

SUZERAIN



REELIC

Into The Depths

One Sheet



Into The Depths

A Savage Worlds One Sheet for Heroic/Legendary characters in the Suzerain setting.

Realm: Mortal realms, Relic (Yr208 of the Third Age).

The characters are taking refuge from a storm in a small cave. It can be a cave in any kind of environment, even a desert – the icy conditions you'll read about in a moment are maintained by the inhabitants and the depth of the tunnel/cavern network under the surface. This first cave can be any kind of cave that suits your story.

A successful Notice check or a careful search reveals a small tunnel in the back of the cave. The characters must crawl to get into the tunnel but it opens up after a short while so an average man can stand. It's narrow, so only two people can stand side by side.

These tunnels are inhabited by three families of Uraghi, once people but cursed to have their souls infected by ice grub spirits, like glassy worms burrowing into the very heart of their being in the spirit world. The Uraghi are the very epitome of cold-heartedness, shunned by all decent society and left to live a pitiful existence in cave systems like this. Over the course of generations they've become feral, growing long claws and sharpening their teeth, and developed their ice touch attack. They've also built a significant loathing of all humans, and aren't really all that friendly with other families of Uraghi. This may allow the characters to work out some way to get the families fighting amongst themselves, or the characters can just march their way down, into the ever-colder deep passages.

The first family has a filthy cavern for a home. That cavern has a pile of small animal carcasses frozen in the corner, amongst which are the bones of a man entwined with a leather document bag. Given that the remains are rotten and little is left of anything else, it should be suspicious to anyone who makes a Smarts roll that the bag is in perfect condition. Cleared of filth and the remains of its former owner, it can be opened to reveal a neatly folded map and a scroll case bearing the seal of the local noble rulers. If the characters look in the spirit world they'll see the bag glows with Pulse – it has an enchantment on it, protecting it against heat and cold, rain, fire and

other environmental factors. The enchantment will fail eventually, but a powerful wizard clearly crafted it and it still has a year or more of good service to give.

The bag itself is a valuable treasure around the realm of Relic, but there's more. When the characters move the filth they'll reveal a narrow chute leading down. A casual glance with a light source will show something glinting far below... a lot of something. A lot of something that looks a lot like gold from up here. The chute's too narrow for a person to slide down. It's more like the Uraghi have been throwing any gold they steal off their victims down there.

Deeper Into The Depths

The other two families of Uraghi will take the opportunity to ambush the characters as they descend in pursuit of the treasure. The walls of the tunnels start to be icy, making the terrain treacherous for the second fight, and much steeper too, making the fight very treacherous for the third encounter.

Assuming the characters succeed in getting to the bottom, they'll come out into an enormous ice cavern that's so cold it's counted as arctic conditions, as per Savage Worlds. Since the group may be there less than 4 hours, have them make their check for the first four hours after they've been inside a while and spent some time exerting themselves – after a fight perhaps, if they stay and pick treasure out of the ice.

Inside the cavern, their lights shine and reflect off pillars of ice, bouncing off the ice-covered walls, and making the whole environment feel like a hall of mirrors, but with less light to see by, and with more frost drakes.

Ah yes, the drakes. These aren't true dragons, but they're mighty scary just the same. This is a male and female pair, and they're sleeping on an ice shelf high up when the characters arrive. In fact, the characters will likely see the pile of gold and other shiny objects in the middle of the cavern rather than noticing the drakes, who are partially translucent, ice blue, and camouflage against the background extremely well (-6 to Notice them).

The characters' lights will wake the drakes six rounds after the characters enter the cavern, but if the characters are making noise (like talking, or chipping coins and other loot from the ice of the floor), they'll

wake after three rounds. Frost drakes are fiercely territorial and are tough combatants. They have animal intelligence rather than being sentient, but are cunning. They can be distracted by shiny things (+2 on Tricks using shiny things, hence the pile of offerings by the Uraghi), but otherwise the only options are to a) fight or b) flee back to the tunnels, where the drakes are too big to fit. When they go hunting, the drakes fly up through an exit at the back of the ice shelf they were sleeping on. With some climbing gear, that route could lead to more adventures.

What About The Map And Scroll?

Good question. Fit them into your other campaign plans. If there's a war going on, have them as battle plans the local lord desperately needs to hold back the enemy. If your characters value magical adventures, have the map lead to a city where the local wizards are strong and the scroll case contains a rare spell. If they like politics, that spell could tip the balance of power and turn the city into a mageocracy, making the characters pick sides in the inevitable civil war.

The characters already got lots of shiny loot and a magic satchel out of this Savage Tale; we think you can afford to turn the contents of that bag into a plot hook rather than more swag.

Uraghi

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Stealth d6, Throwing d8

Pace 6 **Parry** 6 **Toughness** 10/7 **Pulse** 15

Gear: About half of all Uraghi carry ice spears (Ranges: 3/6/12, Damage: Str+d8, AP 1)

Special Abilities

- *Icy Body:* +3 Toughness, ignored by heat/fire based attacks.

- *Cold Embrace:* Touch attack that deals 2d6+2 damage. On a Raise the victim is frozen to the floor and cannot move from the spot until he makes a successful Strength check as an action.
- The leader in each family is a Wild Card and also has:
- *Cold snap:* Works as the Power Stun, activated by rolling Vigor. Cold snap does not affect other Uraghi.

Ice Drake

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+2, Vigor d10

Skills: Climbing d12, Fighting d10, Guts d10, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Swimming d8, Throwing d8

Pace 6 **Parry** 7 **Toughness** 12(2) **Pulse** 16

Special Abilities

- *Size* +3
- *Claws:* (**Damage:** Str+d6, AP 2)
- *Tough Scales:* (+2 armor, all locations)
- *Flight:* Ice drakes have a flying pace of 6 and a climb of 2.
- *Translucence:* Attacks against an Ice drake suffer a -4 on account of their partially translucent bodies.
- *Frost Fire:* Place the cone template and make a shooting roll, anyone under the template who beats this roll on an agility check takes no damage, those who fail take 2d10 damage, ignoring armor which is not environmentally sealed. This attack costs 8 Pulse.
- *Freezing Aura:* Ice drakes emit a persist aura of cold the size of a Medium Blast Template centered on themselves. Passing through it has no effect but remaining in it forces a Vigor check each round Failure results in a level of Fatigue which can kill the character.

Fighting In The Ice Cavern

All those columns of mirror-like ice combined with slippery uneven floors make this cavern hard work to navigate, counting as difficult terrain for the group. Worse though, all the reflections make it almost impossible to be sure of where exactly someone or something actually is unless it's right in front of you. Consequently any attacks made against a foe more than 1 inch away miss if the attack roll result is odd. The drakes know this cavern too well to be affected by it. If some bright spark decides to start smashing the columns, feel free to make it easier to hit for those who can still fight after massive stalactites and blocks of ice shatter from the ceiling in a Large Burst Template centered on the column (causing 3d6 damage to anyone under it and requiring an action to climb out from under the rubble).

Credits

Words: Clyde Clark

Rules: Alan Bundock

Edits: Miles M Kantir

Art: Aaron Acevedo

Layout and Design: Aaron Acevedo

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