Return to the Frontiers of Alusia

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Introduction

This adventure is a rewritten version of *The Tomb of Aghyar*, a *GURPS* adventure I wrote and originally ran in 1988 for the secondary group of players in my campaign[1] set in the *Frontiers of Alusia* setting. It was rewritten and expanded for my Christmas 2007 *Savage Worlds* game, and ended up stretching out over 2008, too.

The players variously included N.A.B. (one of the original players from the primary group of players in the original campaign), his son T.A.B, my daughter L.B., and my nephews and niece T.A. E.A, M.A., B.B., and D.B. The youngest was 5 when we started playing it.

Five sessions[2] were eventually played during Christmas 2007, on Saturday 2007/12/23[3], Wednesday 2007/12/26[4], and Thursday 2007/12/27[5]; the next year in the summer on Friday, 2008/07/04[6]; and then again at Christmas of that year on Tuesday, 2008/12/23[7], when we finally finished the adventure.

[1] https://tkurtbond.github.io/pages/alusia-campaign/
[2] https://tkurtbond.github.io/categories/cat_gaming/rpg/actual-play/the-kids/alusia/
[3] https://tkurtbond.github.io/posts/2007/12/23/return-to-alusia-part-1/
[4] https://tkurtbond.github.io/posts/2007/12/26/return-to-alusia-part-2/
[5] https://tkurtbond.github.io/posts/2007/12/27/return-to-alusia-part-3/
[6] https://tkurtbond.github.io/posts/2008/07/04/return-to-alusia-part-4/
[7] https://tkurtbond.github.io/posts/2008/12/23/return-to-alusia-part-5/

I expanded the adventure from my original and the actual play reports linked probably above have the most details about the additions. Maybe someday I'll find the rest of my notes and write this up more completely.

Wildcards are marked with a d6 symbol: ⚅, symbolizing their wild die.

Background

Arrival in Seagate

Need to figure out what date the characters arrive.

The characters arrive in Seagate from the North by ship (the *Wavefollower*) on ???. They change their money on Coin Street, at a fee of 5 percent, and find rooms in the Foreign Quarter of Seagate (at the cost of 200 pennies per month).[8] As they move about the city they find that everybody is talking about a group of adventurers who have apparently been the cause of great trouble in the city: their house exploded, someone tried to burn their merchant ship (and did burn a local wharf), they're blamed for subsidences in the streets and dead bodies floating from the sewers. And one of them seems to have a demonic cast to his appearance sometimes. Everybody seems glad that these trouble magnets are soon to leave the city, under the orders of the Count of Carzala. If the characters talk to people about this other group they find out that they are hiring mercenary soldiers and engineers!

Aghyar

In 728 A.E. the pirate Aghyar was entombed with his treasure somewhere along the shore east of Smuggler's Hook and west of the fishing village Skilkarsi, a section of coast about 120 miles long, under or near one or more standing stones. Some legends say that he had himself entombed alive when he knew that he was close to death, others say that his tomb is cursed, but all say that the tomb contains his fabulous treasure. Aghyar's tomb has never been found.

During his life he reaved and smuggled everywhere between the shores of Carzala and the beaches of the Northern Counties, and was feared by all the coastal village for his violence and his habit of abducting able-bodied me to crew his pirate ships. His fleet of pirate ships make him incredibly wealthy, and all this wealth was buried with him in his tomb. He had a son who was also a feared pirate and often sailed with him, but the son died in the North shortly before his father's death, which his father never learned.

Setup

One moonlit evening the characters are walking along Dim Lane when they see in the intersection with Breakneck Way which they are approaching (about 100 yards away) a fleeing figure attacked by two dark-clad figures. The prey stops momentarily in the intersection and engages in a brief fight with his two attackers, killing one and then fleeing down Dim Lane away from the characters, followed by the surviving attacker. A couple of seconds later six more dark-clad figures boil out of the other branch of Breakneck Way and follow the chase. The whole scene takes less than time than it takes the characters to reach the intersection.

The struggling figures are about 100 yards away. Make a Notice roll to hear running thieves approach.

[8] One truesilver guinea (oval) = 21 gold shillings, 1 gold shilling (round) = 12 silver pennies, 1 silver penny (oval) = 4 copper farthings (octagonal).

The Parchment

Common Knowledge with a –2 to remember tales of Aghyar the Pirate. The sage has Knowledge (History) d10. Roll once for each item on table.[9] If the sage succeeds on the Wygg entry he'll remember Wygcliff.

Opposition

Travelling

Halfway to Wygcliff the characters are ambushed by eight members of the thieves guild, one of which is a Master Thief.

The Village, Wygcliff

Yggshow, the Hill of Wygg

The Tomb

Hazards

Falling Damage.
Savage Worlds, Revised falling damage is 2d6+5 points per 5" (10 yards) fallen, with a maximum of 2d6+50. *Savage Worlds Explorers Edition* falling damage is 1d6 per 10' fallen.

The Tomb

1. **The Entrance.**
   Cooperative Strength roll (+1 for every success and raise, unlimited, see *Savage Worlds, Revised* p. 56).

2. **The Shaft.**
   Handholds are slippery and crumbly, so make a Climb roll with a +2 every 10" (20 yards).

3. **The Pit.**
   Trap: Spiked Pit.

4. **The Guardroom.**
   Originally Skeletal Ogres, now Skeletons.
   The skeletons attack when anyone disturbs a skeleton.

   #### Note
   The PCs found 10 skeletons.

5. **The Resting Pace of Aghyar.**
   Originally Skeletons, now Skeletal Ogres.
   The skeletal ogres attack when anyone disturbs a skeleton or the crypt.
   Aghyar the Undead attacks anyone disturbs him, or when the sword is taken.

[9] [I'm not sure what happened to the table. I'll have to check the original adventure.]

Maybe just leave the skeletons out and just fight Aghyar?

6. **The Treasure Room.**

Opponents

Thieves

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climb d6, Fighting d6, Guts d4, Lockpick d6, Shooting d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 6
Hindrances: Greedy (minor)
Edges: Thief (+2 to Climb, Lockpicking, and Stealth)
Gear: Leather armor (+1), short sword (Str+2), dagger (Str+1), cross bow (15/30/60; 2d6 damage; AP 2; requires 1 action to reload), purse with 2d6 silver pennies

Master Thief ⚅

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d4, Vigor d6
Skills: Climb d6, Fighting d8, Guts d4, Lockpick d6, Stealth d8, Throwing d8
Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Greedy (minor), Mean, Vengeful (major)
Edges: Thief (+2 to Climb, Lockpicking, and Stealth), Two-Weapon Fighting
Gear: Leather armor (+1), long sword (Str+3) ×2, Venom Dagger (Str+1; special), purse with 20 gold shillings.

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

Ogre Skeletons

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12
Skills: Guts d8, Fighting d8, Intimidation d8, Notice d4, Throwing d6
Pace: 7; **Parry:** 6; **Toughness:** 14
Gear: massive club (Str+3)
Abilities:

- Fearless: Skeletons are immune to Fear and Intimidation.
- Size +3: Most ogre skeletons are over 8’ tall, with massive bones.
- Sweep: May attack all adjacent foes at -2.
- Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows, bullets, and other piercing attacks do half-damage. Immune to disease and poison.

Skeletons

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6
Pace: 7; **Parry:** 5; **Toughness:** 7
Abilities:

- Bony Claws: Str+1.
- Fearless: Skeletons are immune to Fear and Intimidation.

- Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows, bullets, and other piercing attacks do half-damage. Immune to disease and poison.

Aghyar the Undead Pirate ⚄

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d12, Guts d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8
Pace: 6; **Parry:** 7; **Toughness:** 13
Gear: Plate chestplate (+3), chain arms and legs (+2), magic great sword (Str+4; Quick Draw)
Abilities:

- Size +1: Aghyar is slightly larger than normal humans.
- Improved Sweep: May attack all adjacent foes.
- Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows, bullets, and other piercing attacks do half-damage. Immune to disease and poison.

Skull Spirits

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Guts d6, Notice d8, Stealth d8
Pace: 0; **Parry:** 5; **Toughness:** 4
Abilities:

- Bite: Str+2.
- Blood Drain: A skull spirit scoring a raise on its Fighting roll latches onto to its prey like a leech and begins sucking blood. Each round thereafter it remains attached, the victim suffers a level of Fatigue. Removing the skull spirit is an opposed Strength roll.
- Fear: Anyone seeing the creature must make a Guts roll.
- Flying: Pace 12, Climb 4.
- Size –1: A skull is a small target, being only a skull.

Skull Spirits are from *GURPS* originally.

Maps

Original Maps

The map for this adventure was very loosely inspired by the map in the adventure FIXME: “Troll Tomb” in the Avalon Hill RuneQuest boxed set *Griffin Island*, by Rudy Kraft, Jennell Jaquays, and Greg Stafford. That's undoubtedly why it has a side view
and
a top view. Looking at my FIXME: date of publication, etc. I was not familiar with the original version, *Griffin Mountain*, until I picked up the version republished by Moon Design in 2001, Volume II in their “Gloranthan Classics” line. “Troll Tomb” is on page 235 of that volume.

My original 1988 maps were drawn on graph paper with pencil, then traced with with colored pens.

Figure 1. Tomb of Aghyar, top view

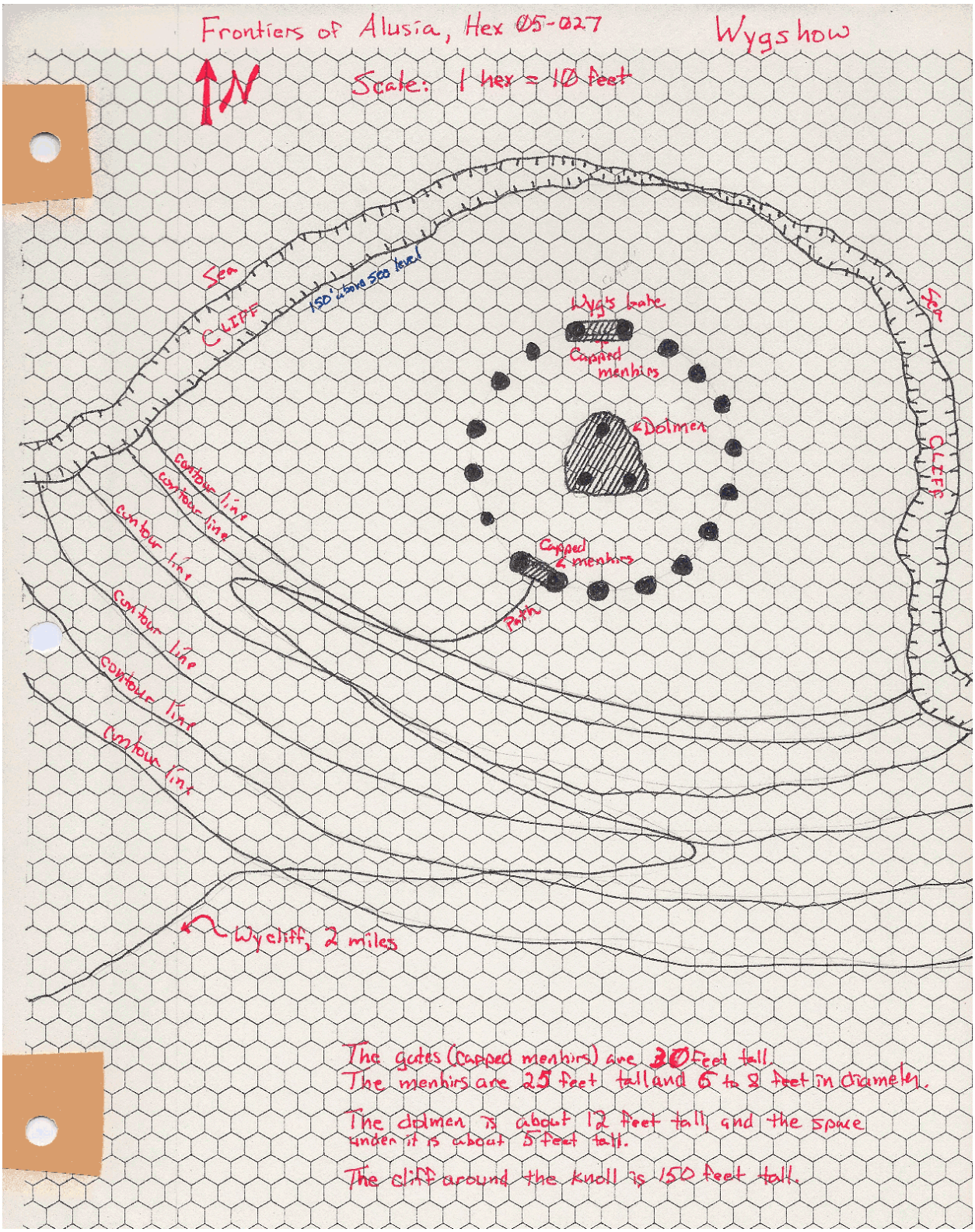
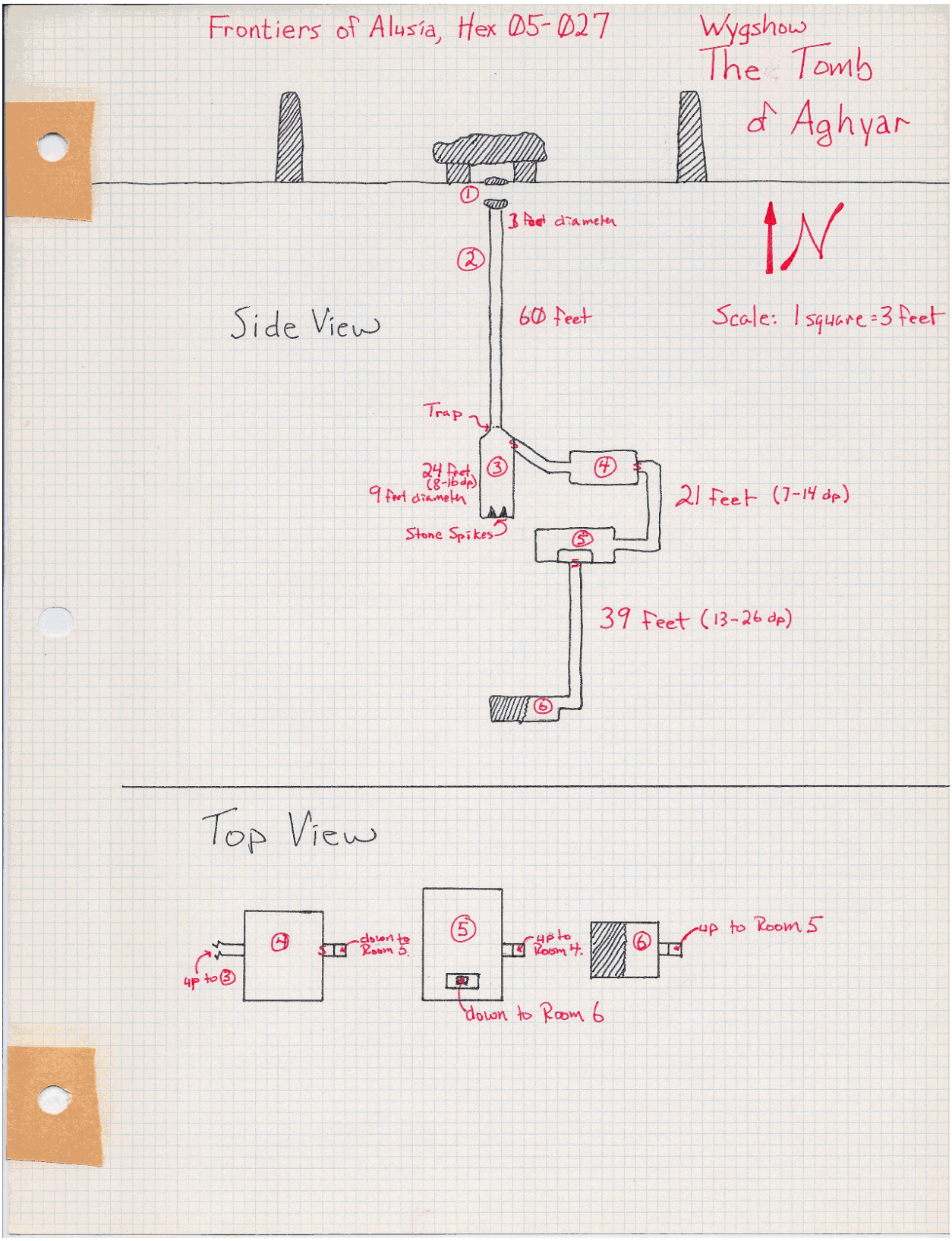


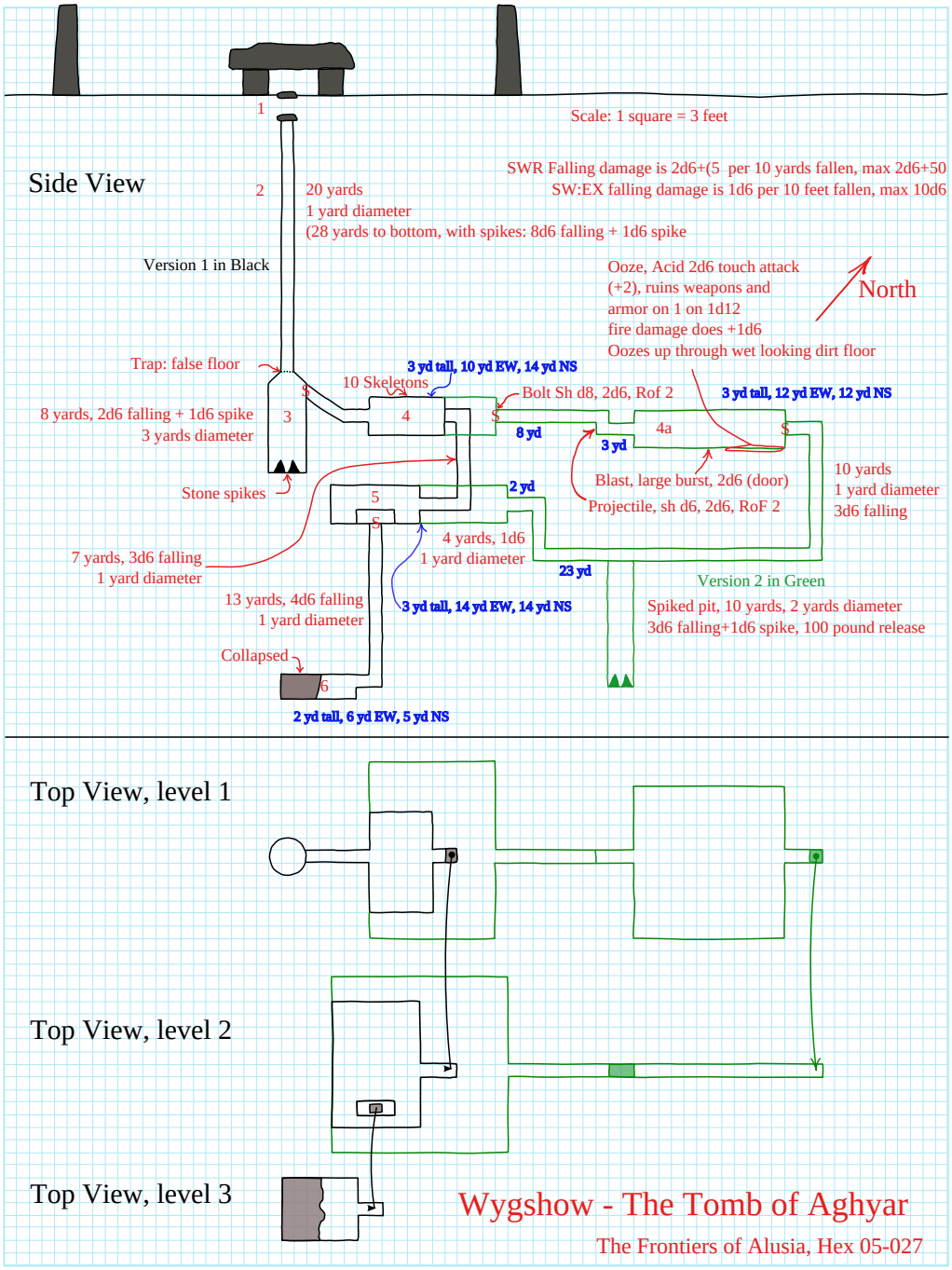
Figure 2. Tomb of Aghyar, side view and top view



Redrawn side view and top view map

I redrew the map for the 2007 version in SVG using Inkscape, adding the Ooze Room and expanding the size of the rooms. This version was a side view, and I showed the original 1988 version (in black) *and* this first expanded version in green.

Figure 3. Revised Tomb of Aghyar, side view



Expanded with Dungeon Tile Maps

The kids and my brother enjoyed the adventure, so I expanded the adventure, adding more rooms, and redrew it using some Wizards of the Coast tiles and the online map maker for them.

Figure 4. Ooze Room

Select Map ...

Dungeon Tiles

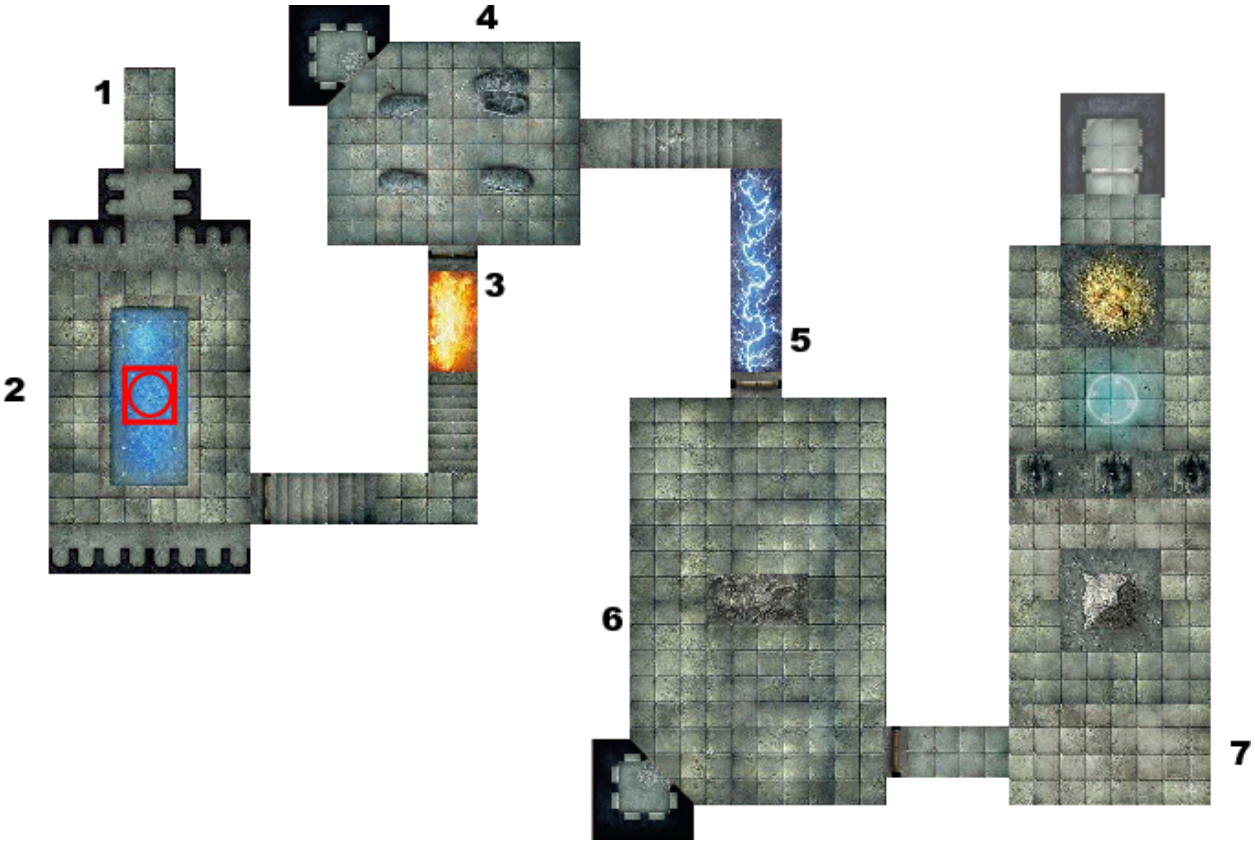
Crevasse / Floor	4x2	x1
Pool / Floor	4x4	x1
Rune / Floor	2x2	x1
Stairs / Floor	4x2	x1
Stairs Landing / Floor	4x2	x1
Single Door / Floor	2x1	x1

Arcane Corridors

Altar / Floor	1x2	x1
Skull Pile / Floor	1x1	x1

I redid the Ooze Room using the Dungeon Tiles, but otherwize it is the same as the Ooze Room from the revised map.

Figure 5. Expanded Lower Level



One reason I completely replaced the lower level is because everyone seemed to be having fun and wanting more. I also had another player for the later session, so I decided to introduce him by having him locked in time in one of the new rooms, for the other PCs to rescue. He was inside the red circle in the red square in Room 2.

Unfortuntely, I don't seem to have the notes for what was in the rooms on the expanded map! I may have just scrawled them on a piece of paper rather than adding them to this document.

Figure 6. Expanded Lower Level, manifest

Select Map ...

Dungeon Tiles

Cave / Floor	4x8	x1
Crevasse / Floor	8x2	x1
Double Doors / Rubble	2x1	x2
Dragon Statues / Floor	8x2	x1
Stairs / Floor	4x2	x1
Stairs Landing / Floor	4x2	x1
Shop / Floor	8x10	x1
Tavern / Floor	8x10	x1
Treasure / Platform	4x4	x1
Water Fountain / Magic Circle	4x4	x1

Arcane Corridors

Blood Mist / Floor	4x4	x1
Blood Symbol / Floor	4x4	x1
Couches / Floor	8x2	x1
Double Doors / Floor	2x1	x2
Flame Blast / Floor	4x2	x2
Fog / Floor	4x8	x1
Lightning / Floor	8x2	x1
Pool / Hall w/ Statues	4x8	x1
Skeleton / Floor	4x2	x1
Stairs / Floor	4x2	x1
Tower Base / Floor	8x10	x1

Hidden Crypts

Alcoves / Floor	8x2	x1
Alcoves - Hall / Floor	4x2	x1
Alcoves - Wall / Floor	2x4	x2
Crypt / Floor	4x4	x1
Crypt / Floor	4x4d	x2
Double Doors - Hall / Floor	4x2	x1
Large Double Doors / Floor	4x2	x1
Mausoleum / Coffins	8x10	x3
Skull Pile / Blood Symbol	4x4	x1
Stairs / Floor	8x2	x3