

PRISONER OF PAIN

By Markus Finster



"That which does not kill us..."

SAVAGE TALES
9



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by Markus Finster

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Dedication: To Simone, the most amazing woman in the world.

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OVERVIEW

Prisoner of Pain introduces a rare type of villain into fantasy campaigns—the sociopathic serial killer. One of the player characters is abducted early in the adventure and becomes the victim of the villain's torturous experiments. This unfortunate soul suffers at least one permanent injury leading into a possible sequel. The rest of the group is the rescue party, hunting for clues to the whereabouts of their missing friend. The trail leads to the House of Kazomar where they not only have to face an insane wizard, but also his henchman and his creatures.

MEET THE VILLAIN!

Kazomar is a failed wizard. In his youth he studied at the greatest academy in the known world. His downfall began when he and some fellow students gathered in an attic trying to summon a minor demon. But something went terribly wrong and they conjured a Duke of the Netherworlds!

In the magical blast that followed, Kazomar was hurled across the attic and impaled on a table leg. Stuck and writhing in pain, the young mage watched helplessly as the demon lord mauled and devoured his friends.

Kazomar spent weeks in the hospital recovering from his wounds, but his mind never fully healed. Months later, the heads of the academy found books dealing with black magic and demons gone missing from their library, but no connection to the now-absent Kazomar was made.

The books told Kazomar that such a creature fed on pain and fear. It might even be possible, he surmised, to draw demonic power from such emotions.

That was long ago. Now Kazomar has enlisted the services of five brothers who he treats like sons. These villains have been sent to find new captives to experiment on, and one of the player characters is destined to be their victim. If the unfortunate soul's companions don't find and free him quickly, Kazomar's curiosities will prove fatal.

PART 1: CARPE DIEM

The adventure takes place in the city of New Port, but can easily take place in any fantasy city. All it needs is at least one rundown district where bad things happen frequently. It also helps if some of the heroes have friends or family in the area.

Just as the sun breaks through the clouds you reach the city of New Port, the pearl of the south. It's early afternoon and you can almost taste the delicious brew served at the Sunken Anchor. When you reach the city gates the guards welcome you back with a reminder that if

FAIR WARNING!

This tale could be quite disturbing for younger players and is intended to be played by adults only.

It's also very unusual in that one of the player characters will be separated from the group for most of the session. We recommend that player actually sit in a different room, isolated from the others. It will encourage his or her companions to come to the rescue that much faster, and hopefully instill a sense of desperation and haste.

Needless to say, this isn't something a group should do often, but the "gimmick" here is so unusual that it should make for a very memorable session.

All that said, if this gets too intense but you want to keep trying, lighten the mood a bit. Let the victim yell something at his captor that the rest of the group can hear from the next room, or simply narrate the feeling of growing desperation with a little cynical humor.

Savage Tales allow you to experiment with different themes and setups. *Prisoner of Pain* is a tricky adventure to run, but can be incredibly memorable if your players get into the spirit of things.

you cause trouble again you're going to spend a couple of days behind bars.

A moment later you're walking on main street, breathing New Port's air again and appreciating the goods various merchants try to sell you on your way through the crowd. You finally stand in front of your old hang out, the Sunken Anchor. For the next few days, you'll be as much at home as possible.

It's up to the group how they want to spend the next few days. One thing is for sure though, they have nothing to kill except time. They can get new equipment, refresh old friendships, train their skills, see old girlfriends, or whatever else comes to their mind. This could be a tough challenge for some groups so give them time to get accustomed to the fact that their characters have a life besides hunting monsters.

Sooner or later, the group is likely to split up to pursue various interests. Choose one of them as the prisoner. This wanderer should be one of your best role-players,

as he's going to spend most of the time being locked up, waiting for the others to rescue him. Don't worry though—there's plenty of excitement for him as well.

A small human called "Red" Porek approaches the prisoner-to-be at some point as he wanders the city alone. Red doesn't introduce himself; he just gives the victim a letter and extends a hand, obviously expecting a tip. He was told not to reveal the sender of the letter, so if asked, Porek shrugs and says: *"It's all in the letter."* The letter is an invitation to a house in the southern part of the town. The content varies based on which character receives the letter. Use one of the handouts or you can personalize one yourself.

The way to the house leads through a quiet street. Let the character roll Notice just he's attacked by Kazomar's five henchman. Kazomar sent them and their orders are to take their target alive! If the henchman fail, Kazomar, who watches from the shadows nearby, joins the attack.

PART 2: WHICH WAY DID HE GO?

It might take a while before the other characters realize one of their own is missing. At least it should be cause for discussion at breakfast the next morning. Once they realize something's amiss, they can find out the following:

- **From their host:** The missing party member was seen with a small boy with flaming red hair. The boy gave the hero a letter. The host doesn't know the boy, but suggests the group talk to Morrison the Minstrel—he knows everyone in town.

- **Morrison does indeed know the guy:** The minstrel says the red-haired boy is "Red" Porek, a lowly thief, pickpocket, and occasional troublemaker. He spends most of the nights prowling the bars near the port, stealing from the drunken sailors. He's in league with the bartender in the Black Bottle—maybe they can find Porek there?

The Black Bottle is one of the seediest, sleaziest bars the heroes ever set foot in. The patrons are of the worst sort—drunk, violent, and with an underdeveloped sense of humor. The ale is stale and the food is greasy, but at least it's cheap. None of the fellow guests admit to knowing Red Porek—but just when the investigators are about to leave a small guy with flaming red hair enters...

MEANWHILE

While the other players are busy finding clues to rescue their missing comrade, the action cuts to the prisoner and his captor.

The captive wakes up in a dark cellar with a rough dirty floor. A dim light shines through a small hole in the ceiling revealing a small room with stone walls. In one corner lies a heap of straw—apparently his bed. On the other side of the room are a few stairs that lead to a wooden door, reinforced with metal as well as with magic. There's no handle on this side of the door, but the prisoner is welcome to try to break it open. He has no way to break through the magical reinforcements, but he doesn't need to know that. At the foot of the door is a jug with some watered wine and a plate with some bread and cold meat.

The prisoner's possessions have been taken from him. All he wears now are some grubby clothes that don't fit very well. Rings and the like were taken as well. The only things of interest left in the room are a chamber pot and—hidden in the straw—some skeletal remains. There can be found a huge bone, perhaps the upper leg of an ogre. It's quite old and could be used as a weapon (Str+d4 damage). A broad jawbone from some unknown creature with elongated canines is also found. Give the prisoner some time, but sooner or later his grumbling stomach reminds him he had his last meal several hours ago. The food on the plate is cold and simple—but edible.

THE SEARCH CONTINUES

Back to the rest of the group. The little guy with the red hair is indeed Red Porek. He's a young man of some 17 years but is as small as a 14-year old. Porek is very distrusting of strangers who know his name, but if the strangers act kindly or bribe him with a drink he admits delivering a letter to their friend. If they threaten him Porek shuts up like a clam and takes the first chance to escape. If the group prevents this, he denies everything, saying *"I don't know what you're talking about! Let me go!"*

Eventually, the group gets the following out of him:

"Yeah, I gave your friend a letter. Some guy at the market paid me 10 silver pieces to do it. He never said who he was or what it was about and I sure didn't ask. I's just the messenger, y'know? What do I care about the sender?"

Porek tells the truth, but can describe the stranger to some extent. Even better, Porek has a natural talent when it comes to illustration and draws an excellent picture of the man—who later proves to be one of Kazomar's henchmen. After telling the party where he met the henchman and drawing a quick sketch, Red leaves if allowed. He has nothing further to reveal.

The sketch enables the group to scour the city. They have to rely on pure luck, though Porek mentioned the market and that's as good a place as any to start. That search ultimately proves fruitless, but when they return to their inn, have everyone make Notice rolls. The highest success spots a man that looks very much like Red's drawing. He has just emerged from a small store with a bag full of sweets.

If the party decides to follow the man, move on to **Part 6: In the Ghetto**. If they choose to attack, continue with **Part 4: Tough Guy**. Right after the group declares their intent—but before you resolve it—cut back to the prisoner in **Part 3: Pain**.

PART 3: PAIN

Some time after the prisoner had his meal, the door opens, blinding him with bright light. Standing in the doorway is a lean figure—Kazomar. He studies his new captive for a bit, then motions to someone behind him and steps to the side. Two large brutes enter the cell, grab the prisoner, and carry him out. Should the prisoner decide it's time to fight back, he can and should try, but it's unlikely he'll win against Kazomar's formidable powers, particularly his *stun* ability.

Eventually, the unfortunate captive ends up bound to a t-shaped table. His hands and legs are trapped inside the wood, as if it has grown around his wrists and ankles. If the victim was conscious when he was put on the table, he saw this actually happen. See the sidebar “The House of Kazomar” for details.

Kazomar looks at the prisoner with mild interest. After a few moments, he addresses him with the following:

“You might wonder what exactly it is I want with you. A good question. I am... a scholar, if you will. You are the latest object of my study. As such, I must ask you for your cooperation. I have ways of enforcing it, but that might disturb my findings.”

Kazomar picks up a small medical instrument like a scalpel with a curved blade.

“This blade is normally used for skinning small animals. It should suffice for the current situation. You can scream if you want to, nobody will hear you, and those who do will simply ignore it. Such is our miserable species.” Kazomar sighs and shrugs.

“Back to business. After each step I shall ask you a series of questions. Answer these truthfully and as completely as is possible and you might make it through this. Shall we begin?”

Kazomar doesn't wait for a reply but proceeds to cut open the shirt of the prisoner.



“The next few hours are too horrible to describe. You fade in and out of consciousness, remembering the doctor's grating voice as he asks ‘Does this burn? Does this anger or sadden you?’ Though you hold out for a time, eventually you answer—praying that will make it stop...”

No details of Kazomar's procedures should be described. Simply walk out of the room and go back to the other heroes, leaving your victim to wonder at his terrible fate.

PART 4: TOUGH GUY

The heroes eventually corner the henchman. He fights until he's bound or rendered Incapacitated. Use the regular Aftermath rules to determine if he survives whatever wounds he may have suffered. The rescuers can then question him if he lived, or search him for clues if he did not.

- **Dead:** The only item of interest is a delicate amulet worn about the henchman's neck. It looks like a withered rose and the thorns have been worked out with extra care. Wizards and priests feel that the amulet is magical, but there's no way right now to determine what effect it might have.

- **Alive:** If the henchman survived the fight and is questioned, he remains quiet. He doesn't even tell them his name. The group can threaten him all they want, but he's far more fearful of what Kazomar would do to him and his brothers if he talks.

THE HOUSE OF KAZOMAR

Kazomar committed countless atrocities in his house. The very nature of his work influenced the dwelling and attracted numerous spirits who Kazomar quickly entrapped. They now possess the walls, furniture, and even the walls themselves.

The house works almost like an extent of Kazomar's body. Chairs scratch over the floor as if they're drawn back by an invisible hand when Kazomar wants to sit down, doors open and close themselves, and stairs "rotate" to carry the sorcerer up and down—or flatten to cause intruders to slide down them.

Kazomar's torture table, or his "workbench" as he calls it, actually transforms itself to accommodate the prisoners placed upon it, growing around wrist and ankles thus trapping the hapless victim. It's impossible to escape once bound even for the most herculean of warriors.

The captive takes the first chance to escape by ripping off his amulet if he's able. By breaking the chain, a ghost that was bound into the locket by Kazomar is released. The ghost is ethereal and attacks anything in sight, but vanishes after 1d6+2 rounds. The henchman tries to get away in the confusion. The amulet stays behind, lying on the ground. It's not magical anymore, but it might contain a clue to the original owner.

Questioning others about the amulet leads the heroes to a failed wizard in New Port called Zacharias. His parents sent him to the academy, and though he was quite brilliant and knowledgeable in matters of the arcane, it turned out his talent for wizardry is literally nonexistent. He left on good terms though and now runs a little bar/bookstore in New Port. It's a well-known place among wizards and Zacharias knows a good deal about obscure magical treasures and the more eccentric kind of sorcerers. His shop is simply called Zacharias' and is practically always open.

If presented with the amulet, Zacharias reveals the following:

"I recognize this. Now, where have I seen this before... think, Zacharias, think... I'm sorry, my head is not what it used to be. Oh, wait! But of course! There used to be a patron who spent quite a lot of time here. Odd fellow, for sure. Even more secluded than most of his kind. Wizards, I mean. Such a pity I had to ban him from returning. He once ripped a few pages out of a book and burned them over a candle. I suppose he didn't agree with what he read there. I couldn't tolerate this kind of behavior, I'm sure you understand."

The last I heard was that he's still living here in town, apparently in the area known as Skunk Town. I honestly don't know why an esteemed wizard would live there, but that's what I heard."

PART 5: LAY OF HANDS

We return to the prisoner just as he is carried back into his cell. He is badly wounded and suffering multiple bruises. He has two particularly gruesome injuries—an empty eye socket and a skinned hand! The wounds are clean and have been bound to make sure the wounds don't get infected—Kazomar can't use a sick "experiment" after all.

In despair, the captive collapses in his cell. Read the following:

"You wake up some time later from a strange sound, someone seems to be crying. At first, you can't see anything or anybody. Then slowly, mist fills the cell and takes the form of a woman of undeterminable age. She looks sad and tears run down her cheeks. She has a terrible gash across her stomach which runs vertically from below her ribcage to her navel. For a moment she just looks at you. You begin to hear a sad voice in your head, though her face is still."

"You have suffered. So much pain. And there is so much more for you to endure. But you were not the first."

With that, she reaches out and touches your cheek. A flash of images appears in your mind's eye, pictures of your torturer—Kazomar, you now know—with bloody hands. You see Kazomar's victims, all his atrocities, and a room with huge glass bowls and bottles. Inside them are organs, blood, and body parts, all lined up in neat rows. Each is marked with a strange rune unlike any you've ever seen before. One of the victims you see is a woman who has a striking resemblance to the apparition in front of you.

She releases you and you slowly begin to recover from the shock.

"You are so close to death that you can already catch glimpses in the afterlife. But we need you in this world. That's why the others have sent me. I am here to help you so you can help us."

Again the spirit reaches out, but this time she doesn't touch you. Thin threads of fog grow from her fingertips and begin to circle around your body. You can feel your wounds begin to heal, especially as the skin starts to close on your skinned hand. But your heart sinks as you realize your eye is still missing.

"He took your eye, and so long as he has it he has a hold on you and I cannot heal it. That's why we are trapped here as well. He has kept something from each of us. As long as he does we are bound to this place. You have to survive. Your friends are on the way but their search is hard and it takes time. When the moment comes we will try to help you. You are our only hope."

With this, she fades again. An instant later, the door opens and you are dragged out of the room by Kazomar's brutes...

PART 6: IN THE GHETTO

Skunk Town is aptly named. The air is filled with the stink of feces, decay and sickness. It's hard to imagine someone would live here but there are quite a few people about. They are the poorest of the poor. Invisible eyes watch the heroes from every corner, and more than once a door or a window closes just as they come near only to be opened again as soon as they get past.

Either the characters are following the henchman from Part 2 or they're on their own. Regardless, they reach a little square with a dirty well in the middle. Four roads run into the square in a cross formation, and the party has come from the north. As soon as they reach the well, rugged people in rags with clubs and knives appear from all the streets. There are 30 of these thugs, led by one man who talks much better than he looks.

"Gentlemen, if you'll be so kind as to hand over your belongings my associates and I will be happy to let you leave with all of your limbs intact."

There are two ways out of this. The first is by brute force. As soon as half the thugs are down, the rest run off and the victors can question the survivors. It takes little persuasion, and everyone here knows who Kazomar is and where he lives.

The rescuers might also attempt to talk their way out of the fight. One of the thugs demands any money, food and equipment (in that order) the victims carry. If one of the heroes mentions they're looking for Kazomar and they aren't exactly friends with him, the hero can make a Persuasion roll at -2. With success the thugs exchange

some quick looks and clear the southern road. The leader of the group says:

"If you fellows are after that Kazomar bastard, we'll waive our standard walking-the-streets fee. Feel free to take your time."

It takes only a few minutes to reach the House of Kazomar.

PART 7: THE HOUSE OF KAZOMAR

The house is easily recognizable—it's in the best shape of all those in this district. It even has a small garden, though it seems to be somewhat neglected lately. A small fence runs in front of the grass. As soon as the heroes cross it, the ghost of an old man in a servant's dress materializes:

"Excuse me, my dear sirs, but Master Kazomar is currently occupied handling most urgent business matters. Would you like to schedule an appointment?"

The butler doesn't pose any threat and can't hinder the characters in any way if they try to break open the door. He protests their unpleasant behavior loudly, though (thus alerting the rest of Kazomar's henchmen inside).

Inside, the heroes battle it out with Kazomar's thugs as well as the house itself, which does its best to hinder the rescuers progress with doors that suddenly lock themselves and the like.

BREAKING AND ENTERING

The characters have two options when entering the house—the front door or a window. A window waits conveniently open, but as soon as the intruders get close it falls shut and locks itself (see The House of Kazomar sidebar for details).

The door lock can be picked at -4, though anyone who tries gets the impression the lock actually tries to turn again after it has been picked. If the heroes opt to shatter one of the glass windows and climb inside, the window suddenly opens itself fast. Whoever's in the middle of getting in has to make an Agility roll at -4 or cut himself on the glass for 2d4 damage (AP1). This only happens to one of the adventurers as the House usually doesn't pull the same trick twice.

Inside, the party is alone for the moment. They are always watched though. Kazomar's henchmen, the five brothers (or four if the heroes subdued the one they met in Part Two) are quietly laying a trap, waiting for the heroes to step in.

The characters could go through the house and thoroughly search every room but this would be very boring for the prisoner's player. Try to instead encourage urgency, while the house does everything it can to slow them down. If the group takes too long, tell the prisoner's player to occasionally cry for help. The characters also hear their companion cry from agonizing pain for a second, then the cry dies down. The benevolent spirits help such screams escape the cellar to hurry on a slow or overly cautious group of rescuers.

Here's what the heroes can find:

FIRST FLOOR

1: The Hall: The hallway features a large mirror directly across the door. When the party enters the mirror shows a long straight tunnel and a mass of bloody corpses running directly at them! This requires a Fear test at -2, but there are no further effects.

2: The Library: The books resting on the shelves are all mundane and cover everything from various encyclopedias to poetry, political essays, historic texts, biographies and the like. In the middle of the room is a comfortable chair, a couch, and a few small tables. A book resting on a table near the chair features an old play about a king that went insane. It's quite a popular tale in the area.

When all the characters are in the room, the house shuts the doors. If someone is standing near the door and tries to keep it open, he can make an opposed Strength roll vs. a d10 each round. A moment later, it hurls books from the shelves at the interloper! The door-holder is hit each round unless he makes an Agility roll at -2 (since he's holding the door and can't move easily). Failure means he suffers a Fatigue level from bumps and bruises that disappear after 24 hours.

3: The Dining Room: This room features a long table with six chairs but nothing else of interest.

4: The Kitchen: One of the five brothers waits here behind the door with a cleaver in his hand. As soon as the first character enters, he slams the door shut. The door doesn't have a lock but the house keeps the doorknob in place so anyone trying to open the door must win an opposed Strength roll vs. d6. If a second hero makes it into the kitchen, the brute releases the ghost from his necklace and tries to run away in the confusion, out through the window if that's his only option. If the door is forced open, the house tries to add to the confusion by throwing knives and plates at the characters at Throwing d6. Any hits cause d6+d4 damage.

5: The Storage Room: A lot of food and beverages, but nothing of immediate interest.

6: The Brute's Bedroom: In a little chest next to the bed are a few spare clothes, a little money (2d10 silver pieces), an erotic story with some pictures, and easy-to-read-play with copious notes. It seems the brutes were

assigning roles to each other in hopes of performing one day!

7: Upstairs: Kazomar's room is the sole upstairs chamber. It contains nothing of immediate interest, though a large portion of Kazomar's fortune (5,000 gold) might be found hidden in a magically obscured safe in his room beneath an illusionary carpet. It requires Lockpicking at -6 to open, and failure results in 3d6 damage in a Large Burst Template. A *dispel* power also opens the safe if it beats Kazomar in an opposed Spellcasting roll.

THE CELLAR

The cellar has been hewn roughly into the ground under the house and stinks of decay, blood, and sweat. It's dark, lit only by a couple of oil lamps. Kazomar has been long alarmed by his servants and is waiting for the intruders. He continues to torture the prisoner, but only to get him to scream to unnerve his companions.

THE PRISONER'S CELL

The cell itself is actually not below the house, it has been dug down from the garden, then covered with wooden planks and a thin layer of soil. That's why a little light came through when the captive character woke up.

CONFLICT

Eventually, the rescuers reach the cellar where Kazomar is still working on their friend. Two of the brothers are near their master, hiding behind the corner. Their plan is to grab the first person who enters, pull them forward to the bone heap in the corner, and attack the next one. Here, Kazomar's power is at his greatest and at a wave of his hand, a "bone fiend" forms from the skeletons on the floor.

As promised, the mist lady and the other victim's ghosts are here, even if their help isn't obvious at first. They battle the more malevolent ghosts in the walls and floors of the living house, keeping it from interfering with the rescue—much to Kazomar's consternation. This also gives the prisoner a chance to free himself from the table with a Strength roll at -4 each round.

As soon as Kazomar sustains a wound (or soaks one), he tries to flee through the back-door. He takes two things with him: a big book and a little pouch containing the prisoner's eye.

When the brutes are defeated and the bone fiend is slain, the horror crumbles into a heap of dusty old bones and for a moment the house goes quiet. The mist lady appears again, but only the prisoner can see her. She is still sad but manages a weak smile as she fades into the netherworld.

"We are all so proud of you. You've endured more than most of us could bear and survived to stop this monster. I know you want to rest now and forget—but there is still one thing for you to do. Remember what I told you."

With this, the lady disappears into thin air. Behind the spot where she was just standing is the door through which Kazomar disappeared. Behind the door lies Kazomar's trophy room, filled with the gruesome reminders of the sorcerer's deeds – jars with organs, skulls, mummified body parts, and so on. The rest of the bodies have been buried in the lush garden or burned.

The door is hidden by an illusion (it can't be "disbelieved," but a character can feel beyond it if he tries). Opening the door requires the *dispel* power, which is an opposed roll with Kazomar's Spellcasting. Every time a character fails, he suffers 2d6 damage from the wards placed upon the doorway.

The only other way in is to start digging, which will take 3d6 man-hours with proper tools, which can be found in the garden upstairs. Kazomar is likely to start "negotiating" when he realizes he's trapped.

ASHES TO ASHES

The heroes have to submit the "trophies" to a proper burial to lay the spirits to rest. As they do so, the mist lady appears one last time, this time for all the characters to see, and smiles gratefully before she fades forever. She also instantly heals all the characters' wounds if they sustained any in the fight (except for the eye—see below).

Besides a share of Kazomar's wealth, the prisoner gains the Nerves of Steel Edge for suffering through this terrible ordeal.

Kazomar's house remains a foul and evil thing. The ghosts go quiet for a while, but after a few weeks they become even more insane. The only way to destroy them is to exorcise the manor or burn it to the ground.

WHAT ABOUT THE EYE?

If Kazomar is defeated, the prisoner can retrieve his eye. The moment he places it in his hands it magically moves back to its rightful position and functions normally.

If Kazomar escaped somehow, the prisoner has the following vision when he's looking at a mirror or other reflection of himself:

You suddenly feel a stinging pain in your eye socket. In the mirror is Kazomar's reflection instead of your own, grinning maniacally! One of the wizard's eyes looks different—it's YOURS!

Kazomar grins and mouths a single phrase before vanishing: "I see you..."

CAST

KAZOMAR'S HENCHMEN

The henchmen are identical quintuplets. They were magically bred by a witch in the woods who planned herself a family. Kazomar stumbled across her lair, killed her, and took her magically-enhanced progeny. The brothers look human, but are magically infused with the strength of a bear. The downside is they're a little slow, but fanatically loyal to their "father."

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

Skills: Fighting d10, Guts d6, Intimidation d8, Taunt d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 9

Hindrances: Loyal (to Kazomar), Mean

Edges: Improved Sweep, Brawny, Block

Gear: The brothers prefer cudgels (Str+d6).

THE GHOSTS

Kazomar tortures his victims to death. After the first few, he found out how to trap the spirits, just when his victims drew their last breath. He bonded most of them to his house, where they attracted many more damned souls. Some he bound into objects, to be released when the carrier breaks. After released, the spell that bound them to the object still holds them in this world for a while. After the third round in combat, the ghost is drawn back to the House of Kazomar, ready to be bound to another object.

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

Skills: Fighting d8, Intimidation d12

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

Special Abilities:

- ♦ **Ethereal:** Ghosts cannot be harmed by anything except magic, magical weapons, or the like. They cannot affect the physical world at all.
- ♦ **Fear:** Requires Fear checks.

STREET THUGS

These ruffians just try to make it from one day to the next. They won't throw their lives away if things get ugly, so when half of their number is down, the rest tucks tails and run.

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

Skills: Fighting d6, Intimidation d6, Taunt d6, Throwing d6

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

Hindrances: Loyal (to the gang).

Edges: None.

Gear: They are armed with various clubs, knives and improvised weapons (Str+d4 damage).



KAZOMAR

Kazomar's not much in close combat, but he is quite formidable with his spells. He also relies greatly on assistance from his haunted house.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d10, Notice d8, Spellcasting d12, Taunt d8

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

Hindrances: Delusional (sociopathic killer)

Edges: Arcane Background, Combat Reflexes, Harder to Kill, Luck, Power Surge, Soul Drain, Wizard

Power Points: 40

Powers: *armor, barrier, blast, bolt, fear, fly, obscure, stun*

Gear: None.

THE HOUSE OF KAZOMAR

The house is infused with numerous damned souls—the spirit's of Kazomar's victims as well as others attracted by all the carnage. These spirits and ghosts are malevolent, some by nature, some because of the circumstances of their death, but they are all loyal to the wizard and bow to his whim. The house can be attacked but not harmed (unless burnt down). Whenever the house has to make a trait roll, it rolls d6.

Special Abilities:

- ♦ **Fear -2:** Three times per day, the house can try to frighten a new visitor. If it does, all unwelcome visitors in the house hear a terrible scream and receive a horrific vision for a second.
- ♦ **Hindering:** Unwanted visitors find most tasks (such as picking locks) extremely difficult (-4).
- ♦ **Parry:** As long as Kazomar is in the vicinity of his house (this includes the cellar and the garden), the house grants him a bonus to his Parry of +2. This is caused by distractions such as hurled objects or sudden patches of darkness.



THE BONE FIEND

An evil spirit from the netherworld manifests itself in the heap of bones in the corner.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d12, Intimidation d8, Notice d4, Throwing d8

Pace: 5; **Parry:** 8; **Toughness:** 11

Special Abilities:

- ♦ **Fear:** Requires Guts checks.
- ♦ **Fearless:** Cannot be intimidated, taunted or frightened.
- ♦ **Improved Sweep:** Attacks all adjacent targets at no penalty.
- ♦ **Size+1:** The creature is several feet larger than a human.
- ♦ **Undead:** +2 to Toughness, +2 to recover from Shaken, called shots do no extra damage (except to the leg—see below).
- ♦ **Weakness:** The fiend is missing a leg (the ogre bone in the cell), so it uses a chair leg for now. Besides a reduced pace, it is a weak point. Attacks to the leg are at -4, but against Toughness 6. A wound to this leg immobilizes the creature and reduces its Parry by 2.



PREGENERATED CHARACTERS

The following characters form a typical adventuring party perfect for this adventure.

SEASONED FIGHTER

Race: Dwarf **Rank:** Seasoned

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

Skills: Climbing d6, Fighting d8, Guts d6, Notice d6, Shooting d8, Throwing d8

Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 9

Hindrances: Curious, Doubting Thomas, Loyal (to his friends), Slow

Edges: Low Light Vision, Brawny, Sweep, Nerves of Steel, Trademark Weapon (his Axe)

Gear: Chain mail (+2), Trademark Battle Axe (Str +d8), 2 Throwing Axes (Str+d5, 3/6/12)



SEASONED CLERIC

Race: Human **Rank:** Seasoned

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

Skills: Faith d12, Fighting d4, Guts d8, Healing d8, Notice d6, Persuasion d6,

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Power Points:** 15

Hindrances: Pacifist (Minor), Heroic, Cautious

Edges: Arcane Background (Miracles), Healer, Holy Warrior, New Power (x2), Power Points

Powers: deflection, healing, smite, light

Gear: Staff (Str+d4, Parry +1 Reach 1, two hands), robe.



SEASONED SORCERER

Race: Half-Elven **Rank:** Seasoned

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

Skills: Fighting d4, Guts d6, Knowledge (Arcana) d8, Notice d6, Spellcasting d12, Taunt d8

Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Power Points:** 15

Hindrances: Outsider, Yellow, Mean, Quirk (always pessimistic about everything)

Edges: Arcane Background (Magic), Low Light Vision, New Power (x2), Power Points, Wizard

Powers: armor, bolt, barrier, boost/lower trait, obscure

Gear: Dagger (Str+d4), Rapier (Str+d4, Parry +1).



SEASONED KNIGHT

Race: Human **Rank:** Seasoned

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

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

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9; **Power Points:** 10

Hindrances: Loyal, Overconfident, Stubborn

Edges: Arcane Background (Miracles), Champion, First Strike

Powers: armor, smite

Gear: Sword (Str +d8), Plate Mail (+3)



SEASONED RANGER

Race: Elf **Rank:** Seasoned

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

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

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

Hindrances: All Thumbs, Cautious, Small (Thin), Stubborn

Edges: Agile, Beast Master (Fox, use Dog/Wolf stats replacing Go for the Throat with Improved Dodge), Common Bond (with Fox), Danger Sense, Hard to Kill, Low-Light Vision

Gear: Leather (+1), dagger (Str+d4), bow (Range 12/24/48; Damage 2d6; 20 Arrows).



My dear

I was astonished to hear that such an esteemed adventurer would visit New Port when I'm in such need of an able assistant.

I would invite you to my mansion, but at this stage, utmost secrecy is of the essence! Please do join me for dinner at the White Boar. Tell the maiden that you are expected, she will take you to the private room in the back. After I relate my story, I shall give you time to think about my offer. I'm optimistic that you'll agree to help me. The rewards for your time and effort would be substantial.

One more thing I have to ask you: A group of adventurers would draw unwelcome attention to this situation. Please come alone and we'll discuss your compensation separately before your companions get involved. You're welcome to fill in your friends after you know all the details.

K.

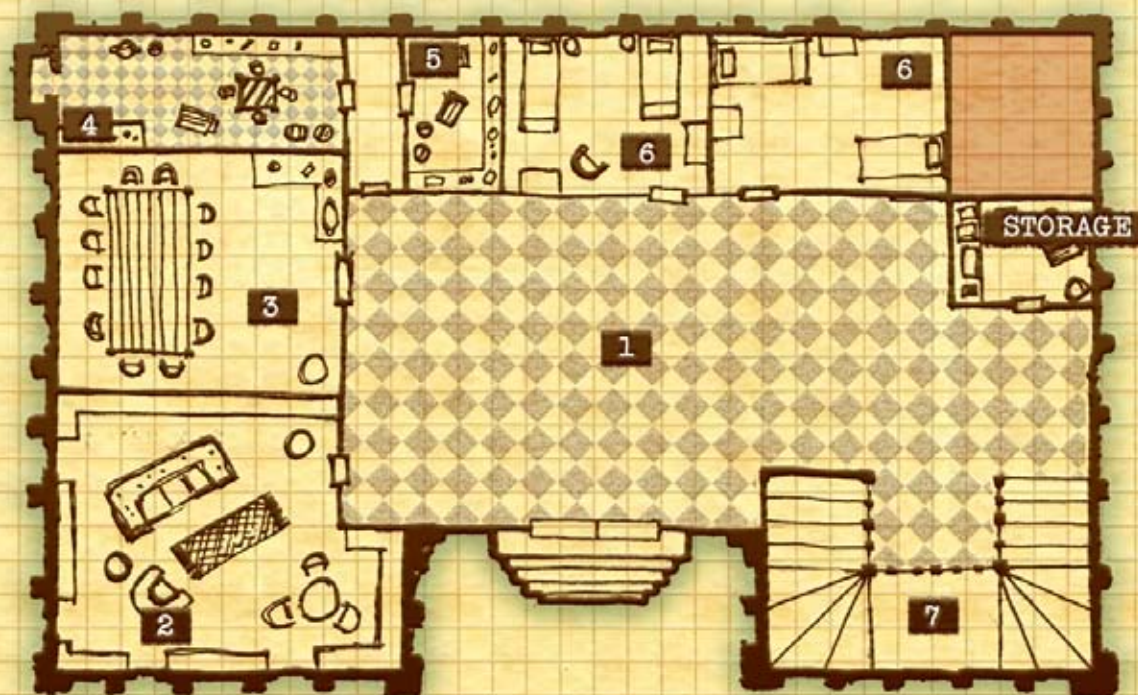
Hand Outs: Depending on the group and your choice for the prisoner, a variety of letters could work to lure the victim into the trap. Here are two examples that should work in most cases. Just fill in the blanks with the character's name.

You probably thought I would never find out what you did to my fiancée the last time you were in town. Not only did you insult my intelligence, you dishonored me, my future wife, my family, and my house by your actions. I expect to meet you within the hour at the Braddock Warehouse to discuss the compensations for the grievances you caused. You better come alone, otherwise I'll assume that you intend to publicize the scandal.

You should know better than to gain me as an enemy. Be there, or I'll summon the guards.

K.

The Prisoner Of Pain - HAUNTED MANSION



FIRST FLOOR

MAP 1

The Prisoner Of Pain - HAUNTED MANSION



THE CELLAR

MAP 2

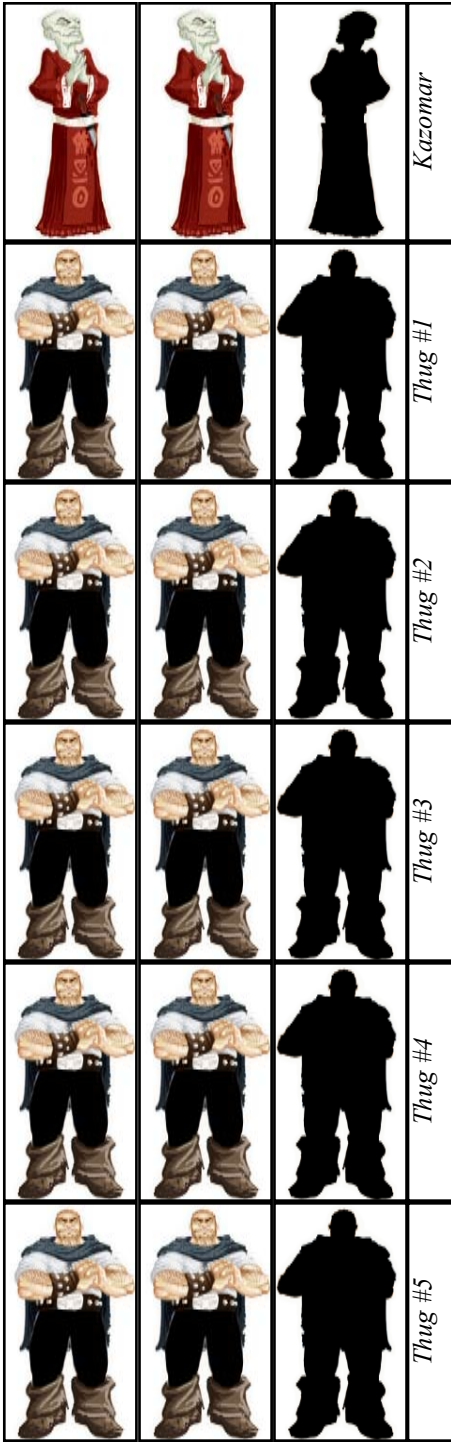


FIGURE FLATS!

Print these out (preferably on cardstock) and trifold for instant miniatures. Most of our Savage Tales feature Figure Flats. You can also use them as dual-folds with bases ordered from our website!