

Glistening Chests: The Sack of the Northern Pole

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The Sack of the Northern Pole

As with the adventure found in the core Glistening Chests rules, rather than present a collection of stats, scene lead-ins, and maps, we will be running through this adventure blow by blow, following the story of a band of warriors as they play through the scenario. All stats will be provided of course making it easy enough to adapt this for play with any group, but with this method of presentation you also get a handle for the tone and flavor of things, which hopefully will get you into the right frame of mind to ad lib appropriately sultry and evil dialog for the main villainess appropriate to the heroes facing her.

The characters whose tale we shall be featuring are actually the very same ones featured in the original Glistening Chests rulebook. Since then, they've been on a few more adventures, and have generally improved their skills.

OUR HEROES

Grignar the Great

Virility- Broad Chest (0), Fearlessness (5), Intimidating Stature (3), Proud Name (0), Unbounded Masculinity (0)
Warrior's Code- Brute Strength (4), Improvisation (2), Know Evil (1),

Mighty Fists (3), Mighty Weapon (6)
Divine Providence- Birthright (5), Born Leader (2), Favored by the Gods (5), Rare Breed (5), Slayer of Evil (5)
Endurance- Fierce Flowing Blood (0), Ignore Discomfort (0), Shrug Off Blows (5), Stand Proud (1), Withstand the Elements (0)

Grignar the Great, son of Frignar the Fierce, hero of Desertia, who slew the Evil Wizard Vizarion, the Mighty Warrior Worm-tongue of Blacksands, the great dragon Grishnak, and the cunning enchantress Cyrella of Stoneshore now roams the world with his allies, seeking further glory, and the secrets of his birthright.

Doylette the Damsel

Litheness- Baleful Accouterments (2), Elusive Suppleness (0), Funambulistic Poise (0), Lissome Rampancy (1), Sinuous Clamber (1)
Feminine Wiles- Beguiling Parlance (1), Enticing Beseechment (2), Ferine Supplication (0), Pretentious Raiment (2), Preternatural Accordance (4)
Comeliness- Bewitching Delicacy (3), Generous Endowments (5), Mollifying Exquisiteness (2), Muliebral Legacy (0), Prepotent Ascendancy (0)

Brazenness- Abstemious Virtue (4), Delicate Perceptivity (0), Forbear Ensorcelment (0), Imperturbable Hauteur (7), Indecorate Mettle (7)

Formerly known as Doyle the Daring, a rather famously lecherous warrior from the Isle of Mists, Doylette was cursed by the Evil Wizard Vizarion and transformed into the form of a rather meek woman. Why this was done was never made clear, but it's likely enough he wanted to make sure a man with such an obviously strong libido would not end up running off to his personal harem if the tide of battle swung too strongly in his favor. Vizarion was slain almost immediately after, but with him dead, there was no one to undo the spell, and months of searching for another means of restoring what (s)he sometimes referred to as the "Mighty Serpent of the Mists" have thus far been fruitless. She currently is clad in a skimpy black silk harem top and matching pants she was forced to wear after being taken captive in an earlier adventure.

Borgoth the Bold

Virility- Broad Chest (2), Fearlessness (2), Intimidating Stature (3), Proud Name (0), Unbounded Masculinity (0)
Warrior's Code- Brute Strength (6), Improvisation (5), Know Evil (0), Mighty Fists (5), Mighty Weapon (5)
Divine Providence- Birthright (0), Born Leader (6), Favored by the Gods (0), Rare Breed (1), Slayer of Evil (0)
Endurance- Fierce Flowing Blood (3), Ignore Discomfort (2), Shrug Off Blows (5),

Stand Proud (2), Withstand the Elements (3)

Borgoth the Bold, a former gladiatorial slave, now travels in search of the world's mightiest warriors and greatest evils, constantly questing to prove his own strength sufficient that he may some day find his true people and free them from their oppressors.

Barbella the Buxom

Litheness- Baleful Accouterments (0), Elusive Suppleness (3), Funambulistic Poise (4), Lissome Rampancy (4), Sinuous Clamber (3)

Feminine Wiles- Beguiling Parlance (0), Enticing Beseachment (0), Ferine Supplication (3), Pretentious Raiment (3), Preternatural Accordance (0)

Comeliness- Bewitching Delicacy (0), Generous Endowments (3), Mollifying Exquisiteness (4), Muliebral Legacy (0), Prepotent Ascendancy (0)

Brazenness- Abstemious Virtue (5), Delicate Perceptivity (2), Forbear Ensorcelment (5), Imperturbable Hauteur (3), Indecorate Mettle (8)

Having helped avenge the destruction her Amazonian village, Barbella the Buxom journeys with those who aided her, following a life of adventure as she has no place left to call home. Her long time companion Swift Wind has been left to wander the wild jungles for this adventure, not being accustomed to the harsh climate of the Frozen North, but recently tamed a great bear she calls Strong Jaw. Too prideful to cover her body completely, she has been trekking through the north wearing only a beast skin wrap and

matching top.

Strong Jaw the Bear

Notable Skill Ranks: Brute Strength (4), Know Evil (0), Fierce Flowing Blood (2), Shrug Off Blows (4), Stand Proud (4), Elusive Suppleness (0), Funambulistic Poise (0)
Natural Weaponry: Claws and Fangs (6)
Vileness: 0
Max **Wounds:** 8

SCENE 1- THE NORTHWARD JOURNEY

The party is headed north along a cold mountain path, following up on rumors of a Foul Sorceress seeking an artifact of great power somewhere near the top of the world. She is also known to be particularly jealous when it comes to other women, and Doylette is hoping this may result in a "curse" that will work out in her favor. Given that this involves a long journey through a barren wasteland, the GM feels obligated not to skip straight to the next settlement and so says, "As you come to a wider part of the trail you have been following, a sudden strong wind begins to blow down from the peaks ahead and a great furry beast comes snarling through the sudden blinding snow, roaring and charging straight at Borgoth!

Nameless Snow Beast

Notable Skill Ranks: Brute Strength (8), Know Evil (0), Fierce Flowing Blood (0), Shrug Off Blows (5), Stand Proud (5), Elusive Suppleness (0), Funambulistic Poise (0)
Natural Weaponry: Claws and Fangs (6)
Vileness: 1
Max **Wounds:** 20

Everyone rolls to see if the Vileness of its drooling fangs shocks them as it suddenly appears, but manage easily. Unfortunately, the GM announced the beast's attack before anyone could interject with their own actions, and thus gets to make the first attack, rolling a whopping five (5) successes vs. Borgoth's two (2), dealing him three (3) wounds.

No one has anything particularly witty to say, as there is little point in boastful quipping when there's nobody else around to hear it, and begin laying into the beast with what means of attack they have available. Several mundane rounds of combat later, Borgoth has suffered an additional two wounds, for a total of four (5), along with two (4) for Grignar, a lucky hit from Doylette was repaid by a tear in her pants. At one point a fumble lead to Barbella losing her footing and sliding across a patch of ice, followed by another where she stumbled into a snow drift.

No real lasting harm is done to anyone, but the snowstorm has gotten bad enough that the GM calls on the men to make Withstand the Elements checks. Borgoth succeeds easily enough, but Grignar has no ranks, and can't think of a sufficiently cheesy quip to earn a bonus die. He and the girls find themselves

shivering in the cold. Borgoth decides this is as good a time as any to show off, skinning the slain beast to make blankets for his companions. The GM is impressed by this, and tells him that gets him a free infatuation check with a bonus. Borgoth's player jumps at the chance, eager to build up his lackluster Virility skills, and decides to target it at Doylette, as she has less Abstemious Virtue to resist with. Three successes to her two leaves poor Doylette Infatuated for one round (3-2=1), and nets Borgoth a full 100 points, as he really defied the odds on that. He asks the GM if he can immediately apply the skill point he earns to his Broad Chest, and the GM agrees, deciding to hand all EXP out as its earned for the rest of the session, rather than track and total at the end.

Having a narrow window and nothing else going on, Borgoth's player asks if one round is enough time to pull Doylette into the dead beast's cave and really press his luck, saying "I know something else that can warm you up!" Objectively speaking, there really isn't enough time for this, but everyone in the room is laughing out loud, and the GM shouts "Bonus die! Bonus die!" Four (4) successes to her three (3) is not quite enough for a successful Seduction, thus averting a profoundly awkward moment. The rest of the night passes without incident.

Note: The beast fought by this party here lead to a bit of a drawn out encounter that could have gone very wrong with a different party, or smarter tactics on the beast's behalf. Getting a few lucky hits against Doylette and shredding her top would have left two of our big damage dealers slack jawed

due to her high Generous Endowments skill, and even just concentrating on one target until they dropped could have caused things to go differently. Against a group really geared towards pure damage dealing with good defenses, who hasn't had a nice challenge in a while, it's a good thing to toss in, but with a less combat optimized group, it might be a good idea to swap this beast out for something easier to handle. Two or three wolves (just use the stats for tigers) might do nicely, or even just one. It's also totally an option to skip this first scene entirely, but with warrior women in striking distance of an upgrade to a beast skin outfit, throwing a big furry beast in is the polite thing to do. The snowstorm and nearby cave are also a nice way to let people show off, and build up, their Withstand the Elements skills, and interact with each other as a group.

It's possible that everyone could have been incapacitated in this battle. Were this to happen, a band of hunters from the nearby settlement might have stumbled on them and run the beast off, escorting them back, and providing new clothing for the women. Usually it's a good idea to avoid everyone moving on to the same location whether they win or lose, but here, as we have no real urgency or really specific goals, it isn't a problem.

SCENE 2- THE STORIES OF THE NORTHLANDS

Eventually, our heroes find themselves arriving at a small village, nestled in the moun-

tains, built largely around a central mead hall. Heading inside, everyone has a bit more downtime to establish their characters, and work on honing those skills that don't often come up. Borgoth, his earlier efforts having been frustrated, seeks out a comely wench with whom to spend some time, but fails to impress. Grignar has several drinks and begins challenging anyone who will listen to hit him as hard as they can. Barbella decides to take him up on the offer, and the two end up in a mostly friendly sparring match, which results in only a few tables being completely up-ended. Doylette meanwhile sits by the bar, fending off the advances of the other patrons and attempting to find any information of importance about the local area. The impromptu wrestling match comes to a surprising end when a fluke fumble on Barbella's Mollifying Exquisiteness shortly after she delivered an effective kick to Grignar's shin causes him to get carried away with himself and tear off her top. After taking a moment to appreciate the view, one patron remarks that San-Ta the Red seems to have come early, sending the rest into a fit of laughter.

Sensing their confusion, another patron explains the situation as Barbella hurriedly reties her top. San-Ta the Red, he explains, is a wizard of sorts, living in solitude somewhere to the north of the village, coming down to the village once a year, shortly after the winter solstice. "To make war on you and steal away your daughters," states Doylette matter-of-factly. Surprisingly, this is not the fact. San-Ta, the locals claim, wields his magicks only for good, bestowing gifts and

good fortune on the locals. Intrigued by this strange tale, our heroes decide to seek out the lair of this allegedly kind wizard.

SCENE 3- THE SPIRE AT THE TOP OF THE WORLD

Trekking northward for some time, our heroes discover a huge marble shaft jutting upward from frozen ground, with a rusted iron band curled around it to create stripes of red against the white stone. At the base of this pillar is a huge set of metal doors, set into the ground as if covering a stairway.

Note: This scene is a good point at which to make major alterations to suit your group's needs. If your group has already spent a lot of time on combat, conversation, and various tests of manliness on the way, breezing straight through this scene to hurry along to the final confrontation might be the way to go. Have them find the doors wide open, a trail of bodies, petrified workers, or harmless animals within, and obvious clues pointing to the lair of the sorceress. You could even have them arrive just too late, with San-Ta being carried away and shouting for help as they arrive. Naturally, Missellto would command the elements to blow back any pursuers, requiring Stand Proud and Withstand the Elements rolls from anyone wanting to hack down her minions as they give pursuit. The heroes of our example however are gluttons for punishment, and will therefore be demonstrating the long way

through.

Finding the doors frozen shut, Borgoth attempts to wrest them open. He rolls only three (3) successes, with five (5) being the requirement to budge this door in particular. Grignar lends his aid on a second attempt, the two of them breaking away the ice and revealing the stairs. These are of course frozen as well, requiring Funambulistic Poise on behalf of the women to maintain their footing, and the men to again use their Brute Strength to grip the walls for support. Having no ranks assigned to the appropriate skill, Doylette begins to tumble comically down. Borgoth offers to try and catch her, which the GM declares will require three (3) Brute Strength successes. He rolls just short, leaving her sliding harmlessly but shamefully to the bottom, but he at least maintains his own grip on the wall.

At the bottom, they find a wide hall, leading to a throne room, with the racks of what one must presume were enormous caribou adorning the walls. No signs of life are to be found within, but several narrow doorways, as if designed to accommodate children line the rear wall. While the men have no hope of fitting, Doylette and Barbella attempt to squeeze through and investigate what lies beyond. Doylette, having only a single rank in Sinuous Clamber, attempts to gain a bonus die, stating she'll feed her generous endowments through one at a time, but still fails to make a success. Barbella meanwhile finds herself in a small chamber with what appears to be a frightened child huddled in the corner. Speaking with him, she learns that he is not a child at all, but a dwarf working in

service of San-Ta. It seems he has a curious fascination with those of stunted growth, frequently encouraging them to work as his vassals upon chance meetings. Shortly before our heroes arrival however, the Foul Sorceress Missellto had laid siege, transforming those who tried to resist into statues of solid ice, and enslaving the rest to help her with a foul ritual. The tiny servant is too traumatized to divulge more, and Barbella lacks the wiles to enlist his aid. Doylette makes another attempt to squeeze through and see what's holding Barbella up, and after having the situation explained, uses her Enticing Beseechment to convince the dwarf to lead them towards Missellto's lair.

Note: There are a number of other ways this situation could be resolved, including the outright seduction of the dwarf, threatening his life, using Beguiling Parlance to convince him his aid will be handsomely rewarded, or finding an obvious trail to follow. If no one present was able to clamber through the door, it would be easy enough to have the dwarf hiding under the throne instead. If all else fails, Delicate Perceptivity could steer the group in the right direction as well.

Making their way back to the surface, the narrow doorways and slippery steps must again be navigated. Borgoth offers to carry Doylette, but she hastily declines, instead opting to carefully pull herself up with Sinuous Clamber.

SCENE 4- THE HORROR UNDERNEATH MISSELLTO

After more traveling in harsh weather, the group the lair of Missellto with the help of their tiny guide, who naturally flees once the gates are in sight. Barbella slips easily through the portcullis, finding a winch inside to allow entry for the others. A bit of hasty searching attracts the attention of a horde of a dozen (12) warriors (assume all relevant skills to have four (4) ranks), and around eight (8) enslaved dwarves (assume all skills to have two (2) ranks). The group makes quick work of the warriors, and Borgoth delivers a rousing speech to the slaves, with three of them grabbing weapons from the fallen as they cast off their chains, pledging to aid in the freeing of their master from Missellto's sinister designs. Further searching, fighting, and Born Leader checks eventually leave our group with a full twenty (20) dwarves in tow by the time they reach the vaulted doors barring the way to a cavernous antechamber.

Entering the chamber, the group sees what must be San-Ta, stripped to the waist and laid out upon an altar of ebony and bone at the far side of the room. Standing over him is Missellto, her otherwise naked form concealed by a wrap of vines bearing pointy green leaves and small clusters of berries.

Missellto (Foul Sorceress)

Litheness- Baleful Accouterments (2), Elusive Suppleness (5), Funambulistic Poise (2), Lissome Rampancy (3), Sinuous Clamber (2)
Feminine Wiles- Beguiling Parlance (5), Enticing Beseachment (3), Ferine Supplication (6), Pretentious Raiment (6), Preternatural Accordance (8)
Comeliness- Bewitching Delicacy (7), Generous Endowments (4), Mollifying Exquisiteness (4), Muliebral Legacy (5), Prepotent Ascendancy (0)
Brazenness- Abstemious Virtue (4), Delicate Perceptivity (4), Forbear Ensorcelment (6), Imperturbable Hauteur (7), Indecorate Mettle (9)

Missellto's Garland

Covers: Right shoulder, left thigh, generous endowments, and unmentionables.

Secureness: 5

Max Rips: 10

Acquired: Worn by the Foul Sorceress Missellto. Properly arranging it is difficult enough that any who steal it would likely be unable to properly wear it. (Hit on 43-46, 63-66.)

Flanking Missellto on either side are a number of robed cultists, holding knives to the throats of various birds. Both the altar and the door through which they came are raised far above the main floor, with curving stairs circling the chamber to meet at the bottom. Below, a huge throng of similarly robed figures (Consider these and the

cultists by Missellto to comprise a 80 member horde, with 4 ranks in all relevant male skills) look intently towards a set of grooves, running down from the altar to the depths of a chasm whose bottom cannot be seen. All this is lit by a number of chandeliers and torch sconces all over the chamber.

Our heroes spring into action immediately, with Borgoth commanding the freed slaves to descend upon their oppressors, while Grignar shouts "Those who oppose us shall die by this sword!" in an attempt to send the more cowardly foes running, but fails his Intimidating Stature roll. Everyone else simply begins charging into the fray, with Barbella deciding to take the flamboyant route, swinging from the chandeliers to avoid fighting through the crowd and head straight for the altar using Funambulistic Poise. The GM declares it will require a total of five successes to make it across, but they may be made over multiple rolls.

A round passes as everyone charges forth, during which Missellto begins a prayer to some hideous dark god in a booming voice:

"Oh my Dark Lord Ovkrisma, I offer unto thee... four calling birds!"

At this, four of the cultists assembled pull their knives down through the bellies of the birds they hold by the feet, the blood and entrails spilling down into the pit below. A grand melee the ensues, with the clutching hands of the horde peeling away Doylette's less than durable costume almost immediately, subduing her. The others fair much better, but each round that passes, another offering is made to Missellto's evil master.

"Three fresh hens!"

Barbella lands by the altar, preparing to deal with the sorceress herself.

"Two turtle doves!"

Barbella kicks a cultist over the edge of the chasm while marching up to Missellto, as Strong Jaw and the assembled men continue to tear through the bulk of the assemblage.

"And the blood of a great enemy!" screams Missellto, as she cuts a gash along San-Ta's chest, the blood streaming down towards the pit. As the heroes dispatch with the rest of the cultists, a great rumbling can be heard from below.

Barbella screams "I strip you of your powers dark one, yanking fiercely on the vines across Missellto's chest. A critical success leaves the elaborate garment in her tight-clenched fist, causing the sorceress to shriek in surprise and cower behind the altar for modesty. "Hideous wench!" she cries. "Turn and see the true power with which you meddle!"

Suddenly a dozen massive green tentacles rise from the darkness below, writhing and squirming as they probe the walls of the pit and reach up towards the altar.

Ovkrisma (Beast)

Notable Skill Ranks: Brute Strength (6), Fierce Flowing Blood (6), Shrug Off Blows (5), Elusive Suppleness (8), Sinuous Clamber (2)

Natural Weaponry: Powerful Tentacles (6)- After using its Brute Strength to grab foes and raise them off the ground, Ovkrisma pulls at them as if using Mighty Fists.

Vileness:

Max Wounds: 12
Notes: Successfully dealing a wound to Ovkrisma will hack a tentacle to bits, causing it to drop a grappled foe, but the great beast is able to act against two (2) foes each round until only one tentacle remains.

The men are still reeling from the visual results of Barbella's impressive feat, while Barbella herself is momentarily overcome by the extreme Vileness of the eldrich horror before her, leaving only Strong Jaw with the wits to deal with the foul thing. One tentacle reaches behind the altar to grab the disgraced sorceress, while another snares Barbella about the waist. Missellto screams in disbelief as she is pulled downward to her doom, and Barbella is too disgusted by the slimy touch to offer any real resistance. A second tentacle peels off her top as it feels along the contours of her body before she can regain enough composure to fight back. Strong Jaw uses his namesake to rend the tentacle holding his mistress free before her honor can be further tarnished, along with two others, and eventually the men recover from the spectacle before them well enough to join battle.

At one point, Grignar is lifted off the ground as well. In his struggle to break free, he fumbles a Brute Strength check, and the GM declares that his ancestral sword breaks free of his grip, tumbling down into the darkness. Grignar bellows a heart-felt "NO!" at this development, which allows him an extra die for his next attempt.

The battle is long and hard, with half of the free slaves who survived the assault plummeting to their doom, and the heroes

take numerous wounds, but eventually the strange beast is injured enough for it to retreat into the darkness from whence it came. Our heroes take a moment to recover their breath, and restore the women's dignity with robes torn from the bodies of the fallen. Their attention then turns to the altar, where San-Ta's chest heaves and he fights not to pass out in the face of all that has befallen him. Once Borgoth cuts free his bonds, he brings himself to his feet, and addresses the heroes as he reaches down for a plain looking sack that was tucked into an alcove below a sconce.

"Ho ho ho," he bellows, "what selfless courage you mighty warriors have shown in coming to my aid! Allow me to bestow you all with gifts to show my gratitude!" Somehow, the man is aware of the names our heroes bear without being told. "For you, Borgoth, take this talisman. It once belonged to your father, one of the mightiest warriors in the land. Wear it proudly." Borgoth having just gained a rank in his Birth Right skill from commanding the slaves.

"For you, Barbella, this item should shield you well against such dishonor in the future." At this, San-Ta presents Barbella with a shining brass brassiere. "And mighty Grignar, I believe I have something you thought was lost..."

As San-Ta draws forth the magic sword from his sack, an astonished Grignar gasps, "how is this possible?"

"Lastly, for you I have the greatest gift anyone can receive... Doyle!" Pointing his fingers at Doylette, she begins to glow brightly. When the light fades, the mighty warrior Doyle the Dashing stands, returned to his

original form!

Our heroes take a moment to turn their various new gifts over in their hands, as San-Ta begins to lead his people back to their home. Marveling at the rarity of a Foul Sorceress' lair remaining intact after her defeat, our heroes eventually stumble back into the light of day, ready to seek further examples in the grand world around them.

Note: There are many other ways this final encounter could have played out. Had they actually faced difficulty with the horde, eventually retreating or even meeting with defeat and capture, the GM could declare that this sacrifice is one of several required, each requiring more blood than the previous day's, giving them a good week to plan and prepare. The beast itself could play less of a role in things, snatching up some stray cultists, even dead ones, before retreating without a battle. Missellto herself was removed from the field in this example, but could have done all manner of things to make a greater challenge of things. If the beast had already been summoned and the GM felt this scenario too climactic to end in defeat for the heroes, it would not be entirely unheard of for Missellto to be dragged to her doom without first being defeated. Proving a valuable lesson in what can happen to those who toy with the blackest of the black arts. It's also possible our heroes may refuse to believe such a thing as a good wizard can exist in the world, choosing to slay San-Ta themselves rather than see him freed. Doing so would be a rather simple task, not even requiring a skill check with him already helpless and restrained. As his life drained out of him however, he would of

course use his last breath to cast a powerful spell, leaving our heroes to deal with a crumbling fortress or perhaps another dangerous beast to contend with.

Hopefully you've enjoyed this adventure, as inspiration, something you can adapt to play with your own group, or even just as a work of fiction. And of course for those of you reading this who do not already own the Glistening Chests roleplaying game, hopefully this has given you enough of a feel for the game that you might consider purchasing it.