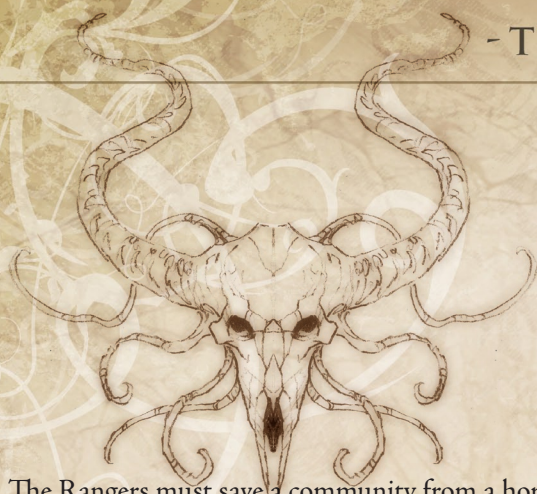




The Rangers must save a community from a horde of undead. Who raised these fallen soldiers from their graves, and why?

VILLAGE OF THE DAMNED?

Having picked a nearby village to stop for the evening, the Rangers are immediately confronted with a problem. The elders and others express how grateful they are to see Rangers at last, for many strange things have been happening as of late. Any thoughts of a peaceful night of uneventful rest are swept away as explanations are made.

First off, there's the missing young lady, Therressa Balemont. It had been widely assumed she'd marry her longtime beau, Romney Kylen, in the spring. She'd become sullen and withdrawn lately, though, and had spurned his latest attempts at wooing her. Just over a week ago, she simply disappeared, having taken a few clothes and personal items. She is only 16.

Secondly, a few nights ago, three young children complained of seeing shadowy forms outside their bedroom windows. Later, others in the village claimed to have seen wandering, spooky forms in the main street at night. Finally, just last night, the widow Jannett Uller swore to have seen her husband staring at her through her open kitchen door, after which she fainted dead away.

OLD SOLDIERS

Tracking at the various locations will reveal that there are shambling forms wandering around, and it won't take much to figure out that the Rangers are dealing with undead. Investigating the local graveyard – one fairly well known as the final resting place for soldiers of many battles – will reveal the expected disturbed and open graves.

What will be truly distressing; however, is just how many graves have been opened. As well, a piece of clothing can also be discovered with any amount of searching; it is part of a cloak worn by Therressa

Later in the night after the Rangers arrive, the village will be attacked full on by a large number of zombies and skeletons (ten each).

A DEEPER DARKNESS

The undead are commanded by a specter named Razul, a long-dead Kalinesh battle leader who cannot give up his hate or need to fight. He has wooed the self-absorbed Therressa, first in her dreams, and then in personal meetings at night. He has convinced her to read the dark and forbidden tomes she found in her great-uncle's old stack of books (something the Rangers can discover if they investigate her room; her mother will be dismayed to discover her disowned brother's "vile things" in Therressa's room).

Razul's crypt is buried under a mound deep in the woods, where Therressa has been staying with him. She raised the dead for him, and he plans for her to raise more so that he can once again lead an army against the Southern Kingdoms. The Rangers will have to deal with both of them, as well as the remaining undead (10 more zombies and skeletons each).

HONORING THE DEAD

If they avoid killing Therressa, she will have to answer for what she's done. She has been corrupted by Darkness quite a bit. The villagers will set about the grim task of reburying the dead of their history. Rest will have to come another night...

SKELETONS

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Notice d4, Stealth d6

Pace: 7; Parry: 6 (7); Toughness: 8

Gear: Melee Weapon (2d6), Small Shield (+1 Parry)

Special Abilities:

- * Bony Hide (+1 Armor)

- * Claws (STR+1)

- * Fearless

- * Undead (+2 to recover from being Shaken; Immune to poison and disease; No additional damage from Called Shots)

- * Weakness (+4 damage from hammers, maces, and similar weapons)



* Weakness (+2 damage from White Silver and Everwood)

ZOMBIES

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

Skills: Fighting d6, Notice d4, Stealth d4

Pace: 4; Parry: 5; Toughness: 7

Special Abilities:

* Fearless

* Relentless Fists (STR+1)

* Slow (d4 Running)

* Undead (+2 to recover from being Shaken; Immune to poison and disease; No additional damage from Called Shots, except the head)

* Weakness (+2 damage from Called Shots to the head)

* Weakness (+2 damage from White Silver and Everwood)

RAZUL THE SPECTER (WILD CARD)

Razul is a specter, and a powerful one. He uses his Telekinesis Power to wield his Bloodsteel sword as though he were still corporeal (+1 to hit and damage; 2d8+1 damage).

Attacking the book Therressa holds will do damage directly to Razul, and his Toughness won't provide protection against that damage.

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

Skills: Fighting d8, Guts d10, Intimidation d12, Notice d10, Stealth d8, Taunt d12

Pace: 6; Parry: 6; Toughness: 8

Special Abilities:

* "Cold Hand of Death" (Touch attack, Spirit vs Vigor to cause a Fatigue level; 2 Fatigue levels with a Raise)

* Ethereal (Permanent; can only be affected by magic, can affect real world with Powers and "Cold Hand")

* Fear (-2)

* Fly (As the Power, at will; Pace 12)

* Infravision

* Obscure (As the Power, at will; Use Spirit for skill checks)

* Telekinesis (As the Power, at will; Use Spirit for skill checks)

* Undead (+2 to recover from being Shaken; Immune to poison and disease; no Wound Penalties; No additional damage from Called Shots)

* Weakness (+4 damage from White Silver and Everwood)

THERRESSA (WILD CARD)

Therressa has gained much from her studies of her uncle's "forbidden books." She is, however, very afraid to actually die and will surrender very quickly if directly confronted. She has no gear, save the main book she uses for power and control of the undead.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Guts d8, Knowledge: Cosmology d6, Knowledge: Darkness d8, Knowledge: Magic d8, Necromancy d8, Notice d6, Stealth d6

Pace: 6; Parry: 4; Toughness: 5

Edges: Necromancer, New Power (x2)

Powers: Deflection, Lower Trait, Obscure, Zombie

Essence: 10

THE FALLEN

A Savage Worlds One Sheet

For use with Shaintar: Immortal Legends or as a Savage Worlds Fantasy Adventure.

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