

A GATHERING STORM 1

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Moden Calayner, Lord of Bifyrd manor, hasn't heard from his friend Lord Wincarth of Forwelms manor in quite some time. What could be going on out there on the fringes of Kaldor? Moden insists on finding out immediately, despite the threat of storms in the region.

This Cthulhuesque scenario uses characters from *Bifyrd-Feron Characters*, by Brian McNeilly, available at Lythia.com, but it is easily adapted for any group of PCs.

PLOT SYNOPSIS

An apparently stable Barasi point has been discovered near Forwelms manor, linking Hårn and Terra. Unfortunately, an evil influence has come through the gateway, "inhabiting" several of the residents of Forwelms, including Lord Wincarth. The Shek-P'var have sent an emissary to investigate, but he has been captured and is currently held in the manor house.

The group from Bifyrd and Feron manors are sent to find out what is going on, and must deal with Lord Wincarth and other evil minions, while trapped at the manor due to bad weather.

Once the emissary is freed, he tells the group that the threat on the other end of the gateway must be eliminated, and the group travels through with his assistance.

They arrive in the basement of the Crossby Estate in Arkham, Massachusetts, in the early 1920s, and encounter two Cthulhu cultists who have been abducting residents of Arkham in order to "convert" them to their cause. The latest victim, who the group might possibly rescue, is a private investigator who has been lured to the estate. The combined forces must fend off the evil cultists and then the Hårnians must find a way home.

PART I – JOURNEY TO FORWELM

Sir Moden Calayner has asked several of the villagers of Bifyrd and Feron manors to meet with him in the hall at Bifyrd manor. Once they have gathered, the knight explains that he had been expecting word from his good friend Sir Dusen Wincarth of Forwelms manor in the westernmost part of the Nelafayn Hundred.

Despite threatening storms, Moden insists on sending a message to Sir Wincarth, and finding out what might be going on at Forwelms manor. He asks those present to undertake this mission.

Assuming the group agrees to travel to Forwelms (they really have little choice in the matter), the journey should be as ominous as possible. Dark storm clouds and a cold wind follow the group, threatening an early snow this fall. No one else is on the road, and this is especially felt as they approach the manor.

PART II – STRANGE ENCOUNTERS

Once the group reaches Forwelms, their find they are not welcome. The villagers peer out and then shut their doors at the group's approach.

The weather takes a turn for the worse, and a heavy wet snow begins to fall, accompanied by thunder and high winds. The group must try to take shelter in the manor house. They are admitted by a man-at-arms, and they immediately notice a "strangeness" to the place that they cannot explain. The group is taken to the hall in the keep to meet with Sir Wincarth, Lord of Forwelms manor.

Lord Wincarth will ask the group why they have come to Forwelms, and then make them an offer. He will tell them of a wonderful new existence that they can embrace, and says that he has friends who can help them achieve this new beginning for their lives.

During the conversation, the group might become a bit suspicious when they see that Sir Dusen's skin looks a little odd, sort of greenish and scaly. Also, he now appears to have a few extra appendages ... several tentacles where each of his arms used to be!

If the party refuses the offer (a likely occurrence), Dusen and his four men-at-arms (who have started the conversion but are still mostly human) will attack. Initially, they will attempt to subdue the group, but will use deadly force if necessary to defend themselves.

Once the monsters are taken care of, a search of the keep will reveal a captive in the basement dungeon. His name is Korvel, and he hails from Melderyn. He reassured the group that he is still human, and explains that the evil which inhabited Sir Wincarth and his men has come from a "far away place" and must be eliminated to prevent further infestation. If pressed, Korvel will elaborate, explaining that he was sent by his masters to investigate a "portal" that is reported to exist near Forwelms manor. Obviously this portal really does exist and it is in use, as evidenced by the state of Sir Wincarth and his men.

If the group agrees to help, Korvel (a Fyvrian) will offer some healing to anyone who is injured. Then he will lead them out of the manor into the nasty weather. He will walk west from the village into the woods, stopping in a small clearing a few hundred yards into the trees.

Once the group are all gathered in the clearing, Korvel stands a bit apart from them, and closes his eyes, apparently concentrating. Observant characters will notice that a fancy ring on his hand begins to glow with a pale greenish light. After a few moments, Korvel begins to quietly chant words in an unknown language.

After several minutes, a pink glowing oval "doorway" appears at one end of the clearing. Korvel stops his chant and invites the group to follow him through.

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PART III – THE GREAT BEYOND

As soon as the group enters the gate, read the following narrative aloud to the players.

A storm was brewing in Arkham. Most people were locked up in their homes, and I was just about to spend an evening with my friend Jack Daniels, when she walked through the door.

Rich coat and richer jewellery, and legs that seemed to go on forever, the kind you can just sit back and appreciate, like a good Scotch.

She said her name was Crossby, and she had inherited her old family estate north of the city. The wad of cash she dumped on the desk convinced me not to ask to see the paperwork.

She wanted to have a look at the place, but was worried about kids or bums around, so she wanted a body-guard to go with her. Seemed like an easy buck so I said ok. Then she told me we were going tonight.

I made a face, and looked out the window at the storm that was coming, but she insisted that she wanted to go right now. With a sigh I slid Jack back into the top drawer of the desk, and got my coat and hat.

She let me drive her new roadster out to the place. It didn't start raining hard until we were at the front door, so we didn't get too wet. The Crossby woman opened the door with a key, and let me lead the way inside.

There was no electricity, but we found some old candles on a shelf near the front door. On the main floor there was no sign of a break in. There wasn't much dust around, but it didn't seem like anyone had cleaned up in a while either. She wanted a look at the basement, so I led the way down. There was a bad smell in down there, just enough to make me think twice about continuing our search. I realized that someone else was in the shadows, but it was too late.

"You'll do." I heard the Crossby woman say from behind me. "You'll do just fine." Then the room exploded in stars and everything went black.

The group will be quite disoriented when they travel through the portal. Before they regain all their senses, they hear a loud bang.

They are in a fairly large room, dark except for several candles burning on a large table in the centre. Various boxes and crates are piled around the outer walls of the room, except the wall behind the group is clear of any obstacles. There are two robed people, a man and a woman, standing beside the large table, and an unconscious man dressed in strange cloth clothing is laid out upon it. The only exit from the room is a door in the wall opposite the group.

The woman is pointing an oddly shaped piece of what looks like metal toward the group. A whisp of smoke emanates from the end of it. Korvel slumps backward into the group, clutching a bleeding shoulder.

The man standing at the table shouts a word that the group does not understand, and they see shadows move near the walls on either side of the table. Four creatures resembling Sir Wincarth shamle out of the shadows towards the group.

Once the monsters engage the group, the woman will no longer use the gun, which she took from the unconscious investigator. The investigator has not yet been harmed (other than a nasty bump on his head).

When the battle starts to look bad for the monsters, both cultists will attempt to escape through the door and up the stairs, bolting the door behind them. By the time the group can break down the door, they will be gone.

Unless the group wants to hang out in 1920s Arkham (which could be a rather interesting continuation to the adventure), they have to defeat their enemies and keep Korvel alive so he can reopen the portal back to Hårn.

Korvel is actually not that badly wounded, although the players should be given the impression that the gunshot was lethal. If they are able to revive the investigator, he will inspect the injury and find an exit wound on Korvel's back. He will appear to know what to do and will try to stop the bleeding. Once Korvel is conscious, he will cast a healing spell on himself.

The GM should try to have as much fun as possible with this encounter in a new world. The investigator and cultists will not be able to speak Hårnic, of course, so roleplaying the communication should provide a fair bit of entertainment.

PART IV – RETURN HOME

When he has rested for a while, Korvel will be able to reopen the gate. He tells the group that it will soon shift to another location, closing off the route from Hårn to this world. When all are safely returned to Forwelme, read this conclusion aloud to the players.

I haven't seen the weird people in the medieval getup since that night. I couldn't tell you where they came from ... but it certainly was crazy how they left. They saved my life, though, so I can forget those details with Jack's help.

A week later the true heir to the Crossby Estate showed up in Arkham. She was a lot harder to look at but a lot less dangerous than the first one. They've started tearing down the old place and a new house is going to be built, though if they ask me, and they won't, I'd be selling that place and moving on.

A GATHERING STORM 3

SIR DUSEN WINCARTH

Feudal Knight			
Strength	13	Initiative	83
Dexterity	13	Move	13
Agility	13	Dodge	70
Endurance	14	Encumbrance	4

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Tentacles (x4)	75	55	n/a	6	-	-

ARMOUR

Leathery Skin (Everywhere)
 Cloth Tunic/Lg (Sh Ua El Fo Tx Ab Hp Gr Th)
 Mail Hauberk (Sh Ua El Fo Tx Ab Hp Gr Th)
 Leather Leggings (Hp Gr Th Kn Ca Ft)
 Leather Shoes (Ft)

Location	B	E	P	F
Skull	2	4	3	3
Face	2	4	3	3
Neck	2	4	3	3
Shoulders	5	13	9	5
Upper Arms	5	13	9	5
Elbows	5	13	9	5
Forearms	5	13	9	5
Hands	2	4	3	3
Thorax	5	13	9	5
Abdomen	5	13	9	5
Hips	7	17	12	8
Groin	7	17	12	8
Thighs	7	17	12	8
Knees	4	8	6	6
Calves	4	8	6	6
Feet	6	12	9	9

WOUNDS

Combatant	Wounds
Sir Wincarth	

SIR WINCARTH'S MEN (2)

Light Foot			
Strength	11	Initiative	60
Dexterity	11	Move	11
Agility	11	Dodge	60
Endurance	12	Encumbrance	4

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Spear	91	81	11	4	-	7
Knightshield	76	91	13	2	-	-
Handaxe	65	60	11	4	6	-
Dagger	65	65	11	1	2	5

ARMOUR

Leather Cap (Sk)
 Cloth Hood (Sk Ears Nk)
 Cloth Tunic/Lg (Sh Ua El Fo Tx Ab Hp Gr Th)
 Leather Tunic/Ls (Sh Ua El Fo Tx Ab Hp Gr)
 Leather Leggings (Hp Gr Th Kn Ca Ft)
 Leather Calf Boots (Ca Ft)

Location	B	E	P	F
Skull	3	5	4	4
Face	1*	1*	1*	1*
Neck	1	1	1	1
Shoulders	3	5	4	4
Upper Arms	3	5	4	4
Elbows	3	5	4	4
Forearms	3	5	4	4
Hands				
Thorax	3	5	4	4
Abdomen	3	5	4	4
Hips	5	9	7	7
Groin	5	9	7	7
Thighs	3	5	4	4
Knees	2	4	3	3
Calves	4	8	6	6
Feet	4	8	6	6

* Ears only

WOUNDS

Combatant	Wounds
Henchman 1	
Henchman 2	

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CULTISTS (2)

Unarmoured			
Strength	11	Initiative	55
Dexterity	11	Move	11
Agility	11	Dodge	60
Endurance	13	Encumbrance	0

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Dagger	60	60	11	1	2	5

ARMOUR

Cloth Robe (Ua Sh El Fo Tx Ab Hp Gr Th Kn Ca)

Leather Shoes (Ft)

MONSTERS (4)

Unarmoured			
Strength	10	Initiative	45
Dexterity	10	Move	10
Agility	10	Dodge	60
Endurance	11	Encumbrance	0

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Tentacles (x4)	75	55	n/a	6	-	-

ARMOUR

Leathery Skin (Everywhere)

Location	B	E	P	F
Skull				
Face				
Neck				
Shoulders	1	1	1	1
Upper Arms	1	1	1	1
Elbows	1	1	1	1
Forearms	1	1	1	1
Hands				
Thorax	1	1	1	1
Abdomen	1	1	1	1
Hips	1	1	1	1
Groin	1	1	1	1
Thighs	1	1	1	1
Knees	1	1	1	1
Calves	1	1	1	1
Feet	2	4	3	3

WOUNDS

Combatant	Wounds
Cultist 1	
Cultist 2	

Location	B	E	P	F
Skull	2	4	3	3
Face	2	4	3	3
Neck	2	4	3	3
Shoulders	2	4	3	3
Upper Arms	2	4	3	3
Elbows	2	4	3	3
Forearms	2	4	3	3
Hands	2	4	3	3
Thorax	2	4	3	3
Abdomen	2	4	3	3
Hips	2	4	3	3
Groin	2	4	3	3
Thighs	2	4	3	3
Knees	2	4	3	3
Calves	2	4	3	3
Feet	2	4	3	3

WOUNDS

Combatant	Wounds
Monster 1	
Monster 2	
Monster 3	
Monster 4	