

WINTERBLIGHT'S CHALLENGE™

PRESENTS

GODSFALL

FORGE OF THE

HEAVENS

AN OSR ADVENTURE FOR
MID-LEVEL CHARACTERS
WRITTEN BY ALLEN FARR

WBCAM 02

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

ANY SUFFICIENTLY ADVANCED TECHNOLOGY IS INDISTINGUISHABLE FROM MAGIC

ARTHUR C. CLARKE

For thousands of years, the gods have fallen from the skies, their blazing flame-wreathed chariots proclaiming their divinity to the world. As sure as the sun rises, war follows each new arrival, the new gods competing with the old, each rewarding their faithful with powerful gifts created in the Forge of the Heavens.

Throughout Godsfall's history, pantheons have risen and fallen, and the land has become blighted by fanatical cults dedicated to its many dying religions. Everything changes, however, with the arrival of Strache, the god of Light and Thunder.

Shortly after her arrival Strache is assassinated, not by another god, but seemingly by a mortal, a sorceress named Zirrit. Somehow able to wield the most powerful gifts from the Forge of the Heavens, Zirrit declares the age of gods to have ended.

Such declarations, however, do not go unanswered in a land aflame with zeal such as Godsfall. As the clouds of war gather, they promise a battle worthy of the end of times.

The player characters find themselves caught up in events when they are hired to steal some of the most significant religious artefacts in all of Godsfall and bring them together on the Altar of Strache to stop the slaughter before it begins.

Can the player characters stay in front of the religious fanatics they have already stolen from as they search for the other artefacts they need to complete their task?

Requires **Old-School Essentials** Core Rules. Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.



Table of Contents

Godsfall – Forge Of The Heavens	1
Adventure Background	2
Plot Synopsis	3
Temple Of The Powerless God	3
House Of Dridge	7
Cultists, Questers, Demagogues	11
The Sanctorium Of Ullan	14
Monastery In The Mists	16
On The Altar Of Strache	22
Legacy	24
Tools Of The Trade	25
The Gods	42
Arcanum	44

Credits:

Writing: by Allen Farr

Typo Catching: by Ramaroux

Cartography: by Allen Farr

Logo: by Bob Whitely www.qtgames.com

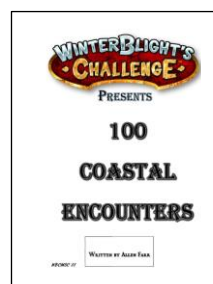
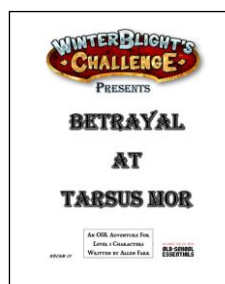
Concept by: Asen R. Georgiev

Winterblight's challenge was born in the now distant past when the author was publically challenged to write a sourcebook for a well-known game publisher. Having never before put pen to paper, the author of course accepted. After years of toil, the author eventually prevailed, as the hero in any good story should.

Now, Winterblight's Challenge wants to put you in charge. If you have purchased any product bearing the Winterblight's Challenge logo and have an idea you would like to see brought to life, we would love to hear about it. It could be a simple idea for a short adventure or a mini-setting, alternatively, it could be readout detailing an alien homeworld or planetary system – let your imagination run wild. All we need is a few paragraphs or bullet points with the seed of your idea and we will do the rest.

If your idea is chosen to be turned into a product, not only do you get a free copy of the pdf, but you get your name in the Concept by section of the credits. Submitted ideas must be generic and should be sent to winterblight@outlook.com

Check out our other products



Godsfall – Forge Of The Heavens

Any sufficiently advanced technology is indistinguishable from magic.

~Arthur C. Clarke~

Forge Of The Heavens

... This adventure presents a series of events and scenarios set within a background story, their outcomes often open-ended. While the adventure tries to cover any likely outcomes, it is not possible to cover every possibility. It is the responsibility of the Game's Master to keep the player characters on track within the adventure framework. To be able to do this effectively the Game's Master should carefully read and familiarise themselves with the entire adventure before running the game.

Running the Adventure

... This section gives an explanation of the structure of the adventure and what various game terms mean. This book uses the following terms: Game's Master (The person running the game), NPC (Non-Playing Character), PC (Player Character),

Adventure Background~ This section describes the people, places, and events that are responsible for the situation in which the PCs find themselves caught up in. **Plot**

Synopsis~ This section describes the current situation and how the adventure plot evolves.

Each main encounter has the following subsections: **Overview~** This section gives a brief overview of the main encounter, which itself may consist of one or more smaller encounters. **Setup~** This section contains any opening text to be read aloud to the players to set the overall scene and if appropriate foreshadow later events. **Encounter Themes~** This section describes any background themes the Game's Master should convey to the players as they run the encounter. **Running The Encounter~** This section provides Game's Master information required to run each encounter including background information and any text to be read aloud to the players. **Smoothing The Road~** This section gives advice to the Game's Master about any potential pitfalls the encounter may present and suggests ways of avoiding or dealing with them.

At the end of the adventure, there are the following subsections: **Legacy~** This section gives hints and tips on how to tie up any loose ends for the overall adventure and suggests some possible consequences for the characters' decisions and actions. Finally, this section gives the Game's Master hints and tips on how to use any fallout from the adventure to create further adventures. **Appendix~** The appendix has two subsections.

Tools Of The Trade~ Contains player handouts and maps if appropriate. These are props that can be copied/printed for use during the game

and given to the players to enhance the story. Alternatively, these props can be described or read verbatim by the Game's Master.

Arcanum~ This section provides details on major magical items, spells and new creatures

Adventure Background
... Godsfall is a strange and unusual land. Ruled not by kings and nobles, power is instead wielded by peculiar cults, eccentric clerics, and charismatic demagogues. Centuries had passed since the last god descended from the heavens, but that changed with the arrival of Strache, the God of Light and Thunder. Inevitably, upheaval follows the arrival of a being of such power, but when Strache was struck down by a mortal plague, a young sorceress, Ziritt, demonstrated the ability to wield Strache's divine powers and declared the age of gods to be at an end. With thousands flocking to her banner, war threatens to consume Godsfall as the faithful rally and cultists swarm the countryside recruiting to their cause.

Azon Skyseer, High Priest of the Powerless God, Osenko, presides over a dying religion, just one of many in Godsfall. Azon has spent his life studying the Codex Antiquorum Artificium, a work of the Powerless God detailing the many gifts the immortals created in the Forge of the Heavens and bestowed on their faithful. Unlike all the other gods, Osenko descended from the heavens bearing no gifts, claiming the enlightenment of education and knowledge was all that

was required to enrich lives. Indeed, Azon's lifetime of study has not been in vain, for he believes has made an earth-shattering discovery. He believes he has discovered the secrets of the Forge of the Heavens. Given, Ziritt's ability to wield Strache's powers, he erroneously believes Ziritt may have also discovered those secrets.

The Real Background

Space is vast. Yet despite the incalculable number of worlds and the incomprehensible distances between them, those that can travel through space's infinite expanse continue to wage war, their thirst for conquest undiminished from the days of planet-bound struggle between insignificant and petty empires.

In the disputed heavens, war rages eternal. Mighty battle fleets are torn apart in the blink of an eye by weapons of startling power. These celestial clashes leave little behind but a maelstrom of debris, and the escape craft of a lucky few survivors. Not all are rescued, some drifting for centuries, their lives sustained by technological wonders of the age. Occasionally, one of these life-preserving vehicles plunges through the atmosphere of an uncharted world, crashing in a realm known as Godsfall. The survivors are worshipped as gods, each new arrival, friend and foe alike, competing for the power gained by those that would worship them.

The Codex Antiquorum Artificium is Osenko's hand-scribed technical manual describing much of the

technology that has survived crash landing on the planet over the centuries. Azon has deciphered much of it and concluded that Ziritt has somehow done likewise, for she appears to have the power to wield not only Strache's gifts but those of other gods no longer present on the world. What neither Azon nor Ziritt realises is that Ziritt is a survivor that landed beyond the Godsfall as an infant and has no memory of it. It is Ziritt's DNA that allows her to use the so-called gifts from the Forge of the Heavens.

Plot Synopsis

... During his time with Osenko, Azon was encouraged to make pilgrimages and visit temples the length and breadth of Godsfall. This included those that had fallen to ruin, the deities they were dedicated to long having abandoned the mortal world. The knowledge he gleaned from his travels has given him an understanding of the Codex Antiquorum Artificium, and unique insights only the gods themselves are privy to. With the fall of Strache and the rise of Ziritt, Azon hires the player characters in an attempt to stop the sorceress before she gathers more power. To do so, the player characters must acquire several objects from different temples and assemble them inside the temple of Strache.



Temple Of The Powerless God

...Overview

Temple Of The Powerless God provides options on how the player characters become involved in the adventure and introduces their employer, Azon Skyseer. **The Mission** describes how the player characters fit into Azon's plan to stop Ziritt and **Gifts From The Gods** gives the player characters a choice of payment in cash or access to powerful artefacts once wielded by the gods. **The Ritual Of Knowledge** describes the ceremony and ritual fitting of the artefacts, while **Temple Of Osenko** describes the layout of the temple of the Powerless God.

Setup

Read the following aloud to the players.

“For several days you have travelled the paths of the Hallowed Hills. Now, before you, on either side of the path, are two rocky monoliths, silent sentinels, beyond which, stands the Temple of Osenko.”

Encounter Themes

A strange land with tales of gods falling from the skies, rumours of war, and religions having fallen by the wayside are the main themes to this encounter.

Running The Encounter

There are many ways the player characters can get involved in the adventure and come into contact with Azon. They may already be familiar with Godsfall, or indeed hail from

there, or as is more likely the case, they are adventurers and explorers that have heard strange tales of gods that walk the earth bestowing powerful gifts on their followers.

The following scenarios are suggestions only, and the Game's Master is encouraged to come up with ideas best suited to their group of players.

1. The player characters belong to a sect or cult that is opposed to Ziritt and are offered the chance by Azon to stop the sorceress allowing them to prove their devotion to their god.

2. Mercenary bands are in high demand in Godsfall, and the player characters are mercenaries travelling as part of a larger group. When the group is attacked by a larger force, the player characters find refuge in the Temple of the Powerless God.

3. The one thing many of the various cults and sects seem to have in common is their intolerance of the Powerless God, Osenko. The player characters witness several zealots harassing an old man. The old man is Azon. Azon is looking for brave folk to undertake a dangerous mission, but so far all he has found is cowards and bullies.

4. Desperate and unable to find anyone to help him, Azon travels beyond Godsfall in search of heroes. Perhaps he bails the player characters out of gaol or simply encounters them on the road or in a town.

Regardless of how the player characters come into contact with Azon, he requests that they visit the Temple of Osenko located in the Hallowed Hills. It is here he lays out his plan to defeat Ziritt and the player characters can negotiate their payment.

The Mission

Azon asks the player characters to undertake a mission to stop Ziritt before war consumes Godsfall. Azon believes that he knows how to stop Ziritt wielding the gifts from the Forge of the Heavens. She will still have access to her sorcerous powers, but without the ability to demonstrate her mastery of the gifts, her followers are unlikely to follow her into battle.

To carry out Azon's plan, the player characters must recover several items from various temples throughout the Godsfall before secretly assembling them on the altar inside the Temple of Strache. Azon believes that once the powers of these gifts are combined they will create a large area of effect that stretches for many miles, dispelling powers of any other gifts.

From the Temple of Dridge, the player characters must recover the Anointing Sword, from the Temple of Ullan, The Horizon's Eye, and from the Temple of Uragoth, The Chains of Heavenly Power.



Gifts From The Gods

The player characters are going to face great danger. This is something Azon is open and honest about. Some of the temples have been abandoned for hundreds of years, and no one knows what perils might lurk in their depths. Others are centres of worship, some functioning social hubs of thriving towns and villages, others nothing more than cold stone monasteries on bleak landscapes filled with fanatical acolytes jealously guarding their secrets. In between are the cults lurking in abandoned ruins, questing in ancient forests for lost treasures and living among the insular populations of isolated towns.

Given the danger, Azon is more than happy to offer significant compensation to the player characters. However, while the Temple of Osenko has sufficient coin to spend, Azon does not wish to be left short and offers the player characters a choice between cold hard cash and ownership of a set of Bracers of Steel (see Artefacts for more information), a gift from Steel the Defender, a god that no longer walks the mortal realms.

How much gold Azon offers to the player characters is up to the Game's Master. It should, however, appear generous compared to what the player characters are used to, hopefully giving them the feeling that great danger lies before them. Should the player characters choose the Bracers of Steel as payment, Azon requires them to undergo the Ritual of Knowledge. When the player characters are ready to

leave, one of Azon's acolytes provides the player characters with a map showing the locations of the other temples.

The Ritual of Knowledge

The Ritual of Knowledge is harmless but involves leeches to remove a sample of blood from the player characters. Azon describes the ritual as the bracers gaining knowledge of the wielder just as the wielder gains knowledge of the bracers, allowing both to work in harmony. The ritual is carried out in the inner sanctum and once complete, Azon fits the bracers, which automatically adjust to create the perfect fit.

The Game's Master is encouraged to describe the ritual as a solemn but fantastic occasion.

As the chanting of the acolytes reaches a crescendo, the penduluming of censers fills the ritual chamber with a thick haze of smoke. As the smoke reaches the chamber's edges, it takes on an otherworldly glow, silhouetting Azon with his arms outstretched at the altar. With a flourish of his arms, he reveals the Bracers of Steel, each one suspended by a beam of coloured light.

Temple of Osenko

The Temple of Osenko is built on the spot where Osenko descended from the heavens, preserving it as a site of spiritual significance. Like many of the gods, Osenko once had a large following, but over the years has diminished into insignificance

compared to the other religions in Godsfall. The temple has four main parts.

1. The Pylons

These leaning monoliths meet to form a gatehouse and lavish entranceway to the temple. Numerous large statues of Osenko can be found in many poses acting as buttresses on the outside of each tower. The double doors are large and ostentatious, deliberately oversized to humble those entering them.

2. The Athenaeum

By far the largest library in Godsfall, this building houses thousands of books, many of them written by Osenko himself. Other than scribes dedicated to their unending quest for knowledge, visitors are now few and far between and this area of the building often appears deserted. A veritable maze of bookshelves and stacks of dusty books, it is often impossible to know if anyone is present other than by exploring every nook and cranny. At the entrance is a reception area with a large ornate desk, which is only manned when important visitors are expected. At the opposite end of the athenaeum is a small, nondescript door leading to the Holy Chambers and the inner sanctum

3. The Holy Chambers

The Holy Chambers comprises of a series of dorm rooms and private studies. Once brimming with scholars and fervent followers of Osenko, much of this area is now neglected. Several of the chambers are permanently closed, the chambers as they were when the

doors were locked. Only a few now remain in use, and even these are far from overcrowded such is the decline in the following of the Powerless God.

4. Inner Sanctum

The single largest room of the temple, the inner sanctum is typical of many temples in Godsfall. This long vaulted room is one hundred yards in length, thirty yards wide and encloses the site of Osenko's descent from the heavens. The middle of the room appears to be gouged from the earth, and that is exactly the case. Ten yards wide, the path of Osenko's impact runs down the centre of the room terminating in a crater surround by a large mound of earth, on which stands the altar. The crater and impact track is coated in a resin-like material, preserving its structure. In the roof is an ornate stained glass window depicting a phoenix emerging from a burning chasm. Each year, on the anniversary of Osenko's descent, the sunlight shines directly on the path, causing it to glow with a blinding light. Even after the sun has passed, the path glows all through the night to the rise of the sun the next morning.

Acolyte of Osenko

AC 7 [12], HD 3 (14hp), Att 1 × mace 1d6, THAC0 19 [0], MV 120' (40'), SV D11 W12 P14 B16 S15 (C3), ML 5, AL Lawful, XP 50, NA 1d4 (1d10), TT S

Azon Skyseer

Having truly realised Osenko's gift of knowledge, Azon has after many years of pilgrimage discovered the truth that

those that fall from the heavens are not gods, but simply technologically advanced beings. Azon has deciphered the Codex Antiquorum Artificium and has discovered a way to render the gift of the gods inert. An unsurpassed font of knowledge, there is little Azon doesn't know about the gods. Despite this, as much of knowledge is based on modern scientific method and at times it appears that Azon is talking in another language. Having realised the truth about Osenko, Azon has suffered a crisis of faith and lost his clerical powers.

AC 7 [12], HD 7 (28hp), Att 1 × mace 1d6, THAC0 17 [+2], MV 120' (40'), SV D9 W10 P12 B14 S12 (C7), ML 7, AL Lawful, XP 900, NA 1 TT S Azon wears a set of Bracers of Steel

Smoothing The Road

Unless the player characters are not interested in the premise of the adventure, there is little that can go wrong in the opening scenes.

House Of Dridge ... Overview

In this encounter, the player characters must infiltrate the House of Dridge the Healer and steal the Anointing Sword. **House Of Dridge** describes the physical layout of the temple, while **Death Watch** describes the diabolical cult that uses the religion as cover for its nefarious goals. **Acquiring The Sword** discusses how the player characters might infiltrate the

House of Dridge and acquire the Anointing Sword.

Setup

Read the following aloud to the players.

“The tide of pilgrims swells around you, pressing tighter as the clifftop path narrows. Swept along you find yourself before a colossal white tower that is the House of Dridge. Two giant entwined serpents twist up the outside of the tower. At the top, suspended between their open maws the anointing sword momentarily catches the sunlight in a dazzling flash.”

Encounter Themes

Light and darkness are the main themes for this encounter. From the outside, the House of Dridge appears to represent all that is good, a place of healing and contemplation, but this is, for the most part, a façade. Inside the temple lurks darkness in the form of a diabolical cult that craves power, intending to unleash pestilence and war on Godsfall to fulfil its goals.

Running The Encounter

The Dridge, as his followers are known, are renowned for their healing abilities, their services highly sought after. However, nothing in the Godsfall is quite what it seems, and the House of Dridge is no exception, for there is a darkness that lurks within.

As the player characters attempt to steal the Anointing Sword, they could fall

afoul of the dangerous cabal lurking at the heart of the ancient religion. The House of Dridge is not the centre of healing that it is believed to be. Stealing the Anointing Sword is one thing, but should the cabal learn that the player characters have uncovered their secret, their enforcers dog the heels of the player characters throughout the rest of the adventure.

House Of Dridge

The House of Dridge is located at one end of an ornate bridge that spans a deep canyon. Sometimes referred to as the ‘tollhouse’, the temple doubles as the entrance and exit to the bridge. Like other temples in Godsfall, it is located on the exact site of Dridge’s arrival, which in this case is the side of a cliff along the edge of a canyon. Despite being an ancient religion, its popularity remains undiminished, mainly because the healing abilities of its followers offer something tangible rather than messages of hope, vague prophecies and displays of power.

1. The Tower

One of the largest temples in Godsfall, the House of Dridge is a stunning sight. Constructed as a single tower, the House of Dridge rises from the base of the canyon to soar above it. Functioning as both a temple and an abutment bearing the load of the span across the canyon, the House of Dridge is both functional and symbolic.

The tower is constructed from a marvellous white stone, strongly contrasting with the red hues of the canyon’s sandstone cliffs. The outside

of the tower is decorated with a raised bas-relief carving of two entwined serpents climbing the tower. As the tower begins to taper toward the top, so do the serpents appear to fully emerge from the tower, their open jaws meeting at the top to form a large platform.

2. Heaven’s Gaze

Known as Heaven’s Gaze, the platform at the top of the temple is not only where the anointing sword is kept, but it is where young acolytes are officially inducted into the priesthood having served their time as lay healers. Once anointed, new priests choose to take on apprentices, travelling the land and bringing aid to those that need it.

The Anointing Sword is suspended by an unseen force where the heads of the giant serpents meet. For further information the anointing sword, see Arcanum.

3. The Bridge

Built from the same white stone as the tower, the bridge has three different levels. The top-level spans the canyon and runs through the centre of the temple ensuring all can witness the glory of Dridge, and, of course, pay the toll.

The middle and bottom levels are viaducts, and while physically attached to the tower, don’t enter it as the top-level does. Instead, the viaducts end in walkways on the outside of the tower that lead to paths cut into the sandstone cliffs. It takes many hours to travel the cliffside paths and most opt for paying the toll.

4. The Hospice

Much of the House of Dridge is set aside as a hospice, tending to the needs of the chronically ill and dying. The hospice is the focus of large pilgrimages throughout the year and is constantly busy. The hospice is where most of the priests and acolytes of Dridge live and work.

5. The Inner Sanctum

The inner sanctum marks the impact site of Dridge's arrival on Godsfall. So powerful was the impact that it punched a hole through the cliff and into a natural cavern beyond. Access to the inner sanctum is via a large set of stairs on the ground floor of the tower.

At the bottom of the stairs, at the end of a corridor is a door polished to a mirror finish, an engraving on the door depicts a stylized sunburst. The door is controlled by three guardians that are present at all times and opens by sinking into the floor. As it does, the lights on both sides dim, as if the sun itself is sinking. The door closes by rising out of the floor, the lights gradually brightening as if the sun were rising.

Beyond the door is a sandstone passageway that opens into a large natural chamber. Emblazoned on the floor of the chamber is the same stylized sunburst found on the door. The inner sanctum is a place of chaos compared with the neat orderly rows of just about everything in the rest of the temple. War room, armoury, dormitory, study, alchemist's lab, the inner

sanctum could be described as any of the above.

From the main chamber a number of passageways lead to other areas of the sanctum.

The House of Dridge is presided over by the Worshipful Master, Hospitaller Ungen Kane, a wizened old gentleman whose faculties are fading with age. Master Kane has let power slip from his fingers over the years and now is nothing more than a figurehead, the various factions within the organisation holding the true power, the most powerful of which is the Death Watch.

The Death Watch

A society of the most devout acolytes and clerics, the Death Watch are known for their tireless vigil over those beyond Dridge's help. It is the Death Watch that is the power behind the throne in the House of Dridge and only those that are members are granted access to the inner sanctum to learn Dridge's higher secrets. The Death Watch may appear as devout followers dedicated to easing the suffering of the sick and bringing comfort to the dying, but that is the image they want to portray.

Many years ago a small group of acolytes made a pilgrimage to the temples of some of the other gods. During their visit to the Temple of Osenko, they made a startling discovery. Dridge was not just a god of healing as they had been led to believe by the priesthood, but was the god of disease, pestilence and war. Angered that they had been lied to, they formed

The Death Watch, and over decades have become the most powerful faction within the House of Dridge.

The Death Watch seeks to become the predominant power in the land and to do that they first need to create chaos. Knowing that disease follows at the heels of war like a baying hound, the Death Watch intends to sow the seeds of conflict before spreading pestilence across Godsfall. During such times the heathen and faithful alike look to the House of Dridge for salvation, and when a cure to the terrible plague they intend to spread is announced, the position as the largest religion in Godsfall is assured.

The Death Watch are led by the charismatic Hospitaller, High Cleric Isbran Kol, or High Solace Kol to give him his self-appointed title.

Solace Kol

Quietly ruthless, Solace Kol became disaffected when he discovered that Dridge was more than just a healer, and those in power had fabricated the truth. Armed with new knowledge Solace Kol has created several terrible diseases and intends to release them as soon as war erupts in Godsfall. Solace Kol and his supporters have been manipulating events in Godsfall for years. Indeed, it was Death Watch assassins that were responsible for the death of Strache and Zirrit's rise to power. Solace Kol knows more about Zirrit than Zirrit knows about herself, thanks to knowledge gleaned from his visit to the temple of Osenko.

High Solace Kol

AC 4 [15], HD (36hp), Att 1 × mace 1d6, THAC0 17 [+2], MV 120' (40'), SV D9 W10 P12 B14 S12 (C7), ML 11, AL Chaotic, XP 450, NA 1, TT S

Death Watch Guardian

AC 4 [15], HD 3 (21hp), Att 1 × sword 1d8, THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 9, AL Chaotic, XP 50, NA 1d6 (1d10), TT S

Death Watch Cleric

AC 4 [15], HD 5 (28hp), Att 1 × mace 1d6, THAC0 17 [+2], MV 120' (40'), SV D9 W10 P12 B14 S12 (C5), ML 11, AL Chaotic, XP 300, NA 1d2 (1d4), TT S

Acquiring The Sword

As written the player characters are tasked with stealing the sword. However, there is an alternative. Zirrit has proclaimed the age of gods to be at an end and this hasn't gone down well with the faithful. While the Death Watch may be manipulating events, other factions within the religion may be willing to bargain with the player characters. It should be possible for the player characters to acquire the sword through negotiation and roleplaying, but with stipulations that complicate matters. For example, the sword isn't going anywhere without an honour guard.

One way the player characters might attempt to infiltrate the House of Dridge is by feigning illness. Should they do so, they end up in the hospice where they may encounter the Death Watch.

The Death Watch stands in silent vigil over those nearing their end, and once a patient is close to passing into death's realm, the Death Watch bears them with full ceremony to Dridge's Inner Sanctum.

Should any player character feign a serious enough illness, they could unexpectedly find themselves taken by the Death Watch. Once in the inner sanctum, they have a chance to uncover the dark secrets of the House of Dridge, including that the Death Watch is responsible for Strache's death.

Smoothing The Road

There are many things that could go wrong with this encounter, failure to acquire the sword being chief among them. A simple failure shouldn't be the end of the adventure, and the player characters can always attempt an alternative plan. Perhaps they scale the outside of the tower, or disguise themselves as acolytes about to undergo the anointing ritual. There are plenty of other artefacts all across Godsfall that could be used as alternatives to the sword.

Getting the sword should be tough, but not impossible, for once the player characters have it, they can expect to be dogged by followers of Dridge for the rest of the adventure.

However, if the player characters die in the attempt, so be it, life always ends in death, and for adventurers death often visits sooner and is sometimes a messy affair.

Cultists, Questers, Demagogues ... Overview

Every land has its monsters, and Godsfall is no exception. Yet of all the awful things lurking in dark corners or wandering the land, it is the cultists and demagogues that are the most dangerous.

Encounter Themes

Dogged pursuit, chased down, the hunted, consequence of actions and religious fervour are all themes for this series of encounters.

Running The Encounter

Below is a series of opponents that the Game's Master can use to increase the danger and tension as the player characters rob Godsfall of its cultural heritage.

Temple Guardians

Let's face it. The main theme of this adventure is stealing a bunch of religiously significant artefacts from several different religions. This isn't something most folks are likely to take lying down.

In every religion, there are zealots prepared to stop at nothing to avenge an affront to their god. These fanatics are a greater danger to the player characters than any random encounter with a wandering monster. During the adventure, the player characters can expect to encounter temple guardians trying to get one step ahead of them to recover what is rightfully theirs.

There is no set order in which the player characters must recover the artefacts, and therefore they are only likely to be hunted down by those they have stolen from. That is not to say the order the artefacts doesn't impact on the story, for some temples have more resources and are better organised than others.

AC 4 [15], HD 3 (21hp), Att 1 × sword 1d8, THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 9, AL Chaotic, Lawful, Neutral, XP 50, NA 1d6 (1d10), TT S

The Hounds of Dridge

Once the player characters have liberated the Anointing Sword, it doesn't take long for the followers of Dridge to find their pitchforks and torches. Not only is the House of Dridge one of the largest and more organised of the religions, but they have multiple factions, each of which is eager to prove they have what it takes to recover the sword. Exactly how many factions are active within the House of Dridge is up to the Game's Master, but there should be a minimum of two. The Death Watch and those opposed to them. With the theft of the sword, the Death Watch appears weakened, their followers becoming suicidal in their attempts to recover the artefact.

AC 7 [12], HD 2 (9hp), Att × short sword 1d6, THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 10, AL Chaotic or Neutral, XP 35, NA 1d8 (1d10), TT U

Fervent rage: +1 to hit opponents

Ullanite Monks

The Militant Order of Ullanites may be a dying breed, but the fewer their number, the more radical they become. Of all the adversaries, the Ullanites are the most battle-hardened having travelled the Godsfall seeking adventure after seemingly having visions directly from the All-Seer.

AC 5 [14], HD 4 (hp 20), Att 1 × Mace 1d6, THAC0 17 [+2], MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 12, AL Neutral, XP 200, NA 1d3 (1d8), TT K

The Blessed of Uragoth the Builder

Uragoth has been asleep for many years, and his following is waning. Architects, builders and craftsmen still whisper his name, but his acolytes are small in number and his priests fewer still. Few though they may be, they are relentless in their pursuit of the player characters and the relic they have stolen. Unknown to the player characters the Chains of Heavenly Power are keeping Uragoth alive in stasis and it's imperative they are returned to the temple.

The Blessed of Uragoth are powerful foes, and at first, they try the direct approach and attack, but if defeated they retreat and try and get ahead of the player characters, building clever traps and creating all manner of hazards to try and force them to give up the artefact. If they learn others are hunting the player characters, they try to use that to their advantage.

Questers

Ziritt's most fanatical followers scour Godsfall in search of ancient artefacts. As such, the player characters are likely to run into them long before they reach Ziritt's stronghold at the temple of Strache. These small groups of supporters are not necessarily hostile unless the player characters get between them and something they seek. Should any of Ziritt's followers learn the player characters are carrying a haul of artefacts, then all bets are off.

Demagogues

During such times, '*the end of days*' is a phrase heard in the streets of every city, town and village, and usually from the lips of a Demagogue. Demagogues pose no direct threat to the player characters unless the player characters do something that reveals them for the deceitful and manipulative individuals they are. Preying on the fearful using their prejudices to gather support and luring weak-minded with unattainable promises that speak to their heart's desire, Demagogues roam Godsfall openly recruiting for their patron religion. Some are true believers, others have been paid. Demagogues rarely work alone, and bodyguards and cult enforcers are always close at hand.

Cultists

Cultists are normally a faction that has split from another religion or has formed around a charismatic leader or demagogue with a particular ideal. Some appear barely coherent in whatever message they are trying to spread or goal they are trying to achieve, while others have definite

objectives. Cultists tend to infiltrate small towns and villages, often usurping power and running things behind the scenes. It is not unusual for a cult to have uncovered an ancient artefact, using it as a means to reach their goals. The player characters are likely to encounter cultists in small towns and villages. Cultists are either high ranking officials or street thugs and bullies and the player characters could run afoul of them at any time.

Questers, Cultists, Demagogues

AC 6 [13], HD 1(4hp), Att 1 × weapon, THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (T1), ML 8, AL Neutral or Chaotic, XP 10, NA 1d8 (3d10), TT U (A)



The Sanctorium Of Ullan

... Overview

The player characters must recover the Horizon's Eye, an artefact of great significance to the Ullanites, an order of monks that worship Ullan the All-Seer.

Setup

Read the following aloud to the players.

“The ramshackle town of All-Seer lies before you. Straddling an old pilgrimage trail the town is remarkable only by the number of closed taverns, overgrown shrines and empty souvenir shops lining the streets. Standing above all the buildings, with its grandeur mostly intact, is the Sanctorium of Ullan.”

Encounter Themes

A fading religion surrounded by the slowly decaying town that was built to cater to the large number of pilgrims that once flocked to witness the miracles of Ullan the All-Seer.

Running The Encounter

Ullan used the power of the Horizon's Eye to demonstrate his power of clairvoyance and clairaudience, often preventing atrocities and disasters. **Sanctorium** describes the Sanctorium of Ullan, and the location of the Horizon's Eye, while **Visions** briefly describes the order of Ullanites.

Sanctorium

Ullan's Sanctorium sits in the middle of the small town of All-Seer and is made up of three distinct parts.

1. The Sanctorium

This elongated building has a grand staircase leading up to a set of beautiful polished ironbound doors. Unlike the other temples, there is no impact site. Ullan didn't crash land. Instead, the building itself is designed to mimic the vehicle of Ullan's descent. The inside of the Sanctorium is almost bare of furnishings other than a few neat rows of meditation cushions. The walls are decorated with beautiful mosaics, each tile, once part of Ullan's vehicle.

A single room, the Sanctorium is bathed in the ultraviolet glow of the Horizon's Eye, which hangs from the roof on a series of chains. The light is said to have healing properties, a claim that is considered heretical by the followers of Dridge. There are always two Ullanite monks with their perfectly bronzed skin guarding the door of the Sanctorium.

The Sanctorium normally has a few visitors or townsfolk present but is rarely the place of pilgrimage it once was.

Above the Sanctorium is the loft. The loft is where the hoists for the Horizon's Eye are located. Once used to dramatic effect during the days of Ullan's popularity, the Horizon's eye was hoisted through a trap in the ceiling of the Sanctorium, but the chains of the hoist are now rusty with years of inactivity.

2. Bell Tower

Once used to call the faithful to prayer, the bell tower has long stood idle. Abutting onto the side of the

Sanctorium, but located in the old yard next door, the tower has a walkway from the bell chamber at the top to the Sanctorium's loft.

The tower's bell is made from an alloy of unknown origin and the tale of its construction is just another miracle attributed to the All-Seer. The bell isn't connected to a rope as a traditional bell is, but is activated by pressing a button located in a tiny alcove within the Sanctorium, another of the All-Seer's mysteries.

3. Monastery

Home to the Ullanite Order, the monastery runs along the edges of the old yard. This building is nothing like the temple and has a rundown, ramshackle feel. The monastery isn't much more than a large dormitory with a training hall for the more militant monks among the order and a kitchen and communal dining room. The monastery is where most of the Ullanite monks can be found at any time of the day. The Ullanite monks are often heard murmuring 'the light at the end of the world', many of them believing that should the light of the Horizon's Eye ever go out that it signifies the end of times.

Acquiring the Horizon's Eye

Resembling a large snow globe, the Horizon's Eye is a bulky item weighing 100lbs. Escaping with this item is going to require a bit of thought, for it needs to be removed from the cradle and chains suspending it from the roof. The Horizon's Eye never stops glowing and needs to be covered. The light from the

eye does not have healing properties, but gentle exposure causes the skin to tan and creates a feeling of wellbeing. Too much exposure to the Horizon's Eye or being in close proximity to it (5 feet or less) regardless if it is covered or not can cause visions. It is these visions the Militant Order of Ullanites believes to be warnings from Ullan.

Visions

The Ullanites are divided in their beliefs. The Militant Order of Ullanites believes Ullan has ascended to the heavens, and it is from there that they receive their visions. The remaining Ullanites or Order of Auditors believes that Ullan still lives, but has become lost in the wilderness undergoing some terrible trials. These monks chronicle every tale they hear or vision they receive, believing they can one day discover Ullan's location and guide him home. The Auditors are partially correct. Ullan still lives but has left Godsfall in search of something. The visions come from the array of gifts Ullan has left spread out across Godsfall.

Smoothing The Road

The main challenge in this encounter is the size and weight of the Horizon's Eye. Unless the player characters give this encounter some serious thought, they could end up with an item that encumbers their travels, allowing their enemies to outpace them. Spells, magic items and beasts of burden might need to be employed to make a swift exit.

Monastery In The Mists

... Overview

In this event, the player characters must recover the Chains of Heavenly Power, an item of religious significance to the Blessed of Uragoth.

Encounter Themes

This encounter should feel like the player characters have stepped through a portal into an alien world. Everyday objects should be recognisable, yet different. The mists that surround the monastery should feel creepy and otherworldly. Everyday folk that the player characters encounter should appear to have had minor modifications, have undergone partial transformations or had some kind of implant.

Running The Encounter

Followers of other religions claim they were made in the image of their gods, but Uragoth the Builder is unlike any of the other gods, his cumbersome multi-limbed body setting him apart from any creature in Godsfall. Indeed, the Blessed have undergone the Ritual of Transformation and have been remade in their god's image. The Chains of Heavenly Power are central to the Ritual of Transformation and perhaps, more importantly, they are important to Uragoth, for Uragoth the Builder is also known as the 'sleeping god' for he is very much alive, albeit in a state of slumber.

1. Monastery In The Mists

Located deep within the Celestial Peaks is the Temple of Uragoth, or as it's more commonly known, the Monastery in the Mists. The monastery is constructed on multiple levels on the side of a gently sloping mountain. The monastery, like Uragoth himself, is like nothing else in Godsfall. Its construction techniques are a tightly held secret, with only those towns and villages surrounding the monastery benefiting from the gift of Uragoth's designs.

Approaching the monastery is an uneasy experience, for the mists around it and the surrounding vicinity are said to be unnatural. At night the mists luminesce, their tendrils constantly shifting and perceptibly warm to the touch. The mists create unnatural shadows and give the constant impression that something lurks just beyond sight. The further into the mist travelled, the more the traveller appears to attract the mist's attention, and they soon find themselves surrounded by a nimbus of brightly glowing energy.

The mists are under the control of the Blessed of Uragoth and are considered one of his greatest gifts. Not only do the mists cause intruders to glow, making stealth almost impossible, it slowly saps the life-force of those not bearing Uragoth's mark. Stealing the Chains of Heavenly Power is one thing, but escaping through the mists could be the player character's greatest challenge. For more information on the mists, see Arcanum.

The monastery, and the towns surrounding it, are all built in the same construction style, albeit, for the most part, the monastery's buildings are much larger. All the buildings are a series of interlinked domes, called 'Kerawa' in Uragoth's native tongue. Constructed of something that resembles excreted basalt, these structures have a distinctly alien feel to them, many visitors describing them as hive-like. Each dome is constructed by what appears to be a repeating pattern of segmented spine-like structures. In addition, each dome has a spiral pylon. Not one of these pylons appears identical in size, shape or location, but they all interact with the mist, but how and for what purpose remains one of Uragoth's mysteries.

The entrance to the monastery is at the bottom of the mountain via steep winding steps that lead to the first of the monastery's domes. There is no grand entrance, just an opening. The dome itself is empty, open portals leading to adjacent domes. The interior of most of the domes is reminiscent of a ship's living quarters, each bedecked with hammock-like structures suspended between vertical struts and cocoon-like variants hanging from the roofs.

The domes at the bottom of the mountain are the largest and most populated, successive domes becoming smaller the higher their position. The monastery, like a hive, operates a hierarchy with the Blessed of Uragoth living in the Higher Echelons as the upper levels are known.

At the very top is the Chamber of Mysteries containing the Pool of Transformation. It is here that those Uragoth deems worthy are transformed into his image.

2. Chamber of Mysteries

Small by the standards of the other rooms in the monastery, the Chamber of Mysteries is still larger than most spacious homes. Unlike many of the other temples in Godsfall, the monastery isn't located at the site where Uragoth descended from the heavens. That location is a secret known only to the most trusted of the Blessed. This chamber is warm and clammy. At its centre is the Pool of Transformation, a natural fissure in the floor, filled with some unnatural liquid metal with a yellow hue.

Suspended just above the pool, and attached at both ends by golden sockets, are the Chains of Heavenly Power. The chains are attached to illuminated, fibrous ropes hanging from the roof and running the circumference of the chamber. During the Ritual of Transformation, those Uragoth deems worthy, wade into the pool, release the chains and don them before submerging themselves.

The Chamber of Mysteries is guarded around the clock by the Blessed of Uragoth. There are always two of the Blessed guarding the entrance to the chamber at any one time, but to get there the player characters must make their way through the entire monastery and of course escape.

To reach the Chains of Heavenly Power the player characters need some way to reach across the pool and grab hold of them, or they need to climb the illuminated ropes and descend just above the pool's surface.

Ritual of Transformation

The Pool of Transformation is not dangerous by itself. However, should the player characters enter the pool and remove the Chains of Heavenly Power, they could find themselves in trouble. Indeed, should anyone enter the pool while bearing any Gift, they could quite literally be in for a shock. The energy contained within any of the Gifts is enough to trigger the power of the pool and begin the transformation process.

Save vs Death

Should anyone be in the pool when its power is triggered, they must Save vs Death. Failure does not mean that the character dies, only that the process of transformation takes hold. Should anyone undergoing the transformation process be removed from the pool before it is complete, they must again Save vs Death. Failure, in this case, means death. Those that survive are likely to be hideously scarred.

Exactly what transformation takes place, and how long it takes is up to the Game's Master. The pool transforms the Blessed into Uragoth's image, but the process is normally painstakingly monitored. If the player characters accidentally start the process, anything could happen.

One way to determine the nature of a transformation is to roll once for each saving throw. Keep a record of each one that fails, then roll on the appropriate table for each one failed.

Save vs Death
01 Abomination: You die of your mutations
02 Mostly Armless: Lose a limb
03 Shut Your Face: Lose an orifice
04 Light-fingered: Lose 1d6 fingers
05 Toe-to-Toe: Lose 1d6 toes
06 Atrophy: Lose 1 from a physical attribute
07 Cosmetic: Skin colour change
08 Cosmetic: Hair colour change
09 Cosmetic: Eye colour change
10 Cosmetic: Grow excessive body hair
11 Loud Mouth: Your voice becomes thunderous
12 Heads Up: Gain an additional head
13 Armistice: Gain a limb
14 Heavens Above: Gain a set of angelic wings
15 Raptor: Fingernails become metallic claws
16 Terrifying Shadow: You cast a giant's shadow
17 Unseemly Girth: Your body becomes bulbous
18 Armoured Scales: AC improves by 1
19 Dark Sight: Gain infravision
20 Awesomeness: Gain +1 to a physical attribute

Save vs Wands
01 Soulless: Your life force dissipates, you die
02 Conductive: Additional 1d6 damage when subject to an electrical attack
03 Arc: Your touch causes 1d6 electrical damage
04 Magneto: Large metal objects within 10' repel you. In turn, You repel small metal objects
05 Diviner: Sense large quantities of metal within 20'
06 Delusional: The character is haunted by phantasms only they can see and hear. They are receiving broadcasts from deep space.
07 Projection: Gain the ability to project a phantasm of a god-like figure addressing a vast audience
08 Negation: The power of any one wand type is negated in the presence of the character
09 Amplification: The power of any one type of wand is amplified in the presence of the character
10 Nanite Infestation: The character gains the ability to transform into one creature, otherwise as per the polymorph self spell

Save vs Paralysis
01 Reject: The pool dissolves flesh and bone. You die instantly
02 Incompatible: Lose 1 to a physical attribute
03 Cable Man: 30' of fine high tensile cable can be pulled from an aperture in the wrist or other part of the body
04 Batteries Not Included: Your arm is replaced by a mechanical version that hangs uselessly at your side.
05 Mechanical Arm: Your arm is replaced with a functional mechanical version. Increase STR by 1 or improve AC by 1
06 Additional Arm: A mechanical arm is attached to your body. Unbalanced, you lose a point of DEX
07 Scorpion Arm: A mechanical arm is attached to your back. Choose 1 benefit of such a boon
08 Two Left Feet: Badly formed, your new mechanical foot is a hindrance, lose a point of DEX
09 Mechanical Foot: Increase strength by 1 point for purposes of forcing stuck doors
10 Mechanical Leg: Badly formed, your mechanical leg is a hindrance, lose one point of dexterity and increase/decrease AC by 1
11 Mechanical Leg: Increase strength by 2 for purposes of forcing stuck doors
12 Gekoid: All manner of everyday objects you come in contact with stick to you – it's embarrassing more than anything else.
13 Night Crawler: With full control of your stickiness, you can climb sheer surfaces as if you are a level 1 thief. If you are a thief, increase your level by two for purposes of determining your chance of climb sheer surface.
14 Reconfiguration Error: You constantly bleed, lose 1d4 hit points permanently
15 Quick healer: Heal an additional 1hp when natural or magical healing is applied
16 Afterglow: One of your hands constantly emits a bright light as if the 2nd level magic user spell, Continual Light had been cast on it
17 Acid for blood: Any time you take more than 8hp damage with an attack in melee combat, your opponent is splashed with acid
18 Internal Compass: The chance of losing direction is reduced by 1
19 Calcification: Movement is reduced by 10' but +1 bonus to AC is gained
20 liquid Metal: Once per week you can cause the molecular structure of your body to transform into a metal-like liquid. Grants immunity to normal damage and to flow under doors etc. Lasts INT Rounds. Any longer and the characters loses memory of themselves and dies

Save vs Breath
01 Hypoxia: Oxygen is extracted from your breath before it reaches your lungs, you die
02 Monster Magnet: Your pheromones are in overdrive. Increase the base chance by 1 when rolling for wandering monsters
03 Pheromones: +1 to CHA
04 Brethren: Bearer of the Mark of Uragoth, you can sense the presence of other bearers anywhere in Uragoth's domain
05 Thou Shalt Pass: Bearer of the Mark of Uragoth, you pass unhindered within the confines of his domain
06 Call of the Wild: Breathing on an animal within Uragoth's domain allows you to sense what that animal senses
07 Aura of Death: Non-intelligent undead ignore you
08 Vibrant Life Force: All undead can sense your presence
09 Allergy: Steel or Iron cause 1hp damage for each round you are exposed to it
10 Allergy: Silver causes 1hp damage for each round you are exposed to it
11 Allergy: Gold causes 1hp damage for each round you are exposed to it
12 Affinity: You can smell and taste (detect) concentrations of iron or steel within 60 yards
13 Affinity: You can smell and taste (detect) concentrations of silver within 60 yards
14 Affinity: You can smell and taste (detect) concentrations of gold within 60 yards
15 Pheromones: You exude pheromones that induce fear-all humanoid creatures that can detect scent must save vs breath or flee from your presence
16 Pheromones: You can exude pheromones that induce fear on command. All humanoid creatures that can detect scent must save vs breath or flee from your presence
17 Pheromones: -1 to CHA
18 Corrosive Touch: Metal rusts in your hand and crumbles over time
19 Pestilence: You produce an odour that attracts a constant cloud of flies to your vicinity. These flies carry the plague, but you are immune to it
20 Tech vs Magic: You become more resistant to magic. Improve your saving throws by 1

Spells
01 All Knowledge: Everything you know is absorbed by the pool and wiped from your mind. You die a gibbering wreck
02 Forgotten Words: 1d6 spells are randomly lost from memory as if they had been cast
03 Hot Burn: You are unharmed by non-magical freezing temperatures
04 Null Field: 2 in 6 chance any spell fails to affect you or be cast by you
05 Eye In The Sky: You can see the land as if floating in the heavens. If you spend a round concentrating you can zoom in as if hovering 200' in the air. Only works above ground
06 Beacon: Those with infravision can see you at three times the normal range. You are easily detected behind thin walls, doors and bushes etc.
07 Neutralize Poison: Your touch exudes nanotech designed to neutralize poison. Works as per the Neutralize Poison spell
08 Poisonous Touch: Your touch is poison. Anything you have touched is poisonous for 1d6 hours
09 Automaton: Your touch exudes nanotech that can animate a fresh corpse. This process takes 1d6 hours. This zombie has no memory of its former self and has only the base instincts to hunt and feed. If you also have the Mark of Uragoth, you can command the corpse
10: Forgotten Worlds: You are infused with the knowledge of dozens of individuals as if you had lived a thousand years on multiple worlds

3. The Wall Of Power

The Wall of Power is the name given to the inner sanctum of Uragoth. Adjoining the Chamber of Mysteries, the inner sanctum is the only room in the monastery that has a door. Inside this small chamber, the large form of Uragoth is encased in a sarcophagus of armoured glass. The illuminated ropes from the Chamber of Mysteries originate in the inner sanctum, leading from the sarcophagus. The moment the player characters remove the Chains of Heavenly Power in the Chamber of Mysteries, Uragoth begins to awaken from his slumber.

The air is thick with charge in this chamber, and a distinctive hum emanates from the wall. Anyone wearing metal armour entering the chamber causes a lightning storm. Unless the player characters are standing in their bare feet, the electrical discharge is harmless, however, the lightning storm is exceptionally bright and a Save vs Spells is required to avoid temporary blindness that lasts 1d6 Rounds.

Uragoth The Builder

Few individuals have embraced elevation to godhood as Uragoth the Builder. Little more than a bred for purpose slave subject to the whims of his masters, Uragoth feels blessed with his good fortune at landing on Godfall. Unleashed, and free to break the conditions of his birth parameters, much of his time is spent on wild experiments and creating wonderful habitats. Uragoth is among those on Godfall known as a sleeping god. Many of these individuals are long-lived, still having access to their cryo-sleep chambers that rejuvenate their bodies. While the other so-called gods are all of human ancestry, Uragoth is something else altogether. His segmented, multi-limbed body is insect-like in appearance, his torso, large and muscular support six arm-like appendages.

Uragoth's most ardent supporters consider his form to be superior, and many have undergone the Ritual of Transformation, their bodies remoulded in Uragoth's image.

Uragoth

AC 6 [13], HD 9 (50hp), Att ×2 mace 1d6 or power, THAC0 14 [+5], MV 60' (20'), SV D6 W7 P9 B11 S9 (C9), ML 8, AL Neutral, XP 1600, NA 1 (N/A), TT B

Electrical Discharge: Creatures caught in this lightning bolt suffers 6d6 damage, with a successful save versus wands indicating half damage.

Command Mist: Uragoth can override all existing commands and summon the mist to aid him.

Clairaudience: Grants the ability to hear any sound that would normally be audible and made in the presence of the mist. In addition, Uragoth has the unique ability to utilize the properties of the mist to directly communicate with those bearing his mark.

Clairvoyance: Grants the ability to view anything that would normally be visible in the presence of the mist. Uragoth has the unique ability to utilize the properties of the mist to directly communicate with those bearing his mark. In addition to the above powers, Uragoth has Infravision

The Blessed of Uragoth

AC 7 [12], HD 5 (25hp), Att x2 mace 1d6 or power, THAC0 17 [+2], MV 90' (30'), SV D9 W10 P12 B14 S12 (C5), ML 10, AL Lawful, XP 500, NA 1d4 (1d6), TT T

Electrical Discharge

Creatures caught in the lightning bolt suffer 3d6 damage, with a successful

save versus wands indicating half damage.

Command Mist

The Blessed can summon the mist to aid them.

Clairaudience

Grants the ability to hear any sound that would normally be audible and made in the presence of the mist.

Clairvoyance

Grants the ability to view anything that would normally be visible in the presence of the mist. In addition to the above powers, the Blessed have Infravision.

Smoothing The Road

This should be a difficult encounter and there is plenty that can go wrong, especially if the player characters choose to come to the Uragoth's monastery first. The opposition is tough and the Games Master should feel free to balance the difficulty of any combat encounters if they feel they are too overpowered.

Should the player characters fall afoul of the Pool of Transformation it could be their end, or as the case might have it, their rebirth. Both death and rebirth can be potentially destabilising, and the Games Master is encouraged to come up with their own flesh altering ideas.

On The Altar Of Strache ... The final encounter in this adventure, the player characters must make their way past the gathered armies, enter the Temple of Strache and assemble the artefacts.

Encounter Themes

Impending conflict, preparations for war and the burden of knowing that only the player characters themselves can stop it before it begins are the themes for this encounter.

The closer the player characters get to the Temple of Strache the greater the signs of impending conflict. Armies are gathering and the Game's Master should describe the associated horrors and atrocities that follow in an army's wake, such as burnt out villages and brutal slayings.

Running The Encounter

Strache died only a few short years after arriving on Godsfall, and as a result, the Temple of Strache remains only partially built. The temple should be considered as an abandoned construction site, rather than a ruined building. The artefacts need to be triggered just as Zirrit begins her daily demonstration of her mastery over the gifts from the Forge of the Heavens.

1. Unknown Armies

Several large armies and an ever-growing number of camp followers surround the Temple of Strache. In this encounter, the player characters need to get past the armies and reach the

temple. Exactly how the player characters do this is down to them.

First, the player characters must get passed the overlapping picket lines each army has fielded. This could be as simple as a Thief sneaking into the camp to cause a distraction or an attempt at deception where player characters dress as guards or even present themselves as volunteers.

Once past the pickets, the player characters have an easier time. Army camps are a place of organised chaos, and people are coming and going constantly. Getting into the temple, however, is the most difficult challenge the player characters are likely to face.

2. Under Construction

Entrances to the temple are guarded by Zirrit's fanatical followers and the player characters should be carrying the gifts with them, a cumbersome load to be sure. Fighting their way past Zirrit's guards at this stage is just likely to bring them to Zirrit's attention and alert more guards.

There are few roving patrols around the temple, however, the bulk of the guards are centred on the various entrance ways, especially those that have yet to have their doors fitted.

All construction halted on the temple the day Zirrit rose to power. As a result, most of the temple has not been roofed. Indeed, some areas of the temple still have scaffolding on the walls offering the player characters the perfect way into the temple. Once inside the temple,

the player characters need to find their way to the inner sanctum, find the Altar of Strache and assemble the gifts just before dawn. While most of the temple remains a building site, some areas of the temple are inhabited by Zirrit and her most ardent followers, but luckily the inner sanctum isn't one of them.

3. The Altar of Strache

Surrounded by a screen of light cotton sheets, the Altar of Strache stands on a plinth glowing with a gentle light. The diffuse glow of the sheets illuminates the room and the framework of the unfinished roof above it.

It is clear from the instructions the player characters were given that the device has to be assembled on the altar. An expectation from the player characters is that once they assemble the device is that they can sneak off into the night. However, once the device has been activated, both the device and the altar begin to blaze with a light so intense that it becomes almost impossible to look at. This is the device building to full strength before it is activated. Should the player characters leave at this stage, Zirrit is alerted and the device is disassembled. The player characters have a choice to make, stay and defend the device until it activates or flee and have the device captured. Of course, the player characters have no idea what the device does, and may suspect that it is some kind of explosive.

4. Null Field

This is the big showdown. Assuming the player characters don't simply abandon the device once it is activated, they have to defend it from the temple guards that swiftly arrive to investigate, and shortly after, Zirrit arrives along with a number of her followers.

The battle should be brutal with no quarter offered or given. Zirrit not only has zealots aplenty willing to die to protect her but also has a powerful array of weaponry. However, once the device activates every one of the gifts from the Forge of the Heavens becomes inert, including anything carried by the player characters. Once it becomes clear that Zirrit no longer has command of the gifts, her supporters swiftly lose any interest in throwing their lives away for her cause.

Exactly when the device activates should be randomized. Zirrit has an unlimited supply of soldiers, and throughout the battle, the player characters should be uncertain of the exact timing of the device's activation. To determine random activation, the Game's Master should have one of the player characters roll a pool of 4 or 5 six-sided dice each time it is their turn to act. Any dice that rolls a 6 should be removed from the pool. Once the pool is reduced to zero the device activates. On average a pool of 5 dice should result in activation in 13 rounds. To reduce the average time the pool can be reduced to 4 dice or have each player roll what remains of the pool on each of their turns.

Null Field

When the device activates, for a split second it blazes with the light of a dozen suns. Not only does it instantly render any gift useless, but everyone in the immediate vicinity must Save vs Spells to avoid temporary blindness that lasts 1d6 Rounds.

Zirrit

Jenna Rebecca Ziritt is a unique case in Godsfall. A child of two tribes, she shares DNA of the Phoenix Risen and Equinox Command factions. In addition, she is a survivor of a crash landing outside Godsfall and growing up as a child surrounded by the ambient magic in the world has imbued her with sorcerous powers that the gods cannot wield.

Ziritt's DNA allows her to use the powers of any of the gifts from the Forge of the Heavens, with the exception of the alien faction. Ziritt knows nothing of her heritage, only that she can wield the gifts of the gods without their blessing, thus decrying the gods as the imposters they truly are. Ziritt does not suspect that she is, in fact, one of them.

AC 8, [6]HD (24hp), Att 1 × weapon or spell, THAC0 17 [+2], MV 120' (40'), SV D11 W12 P11 B14 S12 (M6), ML 9, AL Neutral, XP 1500, NA 1 (N/A), TT V

Ziritt wears a set of the Bracers Of Steel and wields the Staff Of Light And Thunder (see Arcanum).

Smoothing The Road

The junction between success and failure is often the roughest section of any road. The Game's Master is encouraged to let the result of the dice prevail and lead the player characters to whatever outcome awaits them.



Legacy

As written, the activation of the device destroys any gift within several miles. If the Game's Master prefers, the gifts are not destroyed, only temporarily deactivated until returned to the temple of their origin. By the time such things are discovered, Ziritt's time has passed.

The time of the gods may well be at an end, but it is only temporary. The pulse sent out by the device acts as a beacon and a few days after the final battle, the

heavens burn as dozens of escape craft having homed in on the signal blaze across the sky, bringing a new generation of gods.

Sequels

Should the Game's Master wish to continue adventuring in Godsfall, there are plenty of opportunities to do so. The player characters are likely to have made a significant number of enemies. Perhaps the player characters learn on returning to the Temple of the Powerless God that the gifts can be made to function again should they be returned to their corresponding temples. Now the player characters have to return the gifts to where they found them. This includes the Bracers of Steel, which need to be returned to the Temple of Steel to reactivate them.

There are dozens of other abandoned temples across Godsfall that are likely to contain gifts from the Forge of the Heaven's, and seeking out these temples could become the theme for a series of adventures.

With more gods falling from the skies, it's only a matter of time before a new power struggle envelops Godsfall. It may once again be time for the player characters to take sides.

As an alternative, the player characters could be intergalactic explorers having discovered a strange world. Do they try and pass themselves off as gods, or do they help Azon in his quest to prevent war from consuming Godsfall.

Tools Of The Trade

... This section provides a map of the land of Godsfall and a map of each of the temples the player characters must visit to accomplish the adventure goal.

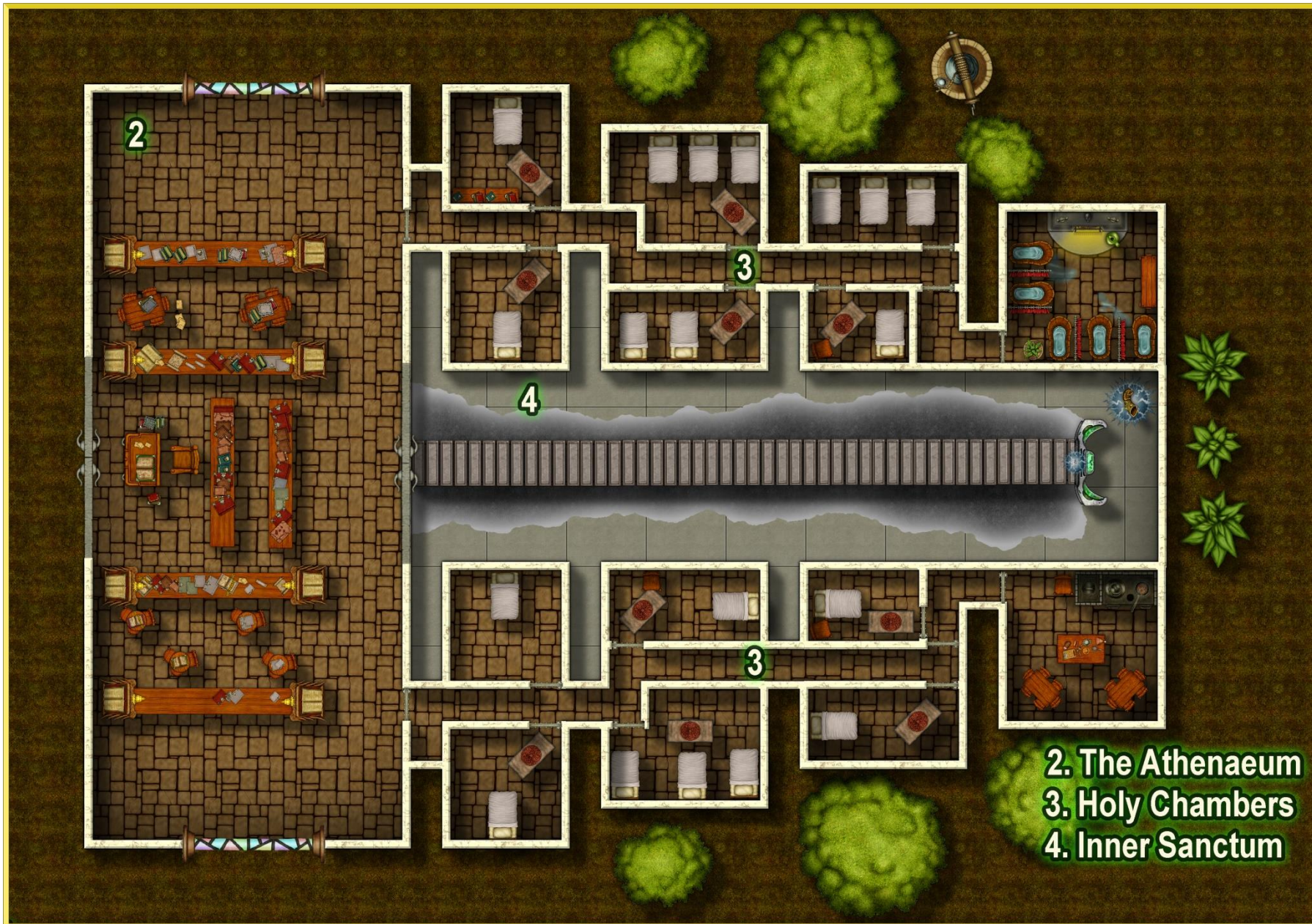
Each of the temple maps comes with two versions, one with a key and one without.

The House of Dridge is a towering complex and is comprised of four different maps, the Inner Sanctum below ground level, the Hospice on the ground floor, the middle level and Heaven's Gaze on the top floor. The middle level has been left intentionally blank to allow the Game's Master the freedom to populate it however they desire. Depending on how large the Game's Master wants the House of Dridge to be, the map can be used for multiple levels, each one different than the one before.



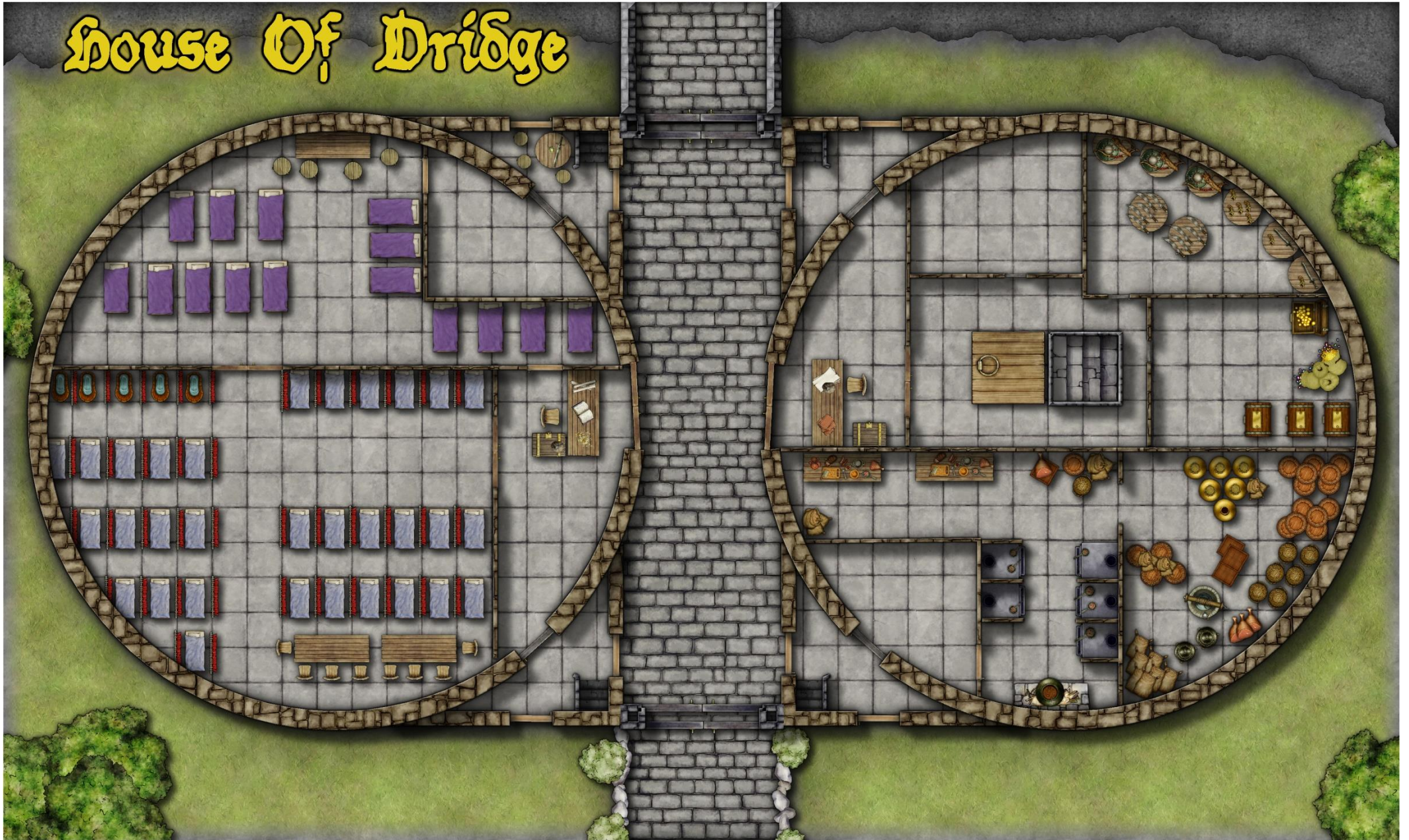






- 2. The Athenaeum
- 3. Holy Chambers
- 4. Inner Sanctum

House Of Dridge

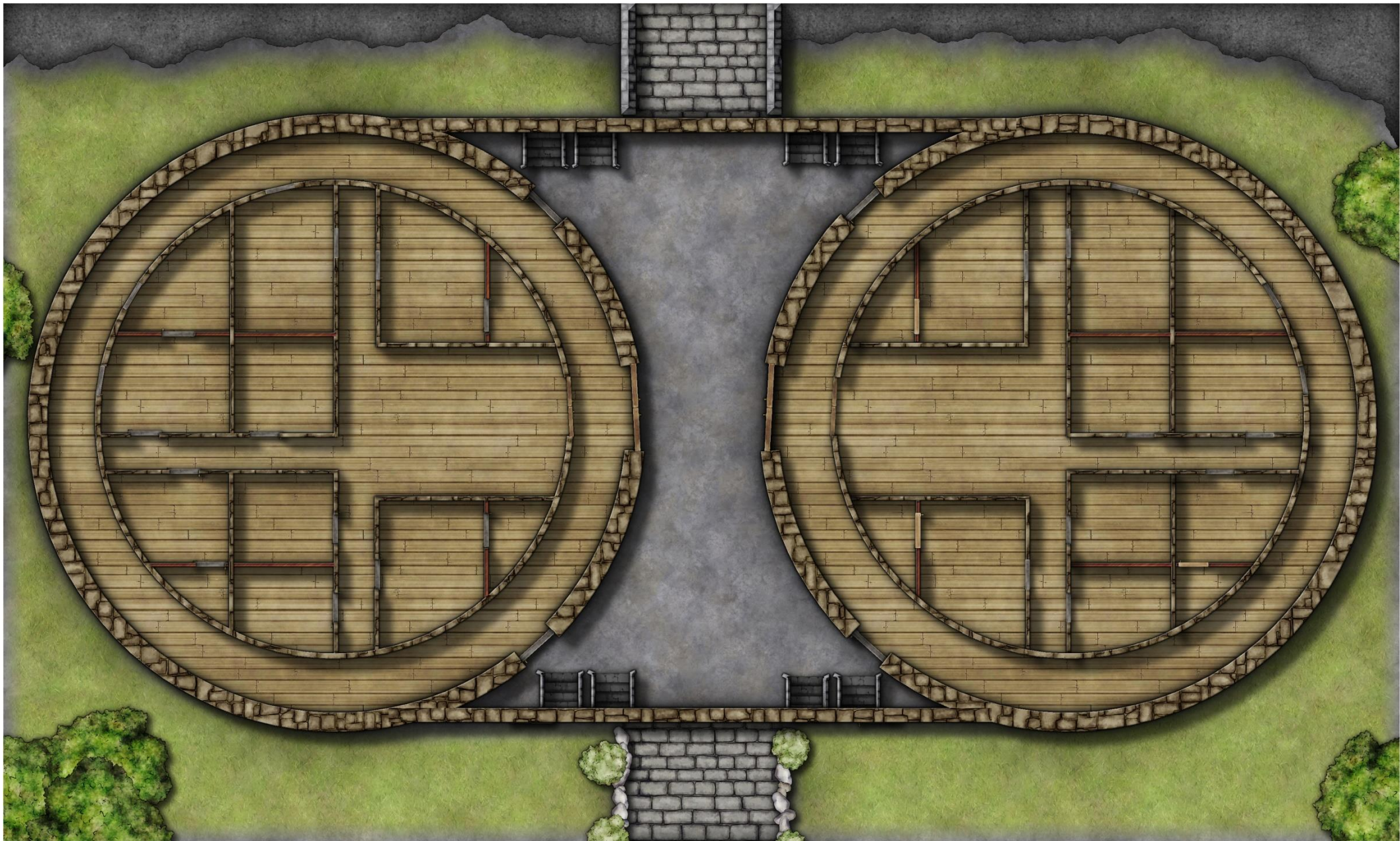


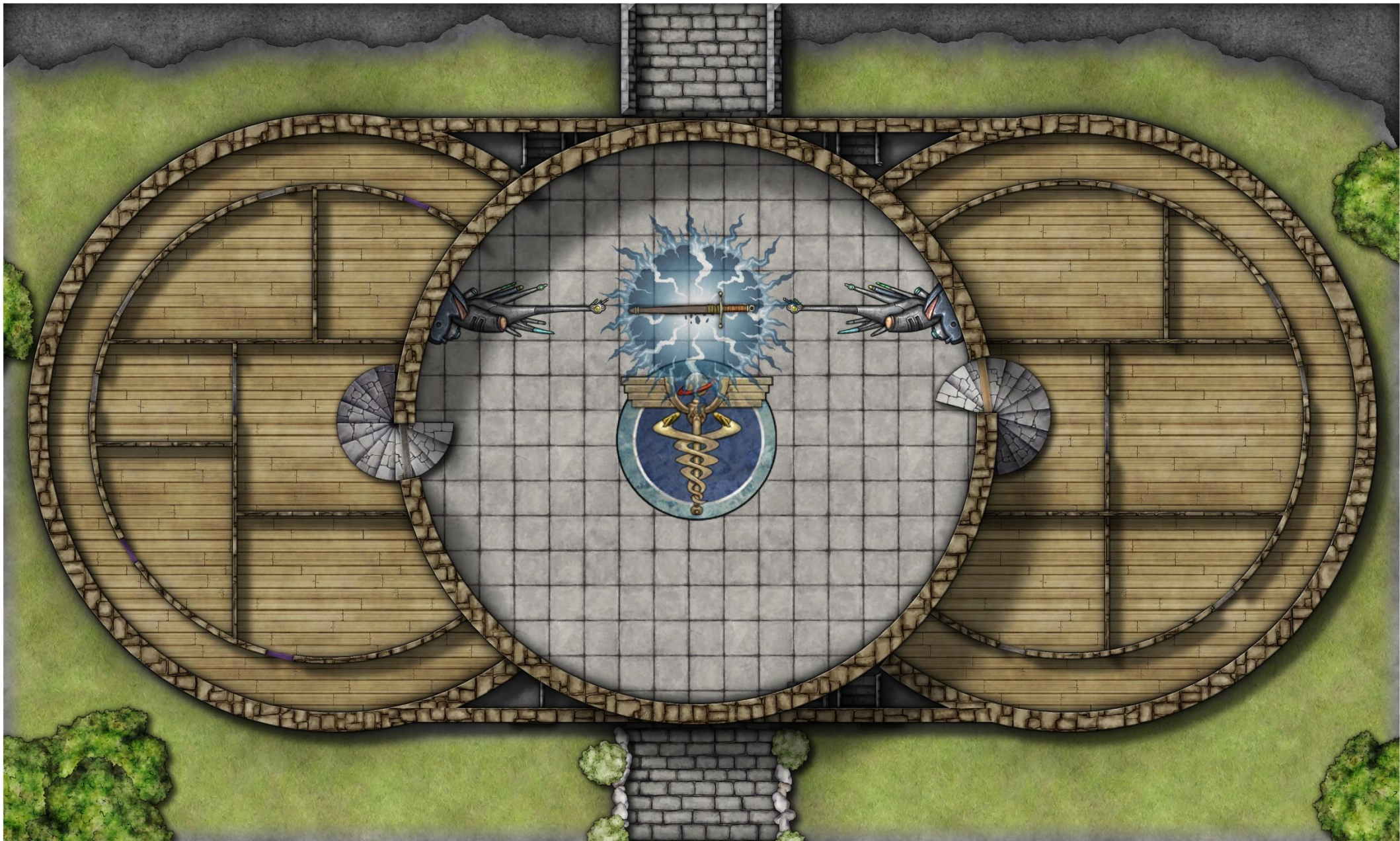
House Of Dridge



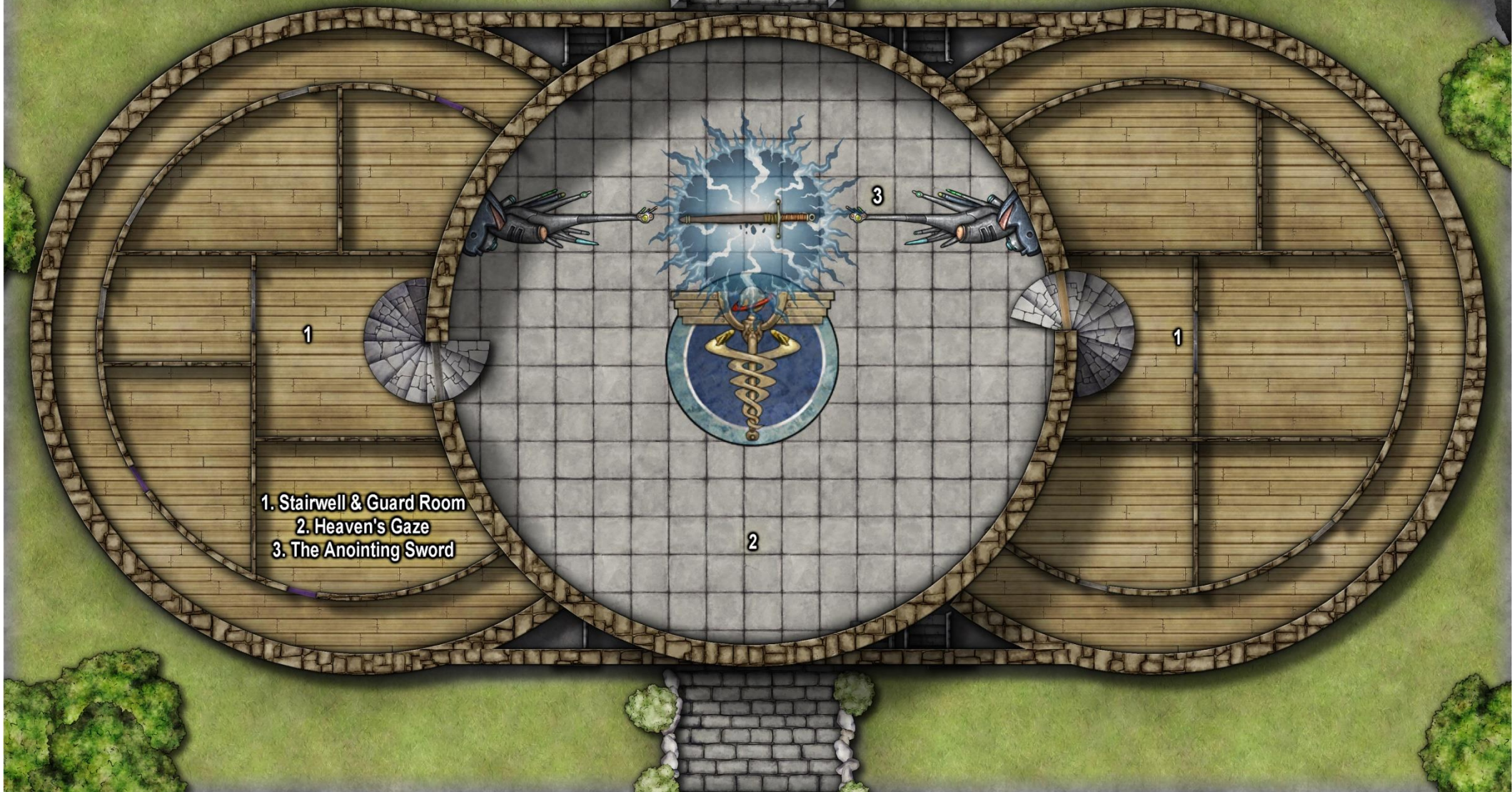
- 1. Main Towers
- 2. Guard Rooms & Stairs
- 3. Bridge
- 4. Hospice
- 5. Stairs To Inner Sanctum

- 6. Barracks
- 7. Kitchen & Stores
- 8. Toll Offices
- 9. Treasury
- 10. Armoury





Heaven's Gaze



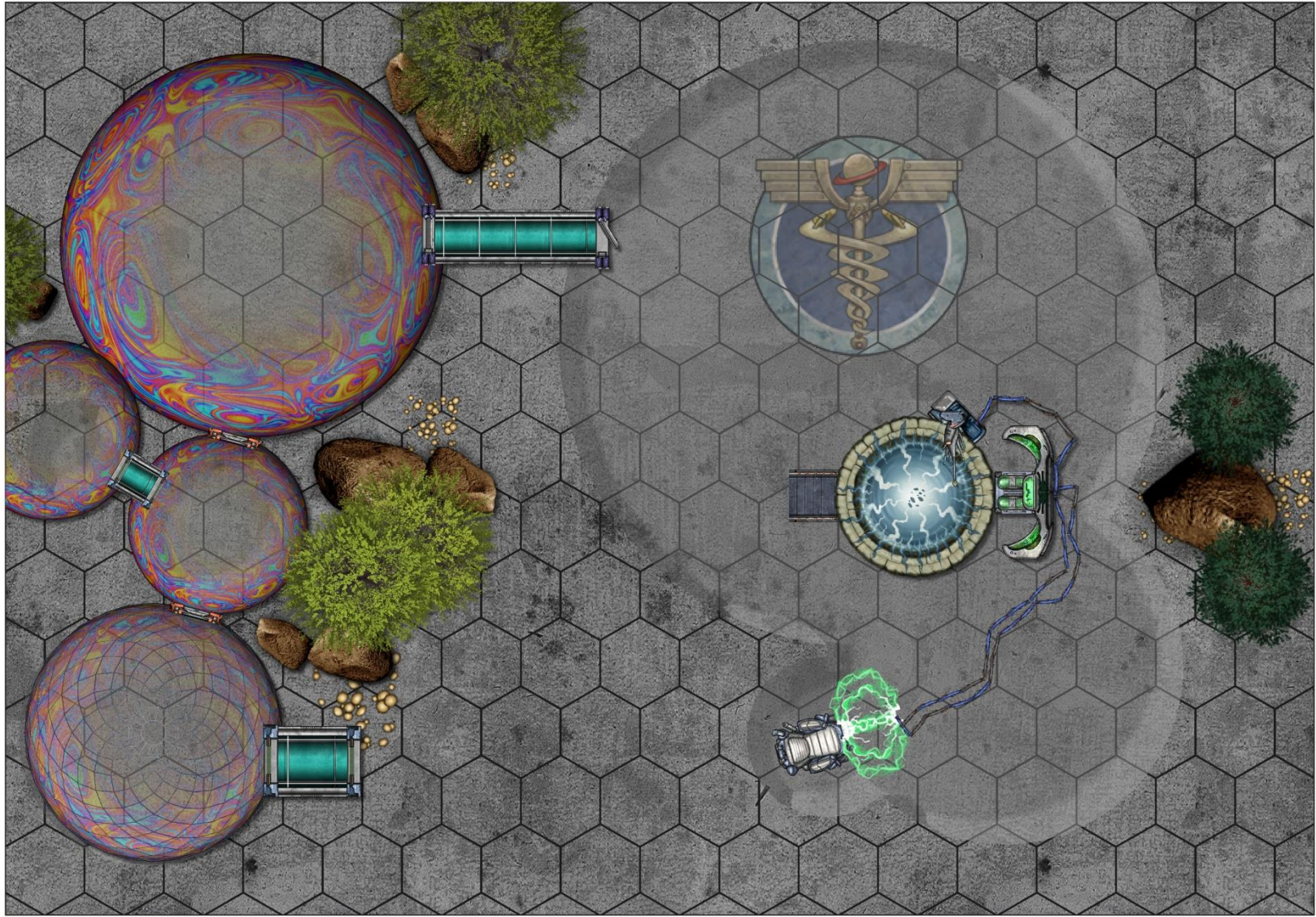
Inner Sanctum

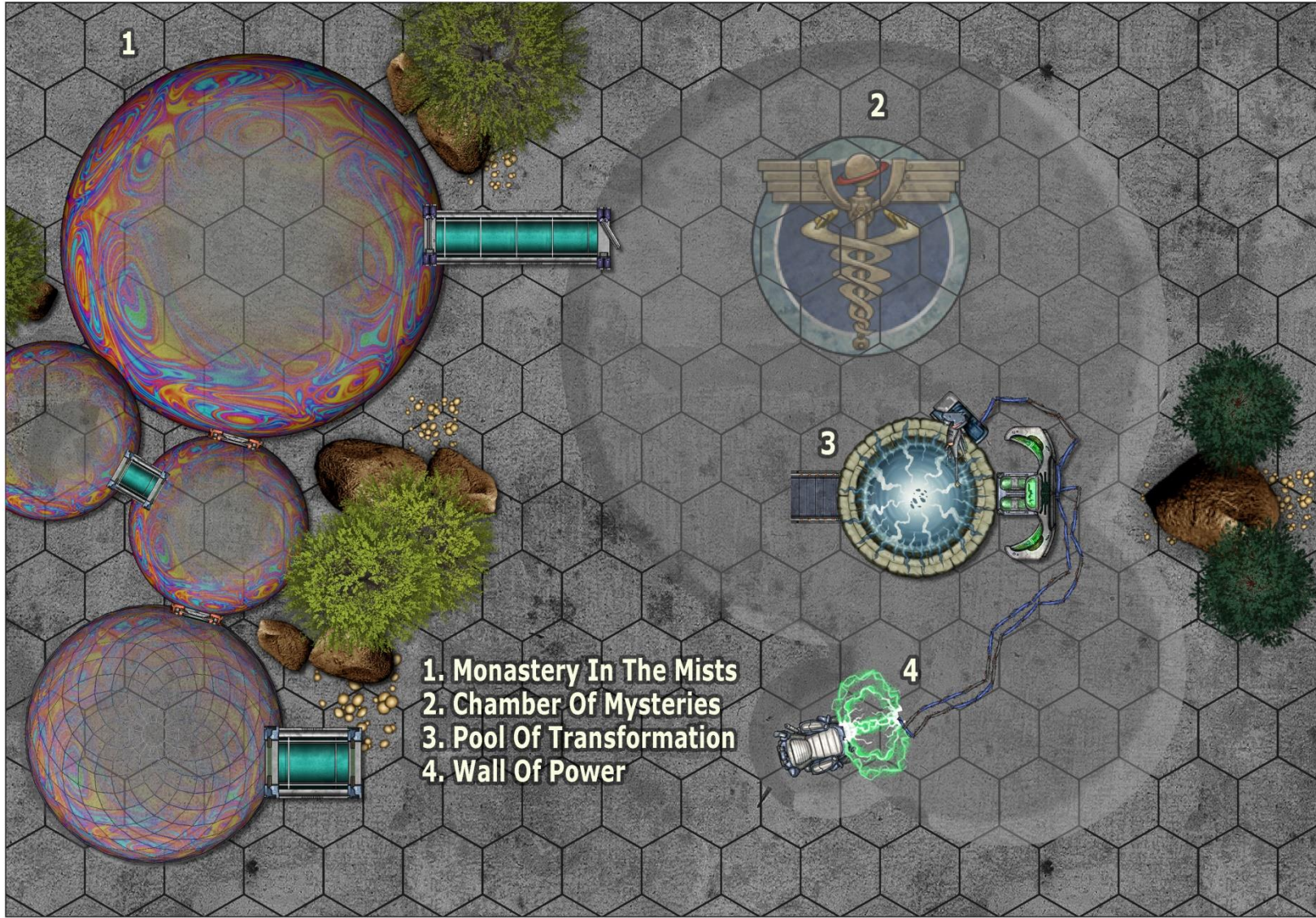












- 1. Monastery In The Mists
- 2. Chamber Of Mysteries
- 3. Pool Of Transformation
- 4. Wall Of Power





- 1. The Sanctorium
- 2. Bell Tower
- 3. Monastery

The Gods

... This section presents a general description of the gods and factions they were loyal to.

Name: Osenko-Tomaz Jerosenko (The Powerless God)

Pantheon: Phoenix Risen

Status: Dead

Career: Scientific Officer

Gifts: Knowledge

Religious Leader: Azon Skyseer

Description: Higher Scientific Officer Tomaz Jerosenko, civilian attaché to the Phoenix Armada, survivor of the battle for Nebula's Rift, crashed landed on Godsfall over 500 years ago. Jerosenko taught his worshipers modern scientific method and the power of education and knowledge. Known as the powerless god because he wielded no weapon nor had any sophisticated technology, Jerosenko turned to the only gift he could offer, that of knowledge. Jerosenko hoped that one day his followers would realise that those that descend from the Forge of the Heavens are not gods, just individuals lucky enough to escape the carnage of a fleet action.

Name: Dridge-Joal Langridge

Pantheon: Equinox Command

Status: Dead

Career: Biological and Chemical Warfare Expert

Gifts: Med Tech

Religious Leader: Worshipful Master, Hospitaller Ungen Kane

Description: A military officer in the Equinox Command, Joal Landridge commanded a special operations warfare unit charged with locating and destroying biological and chemical agents. Stranded after a fleet action in the Quatermane Sector, Landridge and his crew put their ship on autopilot and entered hypersleep. For reasons unknown, Landridge's command pod was jettisoned, crash landing in Godsfall many years later. After Landridge's death, his followers chose to hide or erase much of his works. Ironically, parts of those works have surfaced and without context have created a legacy that would have horrified him.

Name: Strache-Dani Strachen

Pantheon: Equinox Command

Status: Dead

Career: Trooper

Gifts: Plasma Cannon

Religious Leader: Executed

Description: A trooper in a high threat response combat team, Dani Strachen found herself cut off during a boarding action. Behind enemy lines, Dani abandoned ship using an enemy escape pod and crashed in Godsfall several years later. Armed with technologically advanced weaponry, Dani became Strache, the god of Light and Thunder. Seeing an opportunity, the Dridge assassinated Dani allowing the fanatic, Zirrit to usurp Strache's position and declare the age of gods to be at an end.

Name: Steel The Defender-Jacob Steele

Pantheon: Phoenix Risen

Status: Ascended

Career: Bodyguard

Gifts: Weapons Tech

Religious Leader: High Guardian Hilas Vog

Description: Bodyguard to the rich and powerful, Jacob Steele found himself in the wrong place at the wrong time. Caught in the middle of a conspiracy and assassination attempt, Steele barely escaped with his life. Managing to flee in an executive escape vessel, Steele arrived on Godsfall with a large assortment of weapons and technology. Teaching his subjects various forms of self-defence and bestowing his most precious items on his most gifted students, Steele soon became known as Steele the Defender. Almost 50 years after his arrival, his escape craft's emergency location beacon was picked up and Steele was rescued. While the Temple of Steele lies in ruins, his legacy lives on and his acolytes travel the land defending those that can afford their services. As tradition dictates, the most senior acolyte must return to the temple and protect it and take on the mantle of High Guardian.

Name: Uragoth-Uragoth The Builder

Pantheon: Alien Faction

Status: Sleeping

Career: Engineer

Gifts: Alien Tech

Religious Leader: Blessed Lord, Algertan Vor

Description: Bred as a tech engineer for the Thargon Alliance, Uragoth is one of the oldest of the gods. Exiled for exceeding the parameters of his training, Uragoth was sentenced to drift in the endless void. Uragoth has little other memories of how he arrived on Godsfall other than waking up surrounded by peasants with pitchforks. A short-circuiting capacitor bank saved Uragoth when electricity arced electricity all across the surface his ruined craft cementing his position among the pantheon of gods.

Name: Conor Cuhullan-Ullan The All-Seer

Pantheon: Phoenix Risen

Status: Wandering

Career: Communications Officer

Gifts: Voice Across The Void

Religious Leader: Carn, Master of Eaves

Description: Comms Officer on the Brazen Star, the flagship of the 2nd fleet, Officer Cuhullan volunteered for a mission to investigate the hulk of an ancient starship that had been found drifting in a mined-out asteroid belt. Cuhullan's sensor sweeps suggested the ship had been placed there to lure Phoenix Risen forces into an ambush, but the generals insisted that the mission proceed. It was indeed an ambush, one Cuhullan had prepared for. Cuhullan escaped, but not before his survey ship took damage. Unlike many of the other so-called gods, Cuhullan crash-landed on Godsfall with his ship mostly intact. Setting up hidden

listening posts across Godsfall, Cuhullan soon became known as Ullan The All-Seer.

On Gods And Magic

Streaking through the atmosphere in a blaze of flame and light and surviving the impact is usually enough to convince the people of Godsfall of one's divinity. Any scepticism is easily pushed aside by the demonstration of powerful gifts bestowed on the faithful. If that were not enough, those that are not native to the world on which Godsfall is found, are immune to the effects of magic. Perhaps the only chink in the illusion of divinity is that while the gods are immune to magic, they are also unable to wield it. Yet to the believers in Godsfall, the power of their gifts appear like magic. While the gods are immune to individual spells, they are not immune to secondary effects. For example, while a fireball might not cause harm, the pool of oil, or forest it sets alight will. The Game's Master is the ultimate arbiter of exactly what impact magic has on the gods.

Although the gods are not real, clerics that follow them still have access to their magic, for belief is everything.

Arcanum
...The Forge of The Heavens is where the people of Godsfall believe the gods create their powerful gifts and weapons.

Anointing Sword

At a distance, sitting on its plinth, this artefact appears to be a two-handed sword. However, it is anything but. While it may be used by the House of Dridge to anoint their converts, this device is, in fact, a powerful signal-boosting antenna. Constructed from ultra-light alloy impregnated with molecular capacitors, the antenna acts as a powerful battery. Anyone struck with the antenna is subject to a massive electrical discharge. Creatures struck by the Anointing Sword suffer 4d6 damage, with a successful save versus wands indicating half damage. The Anointing Sword a finite, but unknown number of charges. See Power of the Gods below.

Armour of Ullan

Once fitted, this form-fitting liquid metal armour can only be removed on the bearer's death. To successfully remove it from the living requires a successful save vs death. The secret of this fantastic armour is known only to Ullan and the current Master of Eves. The Armour of Ullan does more than just protect its owner, it allows direct communication with Ullan, should he choose to do so. In addition, the armour also picks up broadcasts from the Forge of the Heavens. These are the visions the Militant Order of Ullanites believe they are seeing. This armour is the equivalent of chain mail + 2 and has no encumbrance penalty.

The Mists of Uragoth

Perhaps one of the most peculiar of all the gifts is the Mists of Uragoth. This unnatural creation all but hides the monastery and the surrounding towns and villages. Only the strongest winds seem to affect the mist, revealing the monastery briefly before it is obscured again. The mists are the pinnacle of technological achievement, the results of the very experiments that got Uragoth exiled. The mist is semi-autonomous but can be controlled by the Blessed when required. The Mist of Uragoth has the following powers.

Intruder Alert

Those that live in Uragoth's domain are blessed with his mark. The mist can detect those without Uragoth's Mark and report their presence and exact location.

Track

The Blessed can command the mist to track an individual. This is noticeable to those being tracked as the mist perceptibly thickens and flows around them.

Manifest

The Blessed can command the mist to attack. Once commanded the mist coalesces and engulfs its target. Once manifested the mist becomes vulnerable to attack and has the following stats.

AC 5 [14], HD 10 (60hp), Att 2 × power, THAC0 12 [+7], MV 140' (140') / 140' flying, SV D10 W11 P9 B12 S10 (T10), ML 12, AL Neutral, XP 1600, NA 1, TT N/A

Aura of Cold: A successful attack with this power causes 6d6 damage, with a successful save versus wands indicating half damage.

Nano Swarm: A successful Attack with this power causes 4d6 damage. After the initial successful attack, the mist can continue to inflict 2d6 damage each round. This counts as an attack, but no roll is required. A successful save versus wands indicates half damage.

Regeneration

The mist regenerates 2hp at the start of each round. Once reduced to 0hp the mist dissipates but continues to regenerate. Once it has fully regenerated, it will reform, but will not act without further instruction from the Blessed.

Weakness

The mist cannot travel beyond Uragoth's domain. The mist covers a large area, but attention can only be focused on two simultaneous locations or tasks e.g. it can manifest and use one attack while tracking an individual or reporting their location elsewhere. If it uses two attacks in one round, it cannot carry out any other task that round.

The Staff of Light and Thunder

This exceptionally powerful weapon was responsible for Strache's rise as the god of light and thunder. Designed as a boarding weapon for cutting through bulkheads and for room clearance, this lance projects a spear tip of plasma at one end and plasma cannon at the other, allowing it to be used as a melee or ranged weapon.

Plasma Blade

For melee combat, this weapon can be considered as a spear +3

Plasma Cannon

An incendiary bolt of plasma blasts towards an area up to 360' distant and detonates in a 40' diameter sphere. Creatures caught in the detonation suffers 7d6 damage, with a successful save versus wands indicating half damage. The Staff of Light and Thunder has a finite, but an unknown number of charges. See Power of the Gods below.

Bracers of Steel

The Bracers of Steel can easily deflect even the most powerful of blows. They allow their bearer to sense incoming attacks, melee or ranged. After a successful attack has been rolled, but before the damage is determined, the player can choose to employ the power of the bracers. The bracers deflect the attack by throwing up a shield and does not improve the character's Armour Class. The bracers hold a finite, but an unknown number of charges. See Power of the Gods below.

Power of the Gods

To model a finite, but an unknown number of charges, the player should roll a diminishing pool of d6. 6d6 is recommended for the initial size of the dice pool, but this can be increased or decreased at the Game's Master's discretion. Each time the item is used, the pool is rolled. Remove any die that rolls a 6. Those that remain constitute

the remaining power of the item. This allows the player to know when the power of the item is low, but not exactly when it will run out. The power of these items can only be replenished by returning them to the originating temple. The Game's Master may rule the dice pool should be rolled more than once to deflect exceptionally powerful attacks.