

The Sword of William the Conqueror

A Rippers Side Trek by Pythagoras (<http://www.hardpoints.de>)

Summary

This is material for several research adventures leading to the discovery of a powerful artefact – the sword of William the Conqueror.

Initial Research

The initial research requires a *Knowledge(History)*-3 or an *Investigation* check modified by the rippers' library facility level. The results of the research will be inconclusive. Much research has been done before but the sword has not been discovered yet. In particular, the grave of William in Caen has been robbed *twice*!

There are hints however, that the sword is a powerful weapon against spellcasters. In fact, William is said to have slain a powerful Saxon spellcaster with it.

Trail to North America

It takes another *Investigation* roll to find this information. The Huguenot who robbed William's grave took the sword with him. Eventually, he fled to North America. Together with other Huguenots under Jean Ribault, he founded the ill-fated colony of



Fort Caroline, the first French colony in North America.

After an attack of the Spanish, the trail of the sword is lost again. The only hint is an old map that depicts a mysterious peninsula. Apparently, the sword is to be found somewhere nearby.

Spanish Treasure Hunters

Further research requires a *Knowledge(Geography)*-2 or *Investigation* check. The trail leads to the Spanish enclave of Melilla, a city on the African coast, often besieged by wild Berber tribes. Apparently, a Spanish adventurer went there with the sword, looking for a treasure on the small "Peninsula of Killing Drought". The man never returned but one of his guides was found half-dead in the desert 2 years later. The man was half mad and talked about walking dead in a lost city.

The Lost City

Using the map and some local knowledge, it is possible to find the location of the peninsula and mount an expedition to the lost city. It requires a *Survival* roll to avoid a level of fatigue. Each £ 2 invested per person in equipment gives a +1 on the roll (maximum +3).

On reaching the city, the PCs will be attacked by 10 skeletons per person, with another five joining the combat when an Ace is drawn (total of 20 in reserve). Several Notice rolls will reveal the corpse of the Spanish adventurer in Napoleonic dress as well as about £ 250 in treasure.

The Sword

The sword of William the Conqueror is a magical relic that deals Str+3 damage (AP 1). When wielded, it grants armour +2 against damage done by arcane powers.