

EVIL BEAGLE GAMES PRESENTS

A DARKNESS COMES TO STORMWALL

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A DARKNESS COMES TO STORMWALL

A Savage Worlds One Sheet by Rob Davis

An Epic High Fantasy Shaintar adventure, using the Castle Ruins map set by DramaScape.

The ruins of Stormwall Keep have sat silent for over two hundred years. Its crumbling walls no longer shelter anyone from danger. But on this night, darkness has come to the ruins and it is up to a group of unsuspecting Rangers to put a stop to it.

SETTING THE SCENE

Stormwall Keep was built over six hundred years ago as a safe haven for the coastal cities from Valora to Camden. It was meant to give the people a safe place to fall back to if their cities were ever overrun by pirates or if they needed to weather a fierce storm hitting the bay. Over the many years and wars Stormwall Keep has been sacked by raiders and beaten down by the sands of time. Now the ruined Keep stands as a sad reminder of an age long ago. A new resident has arrived and his intentions are anything but good. A necromancer is working to spread corruption anywhere he can and has set up a temporary base of operations among the ruins of Stormwall Keep! He has spent the past few weeks corrupting local Goblinish to swell the ranks of his Hobgoblin marauders. He is currently having a group of them clear out a section of the ruined Keep so that he may set up to perform a dark summoning ritual. Others of his corrupted Goblinish have been sent out across the countryside to wreak havoc wherever they can.

It was one of these bands that attacked and killed the Feldorp family. The Feldorps were returning to their home village of Silver Gate from a local festival when Hobgoblins burst from the tree line and attacked without mercy. The Rangers, not knowing what exactly happened, are sent to the village to not only investigate but also to attend the funeral as the father, Brellin Feldorp, was a personal friend of one or more of the Rangers.

NOTE: Having one or more of the Rangers in the group be an old friend of Brellin is optional and completely up to the Game Master. If you should choose to use it, it will provide another layer of depth to the motivations of the Rangers and should make for some interesting role-play.

ACT I: FUNERAL FOR A FRIEND

The Rangers arrive at Silver Gate late morning on the day of the funeral. Silver Gate is a much smaller village than the name would suggest. It was founded over a hundred years ago and named for the silver mine it was built around. Within five short years the mine dried up and the few settlers that stayed on became wheat farmers. They have managed to make a decent living in the wheat trade over the years as they are close enough to the port city of Valora to harvest the goods and take them directly to the goods market and sell the product themselves. Cutting a middle man out means a third more profit going back the farmers of Silver Gate.

During the funeral, Father Sorrin of the Church of Light gives a sermon about the constant battle for our souls that sometimes spill over into the flesh. He speaks on all the good the Feldorp family has done in the community and how much they will be missed. He also prays that this tragedy will not go unanswered, as he glances at the Rangers.

NOTE: If you decided to have some or all of the Rangers be friends of Brellin, then this is a great point to have Father Sorrin ask them if they would like to speak about the dearly departed. Use the Interlude Rules found on page 105 of the Savage Worlds Deluxe Explorers Edition or on page 91 of the Savage Worlds Deluxe Rulebook. As you deal out the cards tell the players to tailor their tale around Brellin as they would if speaking at his funeral.

After the funeral ends the Rangers will have a chance to talk to more of the locals and get a better look at what is going on. Below are some key points of interest that they can gather using Persuasion and/or Streetwise. The Trait Test will be at +2 as the residents of Silver Gate want this taken care of and are very willing to help.

SUCSESSES

- “The roads are becoming dangerous as of late. Some of the families are scared to make the trip to Valora with goods.”
- “There were vicious claw marks on the bodies along with wounds clearly made by swords.”
- “Some of our more experienced trackers seem to think the tracks from the site where the Feldorp family was killed lead north towards the ruins of Stormwall.”
- “If these murderers did indeed head north as the trackers suspect then it’s a good bet that they are camped at or near the Stormwall ruins.”
- “A group of children playing out in the north forest last week claimed that they saw scary creatures moving through the woods. They described them as ‘orc-Like monsters’”.

By now the players should have a clear idea of where the source of this threat is and what they are up against. Give them an appropriate amount of role-playing time with the villagers and each other before proceeding to Act 2.

ACT 2: WHAT EVIL WAITS?

As the Rangers approach the Ruins of Stormwall have them make stealth checks if they are attempting to gain the advantage of surprise.

The scene before you is a chilling one indeed. There is a rather large group (12 + their Warmonger leader) of Hobgoblins dragging stones about the courtyard of the ruins. They seem to be clearing the area for something. At the far end of the ruins from where the Rangers enter (far enough away that they cannot be attacked on the first turn of combat), there is a Hobgoblin that is bigger and better armored than the rest. He’s barking orders to the others and at the same time discussing something with a dark robed figure that looks to be more of a human build than Hobgoblin.

If any of them failed the Stealth check or decided to just rush in, one of the Hobgoblins notices them and screams out an alarm - deal initiative as normal. If they all pass then they will have the Drop for the first turn of combat. At the end of the first round, have the Rangers make a Notice check at -2 (due to a heavy rain that begins to fall just as the battle starts) to notice the dark robed figure fade back into the darkness and disappear. Also all attempts at ranged combat will suffer this -2 as the shower lasts until well after the fight is over. The Hobgoblins will fight to the death to repel the Rangers.

HOBGOBLINS

There are twelve of these horrific beasts, and they all begin combat Berserk.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d6, Notice d4, Throwing d6

Pace: 6; **Parry:** 3 (-1); **Toughness:** 12 (2)

Edges: Berserk, Charge, Combat Reflexes, Frenzy

Gear: Great Axe (Str+d10, AP 1, -1 Parry), Throwing Axes (Str+d6, 3/6/12), Partial Scale Armor (+2, -2 Coverage)

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won’t work for them, either.

- **Berserker Eternal:** +2 Fighting, +2 Strength and melee damage, +2 Toughness, ignore wound penalties if a Wild Card, -2 Parry, no skills that require concentration, reckless abandon [hit adjacent target if Fighting die comes up a 1]

- **Dark Protection:** Corrupted are immune to all diseases and poisons

- **Dark Resilience:** Corrupted gain +1 Toughness

- **Dark Sustenance:** Corrupted gain Slow Regeneration

- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken

- **Infravision:** Halve penalties for Dark lighting against living targets (round down)

- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood

HOBGOBLIN WARMONGER

He is the leader of this wretched band of monsters.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d8, Notice d4, Throwing d6

Pace: 8 (d10 "Run"); **Parry:** 5 (-1); **Toughness:** 15 (4)

Edges: Combat Reflexes, Fleet-Footed, Improved Charge, Improved Frenzy

Gear: Black Iron Great Axe (Str+d10, AP 1, -1 Parry), Throwing Axes (Str+d6, 3/6/12), Partial Plate and Chain Armor (+4, -2 Coverage)

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either.

- **Berserker Eternal:** +2 Fighting, +2 Strength and melee damage, +2 Toughness, ignore wound penalties if a Wild Card, -2 Parry, no skills that require concentration, reckless abandon [hit adjacent target if Fighting die comes up a 1]

- **Dark Protection:** Corrupted are immune to all diseases and poisons

- **Dark Resilience:** Corrupted gain +1 Toughness

- **Dark Sustenance:** Corrupted gain Slow Regeneration

- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken

- **Infravision:** Halve penalties for Dark lighting against living targets (round down)

- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood

EXPANING ON THIS ADVENTURE

With the Hobgoblins routed from Stormwall Keep and justice brought for the Feldorp family this adventure is over, but there are still several lines of adventure and investigation for the Rangers to pursue.

- Who was the dark robed figure and what connection did he have to the Hobgoblins?
- For what reason were the Warmonger and the dark robed figure having the Hobgoblins clear the courtyard of the ruined keep?
- Were these the only Hobgoblins in the area or are there more bands of them that need to be sought out and destroyed?