

Silvoworn

a world of magic and mystery.



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New Concepts, the Cliché:

One of the added concepts to Silvoworn is that of the Cliché, as you will note on the Rune's page, each player gets a weapon skill and a cliché, such as: ***Fighter: Sword (Great), Fighter cliché (good)***

The Cliché encompasses anything and everything that the player wishes to do that is common of the class. For instance, Rob chooses to have his player charge a bandit with his shield... He would roll based on his Fighter Cliché. Sally wants her character to pick a lock, but Athena her Character a master level communications graduate has no clue!! Good thing she has the thief rune and can roll on the thief cliché!!

The Beginning

The characters should all be Modern Day. Each character is a College student, each graduating shortly, with masters in a subject. Each hurled into Silvoworn by means of trickery.

The trickery performed by a zealot group from Silvoworn that needs outsiders to help their world, for the evil that has surrounded the town of Asylum knows their thoughts, but cannot read those of other worlds, so they hope.

One by one, each character is hurled into Silvoworn.

#1 You are going thru your dead Fathers belongings and you come upon an old ring with a note tied to it The ring is the key as you look deeper you find a map and a bag of holding with full body armor, and a sword inside of it.

Once the ring is worn, the character is whisked into Silvoworn where he finds himself in a meadow, with the bag, sword(+1/good). The Ring has fused itself to his finger. [fighter card]

#2 you come upon a ruined building in the back section of a city park (or other out of the way area of the city). The ruins are fairly overgrown. All that is really standing is a doorway and its frame. If you pass through the opened door, you travel to a different world. If the door closes, there may not be a doorway back to get you back.

The character finds himself in a meadow with PC #1, he is holding a bow of strong oak (+1/good). [ranger card]

#3 you are given a book to read, then when you start to read it, seems to change from pages of words to pages of images that seem to live and move. If you touch the page after the images appear, you travel into the story and now live in that world. There is a book on that world, which leads back to this one.

This PC lands in the meadow with a book... of ancient text, and a Staff.
[wizard card]

#4 you see an old women drop a priceless gold coin on the ground. If the PC decides to keep it, he blacks out, to find himself in the Meadow, with a set of lock picks. [thief card]
If he gives it back to the women she declares him a saint and he blacks out to find himself in the meadow with a holy symbol and a silver sword(+1/good). The symbol is of a cross over a turned up crescent moon inside of a triangle. [knight card]

In the meadow is an young man with a scroll in his hands. He moves up the each person and gives them a rune on a leather strap.

"Put on the rune and I will explain what it is that you are here for.", he waits...

Players refuse:

- A. "I cannot explain anything until you wear the runes."
- B. "Please, our world needs your help!"
- C. "Without the runes you are not safe here. And I cannot send you back."
- D. "Please I beg of you, by all that is good and just."

Players wear runes.

[Give out advantage cards as per entrance]

"I will explain now... what I know.", the young man pauses and sighs, "I have only been told a small part of what I can tell you is something much larger, but for any one person to know it all is to let Him know."

The man sits

"You are here to help our world by being from another world, as your minds cannot be read by Him."

PC asks who "him" is.

"I cannot speak of Him any further."

"Read what I have given you. Learn your gifts; understand that you are here because of a dire need. You will be rewarded, the legion has promised that." He stands, "I must be on my way now. Read, understand and practice. I pray your god is with you in your journey."

With this said he walks off toward the forest and vanishes.

The scroll;

In the town of asylum, people are going mad, the very heart of our world is being bled dry by insanity and violence. The reason is an evil demon has taken residence there. Go now to the north, with the knowledge your Ranger possesses, he will find true the town of "SmallGreens", stop the waters and they will give you a Scroll, read, understand and practice it... you will know what to do next.

I the author of this scroll cannot give truth to my whereabouts other than I am not in Silvoworn, I am in the scrolls you read and the riddles you solve. The runes are a work of many and powerful, guard them with your lives and keep your goals in sight, stray not or tarry from the words in the scrolls... and you will go home abundantly awarded.

Signed,
The legion

The road to "SmallGreens"

The ranger knows that the road is north of here and that it should not be too treacherous to get to "SmallGreens", but there might be trouble with bandits.

Therefore, keeping a low profile and staying a ways off the road may be the best bet.

[GM: roll 3D6 1-14: no bandits; 15+ 3 bandits attack:]

Bandits:

attack: Great

def: Mediocre

loyalty: Below Terrible

Notes: if one bandit dies the other two will give up!

An Interesting thing that the pc's see is Alacups, small yellow plants similar to daisies but more oval shaped. As the players approach the Alacups fold up, protecting and hiding all there yellow petals. If the players wait another 10 or 15 minutes before moving on from any of these Alacups patches the Alacups will open again and disregard the players completely, until the players have moved 10-15 feet from the patch or patches... then the Alacups will respond again the same.

"SmallGreens"

The town is flooded, and rain is poring over in a deluge of water. The road to SmallGreens is swampy and puddles of water 2-3feet deep spot the walk. As the party gets closer to the town, the road turns to thick mud. The town is small, only about 12 homes and 2 large towers.

Off from the sides of the houses large coverings and lean twos are built, sheltering livestock from the rain. As the party gets closer, a bell tolls from the north tower... striking its brass roar three times. Two minutes later, the southern tower tolls its bell in the same resounding roar, three times.

[eels: at: fair damage -1 def: poor] – eels will attack in groups of 2 or 3 if pc's get into deeper puddles.

Once inside of the town and being pored upon the PCs find three more buildings, a tavern/inn, a town hall and a wares shop.

The tavern, the "Muddy Pony", is open and looks to well lit and warm from outside.

The Town hall looks closed and weather worn. As if upkeep to this building has long since become an outdated idea.

The Wares shop, the "Rusty Chain" also looks weather worn, but in decent shape.

The "Muddy Pony"

Inside the muddy pony, the PCs find warmth from a large fire in the middle of the building and the smells of good food cooking on the hearth. A board behind the small bar reads... "one food, and today it's Mutton" blow that it reads, " 2 drinks, water and ale. Water served outside."

Behind the bar, a porky old man is rinsing some glasses off. "Welcome travelers, I am Taper, Come in and have a sit, Ale and mutton?" he asks...

The Ale and mutton are of great quality and worth the 1 gold piece that he asks for the whole lot of PCs. If the PCs have no gold... "you can work it off then, I will make you a bargain of a deal. Go out back and fix my fence, shouldn't take to long and for that, I will be grateful, food, drink and a bed on me for the night."

Fixing the fence turns out to be a job after all... PCs are attacked by 3 wolves.

Inn wolves

1. WOLF

Attack: fair 0
Defense: good +1
Health: [][][][][]

2. WOLF

Attack: fair 0
Defense: good +1
Health: [][][][][]

3. WOLF

Attack: fair 0
Defense: great +2
Health: [][][][][]

If the PCs purchase the food and ale, Taper will go outside and be attacked... he will run inside with 5ht left, bloody and worse for wear, he will ask the party to kill the three wolves outside.

The bar keep gives the players 2 gold for killing the wolves.

If asked about the bells, "well, yaw see one resident group of clerics say that there bell chiming is right on gods time, while the other swears to the gods that there bell is rung precisely when it's supposed to be."

Taper smiles, "as far as I am concerned both are wrong, that there water clock", points to a small dwarves water clock, "is correct. Moreover, as I see it, the North tower chimes 2 minutes before the south tower. Funny huh?"

If the PCs look at the clock when the bells chime, they will see that Taper is correct.

The Rusty Chain

PCs can buy almost anything here, on a 50% chance (nine or less: available nine or more: not found in the store)

The owner of the shop is Sigmund. A tall lanky fellow with an odd spectacle and leather hat; which he uses for inspecting items. All the items in Sigmund's shop are of good quality.

If asked about the "SCROLL" Sigmund will reply that he does hold the scroll, but it is a prize for anyone that can stop the rainfall in the town. It has been raining for years.

If asked what happened to start the rainfall...

"well, we are not sure, the town has always had rain as far as I know, the only writ which changes my knowledge of the facts I have seen, is a parchment written by the once town mayor, Bradbury." The man lights a small aromatic pipe... "In that there parchment it said that the rains started about four years ago. Although the parchment said nothing as to why it started, or so I cannot recall it, if it had. The parchment was stolen by bandits, yet another town treasure gone."

Sigmund walks over to the window looks out, "You fellers find out why it's raining? Doesn't matter... make it stop and the Scroll and the reward, it's yours." Sigmund points at the towers, "you could start with them", he says in a hushed tone, "they have been here forever and a day, been here before the town as I recall from the tome of Small greens. They don't talk to anyone in the town and all that is ever heard from them is when the bell tolls... each tower."

Sigmund turns back to the group, "well, anything more I can do for you?"
The reward: [ring of "Sense: +4 Die Roll"]

The Towers

The west tower is made as a shrine and fortress to the followers of tempofuturo the god of the sequential future. The east tower a shrine and fortress of the followers tempoapós the god of past.

They both ring their bells at what they believe is the exact time they should, however the goddess Sundra has decided that since they are both off from the actual time, by 2 minutes, that it should rain until they get closer than a minute in their chiming.

West Tower

The tower is on a slight slant from the rain and poor foundation. Looking at the tower one can see 2 men outside, in bright orange robes. The men are talking...

Man#1: "no, it says nothing in the great tome of this weather, or that we are to suffer it!"

Man#2: "what about passage 1.34, 'and it shall come to pass many things ye I say.' that defiantly alludes to it!"

Man#1: "that also alludes to candle moths in the store rooms too... un sequential and totally out of context brother." the man shakes his head, " I personally do not think this is something we can fix, and you might be foolish to even try."

Man#2: "well, think of the glory of tempofuturo if we are to stop the rains! Praise be!"

Man#1: "that is my point brother, if this was of our god, we would know what to do... not alluded to misgiving with no end!"

Man#2: "i will not give up brother. I will not."

At this point the first man shrugs and walks back into the tower. Leaving the second man to oddly enough start collecting samples of water in small blue vials.

Brother Lethe

Attack: Fair Defense: Mediocre

Health: Fair

Religion: Good Science: Good persuasion: Great

Notes: Lethe believes that something is causing the rain, and that it cannot be his god. He believes that there is some explanation for this. That gods don't cause it to rain for years.

East Tower

The east tower is crumbling and slight disarray. Outside the tower a lone man sits twiddling a small piece of wood. He is humming a tune.

The man is the bell ringer for the East tower, and is down in the dumps because of all the rain. He is willing to try suggestions to help stop the rain, but, refuses to listen to Lethe. [if a persuasion roll of great+ then follower zeke will go along with any plan of the PC's]

Follower Zeke

Attack: Good |Defense: fair| Health: good

If the pc's get Lethe and zeke to strike the bells within 1 minute of each other the rain will stop.

The scroll #2

"Congratulations, You have stopped the watery curse. Now hurry on to Simpin, here you must find the alchemist Rodrig he has the next scroll.

I wish we could tell you more about where this is leading and what you are here to do. We are watching, from afar. While we cannot help you immediately, if you are in need, show the winds.

Signed,
The legion

The road to Simpín

As you leave town the north road bends west to meet a much larger road also heading north. Travelers are walking along, some with goods to sell in Simpín others walking with cattle or riding in carts. The general talk is about the town of asylum.

Rumors

--Terrible---

1. The guards have run in terror...
2. The weather is going be bad tomorrow.
3. I heard that there are spies watching the sheep herders.

--Poor---

1. There is something wrong with Mt. Ashore
2. I heard wolves hate the glyph ... but I don't what it looks like... Wish I did.

--Mediocre—TO—Good--

1. A friendly dragon is what they said... how ludicrous.
2. A war amongst the gods. It caused the madness in asylum, I swear by it.
3. The beast hate the glyph ... sounds like a bad omen to me.

--Great—

1. The cave ripped the sword from his hand... stuck right into the wall.
2. I hear the dragon guards the town, that it actually protects Simpín.

--Superb—

1. I know the glyph; it's a demon sign... to bad the legion is missing.
2. I heard there are death walkers after some interlopers from another dimension. I hope the legion is behind this.

About a mile from Simpín, another road cuts its self east ward from the main road. A sign says "Mt. Ashore". A small wood sign below that says "Simpín", and a small glyph adorns the sign.



Evil Glyph

As the pc's approach Simpín

"Simpín looks like a small town, 20 buildings and many fences. Sheep graze about in pastures and in fenced areas. Everywhere the odd glyph adorns posts and flags."

The glyph is a symbol of the demon lord Azredia who is planning his attack on town soon, since the glyphs have given him the power to cross the dimensions.

{SENSE checks: a good or better, and PC feels evil from the glyph}

The alchemists shop is in the middle of town. The PCs are quickly pointed in the right direction.

Rodrig is waiting. "Welcome. I am new to this town but evil is here, can you feel it? You came for this," he hands PCs the scroll, "good luck."

Rodrig

attack: good Def: superb health: good

Alchemist: superb

Scroll #3

"You are in the town of Simpín, I regret to inform you that we need you to do something here. The glyph that the peasants are using to ward off Wolves is actually is helping the demon lord Azredia who is planning his attack on the town soon, since the glyphs have given him the power to cross the dimensions.

We need you to stop it. The yang to the symbols Yin can be found in the tunnels of ashore. Ask Rodrig, he will give you a map. Go there and get the symbol, rebuke the town and tell them to use this new symbol. Rodrig will help you.

Once done... continue back south to the Ashore road, follow that till you come to the "death march" trail. A scroll will be waiting for you, in the hands of Sir Sanders. The world's welfare rides on your expediency.

The legion

"

See Ashore caves Supplement.

The town has a persuasion rating of "Great", the PCs may invent ways to prove that the glyph is Evil. Just holding the new Glyph from the caves, gives the PCs a +1 ... Rodrig's presence gives a +1; any mention of the "Legion" is -1 since they feel the legion has abandoned them.

Town leaders,

1. Mitsuko Coveney – chief director
 2. Arletha Wonder - treasurer
 3. Jaye Khamvongsa - chief of the guard
 4. Cleveland Privott - perpetuation officer
 5. Sau Fuel – town clerk
-

If the town is persuaded, Azredia will curse the PCs and any +3 is now a +2 till they Reach Asylum.

This curse is on all attempts....

**The road to Asylum... Part II of Silvoworn.
Coming soon**

Rune - Supplement

Fighter:

- Sword (Great)
- Fighter cliché (good)

Ranger:

- Bow (great)
- Ranger cliché (good)

Wizard:

- Staff, Manna 100 (regenerate 10 per 5 min) ... (good)/spell chance (mediocre)[Staff can cast any spell if it has the manna and at succeeds it's target mod.] Spells can be cast by saying, "I would like to cast (spell) ", the gm will then determine the cost in manna and it's base to succeed. The gm will give you both numbers; write them down, as this is the spell.
- Wizard Cliché (Good)

Thief;

- Dagger (Great)
- Thief cliché (good)

Holy Knight;

- Shield w/ Holy Symbol (good)/Sword (good)
- Holy Knight Cliché (good)

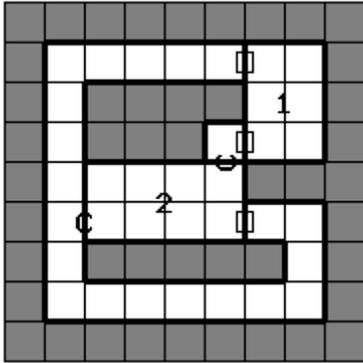
The Caves Of Ashore - Supplement

The caves are well known to travelers of the area and also know to be off-limits via the decree of the legion. However, as the PCs will soon learn, evil creatures don't listen to the legion, at all.

Magic is the life-force of all living creatures, and it is from it that all life is made - in areas with lots of undead, magic might actually be missing or weak, which puts a whole new spin on how dangerous the undead are. Even simple zombies can be troublesome if you're relying on mages and you hit a pocket of undead making a low-magic zone...

While in the Caves all attempts that use the Runes or spells will be at -1.

The Cave...



Room #1:

- Door (west, 3 from north): wooden, strong, stuck
- Door (west, 1 from north): wooden, simple, free
- Monsters
 - **ghoul** (1)
Att: Good
Def: good
Health: Great
 - **zombie, medium-size [human]** (2)
Att: fair
def: poor
health: good
- Treasure
 - 2,500 copper coins (25 gp)
- Features
 - teeth
 - mysterious stain
 - corpse (adventurer)

Room #2:

- Door (east, 2 from north): stone, locked, magically reinforced
- Door (west, 2 from north): (concealed) stone, stuck, behind rubbish
- Door (north, 4 from west): (concealed) false wall, stuck
- Monsters
 - **zombie, medium-size [human]** (3)
Att: fair
def: poor
health: good
- Features
 - hook
 - scattered stones
 - whetstone
 - slime
 - pedestal

Evil Glyph



Good Glyph

