

Crown of Qthuken



Old School Adventure Toolkit

By Sean Wills





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Many thanks to all who stormed the Halls of Qthuken (or perished trying) during playtesting

Here are tools, left in your capable hands to craft your own adventures in the New World. Make of them what you will.

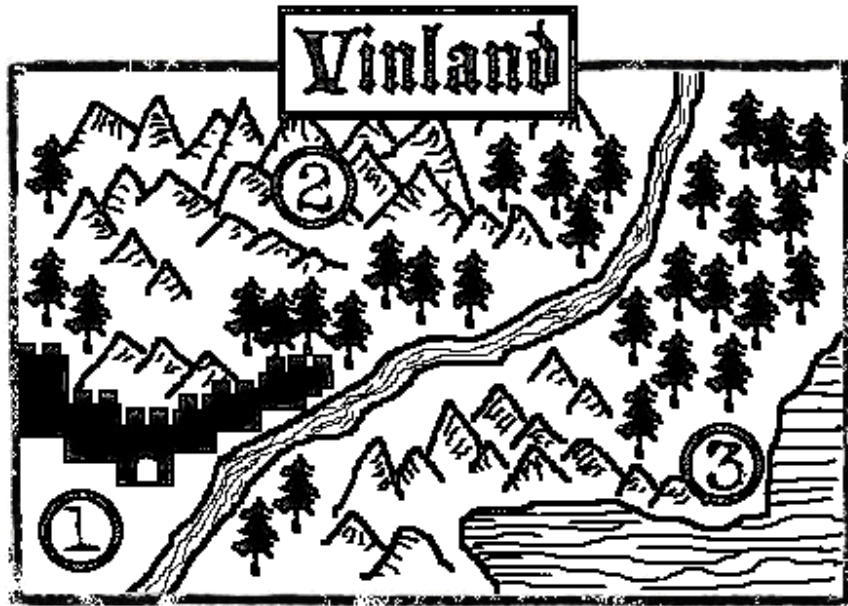
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1-Tiberian Camp 2-Halls of Qthuken 3-Port St Willem

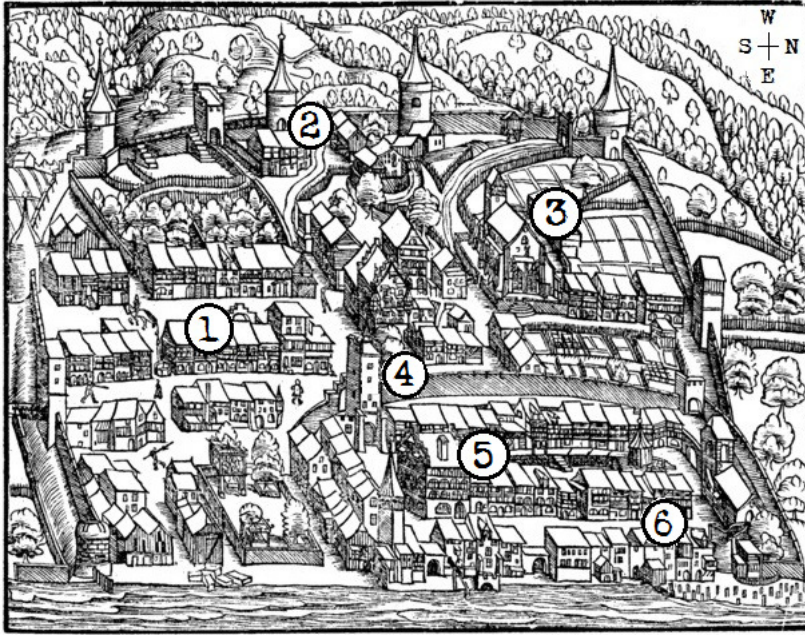
In the autumn years of the HOLY TIBERIAN EMPIRE one last expeditionary force was dispatched to a newly discovered continent named VINLAND. Beset by adversity and poisonous feuding between the seven rival families that command it, this dwindling army has so far failed to reap sufficient treasures to appease the Empress should they ever return home. Their northward progress has stalled at the ancient, abandoned Dwarfwall upon encountering local opposition from the Vinlandic tribes, united under the risen god QTHUKEN, King of the Mountains. Undaunted, the Tiberian commander, Prince Bishop Spinosi, desires the golden Crown of Qthuken for his Empress, or perhaps himself.

The second coming of Qthuken has also impacted upon PORT ST. WILLEM, a thriving colony already founded five years ago by a foreign trading guild under charter from the King of NEW AUSLAND. Native Vinlanders recruited and trained as guards have deserted after a night of bloody mutiny leaving the colony with only a few mercenaries to lead the citizens in any defence should the port become besieged. As anxiety for the colony's future mounts, the Guild is attempting to recruit capable individuals to investigate the god's seat of power, his ziggurat - THE HALLS OF QTHUKEN.

Vinlanders, Tiberians, Auslanders. The fate of the New World hangs in the balance as the people of three lands attempt to forge history to their will.

Then the party sails into port.

Play begins in Port St. Willem.



PORT ST. WILLEM

1) DOCTOR SNYDER'S TOWNHOUSE, *secret cellar under locked trapdoor with poison needle (1-6 damage) holds a bound and gagged Brutish mercenary*

2) CHURCH OF GOGH THE REDEEMER:

"Blessed are they who tithe generously to Gogh, for they will be cleansed of their sins in the afterlife"

3) BURGOMASTER'S MANSION, *collection of native artefacts (Type B/II), grounds are patrolled by 3 TIMBER WOLVES after dusk.*

4) WATCHTOWER, *mercenary lodgings and lockup housing 1-6 local brigands*

5) GUILDHALL, *meeting place where trading deals are brokered and witnessed*

- iron vault in cellar, an intricate three-key lock, three of the guild members are keyholders

- contains financial ledgers, promissory notes and DAHL's first draft of the Vinland Compact, a secret document planning secession from Ausland's rule

6) THE GULL & GUSSET, *quayside drinking den, nightly card games*

- serves muskrat stew, KERKHOF's special brew, juniper-flavoured schnapps.

- common room available for patrons to sleep the night, price is carrying out a task or errand for PAPA NEESKENS

6-12 Vinlanders are still living in and around the port alongside 1000+ Auslanders who journeyed there for a variety of reasons (roll 2d6):

02 deserters

03 exiles

04 fugitives

05-08 fortune seekers

09-10 pilgrims

11-12 refugees

NOTABLE PERSONAGES

(For random port encounters with people in discussion (1-4) or dispute (5-6), on a subject of referee's choice, roll 1-6 twice)



1) CHRISTIAAN DAHL, *Burgomaster of Port St. Willem*

2) NICOLAAS VAN HOUBEN, *priest of Gogh the Redeemer*

2nd Level CLERIC (Lawful/WIS) HP 10; FP 1; CURE, HEAL, ALLY

3) AUSLAND TRADE GUILD

- 01 THE THREE BROTHERS CRUYFF, *'fishermen' (coastal raiders)*
- 02 WIDOW JONGBLOED, *moneylender, trades furs, ivory and hides*
- 03 CAPTAIN HAAN, *makes a monthly trading voyage to Ausland*
- 04 PAPA NEESKENS, *owner/bartender of 'The Gull & Gusset'*
- 05 DOCTOR KERKHOF, *alchemist and brewer of potato-based liquor*
- 06 OLD STRIK, *owns two outlying farms, married a native Vinlander*

4) DOCTOR SNYDER, *herbalist and Tiberian spy*

6th Level THIEF (Neutral/CHA/DEX); Attacks: 1, dagger; vial of poison (save vs. sleep for 1-6 rounds); bag of sneezing powder; Move: 50'; HP 12; +2 to all rolls for Stealth

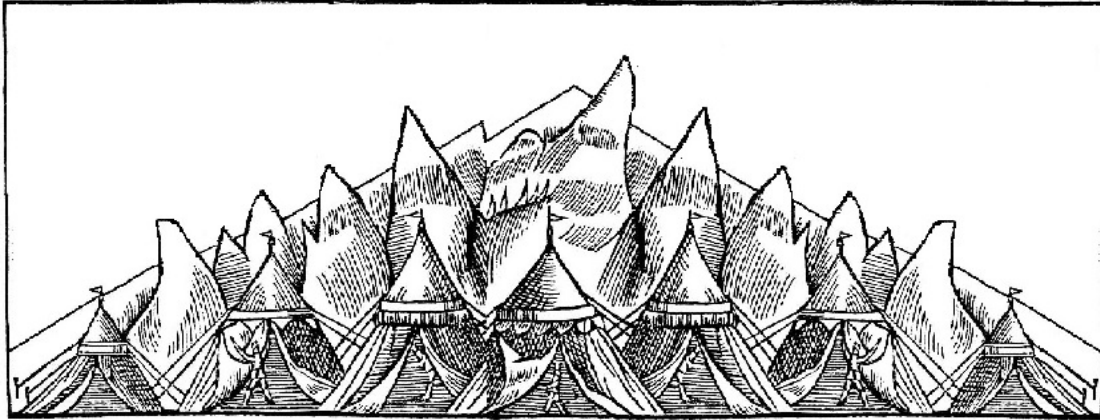
5) JOHN SCARISBRICK, *mercenary captain from Grand Brutain*

7th Level FIGHTER (Neutral/INT); Attacks: 1, attack bonus +1, great sword +1 damage; SWEEP, THRUST; Move: 20' (plate mail); HP 22/+3

6) BRUTISH MERCENARIES (not pictured) 1-6 appear (there are 6 in total),

3rd Level FIGHTER (Neutral); Attacks: 1, attack bonus +1, sword; COVER; Move: 30' (chainmail + shield); HP 14/+3

TIBERIAN CAMP



COMMAND TENTS AT CENTRE OF CAMP: from left-to-right - whom they belong to, and the companies they command (roll 2-12 when wishing to speak to someone in command or to see which unit soldiers encountered belong to):

- 02 CARLO BALDINI, Light Foot - 50 slings and spears (leather)
- 03 VITTORE JULIANO, Archers - 75 longbows, 25 crossbows (leather)
- 04-05 ISABELLA FACCHETTI, Heavy Cavalry - 50 lancers (plate), warhorse
- 06-08 GIORGIO SPINOSI, *Prince Bishop, commander of the expeditionary force*, accompanied by 6-12 veiled bodyguards from the Sisterhood of Tibus Ascendant (short sword, leather under robes)
- 09-10 ANTONIO MAZZOLA, Heavy Foot - 100 polearms (chainmail)
- 11 PAOLO BENETTI, Light Cavalry - 50 horse archers (leather), warhorse
- 12 SERGIO CASTELLINI, Supplies, camp followers (dagger). His son's unit has so far failed to return from a scouting mission north of the Dwarfwall.

Most Tiberians (5 in 6) accept the existence of many gods (even those of other faiths), but believe that all these gods favour the Tiberian royal bloodline as their emissaries and rightful rulers of mankind.

Many Tiberians (3 in 6) believe that the commander of their faction would prove to be a better leader of the expedition than GIORGIO SPINOSI.

Some Tiberians (1 in 6) believe that the Prince Bishop has had a popular, celebrated knight, RAFAEL CASTELLINI, assassinated out of jealousy, as the swordsman was a 'favourite' of the Empress.

[Travel times between the three major settlements are for the referee to adjudicate, we used 3 or 5 days during playtesting.]

WILDERNESS ENCOUNTERS

Roll twice daily, once during travel in the wilds and once during rest.
Roll 1-6 South of the Dwarfwall, 2-12 East of river, 3-18 if North West.

	NAME	ATTKS	LEVEL	MOVE	SIDE	SIZE	NUMBER
1-2	TIB. SOLDIER	1	1	-	-	M	3:2*
	(arms and armour as per previous page)				TREASURE :		1-6 GP
03	WILDERKIN	1	2	50'	C	S	6-12
	feral dwarf, blowpipe (save vs. stun 1-3 rounds)				TREASURE :		A/I
04	WOOLLY RHINO	2	4	20'	N	L	1
	+2 to attack with initial charge, leather (+1)				TREASURE :		A/II
05	GRIZZLY BOAR	3	4	30'	N	L	1-3
	if wounded, becomes frenzied, +1 to damage				TREASURE :		A/I
06	TIMBER WOLF	3	3	40'	N	M	3-6
	follow party at 60', will attack once daily				TREASURE :		A/I
07	AUS. SETTLER	1	1	50'	-	M	2-12
	farmers, loggers, trappers, hunters, prospectors				TREASURE :		1-6 GP
08	MAMMOTH	2	6	40'	N	L	1-3
	successful attacks with tusks throw foes 20'				TREASURE :		A/III
09	GREAT ELK	2	4	50'	N	M	1-2
	+1 to attack with initial charge, then flees				TREASURE :		A/II
10	Roll twice - either in fight with each other (1-3) or pursuit (4-6)						
11	LLAMA HERDER	1	1	50'	N	M	1**
	Vinlander, distraught, has lost entire herd				TREASURE :		-
12	GHOST COUGAR	1	3	60'	N	M	3
	only harmed by spells or magic weapons				TREASURE :		-
13	ICE MAIDEN	1	6	50'	C	M	1
	fae guardian of wilds, spells: ICE BOLT, WINK				TREASURE :		-
14	THUNDERBIRD	3	5	50'	C	L	1**
	beating wings creates RUIN every 3rd round				TREASURE :		A/IV
15	VIN. WARRIOR	1	2	-	-	M	3:1*
	(arms and armour as per following page)				TREASURE :		A/I
16	PALE WARDEN	1	4	50'	C	M	1**
	old hermit, hooded robes, staff of striking				TREASURE :		B/I
17	VIN. HUNTER	1	2	50'	-	M	3-6***
	spear (1-3) or bow (4-6), dagger				TREASURE :		A/II
18	BIGFOOT	3	6	40'	N	L	1**
	bigger than your average sasquatch				TREASURE :		A/IV

* e.g. 3:2 means 3 encountered for every 2 people in the characters' party

** one only, if rolled again - re-roll

*** with 2-12 captives (Aus. Settlers). Vinlanders prefer to take prisoners to sacrifice to Qthuken rather than slaughter them in combat.

HALLS OF QTHUKEN

QTHUKEN's ziggurat overlooks a plateau (600' in length), accessible by a pass at the opposite end, known as the Great Stair. A thousand warriors drawn from the three Vinlandic tribes, formerly enemies, are encamped around the ziggurat awaiting the call to war with the foreigners. By day they prepare and train under the eye of RAFAEL CASTELLINI, a convert to the worship of QTHUKEN. By night they party, giving thanks to the King of the Mountains.

Day or night, a small party of characters (less than ten) making their way across the plateau may be hailed by 1-6 warriors every 200' (or every hour of rest) if disguised as natives (1 in 6 chance). Larger parties may attract attention from 12-24 warriors (3 in 6 chance). Only the TEMPLE GUARDS, captives to be sacrificed and servants bearing food or offerings for the three SHAMEN may enter the ziggurat.

If dressed in non-native attire, warriors will attempt to surround the party and order them to surrender. Captives will be bound and led to the ziggurat to await QTHUKEN's judgement, via the SHAMEN and RAFAEL CASTELLINI.

WARRIORS ENCOUNTERED ON PLATEAU

Roll 1d6 on row and column to ascertain tribe, arms/armor, beasts (if any)

	01-03	04-05	06
	MOUNTAIN	FOREST	RIVER
01-04	spear/shield/leather	bow/dagger	sling/club/leather
05-06	plus 2-12 baggage LLAMA	1-3 TIMBER WOLVES	(1) MAMMOTH

Most Vinlanders (5 in 6) will fight to the death for QTHUKEN.

Many Vinlanders (3 in 6) distrust RAFAEL CASTELLINI.

Some Vinlanders (1 in 6) believe the SHAMEN act purely out of self-interest.

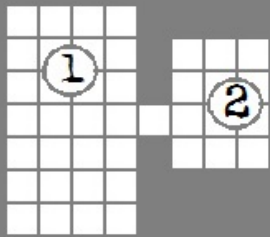
CHANCE DAYTIME ENCOUNTERS INSIDE ZIGGURAT

1 in 6 chance every 6 turns on levels A-F

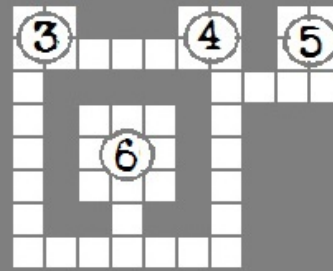
- 01 RAFAEL CASTELLINI and 1-3 TEMPLE GUARDS (pages X-XI)
- 02 SHAMAN: 1-2 ACHIGA 3-4 ZUMKA 5-6 TYOMA (pages X-XI)
- 03 1-3 SERVANTS, *Attacks 1, Level 1, Move 50'*
- 04 SHAMAN (as above) with NOTABLE PERSONAGE (page V)
- 05-06 3-6 TEMPLE GUARDS (page X)

one square = 10⁶

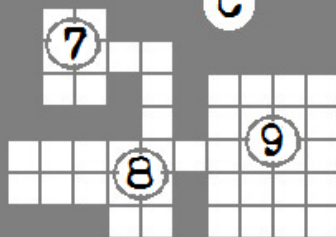
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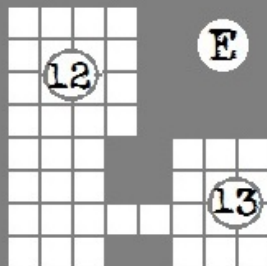
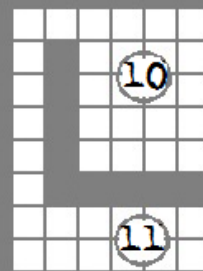
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C



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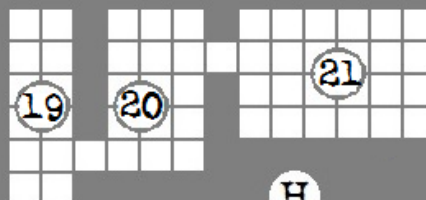
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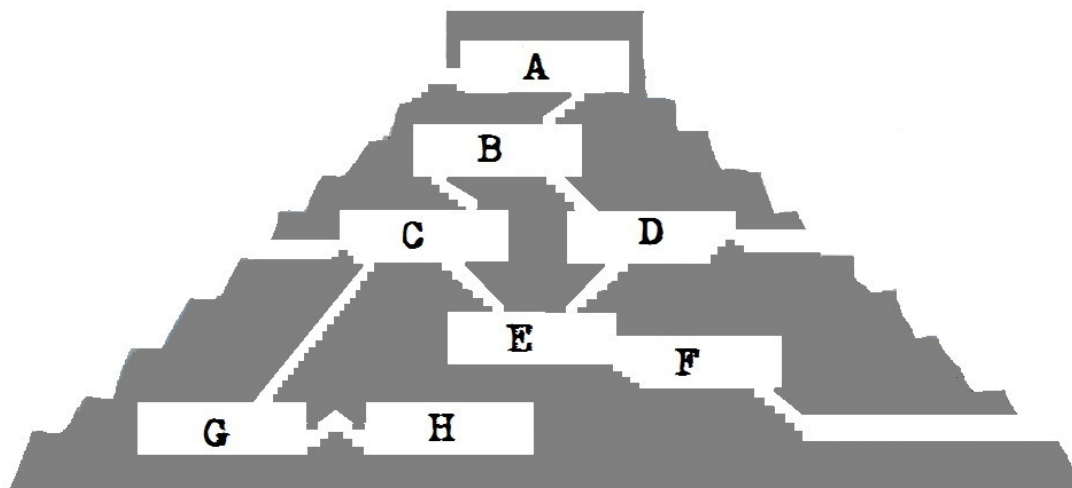
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G



H



KEY TO MAPS

A-1 HALL OF SACRIFICE, steps down to B-3

Double wooden doors at outside entrance (closed and bolted at night), 4 torches (lit only at night), sacrificial stone altar at centre, skulls set in niches in walls, incense burner hangs from ceiling on chain

Daytime - TEMPLE GUARDS, *short sword, scale armour, beaked facemask*

ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
1	4	30'	-	M	1-2	1-6 GP

A-2 MOUNTAIN SHAMAN'S CHAMBER

Curtain across doorway, sleeping pallet, spare robes, clay jug (potato liquor)

At Night - ZUMKA, *antlered headdress, sacrificial dagger, 2 SERVANTS*

ATTACKS	LEVEL	MOVE	SIDE	SIZE	TREASURE	SPELLS
1	3	50'	L	M	B/II	BOLT, FEAR

B-3 STAIRWELL, steps up to A-1 (read B-6)

Lit by a single torch, inscription on wall written in Dwarvish reads:
'GREAT QTHUKEN AWAITS THE ENLIGHTENED'

B-4 STAIRWELL, steps down to D-11 (read B-6)

Lit by a single torch, inscription on wall written in Dwarvish reads:
'LET THE FAITHFUL CALL, HE SLEEPS BUT LIGHTLY'

B-5 FOREST SHAMAN'S CHAMBER, trapdoor and steps down to C-7

Curtain across doorway, sleeping pallet, spare robes, ornately crafted chest**

At Night - ACHIGA, *patterned robes, crested skullmask, sacrificial dagger*

ATTACKS	LEVEL	MOVE	SIDE	SIZE	TREASURE	SPELLS
1	3	50'	C	M	(as below)	HIDE, RUSE

** of Auslander origin, trapped with poison gas spray (save vs. be blinded for 1-6 rounds), Treasure B/II

B-6 HIDDEN AUDIENCE CHAMBER

[If the pictographs on the outer wall between B-3 and B-6 (depicting QTHUKEN's descent from the heavens in a fiery chariot and the building of the Dwarfwall) are studied by torchlight (takes one round per 10'), the secret door to B-6 will slide open. QTHUKEN will appear** if called by any Vinlander or RAFAEL CASTELLINI]

Throne on wall opposite doorway, decorative stucco reliefs on walls, unlit

***QTHUKEN, the room hums and he materialises with a whooshing sound (stats as H-21), lighting the chamber with his yellow aura. If fought and severely wounded (losing half or more of total hits but not dead), will disappear (teleporting back to H-21), to return in 24 hours*

C-7 RIVER SHAMAN'S CHAMBER - steps/trapdoor up to B-5 (another to G-17)

Curtain across doorway, sleeping pallet**, iron lever on wall, healing herbs
At Night - TYOMA, *patterned robes, feathered headdress, sacrificial dagger*

ATTACKS	LEVEL	MOVE	SIDE	SIZE	TREASURE	SPELLS
1	3	50'	N	M	B/II	MASK, STUN

***sliding stone trapdoor underneath bearing symbols (a rock, a river, a tree) and Dwarvish words 'THREE BECOME ONE', blood from a member of each tribe must be split onto the stone to open it, lever closes trapdoor*

- beneath trapdoor: very steep steps lead down to G-17, there is a 1 in 6 chance that a character descending (plus anyone still on the steps below them) tumbles for 2-12 damage, saving dice will reduce this by half

C-8 PASSAGE - steps down to E-12

Double wooden doors at outside entrance (closed and bolted at night), 2 torches
Daytime - TEMPLE GUARDS, *short sword, scale armour, beaked facemask*

ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
1	4	30'	-	M	1-2	1d6 GP

C-9 STORAGE ROOM

Left of entrance - sacks of root vegetables, smoked meat hanging on wall
right of entrance - 8 barrels of KERKHOF's special brew, pots of incense and oils (TREASURE type I)

D-10 CASTELLINI'S QUARTERS

Curtain across doorway, sleeping pallet, furs, round table**, lit by 3 torches
At Night (1 in 12 chance in day) - RAFAEL CASTELLINI

9th Level FIGHTER (Lawful/DEX); Attacks: 2, attack bonus +1, longsword and dagger (+1 damage); DODGE, PARRY, THRUST; Move: 40' (leather); HP 26/+1

*** scrolls spread outlining Tiberian signals and favoured battle formations, maps of Port St. Willem sketched on tree-bark*

D-11 PASSAGE - steps up to B-4, steps down to E-12

double wooden doors at outside entrance (closed and bolted at night), 2 torches

Daytime - TEMPLE GUARDS, *short sword, scale armour, beaked facemask*

ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
1	4	30'	-	M	1-3	1-6 GP

E-12 ASSEMBLY HALL - steps up to C-8, steps up to D-11

Lit by 6 torches, furs spread around raised dais in square area

E-13 ARMOURY - steps down to F-14

Unlit, two doors - both can be bolted from inside, 6 Tiberian diamond-shaped shields, 12 spears, 2 crossbows with quivers (6 bolts each)

F-14 GUARD CHAMBER

Unlit, sleeping mats, furs

TEMPLE GUARDS, *short sword, scale armour, torch, beaked facemask*

ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
1	4	30'	-	M	**	1-6 GP

**unoccupied during daytime, 3-6 at night, with the rest partying or guarding

F-15 PITS - steps up to D-11

Unlit, two (10' cubed) deep pits covered with bolted gridded covers

CAPTIVES, *Tiberian soldiers*

ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
1	1	50'	-	M	3-6	-

F-16 'PATH OF THE CHOSEN'

Roughly hewn tunnel, unlit, here slaves are handed over to guards, braziers at either side of the entrance burn during the night

TEMPLE GUARDS, *short sword, scale armour, torch, beaked facemask*

ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
1	4	30'	-	M	3-6	1-6 GP

G-17 TREASURE CHAMBER - secret door to G-18

Clay tablet**, ivory figurines and Auslander silverware (TREASURE type II), secret door in opposite wall - if opened, the trapdoor in C-7 shuts if not wedged open, requiring strength or magic to open or pass

** *inscribed with REEK spell, that when cast by anyone, makes a single victim (within sight) exude a curious pheromone (for 3-6 hours) that compels all strangers to believe that they are an evil enemy. Once cast the tablet crumbles*

G-18 THE EMPTY ROOM

Unlit, wall beside open doorway to H-18 (notice the end of a sliding stone door) bears a Dwarvish inscription 'LIKE THE WIND ACROSS TUNDRA'

H-19 TRAPPED PASSAGE

Unlit, holes in walls denote dart traps at waist-height, floor is trapped, walking over or standing still causes poison darts to issue from walls (running doesn't trigger it). Poison cuts victim's movement speed by one-half for 1-6 turns. Saving dice apply to reduce effect to 1-6 rounds, +1 bonus for CONSTITUTION. Traps reset after 1d6 rounds

Once the party enter the door from G-18 closes if not wedged open. Requires a successful STRENGTH check from two characters to open. Unless done as a charge, standing still to push door triggers poison darts if already reset

H-20 PERNICIOUS POOL

Unlit, wooden door to H-21, whole floor is a murky gelatinous 10' deep pool, stepping onto it causes victim to sink 1' (with 1-3 acidic damage) per round

H-21 PORTAL CHAMBER

Far wall and those at sides are of a rippling translucent turquoise membrane (see below) which illuminates the chamber

QTHUKEN, KING OF THE MOUNTAINS (psychic abilities as Level 9 Savant**)

ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
1	9	40'	N	M	1	A/IV***

The first time he is wounded, QTHUKEN will forego attacking with psychic abilities or beak and claws to emit a screech that can stun foes within 30' (saving dice apply) for 1-3 rounds

** AURA, LIFT, LINK, SEND, TELEKINETIC BLAST

****plus CROWN OF QTHUKEN, which:*

- *extends the wearers natural lifespan indefinitely as long as they stay within the ziggurat*
- *regenerates 1 hit per round in H-21*
- *can teleport wearer to anywhere in ziggurat and back once every 24 hours*
- *allows the wearer to return through the blue membrane*
- *any Vinlander will recognise and react to any other bearer accordingly (fear, hate, envy - referee decides)*

MEMBRANE, a one-way portal to the primordial jungles of the planet Venus, inhabited by WILDERKIN. Anyone who enters (or is pushed through) the portal is trapped there. Welcome to the New World.

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10.5. This License constitutes the entire agreement between the parties with respect to the subject matter thereof.



The New World beckons...

The characters have journeyed from afar in search of gold, glory and good times.

Unfortunately, Qthuken, risen god of the Vinlandic tribes, seems set to regain the sacred lands for his people.

What will the characters do ?



MODULE 001
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