

TM

PRISONER OF PAIN

A Savage Tale By:
MARKUS FINSTER

Editing and Layout By: Dirk Ringersma and Brent Wolke
Art: Benoit Lemay
Maps: Robin Elliott

Dedicated to Simone, the most amazing woman in the world.

Requires the Savage Worlds rules, available at www.greatwhitegames.com.



Savage Worlds, Smiling Jack, Great White Games, and all associated logos herein are Copyright © 2004, Great White Games.

Prisoner of Pain Copyright © 2004 Markus Finster. All Rights Reserved.

Redistribution by print or file of this electronic book is a violation of copyright and is strictly prohibited. This electronic book may be reproduced only for personal use. It may not be redistributed, and is available only from www.greatwhitegames.com



A DANGEROUS MIND

OVERVIEW

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

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

MEET THE VILLAIN!

Kazomar is a failed wizard. In his youth he studied at the greatest academy in the known world. His downfall began when he and some fellow students hid in an attic, trying to summon a minor demon. Something went terribly wrong—a Duke of the Netherworlds appeared! The magical blast threw the apprentices back and with Kazomar impaled on a table leg. The young mage watched helplessly as the demon lord mauled and devoured his friends. When he was the only one left, the creature approached him. Kazomar writhed in agony as he tried to get away but the dark lord stopped, shuddering in delight. The creature then came closer, still not touching the wounded sorcerer until the spell finally broke pulling the demon back to wherever he came from.

Kazomar spent weeks in the hospital, recovering from his wounds. But his mind never fully healed and he left the academy a short time later. Only months later the heads of the academy found a couple of books dealing with black magic and demons were gone as well, but no connection was made.

Over the next few years the rogue wizard developed a theory about the demons feeding on pain and fear—even if they were not the cause for these feelings. Then Kazomar began to believe he might be able to draw demonic power from fear and pain as well. In that time, Kazomar discovered five brothers who he managed to convince into becoming his servants by treating them like sons. It didn’t take him long to start... experimenting. The character is his latest victim and if his companions don’t free him, he is going to be tortured to death and buried in the cellar of the house of Kazomar.

PART I: CARPE DIEM

The adventure takes place in the city of New Port, but can easily take place in any fantasy city. All it needs are some rundown districts and the heroes should have some friends or families there.

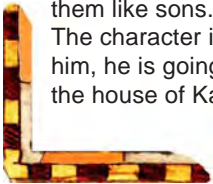
Just as the sun breaks through the clouds you reach the city of New Port, the pearl of the south. It’s early afternoon and you can almost taste the delicious brew served at the Sunken Anchor. When you reach the city gates the guards welcome you back with a reminder that if you cause trouble again you’re going to spend a couple of days behind bars. A moment later you’re walking on main street, breathing New Port’s air again and appreciating the goods various merchants try to sell you on your way through the crowd. You finally stand in front of your old hang out, the Sunken Anchor. For the next few days, you’ll be as much at home as possible.

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

Sooner or later, the group is likely to split up to pursue various interests. Choose one of them as *the Prisoner*. This one should be one of your best role-players you have on your table. He’s going to spend most of the time being locked up, waiting for the others to rescue him. Don’t worry though—there’s plenty of excitement ahead of him.

A small human called “Red” Porek approaches the Prisoner-to-be. He doesn’t introduce himself; he just gives him a letter and extends a hand, obviously expecting a tip. He was told to not reveal the sender of the letter, so should the player ask, Porek shrugs and says: *“It’s all in the letter.”* The letter is an invitation to a house in the southern part of the town. The content varies based on which character receives the letter. Use one of the handouts or you can personalize one yourself.

The way to the house leads through a quiet street. Let the character roll Notice—he’s attacked by Kazomar’s five henchman. Kazomar sent them and their orders are to take their target alive! If the henchman fail, Kazomar attacks too.



PART 2: WHICH WAY DID HE GO?

It might take a while before the other characters realize that one of them is missing, at least it should be cause for discussion at breakfast the next morning. It shouldn't take them too long to start a little search.

On their hunt for clues, they can find out the following:

- **From their host:** The Prisoner was seen with a small boy with flaming red hair who gave the hero a letter. The host doesn't know him, but they could talk to Morrison the Minstrel—he practically knows everyone in town.
- **Morrison does indeed know the guy:** It's a boy called "Red" Porek, a lowly thief, pickpocket, and occasional troublemaker. He spends most of the nights prowling the bars near the port, stealing from the drunken sailors. He's in league with the bartender in the Black Bottle—maybe they can find Porek there?

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

MEANWHILE

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

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

His possessions had been taken from him; all he wears now are some grubby clothes that don't fit very well. Rings and the like were taken as well. The only things of interest left in the room are a chamber pot and—hidden in the straw—some skeletal remains: a huge bone, like from the upper leg of an ogre. It's quite old and pretty hard. It could be used as a weapon and does Str+2 damage. A broad jawbone from some unknown creature with elongated canines is also found. Give the prisoner some time, but sooner or later his grumbling stomach reminds him that he had his last meal several hours ago. The food on the plate is cold and simple—but edible.

THE SEARCH CONTINUES

Back to the rest of the group. The little guy with the red hair is indeed Red Porek. He's a young man of maybe 17 years but is as small as a 14 year old. Porek is very untrusting of strangers who know his name, but if the players act kindly or bribe him at least with a drink, he admits delivering a letter. If they threaten him Porek shuts up like a clam and takes the first chance to escape. If the group prevents this, he denies

everything, saying "I don't know what you're talking about! Let me go!". No matter if they ask politely or not, finally the group gets the following out of him:

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

Porek tells the truth, but can describe this stranger though. Even better, Porek has a natural talent when it comes to drawing and draws a good picture of the stranger. After telling them where he met him and drawing a quick sketch, he leaves if allowed. He has nothing further to tell.

This drawing enables the group to roll for Notice if they happen to meet the Sender. They have to rely on pure luck though—Porek mentioned the market, which is a place as good as any to start, even though their chances are small.

They're lucky though—when they return to their inn, whoever makes a Notice roll spots him. The man from the drawing comes out of a small store with a bag full of sweets. He has never seen the group before so should they choose to attack them, they automatically gain a surprise attack, unless they're really obvious about it.

If they decide to follow him, move on to Part 6: In the Ghetto. If they choose to attack them, continue with Part 4: Tough Customer. But right after the group declared their intent (to either follow or attack their prey), we first go back to the Prisoner in Part 3: Pain.

PART 3: PAIN

Some time after the prisoner had his meal, the door opens blinding with bright light. Standing in the door is a lean figure. This is Kazomar who studies his captive. He motions to someone behind him and steps to the side. Two large brutes enter the cell, grab the prisoner and carry him out. Should the prisoner decide that it's time to fight back, he may try. Should he remember the large bone he found in the straw heap, he catches the two brutes by surprise gaining the drop against one of them.

Kazomar watches. Should the prisoner win the fight, he *bolts* him repeatedly until he falls unconscious.

Either way, he ends up bound to a t-shaped table. His hands and legs are trapped inside the wood, as if the wood has grown around his wrists and ankles. If he was conscious when he was put on the table, he saw this actually happen. See the sidebar "The House of Kazomar" for Details.

Kazomar looks at the prisoner with mild interest directly in the eye, waiting for some reaction. After a few moments, he addresses him with the following:

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

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

"This blade is normally used for skinning small animals. It should suffice for the current situation. You can scream if you want to, nobody will hear you, and those that do will simply pay attention. After each step I shall ask you a series of questions. Answer these truthfully and as completely as it is possible. Shall we begin?"

THE HOUSE OF KAZOMAR

Kazomar committed countless atrocities in his house. The very nature of his work influenced the house and attracted numerous spirits who possessed the walls, the furniture, everything inside the walls. As soon as the evil sorcerer realized this, he started to bind these spirits to him. Now, the house works almost like an extent of Kazomar's body. Chairs scratch over the floor as if they're drawn back by an invisible hand when Kazomar wants to sit down. Doors open themselves.

His torture table, or his "workbench" as he calls it actually transforms itself to accommodate the prisoners placed upon it, growing around wrist and ankles thus trapping the hapless victim.

Kazomar doesn't wait for a reply, but proceeds to cut open the shirt of the prisoner. On the Prisoner's bare chest, he starts to cut an elaborate pattern. It's a rune of a long forgotten language depicting the number 31, indicating that the Prisoner is the 31st victim of the maniac sorcerer. With a Spirit roll the Prisoner can suppress screams, but after Kazomar finished the rune, he pours salt into it. Now a Spirit roll -2 is necessary to remain silent.

Kazomar begins cutting up the Prisoner's left hand, and skinning it. If the prisoner attacked the guards, Kazomar uses his "weapon-hand". This is a tremendously painful experience and the victim suffers 3 wounds. No soak roll is allowed. The hand is in effect, crippled. Kazomar takes his time, asking various questions during the process such as "Describe the sensation: Does it burn?" and "Does this anger you or sadden you?" After he's finished, he takes extra care to bind the hand, he doesn't want to risk losing his victim due to infections. He then excuses himself and leaves, returning about half an hour later chewing on the rest of his meal. He steps up to the table at the head of the prisoner and motions with his hands. The table changes to fix the head in position. Kazomar leans over the table, forcing one of the eyes open, slowly lowering a knife...

PART 4: TOUGH GUY

If the heroes decide to attack Kazomar's henchman, they have the opportunity to catch him by surprise—he doesn't suspect anything. After defeating the henchman, check to see if he survives, as this determines if they can question him or if they can merely search him for clues.

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

- **Alive:** If he survived the fight and the heroes question him, he remains quiet. He doesn't even tell them his name. They can torture him, but this guy is far more fearful of what Kazomar would do to him and his brothers if he breaks. Their captive

takes the first chance to escape by ripping off his necklace with the amulet if he still wears it. By breaking the chain, a ghost that was bound into the amulet by Kazomar is released. The ghost is ethereal and attacks anything in sight, but vanishes after a few rounds. Kazomar's little helper tries to get away in the confusion. The amulet stays behind, lying on the ground. It's not magical anymore, but it might contain a clue to the original owner.

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

If presented with the amulet, Zacharias can reveal the following:

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

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

PART 5: LAY OF HANDS

We return to the Prisoner just as he is carried back into his cell. He is badly wounded and suffered multiple bruises. His most gruesome injuries (i.e. the empty eye socket and his skinned hand) have been bound to make sure the wounds wouldn't get infected. Kazomar can't use a sick "experiment". The Prisoner falls asleep despite the pain. Read the following:

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

"You suffered. You suffered so much, and there is so much more for you to endure. But you were not the first."

With that, she reaches out and touches your cheek. A flash of images appears in your mind's eye, pictures of Kazomar with bloody hands, of Kazomar's victims, of all his atrocities and of a room with huge glass bowls and bottles. Inside them are organs, blood, body parts, all lined up neatly on a shelf, every one of them marked with a strange rune. One of the victims you see is a pregnant woman who has a striking resemblance to the apparition in front of you.

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

"He almost killed you today because you attacked his brutes. You are so close to death that you can

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

Again she reaches out, but this time she doesn't touch you. Thin threads of fog grow from her fingertips and begin to circle around your body, and you can feel your wounds begin to heal, especially as the skin starts to close on your skinned hand. A few moments later, most of your wounds are gone. Your eye is still missing though.

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

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

PART 6: IN THE GHETTO

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

Either the characters are following the henchman from Part 2 or they're on their own. Regardless, they reach a little square with a dirty well in the middle. 4 roads run into the square in a cross formation, the characters coming from the north. As soon as they reach the well, which barely runs with water, some rugged people in rags with clubs and knives appear from all the streets. All in all there are maybe 20 or 30 thugs, led by one man who talks much better than he looks.

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

There are two ways out of this. The first is by brute force. As soon as half the thugs are down, the rest runs off and the heroes can question one of the survivors. The poor soul points them to the house of Kazomar.

The second is through talk. One of the thugs demands any money, food and equipment (in that order) the characters carry. If one of the heroes mention that they're looking for Kazomar and that they aren't exactly friends with him, the player can make a persuasion roll. On a success the thugs exchange some quick looks and clear the southern road. The leader of the group says:

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

It takes them about one hour to reach the House of Kazomar, but every few blocks, the heroes encounter another street gang demanding payment. Each time they will back off if the heroes mention they are no friend of Kazomar and are on their way to see him. Some gangs provide escort, or offer their help in other ways, but no one will enter the House of Kazomar.

PART 7:

THE HOUSE OF KAZOMAR

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

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

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

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

BREAKING AND ENTERING

The characters have two options when entering the house – either the front door or one of the windows. A window waits conveniently open, but as soon as the characters get close the window falls shut and the sound of locks getting turned is clearly audible. The House clearly sees them as intruders, especially after the loud protests of the butler. See The House of Kazomar for details.

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

Inside, they're alone for the moment. They are always watched though. Kazomar's henchmen, the five brothers (or four, if the heroes subdued the one they met in chapter 2) are quietly laying a trap, waiting for the heroes to step in.

The characters could go through the house and thoroughly search every room, but this would be very boring for the prisoner's player. The players should feel the need for urgency, while the House is doing everything it can to slow them down. If the group takes to long, hand the prisoner a note telling him to scream terribly. They hear their companion cry from agonizing pain for a second, then the cry dies down. The more benevolent spirits allowed this single scream to escape from the cellar to hurry on a slow or overly cautious group.

Here's what the heroes can find:

FIRST FLOOR

1: The Hall: It features a large mirror across the door. When the characters come through this entrance, the mirror shows a long straight tunnel and a mass of bloody corpses is running at the heroes! This requires a Fear roll at -2.

2: The Library: The books resting on the shelves are all mundane and cover everything from various encyclopedias to poetry, political essays, historic texts, biographies and the like. In the middle of the room is a comfortable chair, a couch and a few small tables. According to the one book that's resting on a table



a couple of oil lamps. Kazomar has been long alarmed by his servants and is waiting for the intruders. He continues to torture the prisoner, but only to get him to scream to unnerve his companions. A Guts check is required in order for the heroes to go into this pit.

THE PRISONER'S CELL

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

CONFLICT

Eventually, they reach the cellar where Kazomar is still working on their friend. Two of the brothers are near their master, hiding behind the corner. Their plan is to grab the first who enters, pull them forward to the bone heap in the corner and attack the next one. Here, Kazomar's power is at his greatest and at a wave of his hand, a 'Bone Fiend forms from the bones on the floor attacking the first character that has been pushed towards it. As promised, the mist lady and the other victim's ghosts are here, even if their help is not too obvious—they battle the more malevolent ghosts in the walls and floors of the house, keeping it from further hindering the rescuers. This also gives the Prisoner the chance to free himself from the table with an Agility roll at -2 and attack his tormentor.

As soon as Kazomar sustains a wound (or would have to soak one), he flees through a back-door if possible. He takes two things with him: a big book and a little pouch containing the Prisoner's eye. He *flies (teleports)* through the ground to escape, ready to return at a later date.

When the Bone Fiend is slain, it crumbles into a heap of dusty old bones and for a moment the house goes quiet. The mist lady appears again, but only the prisoner can see her. She still seems to be sad, but she smiles none the less.

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

With this, she disappears into thin air and behind the spot where she was just standing the prisoner sees a door, the same door through which Kazomar disappeared.

Behind the door lies Kazomar's trophy room, full with the gruesome reminders of Kazomar's deeds – jars with organs, skulls, mummified body parts, and so on. (A Fear check is required.) The rest of the bodies have been buried in the cellar, the garden or have been burned.

ASHES TO ASHES

The heroes have to submit the "trophies" to a proper burial. As soon as this is done, the ghosts are laid to rest. The mist lady appears one last time, this time for all the characters to see and smiles before she fades forever.

There are some benefits for the heroes, since Kazomar was quite wealthy. Additionally, the Prisoner gains the Nerves of Steel Edge for his endurance for free.

Some groups might think about taking over Kazomar's house. That would be a bad idea. As soon as Kazomar's gone, the ghosts turn quiet for a while, anxiously waiting for their master's return. After a couple of days, they grow even madder than they were before, making it unbearable for any sane person. The best thing would be to either exorcize the spirits or burn the house down.

near the chair, somebody is in the middle of reading an old play about a king that went insane, quite a popular tale.

When all the characters are in the room, the House shuts the doors (if someone's standing there to keep the door open, that's an opposed Strength roll vs. d6). A moment later, it hurls books from the shelves at the heroes! Treat this as one round of suppressive fire, since the books are easy enough to dodge. Anyone who's hit takes 1d6 damage.

3: The dining room: It features a long table with six chairs but nothing of interest.

4: The kitchen: One of the five brothers waits here behind the door with a cleaver in his hand. As soon as the first character enters, he slams the door shut. The door doesn't have a lock, but the House keeps the doorknob in place, so anyone trying to open the door must win an opposed Strength roll vs. d6. If a second hero makes it into the kitchen, the brute releases the ghost from his necklace and tries to run away in the confusion, out through the window if that's his only option. If the door is forced open, the House tries to add to the confusion by throwing knives and plates at the characters at Throwing d6. Any hits cause 1d6+1 damage.

5: The storage room: A lot of food and beverages, but nothing of immediate interest.

6: The brutes bedroom: In a little chest next to the bed are a few spare clothes, a little money (2d10 silver pieces), an erotic story with some pictures, an easy-to-read-play or something else not too challenging.

7: Upstairs: Kazomar's Room is the sole room upstairs containing nothing of immediate interest. A large portion of Kazomar's fortune (5,000 gold) can be found hidden (Notice -4) in a magically sealed safe in his room.

THE CELLAR

The cellar has been hewn roughly into the ground under the house and stinks of decay, blood and sweat. It's dark, lit only by

WHAT ABOUT THE EYE?

As a hook for a possible sequel, the Prisoner has the following vision when he's looking at a mirror or sees somewhere else a reflection of himself. In any case, this takes place some days or weeks later. He suddenly feels a stinging pain in his eye socket. When he looks up again, he sees Kazomar instead of his own reflection, grinning maniacally. One of Kazomar's eyes looks different—it's the Prisoner's eye! Kazomar keeps grinning and mouths a single phrase before vanishing:

"I see where you are!"

CAST

KAZOMAR'S HENCHMEN

The Henchmen are 5 brothers who look pretty much identical, as they are quintuplets after all. They were magically bred by a witch in the woods, who planned herself a family. Kazomar found her by accident and killed her after she questioned his magical powers. Only after she was dead, he found the five infants and raised them as his sons. The brothers look human, but are magically infused with the strength of a bear. The downside is, that they're a little slow. Kazomar had to spend years to train some sense into them.

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

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

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

Hindrances: Loyal (to Kazomar), Mean

Edges: Improved Sweep, Brawny, Block, Tough as Nails

Gear: Whatever the brothers need within reason.

THE GHOSTS

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

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

Skills: Fighting d8, Intimidation d12,

Charisma: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 6

Special Abilities:

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

STREET THUGS

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

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

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

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

Gear: They are armed with various clubs, knives and improvised weapons. Everything does Str+1 damage.

KAZOMAR

Kazomar's not much of a close combat monster, but he is quite formidable with his spells. Plus, he got his House to help him out (see below).

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

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

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

Hindrances: Delusional (sociopathic killer)

Edges: Arcane Background, Combat Reflexes, Harder to Kill, Luck, New Power x5, Power Points x6, Power Surge, Soul Drain, Wizard

Power Points: 40

Powers: *armor, barrier, blast, bolt, fear, fly (with teleport Trapping), obscure, stun*

Gear: Anything that Kazomar might need.

THE HOUSE OF KAZOMAR

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

Special Abilities:

- **Fear -2:** Three times per day, the house can try to frighten a new visitor. If it does, all unwelcome visitors in the house hear a terrible scream and receive a horrific vision for a second.
- **Hindering:** Every task in the house for an unwanted visitor (like picking a lock) is at -4.
- **Parry:** As long as Kazomar is in the vicinity of his house (this includes the cellar and the garden), the House grants him a bonus to his Parry of +4. This is cause by object getting in weapons paths, clouds of dust being stirred up blinding character and so forth.

THE BONE FIEND

An evil spirit from the netherworld manifests itself in the heap of bones in the corner. Not all of these bones are humanoid, the spirit just mix-and-matches what seems best fitted to incite terror in his onlookers. For the moment, the spirit manifests as a big humanoid creature.

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

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

Charisma: 0; **Pace:** 5; **Parry:** 8; **Toughness:** 11

Special Abilities:

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

My dear _____,

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

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

One more thing I have to ask you: A group of adventurers would draw unwelcome attention to this situation. Please come alone. You're welcome to fill in your friends after you know all the details.

K,

Hand Outs

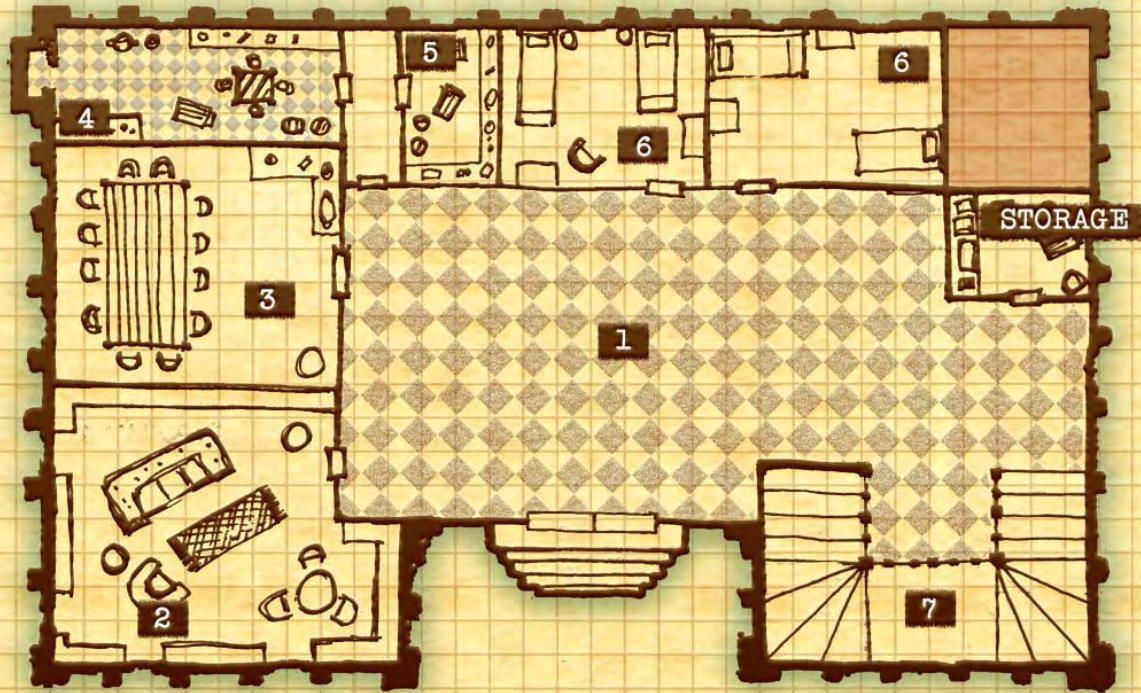
Depending on the group and your choice for the prisoner, a variety of letters could work to lure the victim into the trap. Here are two examples that should work in most cases. Just fill in the blanks with the character's name.

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

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

K,

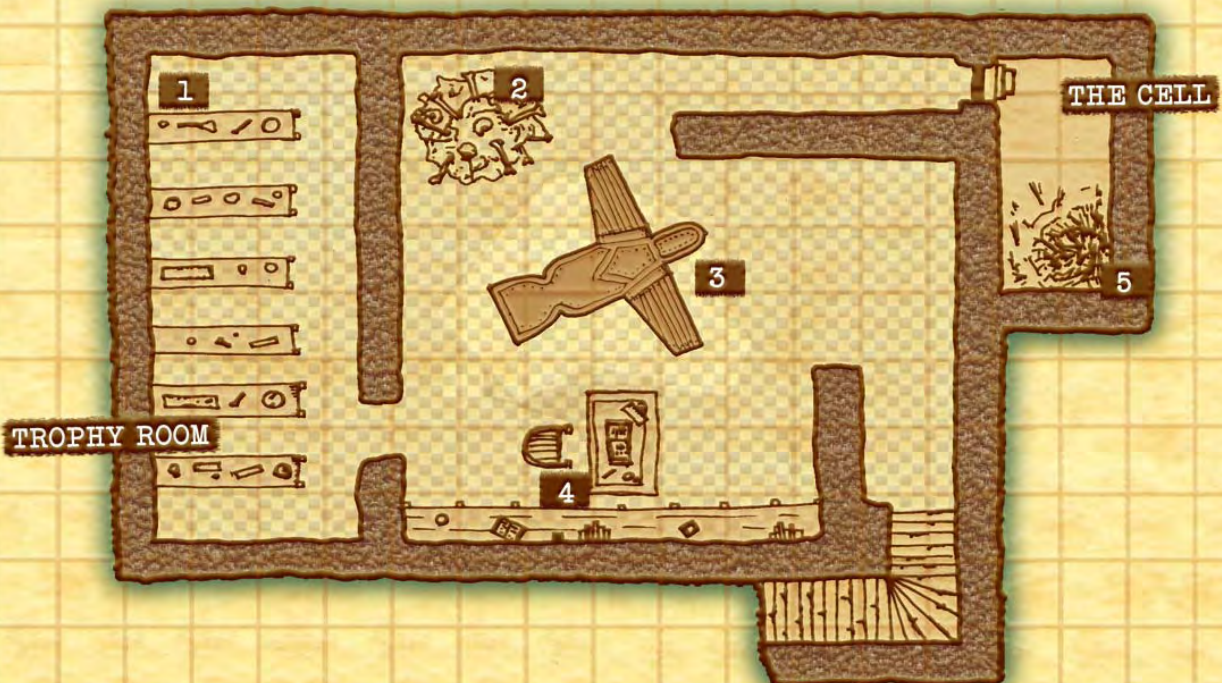
The Prisoner Of Pain - HAUNTED MANSION



FIRST FLOOR

MAP 1

The Prisoner Of Pain - HAUNTED MANSION



THE CELLAR

MAP 2

SEASONED FIGHTER



Race: Dwarf **Rank:** Seasoned
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Climbing d6, Fighting d8, Guts d6, Notice d6, Shooting d8, Throwing d8
Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 9
Hindrances: Curious, Doubting Thomas, Loyal (to his friends), Slow
Edges: Low Light Vision, Brawny, Sweep, Nerves of Steel, Trademark Weapon (his Axe)
Gear: Chain mail (+2), Trademark Battle Axe (Str +3), 2 Throwing Axes (Str+2, 3/6/12)

SEASONED CLERIC



Race: Human **Rank:** Seasoned
Attributes: Agility d4, Smarts d6, Spirit d10, Strength d4, Vigor d6
Skills: Faith d12, Fighting d4, Guts d8, Healing d8, Notice d6, Persuasion d6,
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Power Points:** 15
Hindrances: Pacifist (Minor), Heroic, Cautious
Edges: Arcane Background (Miracles), Healer, Holy Warrior, New Power (x2), Power Points
Powers: *deflection, healing, smite, light*
Gear: Staff (Str+1; +1 Parry; Reach 1, two hands), robe

SEASONED SORCERER



Race: Half-Elven **Rank:** Seasoned
Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d6
Skills: Fighting d4, Guts d6, Knowledge (Arcana) d8, Notice d6, Spellcasting d12, Taunt d8
Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Power Points:** 15
Hindrances: Outsider, Yellow, Mean, Quirk (always pessimistic about everything)
Edges: Arcane Background (Magic), Low Light Vision, New Power (x2), Power Points, Wizard
Powers: *armor, bolt, barrier, boost/lower trait, obscure*
Gear: Dagger (Str+1), Rapier (Str+1, Parry +1).

SEASONED KNIGHT



Race: Human **Rank:** Seasoned
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Faith d6, Fighting d10, Guts d8, Intimidation d4, Notice d6, Persuasion d6
Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9; **Power Points:** 10
Hindrances: Loyal, Overconfident, Stubborn
Edges: Arcane Background (Miracles), Champion, First Strike
Powers: *armor, smite*
Gear: Sword (Str +3), Plate Mail (+3)

SEASONED RANGER



Race: Elf **Rank:** Seasoned
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Guts d6, Notice d6, Shooting d8, Stealth d6, Survival d6, Tracking d6
Charisma: 0; **Pace:** 5; **Parry:** 5; **Toughness:** 6
Hindrances: All Thumbs, Cautious, Small (Thin), Stubborn
Edges: Agile, Beast Master (Fox, use Dog/Wolf stats replacing Go for the Throat with Improved Dodge), Common Bond (with Fox), Danger Sense, Hard to Kill, Low-Light Vision
Gear: Leather (+1), dagger (Str+1), bow (Range 12/24/48; Damage 2d6; 20 Arrows)

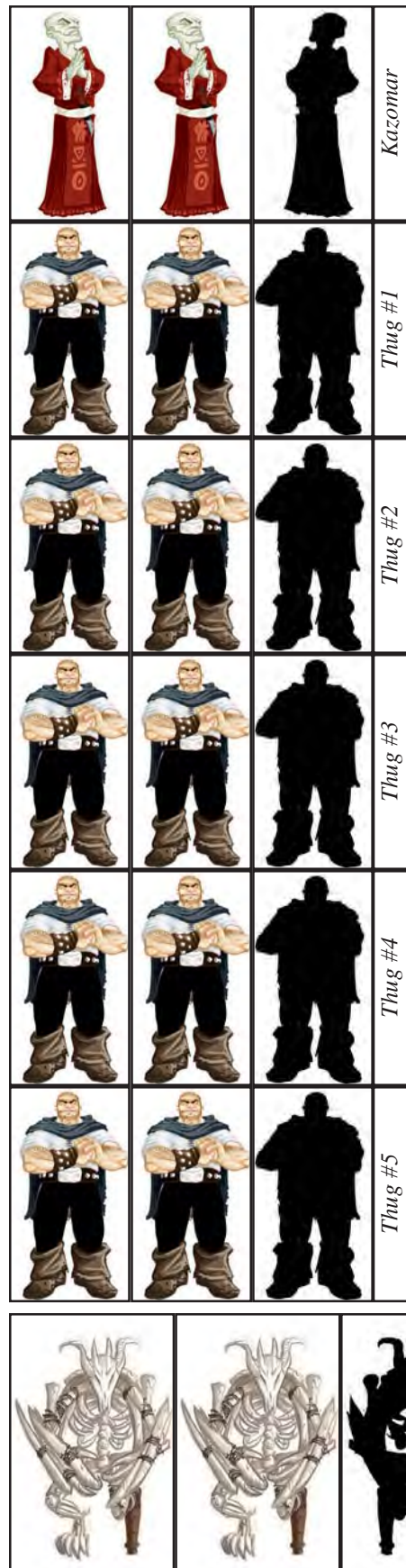


FIGURE FLATS!

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

All characters and concepts within are Trademark 2004, Pinnacle Entertainment Group, a division of Great White Games.