

LOST PROPERTY

A Savage Worlds Ace Tale™ by Dave Blewer.

A FANTASY DUNGEON CRAWL

THE TEST

The heroes are all associate members of The Shadow Syndicate, the guild controlling most of the criminal activity in the city of Blackwater. The syndicate is always on the lookout for talented individuals, be they warriors, thieves, mages or even priests with a malleable sense of right or wrong. Membership of the Syndicate can be both fiscally and socially profitable. However, before the heroes can call themselves members, they must prove themselves by completing a dangerous mission.

The heroes have been asked to recover a necklace stolen from the household of Baron Bentall. Eyewitness's report the thief, Jeck Lightfinger, pursued by the baron's men, was forced to hide in The Widow's Hold. Local legend has it a grief-stricken mother murdered her five children there upon hearing of her husband's death in some distant war.

It's been nearly six hours now, the Baron's men refused to chase Lightfinger into the hold fearful of the widow's wraith. They surrounded the hold for four hours, but then returned to their barracks declaring the thief dead and the necklace lost.

The heroes have to brave the hold,

retrieve the necklace, and if possible Lightfinger as well.

BENEATH THE HOLD

Despite the stories, The Hold is not haunted, but that doesn't make it safe. A pack of ghouls lair beneath the abandoned building, they have slain Jeck, and traded the necklace with a nearby warren of rat men for corpses to feed upon.

Below are descriptions of the main locations the heroes will probably visit and the details of what can happen there.

Widow's Hold: This ramshackle and abandoned building remains as it did on the day of the murders—children's toys are almost buried in the dust, and furniture slowly decays. Lightfinger's tracks lead from the front door to a weakened section of floor, it seems he dropped through the floor into tunnels below.

A successful tracking roll shows Lightfinger was set upon and subdued by several attackers, who then dragged him away. The lack of blood in the tunnel suggests the thief wasn't killed here.

If the heroes follow the drag marks they are led into the middle of a ghoulish warren. If they go the other way, they soon find themselves in Blackwater's main sewer.

The Ghoul Warrens: These twisting tight tunnels are extremely unsuited

to any weapons with Reach, they suffer a penalty of -2. There are a number of ghouls equal to the number of heroes, plus Shattermarrow, their leader.

The Ghouls know their tunnels extremely well and use them to launch lightning attacks on the heroes. Only when half the heroes have been paralysed or killed do the ghouls move in to finish them off. Shat-

termarrow only gets involved once half of his pack is killed.

The Corpse Pile: At the center of the ghoulish warren is a large room filled with half eaten corpses. One of these corpses is very fresh—Jeck Lightfinger. Searching his corpse finds no trace of the necklace the heroes seek, nor does searching the room.

However, if someone is successful at an Investigation or Notice roll, they do find that many of the corpses seem to have died from bloodlung, a plague that wracked the city eight years previously. The victims of bloodlung were entombed within a granite lined plague pit.

A successful Streetwise or Common Knowledge (-2) roll, reminds a hero of rumours of a nest of rat men who lair within the plague pit. With a raise on the roll, the hero has heard further rumors that they trade the entombed bodies to necromancers.

THE SHADOW SYNDICATE

If the heroes return to the Syndicate with their suspicions of who has the necklace, they are reminded that their mission is to retrieve it. The syndicate is willing to *lend* them talismans which will ward them against bloodlung, but will not offer any other aid.

THE PLAGUE PIT

The tomb's magical seal has been broken—somebody, or something has visited the tomb in the recent past.

The plague pit is a labyrinthine maze with bowers cut into the walls stacked with corpses. Successful Notice or Investigation rolls discover that these corpses have been tampered with, somebody has sorted through them, and removed the choicest specimens. As the heroes make their way through this macabre mausoleum, they hear chanting from somewhere ahead.

The center of the tomb has been con-



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verted into a pestilential temple. Scores of bodies have been bound together into an altar upon which Pox Caller presides over a ceremony to his corrupted gods. A number of rat men worshippers equal to twice the number of heroes are prostrate before the altar. A Silver and pearl necklace hangs around the priest's scrawny neck.

Fortunately, the worshippers are noisy giving the heroes the Drop in the first round of combat. The rat men will fight with a religious zeal, refusing to give any quarter. Even if Pox Caller falls in combat they will fight on, but they will lose the benefits of his command.

The talismans protect their wearers from the rat men's diseased weapons, but melt into slag as they do so, rendering them useless after the first Wound.

AFTERMATH

Once Pox Caller and his minions are defeated, the heroes can retrieve the necklace they have searched so long for, and return to the Shadow Syndicate. Now as fully-fledged Syndicate members, their missions will get much tougher!

POX CALLER, RAT MAN PLAGUE PRIEST

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

Skills: Climbing d8, Faith d10, Fighting d6, Guts d4, Notice d8, Stealth d10, Survival d8, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Diseased short swords (2d6)

Special Abilities:

Arcane Resistance: Pox Caller has two points of armor against damage causing powers, and adds +2 to his Trait rolls when resisting opposed powers.

Bite: d6+d4.

Immunity: Rat men are immune to poison and disease.

Infravision: Rat men halve penalties (round down) for bad lighting when attacking living targets.

Infection: Anyone Wounded by a rat man must make a Vigor roll or the wound becomes swollen and infected. The victim suffers a level of Fatigue, which is recovered with a successful Healing roll or after

24 hours. Cumulative infections can cause a victim to be Incapacitated, but cannot lead to Death.

Spells: *Armor* (bubonic hide), *blast* (plague wave), *lower trait* (pestilential gift)

Zealot: Those rat men within 5" of him gain +1 to their Spirit rolls to Unshake, and their Fighting damage rolls.

RAT MEN

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

Skills: Climbing d8, Fighting d6, Guts d4, Notice d8, Stealth d10, Survival d8, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Diseased short sword (2d6)

Special Abilities:

Bite: d6+d4.

Immunity: Rat men are immune to poison and disease.

Infravision: Rat men halve penalties (round down) for bad lighting when attacking living targets.

Infection: Anyone Wounded by a rat man must make a Vigor roll or the wound becomes swollen and infected. The victim suffers a level of Fatigue, which is recovered with a successful Healing roll or after 24 hours. Cumulative infections can cause a victim to be Incapacitated, but cannot lead to Death.

GHOULS

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

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d8, Stealth d10, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

Claws: d8+d4

Infravision: Ghouls halve penalties (round down) for bad lighting when attacking living targets.

Paralysis: Victims of a ghoul's claw attacks must make a Vigor roll at -2 or be paralyzed for 2d6 minutes.

Undead: +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison.

SHATTERMALLOW, GHOUL PACK LEADER

Attributes: Agility d10, Smarts d6, Spirit

d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Stealth d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

Brawny: +1 Toughness.

Claws: d10+d4

Infravision: Ghouls halve penalties (round down) for bad lighting when attacking living targets.

Paralysis: Victims of a ghoul's claw attacks must make a Vigor roll at -2 or be paralyzed for 2d6 minutes.

Undead: +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Ignore Wound penalties, Immune to disease and poison.

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