



Fort Sarcell, Wyrms Pass

Adventure Supplement



Map showing Wyrms Pass through the Nyth Mountains

1. The Weary Wyrms Tavern
2. Fort Sarcell
3. The Gyntia Valley, isolated stag-farming country
4. Mount Hew, rumoured entrance to Dwarven settlement
5. Yrisham Village, site of famed battlefield

Setting description

The lands either side of Wyrms Pass have seen near constant conflict for the last several centuries. The principalities of Sythaland and Swegasland fight not for wealth or resources, but for pride, their princes each the sons of a long line of bitter rivals. Territory is taken for petty victories, lives are spent to gain minor advantage, years are wasted losing and retaking useless ground.

With a front stretching the length of their shared border, some 400 miles, some regions are more engaged in the conflict than others. The Nyth Mountains find themselves peripheral to the war, their terrain unforgiving, their climate harsh and their rocks containing little of value to humans. Fighting here is infrequent. Wyrms Pass is one of the few places for over 40 miles that people and goods can negotiate the Nyths and if needed reach the borderlands. Traffic is light, with the region somewhat of a backwater, but the pass is considered strategically important nonetheless.

The land around Fort Sarcell has been held by the Sythish for two decades. Its towers straddle Wyrms Pass, watching over the occasional traveller on the road below. The semi-ruinous state of the south-west tower reminds the light garrison that fighting can happen here. The threat from the Swegans is constant, if not expected often, strangers and strange creatures wander through the pass from time to time, and the Nythland Dwarves are known to have an interest in wresting control of Wyrms Pass from the factions that have held it and prevented their use.

Story ideas

Plot Hook 1

Type: Take the fort

Name: A Bitter Dispute

Having heard the local garrison captain is looking for mercenaries, the party meet with Captain Grove who needs experienced fighters to help retake a small but important fort. Rival troops captured Fort Sarcell before winter set in and with spring approaching Grove is keen to get back his stronghold. Unsure who rightfully holds the land, the party might do well to steer clear of this long, angry dispute, but the pay is good and capturing a fort could be fun...

Plot Hook 2

Type: Negotiate difficult fort occupant

Name: Roll 'em Golem

With the war in these parts expected to intensify, local garrison Captain Fedder Grove requests help securing the pass beneath Fort Sarcell. Long the home of an eccentric hermit, all manner of nonsense is being allowed through the pass if it doesn't disturb the fort. The fort is rumoured to be extensively trapped, so approaching the hermit is risky for Grove and his men, unskilled in such manoeuvres. Can the hermit be convinced to allow the pass to be patrolled? What could he possibly want in return? And could travellers' sightings of tiny rock men really be true?

Plot Hook 3

Type: Defend the fort

Name: Fort Sunrise

Travelling through the pass, the party call at Fort Sarcell and are welcomed enthusiastically by Captain Grove. With his garrison consisting of just a few soldiers, Grove sadly notes a number of desertions. Eyeing first the party's weapons and then his Lieutenant, he admits that the garrison is in need of assistance. Nythland Dwarves have sent a runner with the demand that the soldiers are to vacate the fort by sunrise or face certain death. The Dwarves are rumoured to have obtained a powerful monster but Grove says he cannot abandon his post and in turn the pass. With 9 hours to prepare the fort defences, will the party help?

Useful Table 1: Random monsters in the pass - roll d10

1	1d4 wolves	6	1 hungry grizzly bear
2	2d4 human bandits, armed with knives and short bows	7	2d3 harpies
3	1d4 giant frost spiders	8	2d4 hostile dwarven miners, armed with picks and axes
4	1 ogre, armed with a spiked club	9	1 hill giant, armed with a broken tree trunk
5	1 yeti	10	2d4 frozen zombies

NPCs

Captain Fedder Grove

In charge of the garrison at Sarcell, Captain Grove is an enthusiastic and sharp commander, keen to impress in the hope that he will earn a transfer to somewhere warmer and a little more prestigious. As the fifth-born son of a prosperous merchant, the money available for an expensive schooling and the apprenticeships in the family business had been expended on those older than him. The army remained the only likely way for Fedder to distinguish himself. With a cheap commission in the Prince Uvan Regiment of Guards, purchased by his father, Grove was posted to Sarcell straight out of cadet training and had replaced his elderly lieutenant and captain within five years. Dedicated, loyal and a skilled swordsman, his failings lie in the little inspiration he manages to give his men; not a result of his own lack of charisma, but of the lethargy that a long, cold posting to Sarcell instils in each soldier sent here.



The Hermit, Mirzelov

What is known, is that Mirzelov first took residence in the partially ruined fort seventeen winters ago, quietly moving in when the pass was frozen to all reasonable travellers. No one has successfully approached him in years, but those who have encountered him in the past say he is wild, fearsome and intense. Skilled in powerful druidic magic, Mirzelov is rumoured to have survived alone in the wild mountains for centuries, commanding the animals, the trees and even the very rocks into his service.



What is unknown, is the cause that brought him to the fort, made him hole-up so safely here and for so long. What is unknown, is that he waits for his beloved lost golem Jasper to return, watching the monsters drift through the pass... checking... each year as but a week to one so old. What is unknown, is that he would gladly vacate the fort if Jasper ever returned.

Mirzelov's Golem Staff

One of several used by Mirzelov to control his rock golems, he might lend this staff to aid a search for his large golem Jasper. Missing for nearly two decades, Jasper wandered off while Mirzelov was exploring the fort. He is happy to wait for Jasper to wander back through the pass - time means little to Mirzelov - but anyone who finds Jasper in the meantime can use the staff to command the golem's attention.

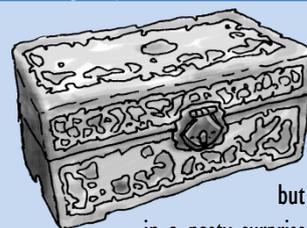
Useful Table 2: Enemy combat tactics — roll d6

- 1 The soldiers are heavily armoured in plate mail, and charge at attackers.
- 2 Excellent at teamwork, the soldiers cover each other and are difficult to flank.
- 3 Expert archers, the soldiers prefer to stay behind cover and attack from a distance.
- 4 With considerable engineering expertise, these soldiers build traps and obstacles.
- 5 Proficient in the use of combined arms, skirmishers work in tandem with heavy infantry.
- 6 With low morale, these soldiers fight only when forced to, and flee easily when threatened.

Useful Table 3: Set dressing — roll d12

- 1 In the silence of the fresh snowfall, you hear only the caw of the circling crows.
- 2 In a patch of sun-lit snow among the trees, a slight thawing has revealed the arm of a woman.
- 3 The corpse of a large stag lies, bloody, in the pass. It can only have been left there by something very big...
- 4 The cold air bites at your exposed flesh.
- 5 Snow flurries mark the path of the wind as it swirls around the pass.
- 6 Among the rubble in the pass you find a polished stone thumb ring.
- 7 The fort's walls loom over you, dizzying from directly beneath.
- 8 You spot something glinting high on the southern building's exterior wall.
- 9 You note the pine trees here are Swegan Firefirs a variety known for their flammable sap.
- 10 The sides of the pass are sheer, but scalable for a skilled climber.
- 11 In the shadow of the fort the temperature drops noticeably by degrees.
- 12 Animal tracks in the snow show white hares are abundant here.

Flaming Trap Box



This small, handsome box, carefully decorated with shell inlay, is one of Mirzelov's designs. Appealing to the eye, an admirer cannot help but open it. Such an action results in a nasty surprise, however, as a burst of flaming pine sap is sprayed into the opener's face, causing 2d4 fire damage. Three refill vials of the concentrated, powdered sap, ignited by a flint-spark, are slotted into the side. Depressing an inlay circle next to the right hinge allows the box to be safely opened.

Monster stats

Dwarf commander Iron-Major Dagny Sjilvflank

Medium dwarf, LE, CR6 (2400XP)

AC: 22 HP: 64 Speed: 20ft Init: +2

STR 19 DEX 14 CON 16 INT 10 WIS 14 CHA 6

There are rocks in the human-controlled regions of the mountains that are of great interest to the Nythland Dwarves and in recent years their military might has increased to the extent that they are able to challenge for control. Iron-Major Dagny Sjilvflank commands the tough regiment of Nythlanders that are spearheading these Dwarven invasions. Sjilvflank has masterminded the attempt to take Fort Sarcell and control the pass and she has made sure that her people's petrotheres are at her regiment's disposal. As with all Nythlander officers, she fights alongside her warriors, shouldering equal burden and she earned her command on the battle field. A skilled axewielder, when using her famed axe *Dawnriser* she is rightly feared by her opponents.



Statistics

Senses: Perception +5 | Base attack +7, CMB +12, CMD 23

Defense

AC 22 (touch 12, flat-f 20), HP 64 (7d10+21), Fort +9, Ref +5, Will +2 | Defensive Abilities: bravery +2, +4 dodge bonus to AC when in mountainous terrain.

Offense

Melee: mwk battleaxe *Dawnriser* +14/+9 (1d10+9/x3)

Ranged: mwk light crossbow +9 (1d8/19-20)

Special abilities

Iron Resolve: When anyone fighting on her side drops to quarter HP, Dagny fights harder, with a +1 to her attack.

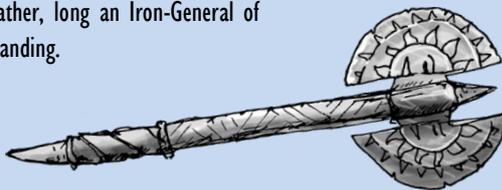
Dazzling Strike: Dagny's magical axe *Dawnriser* can emit a flare of magical light from its blade as a standard action. This dazzles an opponent, reducing their attack rolls by 1 for 1d4 rounds.

Gear

Dawnriser battleaxe, mwk light crossbow, cure moderate wounds potion, full plate armour, cloak +1 stealth, pouch containing 54gp

The Iron-Major's Axe *Dawnriser*

Forged deep within Mount Hew by a master of the Royal Dwarven Forge, Dagny Sjilvflank inherited this magic weapon from her grandfather, long an Iron-General of high-standing.



A double-headed battle axe with an intricately carved haft, the blade is made from gold-plated adamantine and engraved with a sun motif.

Petrothere

Large animal, N, CR6 (2400XP)

AC: 24 HP: 76 Speed: 30ft Init: +0

STR 28 DEX 10 CON 21 INT 2 WIS 13 CHA 3

The Nythland Dwarves have recently perfected using the petrothere as a weapon of war. Long a great trouble to them, confused, aggressive petrothere's wander from their dens, deeper into the cave network and into Dwarven territory. Capturing and training the beast has eliminated this problem and provided the Nythlanders with a fearsome combat beast. Resembling a large white bear, the skin of the petrothere is studded with huge slabs of stone, providing incredibly tough armour.



Statistics

Senses: Perception +15 | Base attack +6, CMB +16, CMD 26

Defense

AC 24 (touch 9, flat-f 24), HP 76 (8d8+40), Fort +13, Ref +6, Will +3 |

Offense

Melee: gore +14 (2d8+13)

Special attacks: powerful charge (gore, 4d8+18), trample (2d6+13, DC23)

Special abilities

Ram of Rock: Petrotheres can be used as a battering ram and as such have a +8 attack on walls and doors.

Frenzy: If surrounded by three opponents will make three consecutive attacks.

Gear

Petrothere scute

Letters of Authorization to Travel



Using his discretion, Captain Grove is able to grant papers stating the bearer has freedom to travel through the principality. Anyone he deems worthy of such a grant will have freedom of movement through all checkpoints and forts.

The Hermit, Mirzelov

Medium, human, N, CR 6 (2400XP)

AC: 11 HP: 38 Speed: 30ft Init: +0

STR 8 DEX 10 CON 13 INT 14 WIS 18 CHA 12

Mirzelov is not especially interested in fighting, trapping the fort mainly to keep away those who would annoy him with chatter, but if pushed he will attack. He may look disorganised but he wields powerful Druidic magic and a sharp set of wits.

Statistics

Senses: Perception +10 | Base attack +5, CMB +4, CMD 14

Feats & skills: Blind-Fight, Combat Casting, Natural Spell, Knowledge nature +12, Spellcraft +6, Heal +18

Defense

AC 11 (touch 10, flat-footed 11) HP 38 (7d8+7)

Fort +7, Ref 7, Will +10 | +2 Will vs fey effects

Offense

Melee: staff +4 (1d6-1) | Special attacks: wild shape 2/day

Druid spells prepared (CL 7th, concentration +11)

4th — Flame Strike (DC18)

3rd — Call lightning (DC18), Speak with plants, Stone shape

2nd — Hold Animal (DC18), Tree Shape, Resist energy

1st — Cure light wounds, hide from animals, produce flame

0 (at will) — create water, purify food and drink

Special abilities

Misdirection: Mirzelov throws a small explosive, and during the confusion uses his knowledge of the fort to sneak away unseen.

Spit: Chewing the bark of the Firefir tree gives Mirzelov caustic saliva that blinds for 1d4 turns.

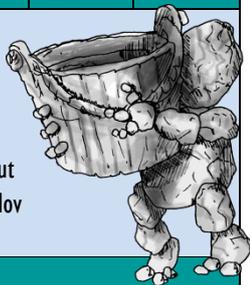
Cobble Imps

Tiny construct, N, CR1 (200XP)

AC: 16 HP: 12 Speed: 30ft Init: +3

STR 10 DEX 12 CON - INT - WIS 11 CHA 1

Small rock golems created by Mirzelov. Cobbled together from the rubble in the fort, the imps work hard for their master, conducting chores, maintaining traps and attacking invaders. They go peacefully about their work unless disturbed or deem Mirzelov threatened.



Statistics

Senses: Darkvision 60ft, Perception +0 | Base attack +1, CMB +2, CMD 16 | Feats & skills: Alertness, Diplomacy +12, Knowledge (local) +7, Sense Motive +9, Sleight of hand +10

Defense

AC 16 (touch 3, flat-footed 16), HP 12 (1d8+6), Fort +1, Ref +0, Will +1

Defensive Abilities: DR 5/adamantine Immune: construct traits

Offense

Melee: Slam +1 (1d6) Ranged: Thrown head +1 (1d4)

Special abilities

Lose its Head: Can perform a ranged attack by chucking its own head at an enemy.

Cobble together: Five imps can join together to form a large version. Composite stats: HP: 46 AC: 22 ATT: Slam +7 (1d10+4)

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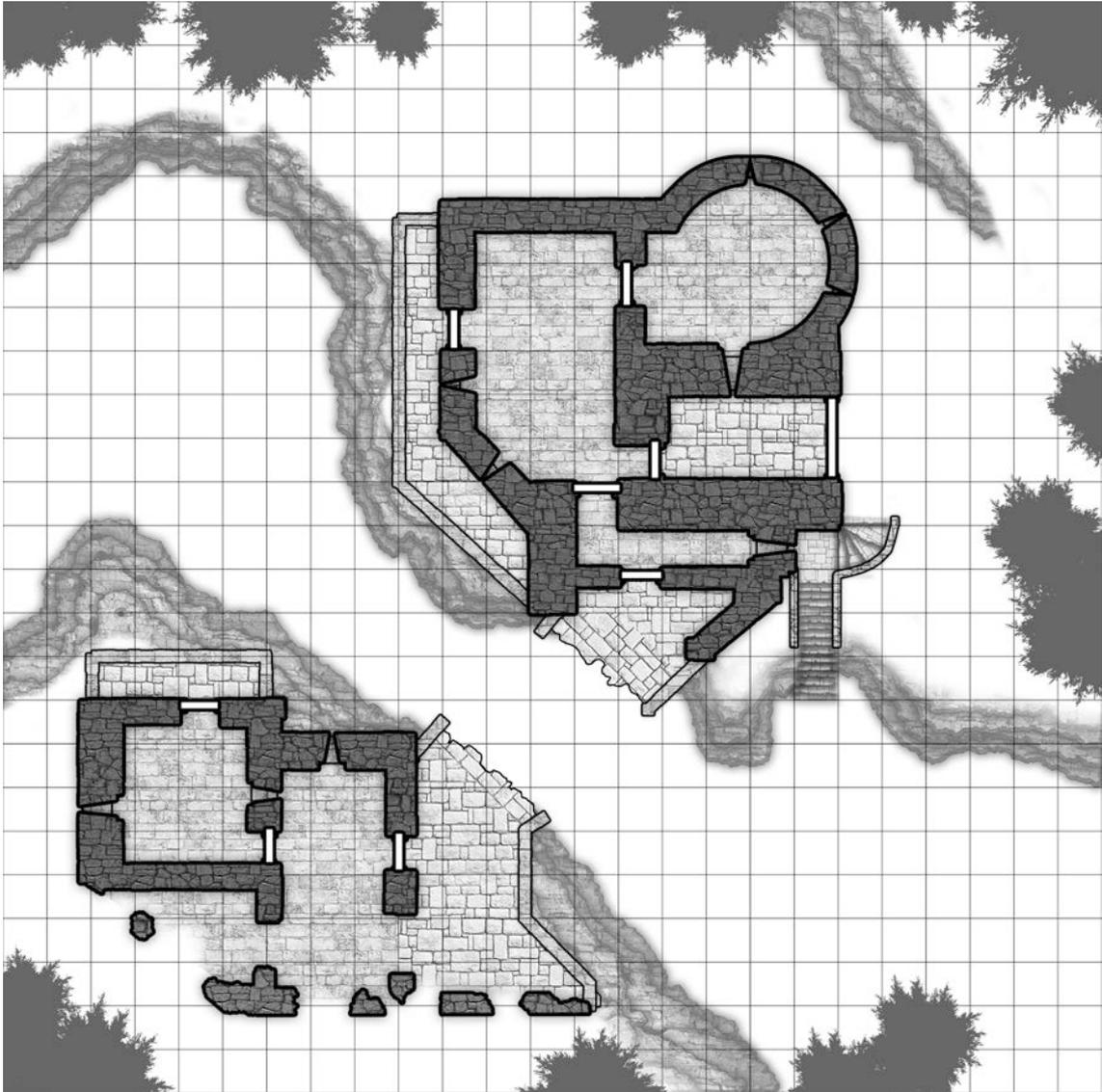
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Fort Sarcell, Wyrn Pass Planning Sheet



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