

SUZERAIN



RELTIC

What's To Be Done?

One Sheet



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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 summoned before the ruling body of their local city, which is requesting aid in a sensitive matter. The characters are shown into the counsel room with eleven people seated at a large stone table and just enough seats left for the characters. Any character making a Notice check will see one member of the counsel is pale and coughs occasionally.

Counsel woman Zerissa speaks to them:

Lately a disease has been spreading among the wealthy and noble. Anatomists and priests have determined the disease is magical, and even shows intelligence. It spreads to anyone who uses any magic on one of its victims, as if it sees them as a threat. No cure is known, but there is a rumor that one of the nomad tribes has suffered no victims. Perhaps they have information about a cure.

The characters are asked to act as emissaries to a nomad tribe known as the Yujji. This is where it gets tricky - if the characters agree to go, the disease from the sick man spreads to them. If they refuse to help, they're asked to leave as the counsel has matters to attend to. However, make it clear they won't be welcome around town any more, and considered less heroic by the locals for refusing the council request.

The characters may point out the ill man and ask the wisdom of having him in the meeting. Unfortunately the disease is too smart for this, and will infect the characters immediately if it senses them asking about him. The ill councilor admits poor judgment in attending the meeting, but it's too late. Whatever happens, every member of the counsel is now infected.

Assuming they agree to go, counsel woman Zerissa will accompany the characters. They can leave the hard negotiating to her if they're all about the action and don't care about the talking, or she can merely go to show the council's good will, leaving the investigation to the characters - it all depends on what they've got a reputation for locally.

Meeting The Yujji

Zerissa arranges for any reasonable provisions the characters will need, and then they set off. She's more scholarly and diplomatic than she is a combatant; while she carries a sword, it's just for show. She sensibly insists on not standing guard alone.

It takes two days to travel to the place where the meeting with the tribesmen has been arranged. The way is rocky and the characters are aware an ambush could be around any of the many rocky outcrops or canyons they pass through. Have the characters attacked by weak bandits somewhere along the way. The bandits are lousy ambushers and poorly coordinated so the fight should be easy for heroes of their experience.

The meeting goes well. The tribal leader tells the characters that the shaman of another tribe, the Dotur, is responsible for the spread of the disease in the city. If asked how he knows this, it's because the other tribe's leader asked the Yujji for help in bringing the disease into the city. The spreading of disease seems immoral to the Yujji chief, and his opinion of the Dotur has gone down because of it - hence why he doesn't mind telling the characters all about it.

The Dotur tribe has a tense relationship with the city. Their tribesmen are forbidden from entering, accused of being spies for a beastman horde which ravaged the nearby farmlands a few years ago, before being beaten back. Zerissa can verify this, but insists it's no longer the policy.

It may seem odd to the characters that the Yujji shaman isn't at the meeting. He and the chief would be the two most important people in any nomad tribe, so it's a little strange that he isn't there to talk with the city representatives. If the characters ask they're told he's unavailable, busy performing purification rituals to keep the disease away from the Yujji tribe. If they pursue the point, the meeting will deteriorate quickly and Zerissa's diplomacy may be needed to stop the characters facing dozens of well armed and angry tribesmen. A Notice check at -2 would give the characters a sense that the tribal leader is withholding information. If openly accused of lying or holding out he will say "I see you think I can't be trusted you may leave and solve your own problems." The characters and Zerissa are then escorted out of the camp.

If the group buys the leader's story, they are guests of honor at a feast that night and the leader tells Zerissa he looks forward to possible trade with the city in the future. For now, though, it's time for the tribe to move to new hunting grounds – in the morning they're packing up to leave.

The Ambush

After leaving, the characters get the feeling they're being watched but cannot find the source. Through the day's travel Zerissa starts to show the first signs of the disease, as do the characters. Late that afternoon they are passing through a narrow canyon; have the characters make a Notice check to see a man hiding in the rocks ahead. The characters must act immediately or they'll be ambushed and caught Flat Footed.

If the characters don't act fast enough, a large net catches them all and lifts them off the ground. In any case, armed nomad riders come in from both ends of the canyon and their leader asks what the characters' association is with the Yujji tribe. It's clear these people aren't Yujji by the cut of their clothes and their accent, and it's clear they don't like the Yujji much – their leader calls the Yujji a festering boil on the land and since the land is sacred to nomads, that's quite a curse.

There are obviously too many to fight. Apart from the riders, there are archer marksmen looking down from the top of the canyon wall. If the characters give a reason they're not friends of the Yujji, it won't take much negotiation to convince the nomad leader. These are the remainder of the Dotur tribe, and they desperately need some allies about now.

To the Dotur, the Yujji are enemies that caused the death of over half their tribesmen. A disease spread quickly through the tribe, killing the weak and many strong hunters too. If the characters are willing, the Dotur have found the cause of the disease that afflicted them and would like help dealing with it. Given that it's the same disease as affects the city, Zerissa will be understandably keen to pursue this new lead.

Dealing With The Disease

The disease isn't really a disease at all but the disembodied soul of the Yujji shaman, traveling in the spirit world and summoning plague spirits to infect the souls of people he comes across. In turn they summon their friends to infect other people nearby (especially ones perceived as threats).

The Dotur tribe is willing to die to get revenge, but they won't kill a tribal shaman – it's one of those laws of the nomad tribes you simply don't mess with unless you want the curse of a million spirits on your descendants. Finding the Yujji is easy with the Dotur trackers. They're on an open plain, heading away from the city. The Dotur will attack and be a diversion, but the characters must go in from the other side and take out the shaman's bodyguards who will never leave his side. Then they can deal with the shaman himself, who returns to his body at the most dramatically appropriate moment

Questioning captives after the raid will reveal that the Yujji are heading across the plain for another meeting, to collect payment from a group of beastmen for their act of sabotage against the city. Say, maybe there's another adventure somewhere in that....

Plague Spirit

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

Skills: Notice d4, Stealth d8

Pace 4 Parry 2 Toughness 3 Pulse 5

Special Abilities

- *Spirit:* Cannot manifest in the physical world.
- *Size -2:* These small spirits use their diminutive stature to hide within their host's Pulse signature. Attacks against them are made at -2.
- *Flight:* Plague spirits have a flying Pace of 4 and a Climb of 4.
- *Host Link:* When a host sleeps, the plague spirit can spend a point of Pulse to link their senses to that of their host for 24 hours, seeing what they see, hearing what they hear in the physical world.

- *Infect:* Plague spirits can infect a person by touching their Pulse signature, spending one Pulse, and hiding inside the person's soul – giving them +2 to Stealth checks to avoid detection. This process inflicts a level of Fatigue on the victim, which cannot be recovered until the spirit is gone. Every 24 hours thereafter the plague spirit can make a Spirit check. If it succeeds the 'host' loses a point of Pulse which cannot be recovered until the spirit is removed. Pulse drained in this fashion is enough to summon another plague spirit into the present host, where it can remain until it finds a meal ticket to call its own. A person drained to 0 Pulse (most regular people have 10 Pulse) dies a listless death, their soul nothing more than a tattered ribbon of Pulse drifting off into eternity.
- *Slip:* For 1 Pulse a plague spirit can become completely invisible, including hiding his Pulse signature completely for 1 round. This makes it harder to spot what's going on by using The Sight to get into the spirit world for a brief visit.

Yujji Shaman



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

Skills: Fighting d8, Guts d8, Perform Ritual d10, Shooting d8, Stealth d6, Swimming d8

Pace 6 **Parry** 7(1) **Toughness** 8(1) **Pulse** 20 (1 presently)

Edges: Nerves of Steel, Sighted (Bolt, Deflection, The Sight, Invisibility, Teleport)

Gear: Ceremonial Garb (+1 armor, all locations), Dream Rod (**Damage:** Str+d6, Reach 1, +1 Parry, 2 Handed), Plague Fetish (used to summon the Plague Spirits)

Special Abilities

- *Rituals:* The shaman has much use for Invisibility while floating through the spirit world, and has 1 Invisibility ritual pre-prepared, in addition to one 3 Pulse Teleport and two 3d6 Bolts. When the characters first break through his cordon of bodyguards, he is invisible (though he sits with a cloak wrapped about him so his guards know his location) and is affected by a prepared use of Deflection.

Yujji Bodyguards

Tailor these to fit your group; begin with Veteran Soldiers and improve them if required. One per PC (to a maximum of four) seems reasonable, though noise of fighting may draw other members of the tribe. It's perfectly reasonable for every one of them to have had the Armor ritual performed on them by the tribe's trainee shaman, ready to trigger when the characters first appear with weapons drawn.

Credits

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