an underground complex beneath the dungeon of the castle. Areas are referenced in the appendix map.

Area 1. The Gate

Tall, bronze, double doors here are overgrown with ivy and weeds. The bronze is badly corroded, however there is some kind of image on the doors. Through the thick crust of verdigris the ancient arms of Flynn can be recognized – identifying this as the entrance to the Web of Eldaw.

The gate will open only by use of a smash spell, which will automatically cause it to open undamaged.

Area 2. The Guardian Hall

The room ahead is a roughly hewn, square room approximately 10x10 yards in size. It has two doors in the NE wall - both are closed. In the center of the room, seated on a great brass throne, sits a foul looking demon.

This is Bakasha - the Guardian of the Web of Eldaw. Bakasha will identify himself as the Web's Guardian and challenge anyone attempting to pass him. He was placed here by King Ragnar Flynn with the command that no-one but a true heir of Flynn might enter the area beyond. If Rolando identifies himself as the heir of Flynn he will let him (but no-one else) pass.

Tactics: Bakasha will attempt to trick an heir of Flynn into releasing him from his bondage by simply saying "I release you Bakasha." The party has the choice of releasing or fighting the demon. If released, Bakasha will instantly attack the party.

Treasure: The demon's throne is brass and immovable. Underneath is a small brass chest which opens easily, and contains two keys - one of silver and one of gold. Both keys are needed to open the iron gate at area 3.

Bakasha – Lesser Demon

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50%	40%	45%	45%	50%	35%	50%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4(6)	0	0	0

Skills: Dodge Blow, Intimidate, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue)

Talents: Ambidextrous, Fearless, Flier, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow

Special Rules: Immune to: All psychological effects and Non-magical weapons. Attacks count as magical. Cannot be forced from combat/routed.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws

Slaughter Margin: Hard



Area 3. The Iron Gate

An Iron Gate blocks the corridor to further passage. This is made from vertical iron bars, corroded but still firm. The bars are bounded by the remains of an ancient mouldering vine. Beyond the gate the corridor is strewn with silver coins.

Otherwise the gates can only be opened by the keys or magic. Locks are concealed, required a search check, and positioned on opposite walls.

There are 100 silver coins beyond the gate that were a further part of the binding spell placed on the complex by the obsessive Ragnar Flynn. They also prevent the beast from wandering.

Door C. Opens easily by latch and leads directly into the Star Chamber. As the adventurers push the door they will encounter a certain resistance on account of the body of D'Eric slumped against it on the other side.

Area 4. Rock-fall

This passageway is a dead-end blocked 2 by an impassable massive rock-fall.

Area 5. Star Chamber

This chamber is in the shape of a six-pointed star. There are two doors exiting the room. The north door has the image of a sun carved upon it. The southeast door has a moon image carved upon it. On the floor in front of the entrance door, is a mutilated, rotting corpse of what was probably a jester. His motley cap and bells all lie amongst a pile of bloodied clothes.

The corpse of D'Eric - the King's Fool lies in front of door C. The corpse is about a week old, and the stench is sufficient to cause a turn's vomiting on a failed test against WP. In his mutilated hand, D'Eric clutches a length of fine silk; Rolando will recognize the ribbon, and it belongs to Cassandra's favorite gown.

Exit doors: The Northwards door is magical and can only be opened normally during the night or by the use of magic. The Southeast door is also magical. It can only normally be opened during the day.

Area 6. The Gate to the Hall of Lost Souls.

These are Double wooden gates from which insane laughter and ruckus may be heard. Laughter and ruckus are being caused by the spirits beyond

Area 7. The Hall of Lost Souls

This room appears to be a large banquet hall. There are exit doors on the SE and NE walls. It's tables and contents are in shambles and being tossed about the room. Screaming, gibbering and laughing spirits and poltergeists dart about the room. Some carry visible knife wounds, or have faces bloated and blackened by poison.

The hall is empty, but is in fact haunted by the spirits of various guests. The Hall of Lost Souls is where Flynn enticed and then slew many of his enemies at what was supposed to be a celebration of new-found unity and friendship. Many guests were poisoned or butchered, and, as a result of the carnage, the whole area was sealed off from the main castle.

Each character in the room may be attacked by a random ghost or poltergeist. The chance of this is 1 in 6 each round. The spirit will only attack for one round before insanely darting off. The spirits will not leave the hall or weapon chamber beyond.

Creatures: (3) Poltergeists and (3) Ghosts: Old World Bestiary page 109.

Area 8. Weapon Chamber

The Weapon Chamber is where guests disrobe and disarm before going to table. It is about 15x10 yards in size and houses a selection of shields and weapons arranged in racks along the long wall opposite the door. One of the weapons is a bright silver blade which remains quite untarnished - although covered in a good layer of dust.

This is Flynn's own sword, placed here deliberately by him to be guarded by the souls of his own enemies. This is a magical weapon with +1 Strength Gain, +5 Initiative Gain. It is also the key to Flynn's treasure chamber. Embossed upon the pommel is the sign of the sun, the family crest of the Flynn family. This rather heavy and ugly design must be placed against the sun recess of Flynn's treasure chamber to open it.

Area 9. The Outer Rooms.

The rooms of the web are formed from natural stone, which is pale in color and slightly damp. A strange black moss grows in the web; a fast growing parasite that absorbs most marks or signs of passage within a minute. Other non-specific encounters are also possible with the maze's various denizens, such restless spirits of the dead, or unfortunate monsters who have inadvertently wandered into the system of passages. There is 10% chance of any one such encounter every minute.

9 Barking Wicklow

The barking of a small dog can be heard in the darkness ahead.

Wicklow is a small terrier belonging to Cassandra. The creature has escaped the hunger of the Beast and calls of its mistress. The dog is dirty and frightened but unharmed, and will recognize Rolando - running towards him baring his little teeth, licking him about the face and doing all those sorts of 'doggy' things. Wicklow will follow the company about yapping irritatingly during moments of high tension and whining peevisly when neglected. **Stats:** Small Prey Animal from Old World Bestiary p.124



10. Cassandra.

An emaciated woman with red hair shambles around this room whispering "wicklow!" "Wicklow!"

Always slightly unhinged, Cassandra finally flipped when her pet poodle Wicklow vanished somewhere in the castle. After squeezing her emaciated body through the gates at 16 she stumbled into the maze from the north and has been lost ever since. Several weeks wandering around the Web of Eldaw looking for a poodle has not done a lot to improve her mental stability. During her wanderings she encountered the Beast of Eldaw, who was immediately taken by her cadaverous beauty; the love-struck hulk has been following her about since. Cassandra can no longer be said to be human.

Tactics: The unnatural affections of the Beast of Eldaw have shattered her personality almost totally; she will attack on sight and cannot be driven off without extensive convincing and the presence of Wicklow the dog (area 9). The sight of Cassandra itself causes 1d6 insanity points on Rolando, and her death a further 1d6 points.

Cassandra

Beggar statblock - WFRP p.233

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	25%	28%	37%	31%	29%	37%	33%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0



Skills: None

Talents: None

Special Rules: *Insane*

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Club

11. Ragnar's Ghost

A strange coldness and mist fills these corridors.

Still obsessed by Flynn's treasure, the spirit of Ragnar wanders the outer corridor of the Web of Eldaw. If the party does not carry Flynn's sword the Ghost will ignore them - merely wafting about in a distracted manner. If the party carries the sword, the ghost will attack the unlucky bearer relentlessly.

Ragnar's Ghost

Old World Bestiary p. 109

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	30%	30%	42%	31%	18%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	6	0	0	0

Skills: Concealment +20%, Gossip, Perception +20%, Speak Language (local)

Talents: Ethereal, Frightening, Night Vision, Undead

Special Rules:

- **Fearful Touch:** The touch of a Ghost does not inflict any damage to non-ethereal creatures, but does cause the target to make a new Fear Test. This can be dodged but not parried. Ghosts must become visible for the round to use this ability
- **Invisible:** A Ghost can become invisible as a free action. While invisible, a Ghost can't be targeted with ranged attacks, including magic missiles. Because they are ethereal and silent, they also can't be attacked in melee.
- **Place of Death:** A typical Ghost cannot move more than 36 yards from its place of death without necromantic compulsion. Certain ghosts may manage to wander much farther. A Ghost whose body has been physically removed from its place of death, for example, might be capable of haunting the current whereabouts of its body.



Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Slaughter Margin: Average (Impossible without a magic weapon or spells)

12. Lair of the Beast of Eldaw.

A massive clawed beast sits on a pile of bones and mutilated corpses. It picks up a large leg bone and snaps it in half and roars with satisfaction.

To protect his treasure Flynn summoned and bound a Demon. The Beast of Eldaw, as it became known, was doomed to wander the maze forever as its guardian. The creature is humanoid but large and shambling. In fact he is quite peaceable by nature - especially since having become love-struck with the enchantingly emaciated and wild-eyed Cassandra. He follows her around the maze, offering chunks of meat, bits of bone and other tokens of his affection. If

Cassandra should be slain or captured the Beast will usually turn up within d6 turns. He will, of course fight on her behalf, either to avenge or release her. Otherwise he will attack on sight and cannot be driven off.

The Beast of Eldaw

Old World Bestiary p. 105 (Rat Ogre statistics)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36%	0%	54%	47%	25%	20%	17%	10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	28	5	4	6	0	0	0

Skills: Dodge Blow, Intimidate +10%, Perception, Scale Sheer Surface

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow, Strike to Injure

Special Rules:

- Cannot be harmed except by magic weapons, magic or silver. Silver weapons have normal effects. The creature cannot touch silver, and doing so causes it intense agony and unconsciousness.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws

Slaughter Margin: Hard

Area 13. Secret Door.

This room has several stunted stone pillars around the walls. Black mold has overgrown most of them. On the tops of the pillars are sun-shaped recesses.

The stone door is overgrown with thick, black moss and will not be found without a significant search. The sun-shaped recesses are exactly the correct fit for the pommel found on Flynn's sword (from Area 8). If the sword's pommel is placed in any of the recesses, the secret door will be opened.

Area 14. Flynn's Treasure Chamber.

The room is plain and much like any other of the chambers of the inner complex. In the center of the floor is a table. On the table is a black box.

The room is plain and much like any other of the chambers of the inner complex. In the center of the floor is a table. On the table is a black box. The box is booby-trapped with a sprig-needle. Make any Spot-trap, Search, Disarm and

Activation rolls required. The needle is a small one, and the ancient poison which once made it deadly has become ineffective. In the Battle rules it will cause damage only on the roll of a 6. In Role-Play it causes 1 point of damage if it hits.

The box contains the head of Luftric, still wearing the Crown. It is an ancient and sickening thing; at first it looks more like a brown leather bag, the features have become so distorted and putrefied. It is, however, still alive. If removed from the box, its features will become apparent, but the signs of life only begin to show after a minute.

The crown is in perfect condition, but cannot be removed (no matter how hard the players try to do so). Even if they insist on further mutilation, some skin or flesh will stick to it - still alive.

At last the eyes flicker and the remains of Luftric will speak in a slow, crackly, indistinct whisper, so quiet that it can only be heard by one creature. Raglann will recognize the crown, and will secretly brief the listener on its background. Raglann will probably insist on speaking to Luftric - although she may have to invent some pretense to forestall suspicion.

In conversation with Luftric, Raglann can reveal her identity and ancestry and claim the crown. Luftric will be only too glad to give it up. If speaking to any other character, Luftric will simply plead for rest, whilst cursing the lineage of Flynn and rambling a great deal. Remember: anyone who spends a few hundred years with his head in a box isn't going to be entirely rational...

CROWN OF THE WITCH KING

Old Flynn had good reason for hiding his treasure. Many had subsequently sought for it (and died in the process) but no-one really knew what it was. Everyone simply assumed that it had to be valuable, although not necessarily in the way that most people would think. Flynn did not hide his treasure out of choice, but from necessity. Luftric the Doomed was the last Witch-king of North Albion. These wizard kings were very powerful, not least because they possessed a number of ancient magical artifacts. These were creations of unknown origin and great power. The most important of these was the Crown of Kings.

The crown was forged from a black metal adamantine - an indestructible material, impossible to work except by the highest form of magic. Whilst he wore the crown upon his brow he could not age or be slain in any way; he might be mutilated, wounded or apparently killed, but would always return to life after 1d6 minutes. Characteristics are restored to full, but magic points are unchanged, and injuries still apply.

Traditionally the Witch-kings passed these crowns on - often after many hundreds of years. Failing eyesight, decrepitude and constant pain of his wounds made the crown a mixed blessing for the King.

The crown was fashioned in such a way that only a direct descendant of the Witch-kings could wear it; anyone else placing it upon their head would suffer

blinding pain and possibly death. Save against WP per turn - taking 1d6 wounds per turn on fail results. Once upon the head, the crown could not be removed except by the wearer, or by the wearer's consent; the ornament became a physical part of him.

In his final battle against Luftric, Flynn struck the Witch-king's head from his shoulders. This did not of course slay him, and subsequently the living head presented something of a problem to Flynn: Luftric could not remove the crown himself, and even if he were willing to let Flynn do so, what would he do with it? Free from Luftric's brow, the crown was of use only to a descendant of Luftric's, and posed a threat to Flynn. So Flynn took the living head and placed it deep within the Web of Eldaw, with a demonic guardian in the form of the Beast of Eldaw. He told no-one of this, and even Luftric's ancestors had forgotten the fate of the legendary crown.

Area 15. The Well.

An underground chamber through which flows a small river. There is a narrow stone-cased bank, but no sign of a boat or any way out.

The river plunges beneath an overhang in the east. Although quite deep, the river is not especially dangerous, and any creature with the ability to breathe underwater could follow it quite easily. A light will reveal that the river bed is strewn with silver coins (another bind on the Beast). The river flows from west to east. If followed west it becomes progressively narrower until, after 20 yards or so, it becomes impassible. If followed east, the traveler goes under the castle. If followed to its natural outlet the traveler will trek 20 miles into the Witch-wood, at the waterfall of Scala-fen. This is unknown to anyone. However, the adventurers will probably be more interested in the small cavern at area 17.

Area 16. The iron gate.

Approached from the west the party encounter 1d6000 silver coins scattered upon the floor so as to cover it absolutely. The gate is identical in all respects to the south gate (3) and is opened the same way, either by magic or by the two keys. Cassandra squeezed through the bars here, and a shred of her clothing can clearly be seen. The adventurers are somewhat better built than the unfortunate Cassandra, and will have to open the gate before they can pass (any character Contortionist skill can pass with 1d6-2 wounds). Past the gate the corridor splits into a north and south branch. The south branch is about 90 yards long and is a dead end - blocked in a similar way to area 4. The north branch slopes sharply upwards and leads directly to the castle dungeons via door K.

Area 17. The new well.

This cavern is the bottom of a deep well, and is open to the air. The well itself is steep-sided and very slippery. It can be climbed by any character with scale sheer

surface skill with a Risk test every 25 yards. The well is 100 yards deep - and so will take quite a while to climb. Characters taking sensible precautions, such as using iron spikes, ropes and insuring that they cannot fall far, should have their risk test modified by -1 or 2 accordingly at the GM's discretion. The well leads directly into the dungeon at 18.

Area 18. The Dungeon.

The dungeon is a large cavern, with six cell chambers leading off north. To the south there are a number of store rooms and the well room; to the west is the main door leading off into the castle; to the east is a long disused and boarded-up door. There are 6 guards here playing axe-throw.

The western door leads to the castle. The storerooms are filled with boxes and barrels of food, a huge cask of wine, as well as some other random supplies. The prisoners are retained in 6 large cells, and can be released at the rate of 1d10 individuals per turn. Rynn himself is in cell c, and is overjoyed to see his son and friends. There are 75 prisoners in total plus Rynn.

Tactics: Eldaw dungeon is not prepared for an attack. There are 6 guards stationed here. Stats: Town Guards (WFRP page 235).

Development: Once Rynn is free the players have accomplished their task. The adventurers will probably want to make good their escape via the Web of Eldaw. The dungeon break is bound to be discovered within 10 +1d10 minutes and pursuit is inevitable. 1d10 pursuers become available per turn - starting from the dungeon. The GM can expand the scenario should he wish in various ways. This depends very much on what the players want to do next. The players might take advantage of the situation by attempting to enter the castle and assassinate Grimgag.

Alternatively, they may favor an open revolt - with all the prisoners rebelling and running amok in the castle. This would make an ideal battle game, with impromptu units clashing in corridors and halls, and everyone trying to gain a vantage point (such as a tower) from where they can see what is actually happening.

Grimgag has 200 men at arms, of which 50 are fully armored knights, 50 unarmored missile-men and the remainder mail-armored retainers. Half are on guard duty throughout the castle. The remainder are sleeping, cleaning or gambling in the barracks in the court-yard. The force includes 2 major heroes, 5 minor heroes and 10 champions. Grimgag himself is a demonologist and can be given random spells and a randomly generated magic weapon.

CONCLUSION

HANDOUT #1 PLAYERS ADVENTURE BACKGROUND

The Rivalry of Grimgag and Rynn

For years Grimgag and Rynn Flynn had been bitter enemies - ever since their days at college. Rumor has it that it was Prince Rynn who had exposed Grimgag as the student responsible for a number of fatal practical jokes and several curious incidents of vandalism in the anatomy labs; and although nothing was ever proven (publicly at least) Grimgag was forced to flee back to North Albion and the protection of his family, the Thanes of Lucanfell.

In due time, Rynn Flynn inherited the throne of his father and became the King of North Albion. The Flynn family had held the throne for many hundreds of years, ever since the great Flynn of Eldaw wrested the Kingship from Luftric the Doomed - the last of the Old Kings of the North. Grimgag too came into his inheritance as the Thane of Lucanfell, a dark and mountainous province of North Albion; but this position of feudal inferiority served only to further embitter his malicious heart. Grimgag made no secret of his enmity, and was not alone in his jealousy of King Rynn.

The adventure begins, as it were, at the end. Grimgag's rebellion has been a success. A year of civil war spelled disaster for the King, with increasing numbers of Thanes and lesser nobles turning against him. Even so, all would have been very different were it not for Grimgag's demonic allies, fell creatures of the pit, summoned to fight in the last battle before the gates of Castle Eldaw.

Now Flynn lies in chains deep in his own dungeon, with the remnants of his army held captive in the bowels of Eldaw. The self-styled King Grimgag had spared their lives not out of any sense of humanity, but because their very souls were the price demanded by his demonic allies in return for their services. These foul beings would return within the week for payment.

Flynn's only son, Rolando Flynn, was still missing, and Grimgag's men searched the battlefield for his corpse. Several rebel captains claimed to have slain the Prince, and Rynn had been told that his son was no more; but, as we soon discover, this was to prove far from true.

Rolando, despite being badly wounded, fought long and hard until the final onslaught, when his horse too fright and galloped uncontrollably into the nearby Witch-woods. Too badly wounded to halt his mount, Rolando was at last thrown to the ground where he lay stunned and bleeding. There, Grimgag's men might have found him, but fate was to take a hand: when the Prince awoke it was not in Eldaw's dungeons, but in a comfortable, clean bed, in the house of Raglann the Wood-witch.

This in itself was no source of comfort to Rolando, for the Flynn's and the Wood-witches were traditional foes. At times, the Kings of North Albion had openly persecuted the people of the woods - although they had been left alone

now for many generations. In any case, the witches had always proved too powerful and too cunning for the clumsy warriors that the King sent out against them. Yet Raglann had rescued Rolando, and had taken him into her home and tended his wounds. She had sheltered him by her magic and healed his near fatal wounds with strange potions and enchantment. Rolando was puzzled and not a little afraid; but his initial fears were soon overwhelmed by news of his father and the royal army.

Raglann's Bargain

Despairing at last of his reduced condition, Rolando begged Raglann's help, promising her whatever she wanted in return. After three days consideration, Raglann agreed to help restore Rolando's father. As payment she demanded two things of Rolando: firstly, that Rolando should himself slay the usurping King; and secondly, that she and Rolando should be wed as soon as he inherited the throne, so that she might reign beside him as his consort.

Both demands seemed strange to Rolando, but he readily agreed - despite any personal reservation he felt about taking a witch to wife. That night the pact was sealed in blood, with many a binding charm that left Rolando sick in body and spirit.

The Company is Complete

Before Rolando and Raglann had time to evolve a plan, two travelers appeared from the south. Seeing them in Raglann's witch-pool, Rolando identified them as Mickelson and Giltbrook, two friends from earlier days, currently residing in the south of Albion. Raglann had little difficulty in diverting the duo to her house (as they were plainly worse for drink). They explained that they had ridden hard from the south as soon as they heard of the impending war. Unfortunately they were delayed, several times in fact, at various ale houses on the way. Now that they had arrived, however, they were willing to help in any way to restore King Rynn to his rightful throne.

Pre-Generated Character Profiles

Rolando Flynn

Career: Captain (ex-noble,ex-Sergent)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
60%	53%	52%	61%	47%	41%	55%	50%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	16	5	6	5	0	7	0



Skills: Academic knowledge (strategy/tactics), Comman +10%, common knowledge (local), Dodge blow, follow trail, gossip +10%, Intimidate +10%, perception +10%, ride, search, speak language (local)

Talents: Acute hearing, coolheaded, disarm, menacing, specialist weapon group (two handed weapon), strike mighty blow, strike to stun, very resilient

Armour: Medium (Full mail armor, helmet)

Armour Points: Head 5, Arms 3, Body 3, Legs 3

Weapons: Sword and dagger

Trappings: oil burning lantern, a spare flask of fuel-oil, and a flask of water

Rolando Flynn - you have agreed to Raglann's bargain in exchange for her aid. You are a man of your word (in most circumstances), and willing to meet the witch's terms in full.

HOOK: In addition to normal experience you gain 50 points if your father is rescued safely.

Knowledge:

Rolando can provide the following information - how much he reveals is up to the player controlling his character:

A. The Web of Eldaw is an underground maze. It lies beneath the castle,carved directly into the bedrock. At one time the maze formed part of the castle cellars, but was deserted and sealed off long ago. The maze itself is older that the castle, which was built above it by Flynn of Eldaw - first of the Kings of North Albion.

B. Only last month Rolando's cousin Cassandria vanished. Cassandria had always been slightly touched. This condition had worsened of late; she was last

seen heading towards a deserted part of the dungeon, talking to herself, staring wildly at flag stones and hopping about jubilantly. She was thought to have become lost; and the family suspect that she is trapped inside the Web of Eldaw. In order to try and find her, D'Eric (the King's Fool) tried to retrace her foot-steps. He too has not been seen since.

C. The following legends and rumors concern the Web of Eldaw:

Flynn of Eldaw once invited all of his Thanes to a lavish feast in a great underground chamber. During the feast Flynn called his soldiers and had every single guest slain, claiming that they were all conspiring against him. The hall was sealed off, but the ghostly moaning of the murdered guests can still be heard, pathetically proclaiming their innocence. Flynn of Eldaw had a great treasure, which he guarded jealously, fearful that anyone might steal it. This he hid somewhere deep within the caverns beneath Eldaw, where it remains to this day.

Ragnar Flynn, the tenth of his line, was obsessed by the treasure of Flynn and searched the Web of Eldaw for it. One night he went alone into the depths and did not return. Ragnar had the whole area sealed off by various physical and magical barriers in order to prevent unauthorized access.

Raglann

Career: Witch (ex-hedge wizard)

Race: Human

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Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
28%	30%	30%	31%	35%	56%	53%	45%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	2	5	0

Skills: Academic Knowledge (Magic) +10%, Academic knowledge (Theology), Animal Care, Charm, Chrm animal +10%, Channelling,+10%, Common Knowledge (local), Gossip +10%, Heal, Magical Sense, Perception, Read/write, Search, Speak Arcane Language (magic), Speak Languages (classical, local), Trade (herbalist)

Talents: Arcane Lore (beasts), Aethric Attunement, Hedge Magic, Night Vision, Petty Magic (hedge), Witchcraft, Mighty Missile

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Staff

Trappings: Backpack, Purse with 30 gc, (2) healing draughts, Familiar

Raglann - you are the leader of the witches of Eldaw. Your people have lived in woods ever since the last witch-king, Luftric the Doomed, was deposed by Flynn of Eldaw. You are the last living heir of Luftric. As such you are no friend of the Flynn. The present situation presents you with the ideal opportunity for revenge. You have secured two promises from Rolando: to slay the usurping king, and to wed yourself upon his own succession. The usurping king is, of course, not Grimgag but Rynn Flynn, Rolando's own father. The oaths made by Rolando are binding; failure to implement them will result in a lasting and agonizing demonic vengeance upon him and all his descendants. Whether you reveal any of this immediately is up to you. You might easily wait several years before demanding the rights afforded you by the pact. The true nature of his promise will undoubtedly cause Rolando some personal grief - it may even drive him insane! (10 + d20 insanity points); this would please you immensely.

Hook: In addition to normal experience you will earn 50 points upon the death of King Rynn and 50 points should Rolando be forced to perform the deed himself. You will also gain 50 points if Rolando fails his insanity roll.

Toad

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Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
10%	0%	3%	5%	20%	10%	20%	15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	1	0	0	1	0	0	0

Skills: none

Talents: none

Special Rules: *Raglann's toad is a special demonic familiar that has the ability to change shape into giant form (about 6' long) 3 times a day. Each time the toad remains in giant form for 1d6 turns before returning to normal. The familiar will obey Raglann absolutely and normally resides in her pocket.*



Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Unarmed

Toad (ENLARGED)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	36%	38%	30%	6%	10%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	17	3	3	7	0	0	0

Skills: Perception +20%

Talents: Flee, Keen Senses, Natural Weapon

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Tongue/bite

Mickelson

Career: Veteran (ex-Soldier), 12 advances

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48%	44%	35%	41%	37%	27%	37%	28%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	4	0	0	0

Skills: Common knowledge (local), dodge blow, drive, gamble, gossip, heal, intimidate, perception, speak language (local)

Talents: Coolheaded, quick draw, specialist weapon group (two handed), strike mighty blow, strike to injure, strike to stun, sturdy

Armour: Medium (Full mail armor)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Halberd, hand axe, silver dagger, crossbow (20bolts), sword, dagger

Trappings: backpack, clothing-common, cutlery (wooden), spirits (two bottles of good craf), tankard (pewter), 10 yds rope, lantern and oil



You and Giltbrook are experienced adventurers and old time friends of Rynn Flynn. You will help to rescue the King in any way you can. Unfortunately you share a common problem with Giltbrook in that you are both alcoholics (subject to Alcoholism). This has made your adventuring career a not entirely successful one.

Background: Giltbrook and Mickelson are great friends and comrades in arms. The death of either causes 1d6 insanity points upon the other.

Giltbrook

Career: Scout (ex-vagabond) 12 advances

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	42%	32%	32%	42%	43%	27%	32%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	5	0	0	0



Skills: Common knowledge (local), gossip, navigation, outdoor survival, perception, ride, secret language (ranger tongue), secret signs (ranger), silent move, speak language (local, swim)

Talents: excellent vision, fleet footed, orientation, seasoned traveller, sixth sense

Armour: Medium (mail shirt and leather jack)

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Hand weapon (axe), shield, dagger, crossbow (20 bolts)

Trappings: backpack, clothing-common, cutlery (wooden), spirits (two bottles of good craf), tankard (pewter), 10 yds rope, lantern and oil

You and Mickelson are experienced adventurers and old time friends of Rynn Flynn. You will help to rescue the King in any way you can. Unfortunately you share a common problem with Giltbrook in that you are both alcoholics (subject to Alcoholism). This has made your adventuring career a not entirely successful one. You an Mickelson are experienced adventurers - old time friends of Rynn Flynn. You will help to rescue the King in any way you can. Unfortunately you share a common problem with Mickelson in that you are both alcoholics(subject to alcoholism). This has not only hindered your career, but has resulted in you being rather overweight.

Background: Giltbrook and Mickelson are great friends and comrades in arms. The death of either causes 1d6 insanity points upon the other.

