

The Opener of Ways

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Graphic from [Retrocat/Medival](#)

Overview: *A witch from the Norsca has come to take revenge upon a coastal settlement of Qvidja. The party will need to pin down to source of evil winds and overcome the Hag by any means necessary to save the locals.*

Act 1: Strange Breeze

After the party arrives to **Qvidja** they will notice the poor conditions the locals are living in. They suffer from heavy taxes and ruthless rule by their bailiff **Klaus Fleming**.

The Nordlanders have grown accustomed to the cold rule of the Flemings though. It is the winds of the Sea of Claws that has made them wary.

Qvidja is located on a rocky island that can be reached during low-water by a land bridge. The inhabitants of the settlement gain most of their livelihood from the sea by fishing or selling salt and fish to inland.

Talk in the **Three Pint's Tavern** is that the winds of the sea have grown angry. Most sailors here know not to step into a fishing boat without a rope with three ropes to keep the winds at bay but lately even this has not been enough.

The innkeeper, **Mathias Bachter**, murmurs that this is because the locals have done something to raise the attention of Stromfels but the newly appointed priest of Manann, **Martens van Heeren**, does not believe this to be true.

While visiting Qvidja the party has an opportunity to experience the malicious winds by themselves and they will soon notice that the winds carry a hint of magic in them.

Gaming Advice: Resilience (To) to resist gaining one randomly determined condition of the following: Demoralized, Freezing, Ill-Fortuned, Overwhelmed, Sluggish, or Weakened.

With inquisitive detective work or by asking around the players will eventually be told that strange breeze seems to always blow from north-east of the Qvidja. Someone has also noticed that there has been an unusual amount of *Aurora Chaotica* seen on the sky in the said direction.

Act 2: Reaching the Reef

Gaming Advice: If the party needs more reasons to try to find the source of these malevolent gusts they will notice that water level has risen so much that the land-bridge they used to get to the island is unusable. The locals will be horrified by this as the waters have never risen so high.

Asking around will eventually lead the characters to **Jacob Bagge**, a fearless

seaman with enough muscle to wrestle a white bears of Kislev. Jacob likes to keep to himself as his fellow men usually have only boring labor to offer him.

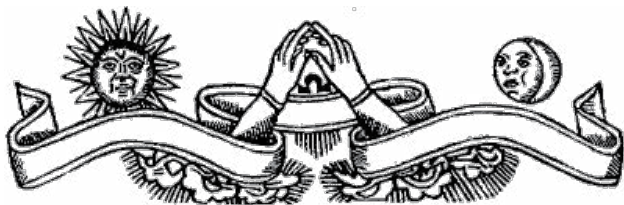
Should the characters promise him an opportunity for a high adventure; he is more than willing to take them to the sea with his small fishing boat.

Bagge already has some idea where to take the party. A few hours journey from Qvidja will take them to a reef by which he used to cast his fish-traps. He will note that after he returned to his traps one morning only to find them full of dead, mutated fish, he has never returned.

While at sea Bagge will ask the characters to help him navigate the ship by whatever skills they might have. He will need the characters to use such skills as Athletics, Coordination, Nature Lore, Observation and Resilience.

Gaming Advice: You can build up a progress tracker for the journey. It could for example consist of two parts first marking the journey to the reef and the second part navigating the reef to its heart.

The reef is a barren place where jagged rocks rise from the sea looking intimidating enough to keep occasional seamen away. There are a few colonies of birds living here but most have mutated beyond recognition and will shy away from the characters.



Act 3: Hag of Pitfall

From the hearth of the reef the party finds something they most likely did not anticipate. Even the rock and the sea has mutated here forming a lean tower almost looking like huge tree of stone and water with an eagle's nest at the top of it.

There is a lot of strange debris floating around this obscene tower. If searched it looks like the remains of a Norscan longboat but there are also numerous blades of scythes that just will not sink.

Bagge fears that this is the work of Stromfels and will not easily leave his ship but he will promise to wait for the characters if they decide to climb into the eagle's nest.

Climbing to the tower is a hard task compromising not only of climbing but finding a way to avert the unnatural streams of sickly green water. The winds are strong here but they mostly blow from the nest towards Qvidja. It is almost impossible to climb to the top without being noticed at least by the mutated birds that will raise a terrifying scream to warn their mistress.

Atop the eagle's nest a naked figure hunches in a pool of calm water. Her body is covered with macabre tattoos and ritual markings.

It is possible to calm the Hag down to discuss in a civilized manner. He might even be swayed to leave Qvidja alone. But only if one of the characters accept her as his wife and leaves the Empire with her.

Should someone agree the Hag will let out a relieved sigh. With a simple gesture she will close raise the debris from the sea to transform herself into a giant eagle made of ship parts and with scythes as talons.

If the party attacks the Hag he will call upon the mutated birds and the terrifying winds to protect her. She is in bad shape and cannot do much of a battle by herself. All he can do is keep open a portal that the characters can only notice when they are in an engagement with her.

The portal shows a vista of horribly twisted landscape of ice and death that can be identified as Chaos Waste. The winds that cause Qvidja ill blow from this dimensional opening that will close if the Hag is killed or closes it. It could be possible that a character fighting the birds too close to the portal will be pushed into it by the wind.

Outcome

A character leaving with the hag will not be seen afterwards. The Hag takes him to far north near the Chaos Wastes where he can actually live a quite good life. Should he be interested in fighting chaos every single day only to be eventually devoured by it.

When the Gate is closed the winds will stop plaguing Qvidja and its people can get back to their daily routines. If they will learn that the characters were the once responsible for this they will show them honor but are unable to reward them as only their bailiff holds anything of value and he will not be interested in rewarding the party.

Possible Complications

If the characters and/or are keen on finding out why the Hag terrorized this village please visit [Ready-to-use Mutants](#) at the Daily Empire.

If more combat is wanted Act 2 could easily include some marine beast or the mutated birds could gather up enough strength to attack the party.

The Hag can also be given enough strength and spells to pose a real threat to the characters but as written she should be a mainly a tragic figure that seeks revenge for misdeeds.

Alternative Uses

There should be quite a number of easy ways to link this adventure to **Witch's Song** by *Fantasy Flight Games* or the certain aspects of the **Liber Carnagia** (GM's part of the *Omens of War* supplement by FFG).

