

EVIL BEAGLE GAMES PRESENTS

A QUIET DRINK WITH ENEMIES

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A QUIET DRINK WITH ENEMIES

A Savage Worlds One Sheet by Eddy Webb

An Epic High Fantasy Shaintar adventure, using the Hillside Tavern map set by DramaScape.

Ah, the Flickering Flame Tavern, a pub carved into the side of a mountain. It's a nice, quiet place to unwind after a long adventure, until a heated argument leads to a surprising revelation.

PUT YOUR FEET UP AND RELAX

The Flickering Flame can be set anywhere there are mountains or even reasonably-sized hills in Shaintar. It's an out-of-the-way tavern, not too far from a nearby town, but far enough away that you have to seek it out. It's often frequented by adventurers, soldiers, and mercenaries as a place to rest and recover between adventures and conflicts. Not many people know about it, but those that do swear by the quality brew and service provided by the Hubermanns, a family of dwarves retired from mining. Perhaps the player characters discover it between their own adventures, or it's simply the nearest tavern in whatever town they're currently settled. Either way, whenever the characters are ready for a drink, the Flickering Flame is ready.

Three members of Selene's Soldiers, a modest but well-respected mercenary group that sometimes does work with the Rangers, are having a quiet drink when the PCs arrive. Allow the players a moment to chat with the mercenaries, Franz and Hilde Hubermann (the husband and wife that run the tavern – use the Commoner stats in Shaintar: Legends Arise, p. 158), or any NPCs that you would want to seed here for other adventures.

While they are socializing, the PCs will hear a soft, irregular tapping sound. The Hubermanns or the mercenaries (who are regulars) will idly mention that Franz's son, Gustaf, has recently decided to try and mine the shaft underneath the tavern with some of his friends. Everyone thinks it's a foolish idea, but Franz doesn't want to disappoint his son, so he allows it.

HEATED WORDS IN THE FLICKERING FLAME

After a bit of socializing, five new men in red leather armor come in. They are members of the Red Hawks, another mercenary group believed to be possibly affiliated with the Maelstrom (though nothing can be pinned directly on them). They also really hate Selene's Soldiers (who defeated them in a recent battle), and the feeling is mutual. They take a nearby table, insult Franz, laugh loudly about how terrible Selene's Soldiers are, and generally irritate and alienate the rest of the tavern. Hilde makes a comment to the PCs at one point that she hopes they leave soon before something bad happens. (As GM, work in somewhere discretely that the tapping sound has stopped.)

If the PCs don't step up to confront the Red Hawks, eventually one of the drunker members will fall over and break their chair. This is the final straw for Selene's Soldiers, and all three of them will stand up and ask the Red Hawks to leave. Heated words are exchanged, and one of the Red Hawks tries to sneak behind the group of Soldiers to hit them from behind. Whether he's caught or stopped, the rest of the Red Hawks attack. While both sides are angry, neither wants to deal with murder; use the Nonlethal Damage rules in Savage Worlds Deluxe.

Note: Feel free to use whatever groups you want for Selene's Soldiers or the Red Hawks. It is more important that you have two small groups that are willing to start a bar brawl, with one that the PCs are slightly more inclined to favor. The fun of a bar brawl is what's important here, and plays into what happens next.

A HORRIBLE TWIST

While the fight was brewing, Gustaf's work gang uncovered an ancient shrine to Ceynara forgotten within the tunnels of the mountain, with all of its evil thaumaturgical traps intact. One of these traps was activated, and the dwarves all became possessed by the violent power of the Flame.

Once the fight is well and truly underway, one of the dwarves working on Gustaf's team comes up from the basement level and starts to attack the Hubermanns. She looks terrible; her armor is twisted and melted, and she looks like she's covered in burns. But there's an ugly light in her eyes, and she's snarling in frenzy as she goes after the dwarves. Every round, another one of the dwarves comes up into the tavern (there are six in total).

The Hubermanns are commoners, not warriors, and they will cower and try to hide from the monstrosities. The sixth and final dwarf is Gustaf, and this will send the Hubermanns into even more hysterical behavior: Franz will pass out, while Hilde will try and drag Gustaf away from the fight to "save" him.

The two groups of mercenaries will quickly realize the greater threat, and draw live steel. However, Selené's Soldiers don't trust the Red Hawks, and the Red Hawks absolutely will use the distraction to (literally) stab one of their rivals in the back.

MERCENARIES (RED HAWK AND SELENÉ'S SOLDIERS)

Although each collection of mercenaries wears a different set of uniforms, their stats are identical. The Red Hawks all wear red-dyed leather armor pieces, while Selené's Soldiers all have blue trimming on their clothing. There are only three of Selené's Soldiers, and five Red Hawks.

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

Skills: Climbing d4, Fighting d6, Intimidation d4, Notice d4, Shooting d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Short Sword (Str+d6), Bow (Range 12/24/48, 2d6), Leather Armor (+1, -4 Coverage)

FLAME-BLOODED DWARVES

These terrifying creatures are what's left of Gustaf's work crew. The power of Ceynara courses through their bodies, and these six dwarves have become twisted puppets of the Flame.

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

Skills: Fighting d6, Intimidation d4, Knowledge (Mining) d4, Notice d6, Shooting d6, Stealth d4

Pace: 5; **Parry:** 5; **Toughness:** 7 (5)

Edges: Berserk

Gear: Half have Dwarven Axes (Str+d8, AP 1), and half have Dwarven Crossbows (Range 20/40/80, 2d6, AP 2, 3 shots before reload). All of them have Dwarven Plate which is melted and burned from the thaumaturgical trap (+5).

Powers: +1 damage with all Fighting attacks; can use Vigor in place of Spirit for Fear and Intimidation checks, and get +2 to resist Fear and Intimidation; ignore attack penalties for Dim and Dark lighting.

Weaknesses: Cannot swim; suffer +2 damage from White Silver and Everwood; healing of any kind requires a raise to restore to fully active status.