

EVIL BEAGLE GAMES PRESENTS

FIRE IN THE DARKNESS

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FIRE IN THE DARKNESS

A Savage Worlds One Sheet by Sean Patrick Fannon

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

Somewhere in the bowels of the earth, an ancient complex of crypts has become disturbed. Filled with the remains of beings dedicated to Darkness, it is the forces of Flame that now occupy the place and seek to make use of its inherent power. The Heroes must make their way into the tunnels below, enter the Crypts of Jazhak Val, and wrest control of a powerful Locus from a minor demon seeking to gain greater power for himself in the Abyss.

RUMBLINGS IN THE EARTH

Note that this can be set anywhere near a Dwarvish Clanhome. The dwarves of the local community have called for help with a very serious matter. The ancient Crypts of Jazhak Val have been under their guardianship for millennia, without a single incident or cause for concern. Though they are loathe to admit it, they've become very complacent with the place, only ever assigning a token guard over the entrance, usually manned by those who've gotten into some kind of trouble. Very recently, however, there have been a series of minor earthquakes, and just three nights ago, the guards assigned to the passageway to the Crypts went missing. The door to the Crypts was off of its hinges, by all appearances knocked loose by one of the quakes.

Jazhak Val was a powerful undead warlord of some kind, put to rest by even more powerful heroes in ancient times. The dwarves are very concerned, especially since the recent advent of the Filaments and Loci (see Shaintar: Legends Arise, page 110); the Crypt itself is at the center of a fairly powerful Locus!

THE FIRST CHAMBER — THE SARCOPHAGUS MAZE

This is where Jazhak Val's followers were entombed, and their rest has been truly disturbed. There are skeletons everywhere, ready to do battle with whatever comes through. However, there is also sign that many more skeletons have already been engaged in battle and put down very violently. The GM should feel free to have one or more appear wherever would be exciting in this maze.

SKELETONS

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

Skills: Fighting d8, Notice d4, Stealth d6

Pace: 7; **Parry:** 7 (1); **Toughness:** 8 (1)

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

Special Abilities:

- **Bony Form** (Half damage from piercing and slashing weapons)
- **Bony Hide** (+1 Armor); Claws (Str+1; never considered unarmed)
- **Fearless**
- **Infravision**
- **Undead** (+2 to recover from being Shaken, immune to poison and disease, no additional damage from called shots)
- **Weakness** (+2 damage from White Silver and Everwood)
- **Weakness** (+4 damage from hammers, maces, and similar weapons)

THE SECOND CHAMBER — THE HALL OF PILLARS

Here the spectral spirit of Jazhak's most trusted lieutenant, Lurin Tures, haunts. Unlike the skeletons, he's been actively trapped in this room since his interment, and his insanity is only matched by his undying hatred of the living.

SPECTER

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

Skills: Fighting d6, Intimidation d10, Notice d10, Stealth d6, Taunt d10

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

Special Abilities

- **“Cold Hand of Death”** (Touch attack, Spirit vs. Vigor to cause a Fatigue level; 2 Fatigue levels with a raise)
- **Ethereal** (Permanent; only affected by magic, White Silver, Everwood; can affect real world with powers and “Cold Hand of Death”)
- **Fear**
- **Flight** (Pace 12)
- **Infravision**
- **Telekinesis** (at will, Use Spirit for skill checks) Undead (+2 to recover from being Shaken, immune to poison and disease, no additional damage from called shots)
- **Weakness** (+4 damage from White Silver and Everwood)

There are more skeletons in here, but they are all demolished as well. The fallen column took a few out; it clearly fell during one of the quakes. Of greater interest, however, are the two bodies at the far end of the chamber, just before the portal to the next one. Both are... gargoyles?

THE THIRD CHAMBER — THE RIFT ROOM

The Heroes will be instantly aware something's wrong as they enter within this very hot, almost furnace-like room. Every round spent here after the first four will require a Vigor check to avoid the effects of Heat-based Fatigue (Savage Worlds Deluxe, page 88). Those with inherent Detect Arcana will be immediately aware of the powerful magic in this room; the Filaments and Locus here are actual visible to even non-enhanced eyes.

On the near side of the room, there are two gargoyles who will attack immediately. The middle of the room is split by a crevice filled with flowing lava; it's clear that it was once simply an underground river at one point, with a mechanical drawbridge for crossing if needed. On the very far side of the room, the wall is very fluid and indistinct; it is phasing in and out of reality, ready to be used as a

portal to one of the lesser levels of the Abyss. A particularly clever horde fiend is attempting to manipulate the magics surrounding the Tomb of Jazhak Val (which is shaped like the giant, corrupted war hound he prized in life; fortunately, he is not revived and animate) into a means to lock the portal open. He has two abyssal brutes guarding him.

GARGOYLES

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Notice d8 (+2), Stealth d6

Pace: 4 (d4 “Run”); **Parry:** 6; **Toughness:** 12 (5)

Edges: Ambidextrous, Alertness

Special Abilities

- **Claws/Spines** (Str+1d6, AP 1)
- **Fearless**
- **Flight** (Pace 12, d6 “Run”)
- **Hardy**
- **Infravision**
- **Living Stone** (+5 Armor, +2 to recover from Shaken, Immune to disease, poison, Fatigue effects, and fire; +2 Stealth when motionless)
- **Weakness** (+2 damage from White Silver and Everwood)

ABYSSAL BRUTE

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

Skills: Fighting d8, Intimidation d6, Notice d4

Pace: 6; **Parry:** 7 (1); **Toughness:** 13 (3)

Edges: Arcane Resistance, Brawny, Charge, Frenzy

Gear: Blood Steel Weapon (Str+d8), Blood Steel Armor (+3, -4 Coverage), Small Shield (+1 Parry)

Special Abilities

- **Abyssal Nature** (half damage from non-magical attacks)
- **Infernal Form** (immune to all diseases and poisons)
- **Infernal Stamina** (+2 to recover from Shaken)
- **Infravision**
- **Slow Regeneration** (not vs. White Silver or Everwood)
- **Weakness** (+4 damage from White Silver and Everwood)

AMBITIOUS HORDE FIEND

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

Skills: Fighting d10, Intimidation d6, Knowledge: Magic d6, Notice d4, Stealth d6, Thaumaturgy d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Edges: Acolyte, Ambidextrous, Arcane Resistance, Berserk, Two-Fisted

Powers: bolt, deflection, teleport

Essence: 10

Special Abilities

- **Claws** (Str+d4, AP 2)
- **Abyssal Nature** (half damage from non-magical attacks)
- **Infernal Form** (immune to all diseases and poisons)
- **Infernal Fury** (Berserk at will)
- **Infernal Stamina** (+2 to recover from Shaken)
- **Infravision**
- **Slow Regeneration** (not vs. White Silver or Everwood)
- **Weakness** (+4 damage from White Silver and Everwood)

The magics are tied to the fiend; killing him releases the energies back into their pure form and returns the chamber to its cold and deathly stillness. Of course, the dwarves will need to return to treating the guardianship of the Crypts with severity of purpose.