

an introductory scenario for 3-5 characters for **Darkmaster**
AGAINST THE
THE CLASSIC GAME OF FANTASY ADVENTURE



A SUMMERNIGHT'S DREAM

SECRETS OF THE
GOLDEN THRONE

You've dreamt of this place...

Awallon, the land beyond the eastern sea. Legends say that as long as a true king sits upon its Golden Throne, the kingdom shall prosper. So you've come here. Following half-forgotten prophecies, looking for answers.

Will you unveil the
**SECRETS OF THE
GOLDEN THRONE**



COMING SOON TO
KICKSTARTER

A SUMMERNIGHT'S DREAM

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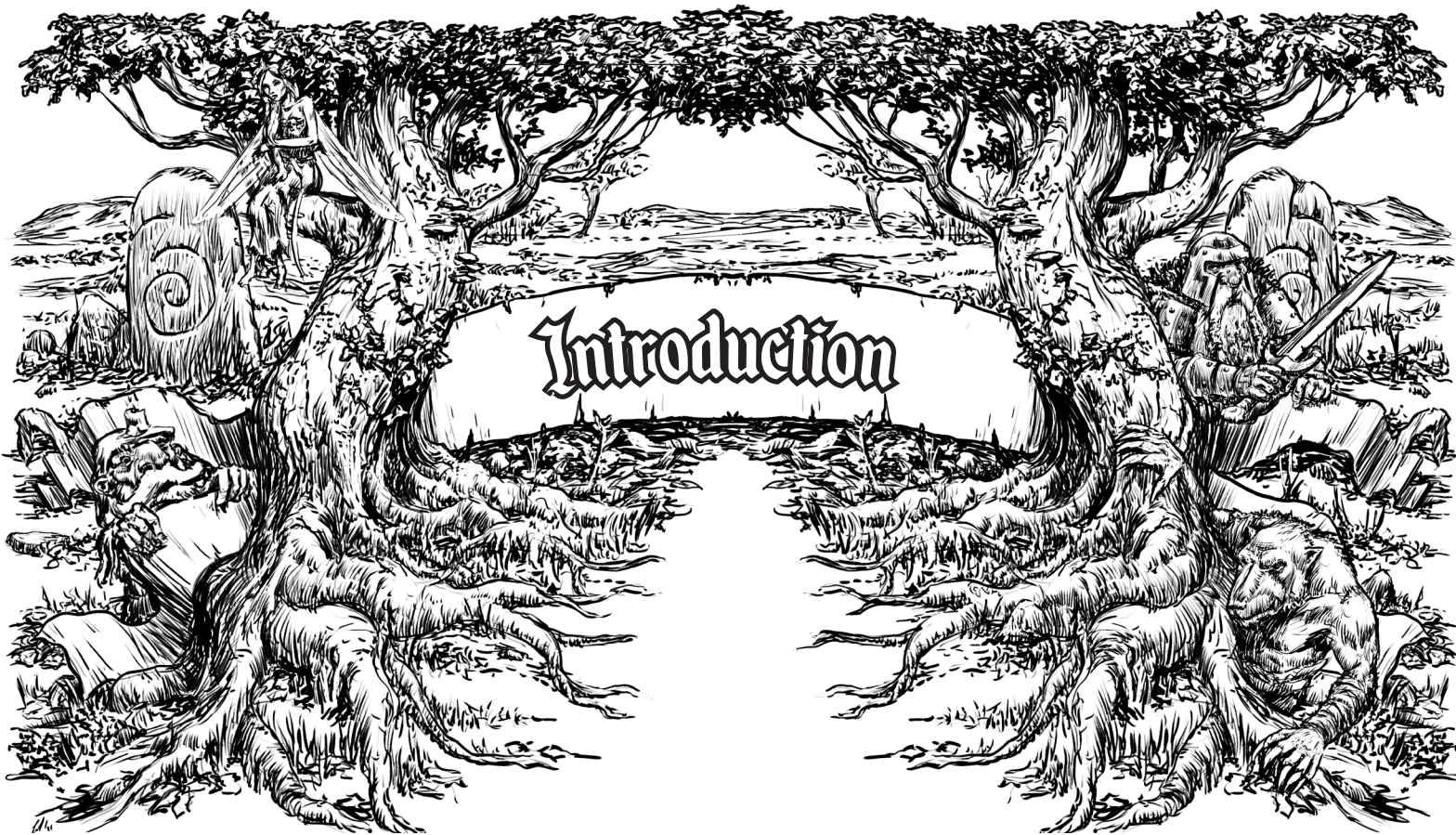
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SECRETS OF THE
GOLDEN THRONE



Welcome to Awallon, island of magic and mystery, and setting of the new *Against the Darkmaster* epic campaign: *Secrets of the Golden Throne*. This Jumpstart Kit will introduce you to the setting and get you ready to begin your journey through the mystical land of Awallon in no time. Inside, you'll find some information about the island and its inhabitants, together with the introductory scenario that starts off the *Secrets of the Golden Throne* campaign. While the adventure is designed for the *Against the Darkmaster* Core Rules, you can also play it using only the free Quickstart Rules you can find on our website. We've also included five pre-generated characters, for those of you who prefer to jump straight into the adventure, but nothing stops you from using your own first level character for this scenario. If you're playing with the pre-generated characters, you'll notice that some of them belong to new Kins, which will be described fully in the upcoming *Secrets of the Golden Throne* supplement. Don't worry, though, you'll find every information you need to play them on their character sheet.

The Summernight's Fair awaits you, are you ready to join the party?

The Island of Awallon

With its many inlets and steep, fjord-like cliffs, Awallon's rugged coastline holds a verdant, untamed land that can be divided into three main regions. In the South, steep hills meet a wide, grassy plain, forming the Tribelands, home to the vast majority of man-nish clans that inhabit the island. Central Awallon is mostly covered by great, ancient forests, where a few brave human settlers live side by side with Awallon's most reclusive people, the mysterious Aes Sidhe. This central area is cut almost in half by the bucolic Oisín River Valley, dominated by the mighty Throne Castle, seat of the High King and his valorous knights. To the North, the land grows progressively colder and rougher, up to the massive mountain ranges of the frozen Cythraul, land of Trolls, Giants, and savage Wendals.





Inhabitants

The Aes Sidhe

The island of Awallon is home to the Aes Sidhe, a group of related Kins often considered legendary in the rest of the world, who are said to have a strong connection to the Spirit World. Gnomes, Pixies, Asrai, and Changelings, the four Kins collectively referred to as the Aes Sidhe, however, are not native to Awallon. They came to the island several hundreds of years ago, brought here by powerful spiritual entities known as the Unseen Lords, who wanted to spare them from the brutality of the war against the Darkmaster.

Even though some of them are old enough to remember their coming to the island, the Aes Sidhe now consider Awallon their homeland and have little interest in events pertaining to the rest of the world.

Mannish Clans

Calling themselves the Dahnan (simply meaning “People” in their own tongue), the Awallonian men arrived here some generations ago to escape the destruction of their homeland by the hands of the Darkmaster. Proud, independent, and pugnacious, they’re organized in small clans, each led by a war chieftain (called Iarll) who guarantees for the safety and well-being of the whole community.

Wendals

Dahnan and Aes Sidhe alike fear the Wendals, the dead-eaters of the North, who periodically swarm down from their icy abodes to pillage and plunder. Stocky and powerfully built, these fierce, fur-clad warriors wear headdresses carved from the skulls of the mighty beasts they hunt, and paint their faces with soot and white clay to make themselves appear as living corpses when they go into battle. Wielding crude weapons made of stone and bones, they fight with such vicious fury and relentless savagery, that they’re indeed often mistaken for undead monsters by their opponents.

Other Inhabitants

While far less numerous than Men and Aes Sidhe, Trolls are most certainly the next most common Kin in Awallon. Voracious Ogres, also known as Half-Trolls, roam freely in the central regions of the island, and Water Trolls make their lairs in its many inlets, rivers, and ponds. While not exactly friendly, most of them usually manage to at least coexist peacefully with the Aes Sidhe communities and have learned to avoid major human settlements. Far less amicable are the Ice Trolls of Cythraul. Dwelling in the ruins of the fallen Giants’ kingdom, these warlike brutes fancy themselves the lords of those frozen lands, and are ready to prove their supremacy to anyone entering their domain. The founders of that kingdom, the Giants, are all but gone from Cythraul. A few Lesser Giants still live scattered here and there, but no Greater Giant has been sighted in centuries.

Trolls and Giants aren’t, however, the only creatures heroes need to pay attention to while adventuring in Awallon. Bloodthirsty Kobolds hide in their subterranean abodes, ready to visit their





vengeance upon the unwary traveler; untame, vicious beasts stalk the wilds, often coming dangerously close to isolated human settlements; and Spirits both malevolent and benign can be met almost anywhere, over wood, water, and hill.

Outlanders

Awallon is cut off from the rest of the world by a tumultuous sea, and has been isolated for hundreds of years. Its inhabitants have heard stories about the strange lands that lie beyond the sea, but most Awallonian never left the island, and believe them to be just that, a bunch of old tales sung by bards to entertain children.

Heroes created with the Kins presented in the *Against the Darkmaster* Core Rules are considered to be Outlanders, the firsts to have reached Awallon in centuries.







A Summernight's Dream

The main purpose of this prologue is to introduce both the players and the heroes to the setting and to set up a starting point for the rest of the campaign. The heroes begin by taking part in an annual festival held near the mannish fortress town of Murias, the famous Summernight's Fair. The festive evening, however, soon takes a turn for the worse, and the PCs find themselves trapped into a nightmare. Will they be able to escape? And is it just a dream, or a dreadful omen of things to come?

The Tale

Each year, on the first night of summer, humans and Aes Sidhe gather together at Pact Hill, near the town of Murias of the Dón clan, to celebrate the ancient alliance between their people. It's the Summernight's Fair, a night of joyous festivity many look forward to for the whole year; where good food and drinks are consumed, games are played, marriages celebrated, people mingle, and generally have a good time.

This year, however, a gloomy atmosphere hangs over the festival. The Iarll has gone North to help the High King fight off a Wendal raid, taking most of the Dón warriors with him, and has yet to come back. He left Murias in the hands of his young daughter Brigid and of a few trusted men, who are doing their best to keep the morale of their people high and organize the best Summernight's Fair they can manage in the absence of so many loved ones. The weather itself seems bent on ruining the festival's mood. The air is chilly and damp, reminiscent more of an early autumn than of the beginning of summer; an event many choose to interpret as a bad omen.

And yet, as the time comes, and the sun begins to disappear below the horizon, people start gathering at Pact Hill. The great bonfire is lit, music starts playing, and most of the celebrants forget about their worries, at least for a while.

The Task

This adventure is split into two parts: The Summernight's Fair, and Rude Awakenings. There's no real task set for the heroes in the first part, save for enjoying the fair and introducing themselves. In the second part, the PCs will have to escape from a nightmare in which they are trapped, while hopefully gaining some precious clues that will help them later on in the campaign.

Starting the Players

To begin with, players have to come up with a reason for their characters to attend the festival. This is pretty easy for heroes native to Awallon, as the Summernight's Fair is a popular event, attracting people from all over the island. The presence of outlanders, on the other hand, may initially seem out of place, but remember that a social event of this magnitude is bound to have some "unusual" guests. Maybe they docked their ship near Murias recently and want to learn the ways of the people who live here before venturing forth. Perhaps they met one of the Awallonian characters and followed them to the fair. Or they could be looking for clues about their mission and hoping to learn something by participating in the fair. Once everyone has figured out a reason to be at the fair, encourage the players to create bonds between their heroes, either by writing something about another PC in their Allegiance, or simply by stating the two are old acquaintances. At this point, if you're using the pre-generated characters you're ready to go. Otherwise, some of the heroes may still miss part of their Passions, like their Motivation or Allegiance. We suggest you to wait until the end of this scenario to write them, as this will give the players a better understanding of the setting and the situation at hand, helping them create Passions better tied to the campaign.

Once these initial steps are taken care of, you're ready to start with the actual adventure. The heroes are making their way up to the top of Pact Hill, as described in the Approaching the Hill paragraph, eager to join the festivities. A night of fun awaits...





Cast of Characters

Cathbad the Druid

Level	MR	AT	DEF	TSR	WSR	HPs
4	15	NA	10	+20	+45	40
Attacks			CT	Rog	Adv	Lor
+45 Weapon			NH	+15	+30	+60

Human Hill Animist. Carries a bronze sickle of gnomis make (counts as a +5 Dagger). Knows the following Spell Lores up to the 4th Weave: Communion, Earth Mould, Healing, Lore of Nature, Soul Soothing. 16 MPs.

An ancient looking man with a joyous attitude and a bushy white beard, Cathbad acts as an advisor for the Iarri and a healer for the Dón clan. Schooled in the mystical arts at Caer Sithi, the hidden fortress of the Druids, he's a very respected scholar of the spiritual world and Awallon's ancient history. Should the PCs consult him on such matters, you should consider him as having a +70 total bonus in Arcane and Songs & Tales. Lorcan asked him to look out for his daughter, Brigid, and he'll do his best to ensure she stays safe.



— Lady Brigid of the Dôn —

Level	MR	AT	DEF	TSR	WSR	HPs
2	15	ME	25s	+15	+15	60
Attacks			CT	Rog	Adv	Lor
+70 Weapon			NH	+15	+20	+15

Human Hill Warrior. Wears Chainmail and Full Helm. Carries a Short Spear and a Full Shield.

The only daughter of Iarri Lorcan is a stunningly beautiful young woman, with long auburn hair and piercing eyes of the color of sea on a stormy day. Bound to succeed her father as head of the Clan, she's headstrong and determined, but also caring, and able to listen to the needs of her people.





The Summernight's Fair

The Summernight's Fair is celebrated on Pact Hill, a low, grassy knoll just behind the fortress town of Murias. Once upon a time here, according to local legends, king Alveric of the Dahnan and queen Lirazel of the Aes Sidhe met to forge an alliance between their people against the invading Wendals.

The site is hard to miss, partly because the people of Murias spent quite a few days decorating the fair's grounds, but mostly because of the large bonfire lit near the top of the hill, which can be seen from far away.

Approaching the Hill

It's assumed the characters are coming from Murias or the surrounding countryside. Small lanterns are lit all along the winding path leading up to the top of the hill, so even characters who cannot see in the dark will have no problems finding their way to the fair.

The sound of music and laughter, combined with the mouth-watering smells coming from the food stalls, welcome the heroes as they get closer to the wooden arch marking the entrance to the fair. Two children dressed in white and blue stand before the arch, greeting anyone who approaches, and distributing colorful ribbons to be tied to the great oak's branches, as tradition demands.

Activities at the Fair

The fair presents the perfect opportunity for the players to introduce their characters to the rest of the group, describe their look and demeanor, and establish whether they already know each other or not. At the same time, the GM can use the fair's activities to illustrate basic game mechanics, such as Skill Rolls, to players who are new to the game, and have the group overhear rumors and meet NPCs that may become important later on in the campaign.

Note that the activities presented here aren't a linear set of scenes or events. None of them are mandatory and all can be skipped or summarized, if the players don't find them interesting or engag-

ing. The GM should let the heroes experience the fair at their own pace, and choose which activity to engage with, if any at all.

Once everyone is ready and the players seem to have had enough of the fair, you can move to the next part of the adventure: Rude Awakenings.

Bonfire

A large crowd is gathered in a circle around the great bonfire, listening intently as skalds and storytellers from all over the neighboring countryside take turns to perform upon a wooden stage, competing with each other to entertain them. From time to time, as the music gets more frenetic, or as one of the minstrels sings a particularly popular tune, a few spectators jump in the middle of the circle, breaking out in impromptu dance jigs, before returning to their places.

Some characters may wish to enter the competition, performing alongside the other bards and minstrels. Treat this as a Songs & Tales conflicting action. Their main competitor is going to be a Pixie wandering skald named Gwynder, with a Songs & Tales bonus of +50 (the other participants are not quite up to his level).

Those who win the competition are awarded a Silver Brooch in the shape of a harp, marking them as talented bards. Characters wearing this brooch gain a +10 to their Charisma and Deceive Rolls when offering their bardic performance in exchange for something else.

Whatever the result of their performance, Gwynder will approach them, tipping his outrageously colored hat to offer his congratulations. He will encourage them to visit the Midnight Revel, in the middle of the Whistlewoods, describing it as the biggest and longest running event in all of Awallon, and telling them that it would be their occasion to perform before far more sophisticated ears. As a token of appreciation, he'll give them a Dried Moonglove Flower, telling them to show it, should someone seek to prevent them from entering the Revel.

Pact Stone

A large, moss-covered menhir, about 4 meters tall, stands right under an ancient oak, its branches embracing the old stone as if to shield it from harm. Colorful ribbons are tied to the oak's





branches, swaying gently in the evening's breeze. Despite being quite close to the great bonfire, a sense of dreamy serenity reigns over this place. Visitors come and go to pay homage to the stone and tie their ribbons to the branches, while a few couples sit on the grass nearby, watching the stars and whispering shyly to each other. A solitary young man, crestfallen and seemingly unaware of his surroundings, stands right in front of the Stone, nervously clutching his hat in his hands.

This is the Pact Stone that gives its name to the hill, believed to mark the spot where King Alveric and Queen Lizrael struck their alliance. It's also the place traditionally picked by local couples to pronounce their vows of eternal love and marriage proposals, since it's believed that promises uttered before the Stone cannot be broken.

The man standing before the stone is Caden, a local fisherman. If inquired about his plight with a successful Standard (+0) Charisma Roll, he'll reveal that he waited all evening for his beloved Saoirse, a girl from the town of Falias, but that she didn't show up.

Feast

A few large trestle tables have been set up here, carrying a large quantity of food that Lady Brigid took care to have prepared for all the festival's participants. Wheels of goat cheese, fishpies, fresh loaves of dark bread, and slices of roasted meat are all laid out on the tables, ready to be handed out by a few busy townsfolk attending the tables.

Nearby, a portly lady watches over a few barrels of mead, casting disapproving looks at a small crowd that seems to have improvised a drinking contest right in front of her.

Food and drinks are free for all the festival's attendees; there's enough for everyone to eat, even if Large characters (like Ogres or Firbolgs) will probably find portions little more than snack-size.

Characters wishing to participate in the drinking contest will have to beat Ultan, the current champion. To begin with, they must pass an Attack Level 1 **TSR**. If they fail, they'll be sickened, unable to drink more, and will suffer a -10 penalty to all actions for the next hour. Characters who pass may decide to keep drink-

Rumors at the Fair

Most of the people the PCs will meet at the fair will be in the mood to chat and gossip. The GM may use the following rumors as conversation topics to give the heroes some background information or drop a few hints on future events.

- This is the coldest first day of summer in centuries! A bad omen, if you ask me.
- There has been a great cave in, up at the mines, I've been told. A whole portion collapsed overnight. Luckily none was working when it happened!
- Rumor has it that some outlanders beached their boat somewhere not far from here recently. I wonder what they could possibly be looking for on our island!
- I've heard High King Auberon has gathered a huge army, he really intends to put an end to these Wendals troubles once and for all.
- My cousin from Falias didn't come to the Fair this year.

I wonder if he's all right...

- They say that the spirits of the kings of old will punish with misfortune anyone who breaks a promise made before the Pact Stone.
- The Iarri and our men should be back by now! How long does it take to crush a few bands of savages?
- I think Old Brugg sometimes loses on purpose. I mean, Aine gives him a barrel of ale each year anyway, and I'm quite sure I've seen him smiling when he thinks no one notices after losing some matches.
- Davod may be old, but he's still the best shot in all of Murias. He used to train the Iarri's men, you know?
- Have you seen the Pixie skald with the funny hat near the bonfire? I've heard he's with the Wild Court! Aren't they all bandits and criminals?





ing and make an Attack Level 2 **TSR**, with the same results in the case of failure. Repeat the process, raising the Attack Level by one each time, until all characters fail their **TSR** or decide to stop. Ultan passes out after three successful Save Rolls. If there's only one hero remaining, they are declared the winner. Otherwise, the character who stops last is the winner of the contest and will be awarded a bottle of a prized liquor called Murias Tay (treat it as a Reviving Cordial).

Vendors

This wouldn't be a fair without vendors displaying and peddling their wares all around the hilltop. The majority of the goods sold here are either household items or livestock (goats, for the most part), but there are a few merchants selling more unusual items (the GM may safely assume that any Common or Uncommon item from the General Gear table in the Core Rules that isn't a weapon can be found at the fair).

The Games

A large area has been cleared out to make space for some games and competitions. Children laugh and clap their hands as contenders attempt to cross a wooden beam suspended over a large water-filled barrel, while the children throw fruits and vegetables at them. A dark-haired woman stands not far from them, challenging passersby to a game of tug-of-war. Besides her, sits an old Ogre holding a piece of rope that seems ridiculously small in his huge hands. He tentatively flashes his fangs when someone approaches, in what he surely perceives as the friendliest of smiles.

The biggest attraction, however, is a large roped-off enclosure, where three mannequins dressed in furs and wearing horned helmets, clearly meant to represent Wendal warriors, have been set up as targets for a shooting contest. People start gathering around the area, shouting and cheering as contestants approach the shooting range.

Player characters wishing to compete in the beam-walking competition must pass a Challenging (-10) Acrobatics Roll to cross the water-filled barrel without falling or being hit by a projectile. Pixies will be playfully reminded by the children that flying is against the rules and strictly prohibited. All competitors, winners and losers alike, are awarded a large bowl of sweet honeyed

fruit for their courage (children will expect losers to share it with them, though).

Those interested in the tug-of-war contest will be explained the rules by Aine, the dark-haired woman standing near the ogre. Up to four people can team up against Old Brugg the ogre, unless they're of Large Size themselves; in that case, it's one against one. This is an Athletics conflicting action; use Helping rules to handle group efforts. Brugg will take it easy against human-size or smaller characters, rolling only with a +50 bonus against them, but won't hold back if confronted by other ogres or similarly large kins, using his full +70 Athletics bonus. The winners are awarded a bundle of oatcakes and smoked salmon (enough for 2 days if used as rations).

Finally, heroes heading to the roped-off enclosure to participate in the shooting contest will be given a short bow and three arrows to prove their aim against the mannequins. An old man with a stern look and a short grey beard is currently faring much better than all the other contestants, so the PCs will have to beat him in order to win the competition. This is Davod, who used to train and lead the town's archers into battle. Because of his age, the Larl left him here to care for his daughter, rather than taking him on his expedition. Treat the game as a simple Ranged conflicting action. While his aim isn't as good as it was in his youth, Davod is still a pretty good archer, rolling with a +75 bonus. The winner of the competition is awarded a White Arrow, identical to those shot by Queen Lizrael's soldiers in the legends of yore (grants a +5 bonus to the Attack Roll and can always be recovered from the battlefield after having been fired). If Davod loses to the PCs, he'll heartfully congratulate them but, as a former mentor, will feel the need to turn the occasion into a small lecture for them, commenting "Good work lass/lad! Just remember, real Wendals shoot back!"



Rude Awakenings

At some point in the evening, Lady Brigid will make her grand entrance. Again, there's no set time for this event, you should start it when you feel the PCs are ready or have exhausted all that the fair's activities can offer. Dressed in full wargear and escorted by an ancient-looking druid named Cathbad, she'll solemnly make her way up to the Pact Stone, where she'll prepare to give a celebratory speech. A reverent silence descends upon the fair as the larrl's daughter slowly makes her way up to the great oak tree. Music subsides, games and competitions halt, transactions are postponed, and a great crowd gathers around her.

Before Lady Brigid can utter her first words, however, a strange dizziness comes upon the heroes. They feel the ground swaying under their feet, and suddenly they black out.

Dream Evil

The heroes have been transported by powerful magic to the Dreamworld, a realm beyond the waking world that's accessible only in dreams and visions. Their actual bodies lie unconscious on the ground on Pact Hill, but their consciousness is trapped in the Dreamworld until they can find a way out. The PCs aren't aware of this, so instead of telling the players what happened, proceed describing the situation as if they've just recovered from their fainting. Don't explain anything, proceed as if everything was normal and let the players figure things out on their own. Sooner or later they will realize their characters are dreaming, but that won't give them any particular advantage in the Dreamworld. They'll still have to find a way out of their prison to wake up.

There's two ways the heroes can escape from this dream:

A PC who dies in the Dreamworld wakes up Weary in the waking world.

Characters who cross the gate in the crumbling ruins wake up without any ill effect.

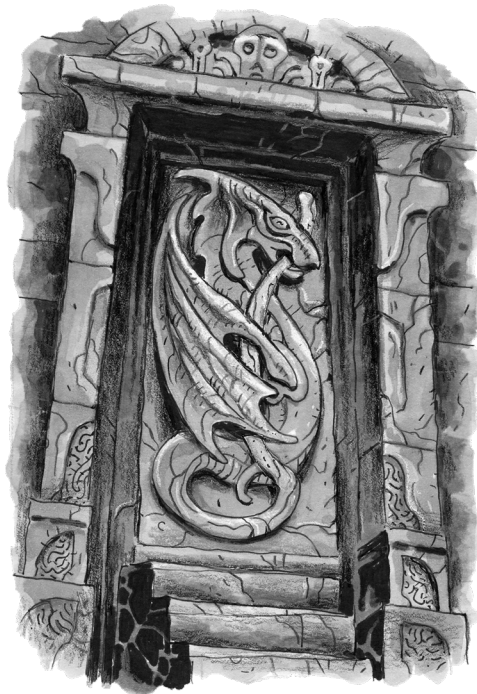
To avoid headaches, characters wake up all at the same time, so players whose heroes "died" will have to wait for the others before regaining control of their character.

In the dream, the heroes come to their senses alone on the top of

Pact Hill; there's no trace of the fair, nor of the festive people of Murias. The air is chilly and silent, and the sky is filled with ominous clouds, thick as smoke, so dark they can't tell if it's day or night. A blackened stump is all that remains of the noble oak that once crowned the hill. Beneath it, the Pact Stone lies shattered on the ground. A steep rocky outcrop stands to its right, rising directly above it. It wasn't there when they passed out, and characters familiar with the region don't remember ever seeing such a bizarre formation. An ancient looking stairway, crudely cut into the naked rock, climbs up to its top.

Fallen Menhir

The Stone appears to have been lying here for a long time. The sides of its fragments are smooth, as if eroded by decades of exposure to the elements. Close inspection reveals that someone scribbled a few words with soot on the side of the largest chunk: "Seek yourself where the water turned into blood." Characters who pass a Very Hard (-30) Songs & Tales Roll remember an islet on the West coast of the Kaldonian Hills, not far from the town of Falias, called Bloodwater Bluff, that takes its name from a huge naval battle that was fought there between the people of Awallon and the Giant Kings of Cythraul. Legends say that so many died in that battle, that the water of the sea turned red.





Blackened Tree

The great oak tree, on the other hand, must have been burned recently, since its stump is still smoking. Characters examining it feel a great sense of anguish washing over them, as if they could hear the dying tree crying for help. The first character who touches the stump receives a vision of a black, poisonous substance pulsing through the old tree's roots. For a moment, they feel it running in their veins, and in the ground beneath their feet, like a black river tainting everything it touches. They see it flowing West, across the hills and beyond, towards the sea, to what they realize, it's its source. The vision lasts an instant, but the character remembers it vividly in every detail.

The Hill

The rest of Pact Hill is desolate and empty, the people of Murias seem to have vanished into thin air. The grass covering the hill is all dead, gray, and strangely brittle, while the woods surrounding it looks darker and thicker than the characters remember. The town of Murias itself is nowhere to be seen: the hill is surrounded by a raging sea on one side, and a bleak, barren landscape, devoid of any sign of life, on the other.

The path they used to get here is still there, but following it only leads them back to the top of the hill, no matter how many times they try (tell them so the first time they do that, don't make them waste time finding a solution that doesn't exist). Any other attempt to leave the hill leads to the same results.

The Stairway

The stairs leading to the top of the strange rock formation are steep, but not particularly difficult to climb. Once at least one character is halfway to the top, the hill is shaken by a low tremor. Large cracks appear in the ground, starting from the base of the tree and spreading fast to the rest of the hill, which quickly starts collapsing. The outcrop is miraculously untouched by this destruction, but non-flying characters who are still on the hill must pass a Challenging (-10) Athletics Roll to rush towards it and avoid being swallowed by the ground, "dying" instantly.

Crumbling Ruins

The outcrop ends in a flat, roughly circular platform covered in snow and buffeted by cruel winds. Its edges are encircled by the rime coated remains of what must have once been massive walls of jet black stone, far too large to have been built by human hands. Seven austere stone visages, each taller than a man, scowl at the PCs from the walls. Some of them have clearly inhuman features, cracked and ruined but still distinguishable enough. One has a single eye in the middle of his forehead, another is covered in fur like an animal, a few sport tusks or bestial fangs, and another yet has long, curved horns, like those of a ram. A Hard (-20) Songs & Tales Roll identifies them as the seven Giant Kings who waged war against the people of Awallon, long ago. On the far end of the platform, opposite to the stairway, stands a colossal stone gate, dwarfing even the giants' visages, carved with the image of a dragon biting its tail.

As soon as the PCs take a few steps on the platform, the gate opens by itself with a grinding noise, revealing a bizarre scene. Beyond its open doors the heroes see themselves, lying on straw mattresses, inside of what appears to be a cave. These are, of course, their actual bodies, soundly sleeping on the top of Pact Hill. Cathbad the Druid has had them taken from the spot where they fell unconscious to a small cave not far from the fair's grounds, and is currently taking care of them. If the characters cross the gate, they'll awake in their own bodies, with no ill effect.

Just as the gate opens, however, a shape of pure darkness coalesces in the middle of the platform. It resembles a man in tattered robes, his face is haggard and a crown of tarnished gold rests on his head. He raises a wicked sword towards the PCs, screams "Long live the king!", and attacks.





Hollow Shade

Level	MR	AT	DEF	TSR	WSR	HPs
5	15L	NA	10	+30	+20	70
Attacks			CT	Rog	Adv	Lor
+75 Weapon			HH	+0	+0	+0

Elite Medium Undead

Special Abilities

Darkvision: Hollow Shades can see in Dim Light and Total Darkness as if they were standing in Bright Light.

Mindless: Hollow Shades are immune to fear and others mind-influencing effects.

Unliving: Hollow Shades do not need to breathe, rest, or eat; are immune to Stun, poison, and diseases; and never Bleed.

Call of the Void: Once per scene, Hollow Shades can spend a Full Action to emit a soul-piercing shriek. Living creatures within a 9 meter radius must pass a WSR or be unable to spend Drive for 1 Round for every 10 points of failure.

If it's defeated, two identical Shades appear and attack the heroes, then two more if another falls. And so on, until all characters are "dead" or have crossed the gate. The Shades cannot cross the gate, and won't follow those who flee beyond it.





Rise and Shine

Once every character has left the dream, either by dying or by crossing the gate, the heroes wake up (remember that those who died in the dream are Weary). They find themselves lying on soft straw mattresses, on the floor of a small candle lit cave. The air is filled with a pungent herbal fragrance, and they can hear the muffled sounds of the Summernight's Fair coming from beyond the cave's entrance. Old Cathbad is sitting near them, busy preparing a mixture of different healing herbs. He's rejoiced by the heroes' recovery and very interested in what they have to say. He can convey them the following information:

They passed out just as Lady Brigid began her speech, and nothing could wake them.

He had them brought here to attempt to cure them of their condition. Not knowing what ailed them he didn't dare move them too

far, but he couldn't leave them on the fair's grounds.

They mumbled something in their sleep, but he couldn't make out what they were saying.

Their conversation, however, is soon interrupted by a cacophony of terrified shrieks, coming from the exterior of the cave. If they head out to investigate the origins of this commotion, they're confronted with a grisly vision. Utter chaos reigns over the fairgrounds. Dark, bestial shapes swarm all over the hill, chasing the good folks of Murias, leaving death and destruction in their wake. Even worse, from their position the characters can see that some of the buildings in Murias are burning. A black sailed longship is anchored at the town's port. Scores of wild warriors are pouring out of the vessel, setting every house on their path aflame. Murias is under attack!

The adventure continues

SECRETS OF THE GOLDEN THRONE

coming Fall 2022

KICKSTARTER

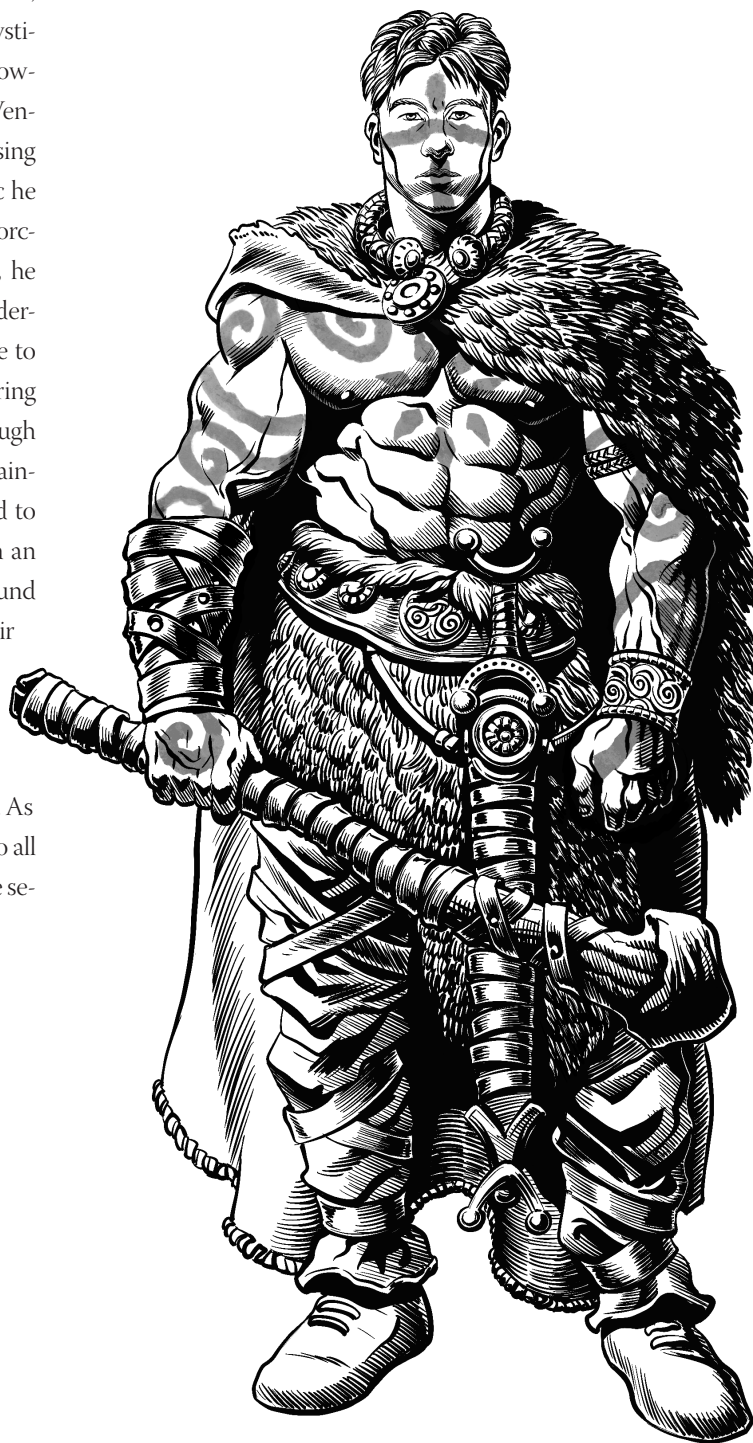




Gwilliam

Gwilliam is a red-haired, brawny young man in his early 20s with large shoulders, a barrel-shaped chest, and bulging muscles. Born and raised in a simple farmstead on the Kaldonian Hills with his little sister, his life changed dramatically one day, when he fell into a cave while wandering alone through the woods. Inside, he found Shillelagh, a magical wooden club carved with mystical glyphs. On the way back to his farmstead later that day, however, he found it under attack by a warband of marauding Wendals. A blinding rage surge in the young warrior upon witnessing the destruction of his ancestral home. Howling like a maniac he charged into battle, slaying the leader of the Wendals and forcing the rest to flee. When he came to his senses, however, he found out he had arrived too late. The farmstead was a smoldering ruin, his parents dead, and his little sister Eileen nowhere to be found, possibly kidnapped by the assailers. Solemnly swearing to find her, he left his ruined home and started traveling through the Hills in search of his sister. On the road, he made the acquaintance of Nimue, a Changeling girl who, like him, was forced to leave her home, and of Hawthorne, a traveling Gnome with an apparently endless supply of lessons to teach. Glad to have found some companions for his quest, Gwilliam happily joined their company, and the three have been traveling together ever since.

Primal Fury: when Gwilliam is under the influence of the Battle Frenzy Skill, his body twists into a fearsome battle-form. As long as the Battle Frenzy lasts, Gwilliam suffers a -10 penalty to all Skill Rolls made during the Assessment Phase, but reduces the severity of any Critical Strike he receives by one degree.



Body (FOR)	<u>15</u>	<u>4</u>	<u>20</u>	<u>15</u>	<u>30</u>	<u> </u>	<u> </u>	<u>80</u>
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SECRETS OF THE GOLDEN THRONE

Hit Points

80

Total

Current

Movement

Light

15

Encumbrance
Level

Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Defense

SWI Bonus 10 Shield Bonus 25

Item Bonus _____ Spec Bonus _____

Wealth

0

Wealth Level

Outcast

Status

Melee Defense

35

Ranged Defense

35

Armor and Shield

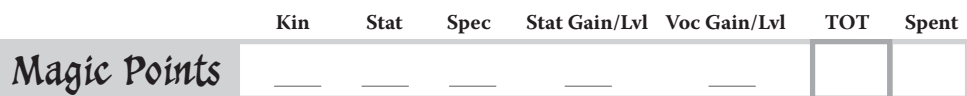
Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities
Leather Jerkin	Light	Torso	-	-10					
Full Shield	Shield	-	-	-10	-5		+25	+25	

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
Great Club	2H	Long	Blunt	5	Blunt	150	Impact		-	
Short Sword	1H	Short	Blades	2	Edged	130	Cut	Pierce		Backstab

Equipment

Item & Description	Location	Item & Description	Location
Great Club	Hand		
Painted Shield	Hand		
Dried Healing Mushrooms	Pouch		
Short Sword	Belt		



Companion Animal

Riding Animal

Name		Animal Type
Move		Attack Type
HP	CMB	DEF

Name		Animal Type
Ride Bonus	Move	Attack Type
HP	CMB	DEF

☐ You travelled to or explored a location you've never seen before.	☐ _____
☐ You faced dangerous foes and/or difficult situations.	☐ _____
☐ You completed a mission or quest, or ended a significant story arc.	☐ _____
☐ _____	☐ _____
☐ _____	☐ _____

Hawthorne

An impeccably dressed gnome with a long silvery beard, Hawthorne Wisebrows is an envoy of the Dandelion Court, a small group of Aes Sidhe families who have been living in the Kaldônian Hills since before the arrival of the Dahnan. Once a powerful faction in Awallon's Aes Sidhe politics, the Dandelion Court is now reduced to a handful of individuals, scattered all over the Hills. Despite this, Hawthorne takes very seriously his role of envoy, traveling from settlement to settlement to address local problems and to make sure the voice of Aes Sidhe living alongside the humans is heard. It was during one of his many journeys that he met Nimue, a Changeling who had to flee her village after being accused of witchcraft, and Gwilliam, a young man searching for his sister. Despite some initial bickering, Hawthorne couldn't help but to feel sympathy for the two young mortals. Persuaded that they wouldn't get far without his guidance, he let them join him on the road, and the three became quickly inseparable.

Fairy Step: Hawthorne can spend a Full Action to become invisible. He returns to be visible at the end of the Round, or as soon as he interacts with another character or speaks. Mortal children and animals are immune to the effects of this ability.



Passions

Motivation	<i>This evil threatens all of us, I must find its source</i>
Nature	<i>Violence is the last refuge of the inepts</i>
Allegiance	<i>The young ones have much to learn, I must guide them</i>

Drive Points



Heroic Path

□ □ □ □ □ □ □ □	10	□ □ □ □ □ □ □ □	20
□ □ □ □ □ □ □ □	30	□ □ □ □ □ □ □ □	40
□ □ □ □ □ □ □ □	50	□ □ □ □ □ □ □ □	60
□ □ □ □ □ □ □ □	70	□ □ □ □ □ □ □ □	80
□ □ □ □ □ □ □ □	90	□ □ □ □ □ □ □ □	100

Stats

	Base	Kin	Spec	TOT
Brawn (BRN)	—	-10	—	-10
Swiftness (SWI)	5	5	—	10
Fortitude (FOR)	—	5	—	5
Wits (WIT)	15	10	—	25
Wisdom (WSD)	20	10	—	35
Bearing (BEA)	10	-5	—	5

Save Rolls

	Lvl	Kin	Spec	TOT
Toughness (FOR)	5	—	—	10
Willpower (WSD)	5	10	—	50

Special Traits

Diminutive, Earthlore, Immortal, Night Sight, Second Sight

Background

Diplomatic Envoy (Minor)

Healer's Hands (Minor)

Well Traveled (Minor)

Skills

Stat #Ranks & Bonus Voc Kin Spec Item TOT

Armor

Development Points Per Level 0

Armor (no stat)	-	1	5	—	—	—	—	5
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Combat

Development Points Per Level 1

Blunt (BRN)	-10	—	—	—	—	—	—	-10
Blades (BRN)	-10	1	5	—	—	—	—	-5
Ranged (SWI)	10	1	5	—	—	—	—	15
Polearms (BRN)	-10	1	5	—	—	—	—	-5
Brawl (BRN)	-10	—	—	—	—	—	—	-10
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—

Adventuring

Development Points Per Level 2

Athletics (BRN)	-10	1	5	—	—	—	—	-5
Ride (SWI)	10	1	5	—	—	—	—	15
Hunting (WIT)	25	1	5	5	—	—	—	35
Nature (WSD)	35	1	5	15	—	—	—	55
Wandering (WSD)	35	2	10	5	—	—	—	50
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—

Roguary

Development Points Per Level 1

Acrobatics (SWI)	10	—	—	—	—	—	—	10
Stealth (SWI)	10	1	5	—	—	—	—	15
Locks & Traps (WIT)	25	—	—	—	—	—	—	25
Perception (WSD)	35	2	10	5	—	—	—	50
Deceive (WIT)	25	4	20	—	—	—	—	45
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—

Lore

Development Points Per Level 4

Arcana (WIT)	25	2	10	10	—	—	—	45
Charisma (BEA)	5	4	20	5	—	—	—	30
Cultures (WIT)	25	3	15	5	—	—	—	45
Healer (WSD)	35	3	15	20	—	10	—	70
Songs & Tales (BEA)	5	2	10	5	—	—	—	20
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—

Body

Development Points Per Level 0

Body (FOR)	5	1	5	—	25	—	—	30
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SECRETS OF THE GOLDEN THRONE

Hit Points

30

Total

Current

Movement

Light

15

Encumbrance
Level

Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Defense

SWI Bonus *10* Shield Bonus _____

Item Bonus _____ Spec Bonus _____

Wealth

2

Wealth Level

Commoner

Status

Melee Defense

10

Ranged Defense

10

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
<i>Dagger</i>	<i>1H</i>	<i>Hand</i>	<i>Blades</i>	<i>1</i>	<i>Edged</i>	<i>120</i>	<i>Pierce</i>			<i>Backstab</i>

Equipment

Item & Description	Location	Item & Description	Location
<i>Livery</i>	<i>Worn</i>		
<i>Dagger</i>	<i>Belt</i>		
<i>Seal of Office</i>	<i>Purse</i>		
<i>Backpack</i>	<i>Shoulders</i>		
<i>Rations x7 days</i>	<i>Backpack</i>		



	Kin	Stat	Spec	Stat Gain/Lvl	Voc Gain/Lvl	TOT	Spent
Magic Points	3	WSD		3	2	8	

Spell Lores	Stat	#Ranks & Bonus	Voc	Kin	Spec	Item	TOT
						Development Points Per Level	5
Glamours	5	1	5	10			20
Earth Mould	25	1	5	10			40
Soul Soothing	35	1	5	10			50
Communion	35	1	5	10			50
Healing	35	1	5	10			50
Aspects of Nature	35	1	5	10			50
Sounds & Lights	25	1	5	10			40

Companion Animal

Name	Animal Type	
Move	Attack Type	
HP	CMB	DEF

Riding Animal

Name	Animal Type	
Ride Bonus	Move	Attack Type
HP	CMB	DEF

Experience Points Tracking

☐ You travelled to or explored a location you've never seen before.	☐ _____
☐ You faced dangerous foes and/or difficult situations.	☐ _____
☐ You completed a mission or quest, or ended a significant story arc.	☐ _____
☐ _____	☐ _____
☐ _____	☐ _____



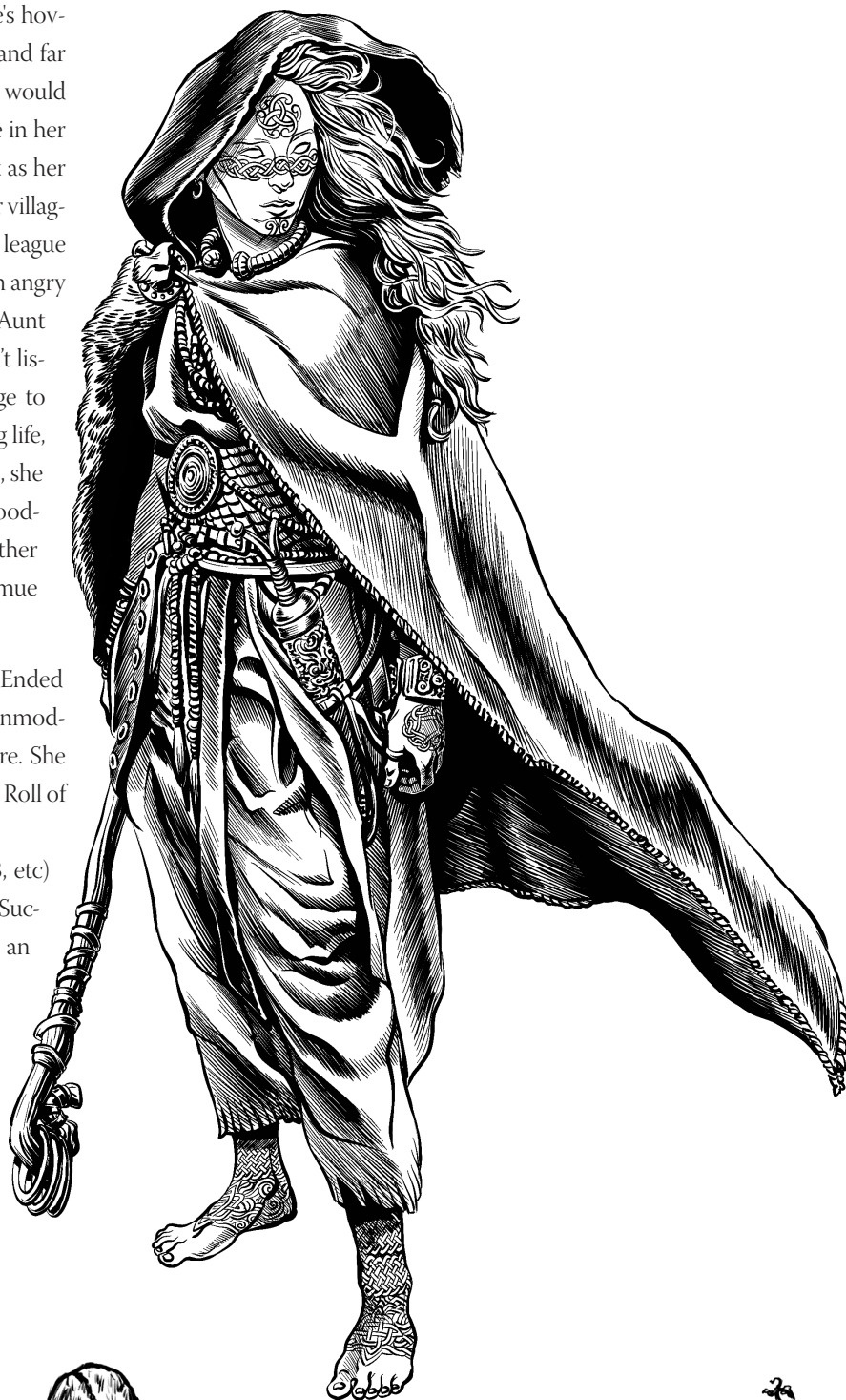
Nimue



Nimue is a Changeling, a child born of mortal parents who has been blessed by the fae with a touch of their immortal light. Or, at least, that's what Aunt Lizzie always told her, since she never actually met her parents. They disappeared soon after she was born, leaving her to be raised by Aunt Lizzie, an old woman living on the outskirts of a small village in the Kaldonian Hills. All in all, Nimue had a happy childhood, playing around her auntie's hovel and listening to her stories about fairy queens, giants, and far away kingdoms. Most of the time, however, Aunt Lizzie would teach her about the Old Art, the magic she believed to be in her blood. Under her tutelage, Nimue progressed quickly, but as her powers grew, she began to attract the attention of the other villagers. Vile rumors started to spread, accusing her of being in league with evil spirits and practicing dark magic, until one day an angry mob gathered outside of their hovel, screaming for blood. Aunt Lizzie tried to reason with them, but the villagers wouldn't listen to her, and Nimue was forced to abandon the village to avoid bloodshed. Since then, she has taken on a wandering life, trying to find her place in the world. In her peregrinations, she met Hawthorne, a grumpy old gnome, and Gwilliam, a brooding Dónnish young man. At first, the three traveled together out of convenience, but they soon became friends, and Nimue started regarding them as her new family.

Strange Fortune: Whenever Nimue makes an Open-Ended Roll, she must re-roll the dice and add the result on an Unmodified Roll of 95 or more, instead of the normal 96 or more. She must also re-roll and subtract the result on an Unmodified Roll of 06 or less, instead of the standard 05 or less.

Uncanny: Whenever Nimue rolls doubles (i.e. 11, 22, 33, etc) on a Deceive or Charisma Roll she must treat any Partial Success she scores as a Critical Failure, and any Success as an Outstanding Success.



Allegiance *My companions are the only clan I need*

Body (FOR)	<u>0</u>	<u>2</u>	<u>10</u>	<u>30</u>	<u>40</u>
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SECRETS OF THE GOLDEN THRONE

Hit Points

40

Total

Current

Movement

Light

15

Encumbrance
Level

Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Defense

SWI Bonus *10* Shield Bonus _____

Item Bonus _____ Spec Bonus _____

Wealth

1

Wealth Level

Commoner

Status

Melee Defense

10

Ranged Defense

10

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
<i>Short Bow</i>	<i>2H</i>	<i>-</i>	<i>Ranged</i>	<i>4</i>	<i>Missile</i>	<i>140</i>	<i>Pierce</i>		<i>20</i>	<i>Quick L</i>

Equipment

Item & Description	Location	Item & Description	Location
<i>Simple Clothing</i>	<i>Worn</i>		
<i>Short Bow</i>	<i>Shoulder</i>		
<i>Arrows x20</i>	<i>Quiver</i>		
<i>Wineskin</i>	<i>Belt</i>		
<i>Twice-baked cakes</i>	<i>Backpack</i>		



Stat	#Ranks & Bonus	Voc	Kin	Spec	Item	TOT
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Development Points Per Level

Riding Animal

Name		Animal Type
Ride Bonus	Move	Attack Type
HP	CMB	DEF

Experience Points Tracking

- ☐ You travelled to or explored a location you've never seen before.
 - ☐ You faced dangerous foes and/or difficult situations.
 - ☐ You completed a mission or quest, or ended a significant story arc.
 - ☐ _____
 - ☐ _____

Maedoc

Maedoc is an Outlander, coming to Awallon from the land beyond the great Sea of Sorrow. He's one of the Rovers, the group of irregulars who normally watches over the borders of the Dwarven Kingdom, keeping them safe from bandits, wild animals, and other dangers. Recently, however, his homeland has been stricken by a strange Blight: animals sicken and die, crops wither, the soil itself becomes barren and brittle, and ore rich veins suddenly run out. Powerless before this Blight, the dwarven council turned to the Rovers, tasking them to scout the land in search of any clue that could help them stop it. Driven by his instinct, Maedoc went to visit his friend Gandrell, a Dusk Elf of the woodland realm bordering the Dwarven Kingdom, but, to his dismay, he found out that the Blight had begun to spread even there. Together, the two friends searched the vast archives of the elven citadel. In the end, they discovered a cryptic prophecy in a dusty tome lying in a forgotten corner of the royal library. It spoke of a mystical Golden Throne, hidden beyond the eastern sea, in the lost island of Awallon, that had the power to heal the land. Armed only with this vague knowledge and their determination, Maedoc and Gandrell decided to sail East, in search of the land of the Golden Throne.



SECRETS OF THE GOLDEN THRONE

Hit Points

75

Total

Current

Movement

Lightly
Encumbered

15

Encumbrance
Level

Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Defense

SWI Bonus 20 Shield Bonus 15/5

Item Bonus _____ Spec Bonus _____

Wealth

2

Wealth Level

Commoner

Status

Melee Defense

35

Ranged Defense

25

Armor and Shield

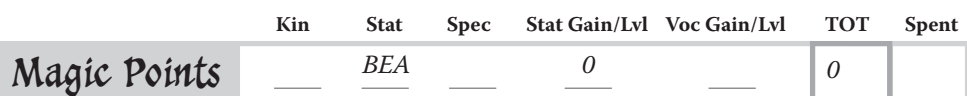
Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities
Leather Armor	Light	Torso, Arms, Legs	30	-20	-5				
Target Shield	Shield	Shield arm							Rigid

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
Handaxe	1	Hand	Blunt	2	Blunt	130	Cut	Impact		
Thrown Axe	1		Ranged	4	Missile	120	Cut		3	

Equipment

Item & Description	Location	Item & Description	Location
Leather Armor	Worn	Backpack	Shoulders
Handaxe +10	Hand		
Target Shield	Hand		
Wineskin	Backpack		
Twice-Baked Cakes	Backpack		



Spell Lores

Development Points Per Level

Year	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030
1																					
2																					
3																					
4																					
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40																					
41																					

Riding Animal

Animal Type

Attack Type

DEF

Animal Type

Attack Type

DEF

Experience Points Tracking

- O _____

- _____

- O _____

Gandrell

Gandrell Windblade was born in the woodland realm of Dryv Covert, far beyond the Sea of Sorrow. Together with his friend Maedoc the dwarf, he came to Awallon in search of a cure for the mysterious Blight that plagues their land. Led by an ancient prophecy speaking of a magical Golden Throne, they crossed the sea with little hope of actually finding a land that most believed to be just a legend. However, now that they have reached the island, and that the legend of Awallon has been proved to be real, Gandrell can't help but to wonder what other truths are hidden in the tales of old. How did Awallon stay hidden for such a long time? How come they reached its shores so easily, while many others attempted to do the same and failed in the past? Was it really by chance that they discovered that cryptic prophecy, or were there hidden forces at play? And what secrets does this mysterious Golden Throne hold? With this and other questions lingering heavy upon his heart, Gandrell set foot on the shores of Awallon, determined to find answers.



Hit Points

65

Total

Current

Movement

Lightly
Encumbered

15

Encumbrance
Level

Move Rate

Wounds

Bleed _____ Stun ☐ Penalties _____

Conditions _____

Defense

SWI Bonus 30 Shield Bonus _____

Item Bonus _____ Spec Bonus _____

Wealth

3

Wealth Level

Gentry

Status

Melee Defense

30

Ranged Defense

30

Armor and Shield

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities
Leather Jerkin	Light	Torso	-	-10					

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities
Longsword	1h	Long	Blades	4	Edged	150	Cut	Pierce		Hand and a
Long Bow	2h		Ranged	6	Missile	175	Pierce		35	Load (1)

Equipment

Item & Description	Location	Item & Description	Location
Short Tunic and Flowing Cape	Worn		
Long Bow, Quiver and Arrows	Back		
Reviving Cordial	Pouch		
Leather Jerkin	Worn		
Longsword	Belt		

A SUMMERNIGHT'S DREAM

You've dreamt of this place...

Awallon, the land beyond the eastern sea.

Legends say that as long as a true king sits upon its Golden
Throne, the kingdom shall prosper.

And yet, a strange blight has befallen your country.
So you've come here at last. Pursuing your dreams, following
half-forgotten prophecies, looking for answers.

Will you unveil the

SECRETS OF THE GOLDEN THRONE

A Jumpstart Kit for the upcoming *Against the Darkmaster* supplement:
Secrets of the Golden Throne!

Featuring:

- An introduction to the island setting of Awallon and its inhabitants.
- *A Summernight's Dream* - an introductory scenario that launches the epic *Secrets of the Golden Throne* campaign.
- Five ready to play characters