

EVIL BEAGLE GAMES PRESENTS

FLAME DOWN BELOW

WRITTEN BY

SEAN PATRICK FANNON

EDITED BY

CARINN SEABOLT

GRAPHIC DESIGN & LAYOUT

AARON ACEVEDO, JASON ENGLE

Permission is granted to print this ebook. No site license is given.

Shaintar is copyright 2008-2013, Sean Patrick Fannon. All rights reserved. Shaintar, Epic High Fantasy, and all associated trademarks and logos are the property of Sean Patrick Fannon DBA Evil Beagle Games. This material is protected under the Copyright Act of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of Sean Patrick Fannon.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.



FLAME DOWN BELOW

A Savage Worlds One Sheet by Sean Patrick Fannon

An Epic High Fantasy Shaintar adventure, for use with the Altar of Ceynara terrain piece from Mythical Lairs.

Though the war with the Kal-a-Nar Empire seems to have come to an end on the front lines, the conflict with the forces of Flame is far from over. The Rangers must contend with one of the many groups of acolytes and their servants determined to cause chaos, destruction, and death in the heart of the Wildlands, all in the name of their Goddess of War, Ceynara.

FOREST FIRE

Word reaches a group of Rangers on patrol that a nearby community of Fae has been raided. Upon their arrival, they discover the situation is at least as bad as they feared, if not worse. Fire still rages through the woodland village, with desperate elves struggling to control it, corpses are strewn everywhere, and many families have members in agony over the kidnapping of loved ones.

Assuming the Rangers attempt to help where they can, the following are the most immediate needs:

- **Tending to the most critically wounded.** Assume each Healing spell cast automatically saves one life. Using the Healing Skill saves a life for every success and raise on the part of each character spending time on that task.
- Putting out the fires. Water is being brought in from the well and the nearby stream. If someone tries to come up with a good plan for maximizing efforts, let them make a Smarts check (at +2 if they have Survival). On a success, they are able to help save half the village. On a raise, they save three-quarters of the village with their idea. If there are any druids in the group who try to use water trappings on relevant powers, grant an additional +2 on any such roll.

- Rescuing trapped people. Those involved in such efforts should make Agility and Strength checks. Each time they do this, they save a life, though if they fail either check, they suffer one level of Fatigue from the effort. If they fail both checks, they suffer two Fatigue levels and fail to save anyone.

Go three rounds of this; after that, it's pretty much over. What can be saved is saved, the rest is lost. There remains the wailing of mothers who've lost children, however...

THE POWER OF INNOCENT BLOOD

The village was raided by childer, with a handful of humans in Kal uniforms and the robes of their priesthood managing them. They set fire to whatever they could and slaughtered anyone who opposed them while they set about snatching up all the children they could get their hands on. All in all, eight Fae children are missing.

Anyone with Knowledge: Flame, Magic, or Cosmology stands a good chance figuring out that the blood of elvish children is particularly potent in thaumaturgical rituals. The children were grabbed to be sacrificed for a terrible purpose, and the Rangers must act quickly to rescue them.

A fairly simple Tracking roll will make following the raiders easy; the Rangers will come across the entrance to a hidden cave in the deepest part of the woods, guarded by eight ratzin and a minotaur. If the Rangers try to sneak up on them, remember that the ratzin have particularly keen senses and can smell magic.

MINOTAUR

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10+1, Notice d6 (+2), Intimidation d8, Throwing d6

Pace: 8 (d10 "Run"); **Parry:** 6 (-1); **Toughness:** 12

Edges: Alertness, Berserk, Charge, Sweep

Gear: Minotaur Axe (Str+d12, AP 1, -1 Parry)

Special Abilities

- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Horns:** Str+d8 damage; Gore Attack: Str+d10 after a charge, victim rolls Agility vs. minotaur's Fighting roll or is grappled
- **Infra-vision:** Halve penalties for Dark lighting against living targets (round down)
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation
- **Size+2**
- **Weakness:** +2 damage from White Silver and Everwood

RATZIN

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

Skills: Climbing d6, Fighting d6, Lockpicking d4, Notice d6 (+2), Stealth d8, Survival d4, Tracking d6 (+2)

Pace: 9 (d10 "Run"); **Parry:** 5; **Toughness:** 6 (1)

Gear: Dagger (Str+d4), Partial Leather Armor (+1, -2 Coverage)

Special Abilities

- **Bite/Claws:** Str+d4
- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Infra-vision:** Halve penalties for Dark lighting against living targets (round down)
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation
- **Pack Mentality:** Automatically fails any Spirit checks if no other ratzin within 5"
- **Pack Tactics:** +1 to Gang Up Bonus; max Gang Up +6
- **Size-1**
- **"That Ratzin Nose!":** +2 Notice, Tracking; detect arcana with Notice at will
- **Weakness:** +2 damage from White Silver and Everwood

AT THE ALTAR OF CEYNARA

The cave leads to an ancient chamber below, long hidden away; evidence suggests they used the minotaur's great strength to move away the deliberate cave in that was used to block the way. As the Rangers make their way further down into the underground lair, the sounds of chanting grow louder and more distinct, as do the sounds of children crying and wailing for aid.

The passage opens into a large, vaulted chamber. The smoke from the many burning braziers all rises to filter out through vents in the ceiling that lead off somewhere. The center of the chamber is dominated by the sacrificial tabled slab, upon which one of the Fae children is strapped and clearly prepared for sacrificing. There are clear channels meant for the blood to drain from the body, and all such blood is pooled into a cauldron at the front of the dais. Obviously, some sacrifices have already been made.

The outside of the dais has Kal warriors lining it (six in all), and there are two acolytes standing at the front corners, chanting and clearly engaged in a part of the ritual that contains the gathered energies from the sacrifices. There is a Kalinesh war priest near the head of the tablet, sacrificial blade in hand; his part in the ritual is coming up, but he will be free to do combat when the Rangers come in. If either of the acolytes are killed, the energies gathered (and the trapped spirits of the slain children) will be released, ruining the ritual. Regardless of what happens, there will be a fight to death here.

KAL WARRIORS

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

Skills: Fighting d8, Intimidation d4, Notice d4, Shooting d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 7 (1); **Toughness:** 9 (2)

Edges: Brawny, Combat Reflexes, North-Born (+2 vs. cold, +1 Survival in mountains)

Gear: Long Sword/Battle Axe (Str+d8), or Mace/Warhammer (Str+d6, AP 1 vs. Rigid Armor), Bow (Range 12/24/48, 2d6), Full Scale Armor (+2, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

ACOLYTES

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

Skills: Fighting d6, Knowledge (Cosmology) d6, Knowledge (Flame) d8, Knowledge (Magic) d6, Notice d6, Stealth d6, Thaumaturgy d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: Acolyte, Essence Link

Gear: Ceremonial Blood Steel Long Knife (Str+d6), Partial Scale Armor (+2, -2 Coverage)

Powers: armor, bolt, burst

Essence: 15

WAR PRIEST

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

Skills: Fighting d10+1, Healing d4, Knowledge (Cosmology) d6, Knowledge (Flame) d6, Knowledge (Magic) d6, Notice d6, Thaumaturgy d10

Pace: 6; **Parry:** 8 (1); **Toughness:** 12 (5)

Edges: Acolyte, Charge, Frenzy, Magic Proficiency (+2 bolt)

Gear: Enchanted Blood Steel Long Sword (+1 Fighting, Str+d8+2), Enchanted Blood Steel Plate & Chain Armor (+5, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

Powers: armor, bless, bolt, burst, fly, summon ally

Essence: 20

The remaining elven children (five, plus the one on the slab) can be found in another tiny chamber across the way from where the Rangers came in. They are easily freed and returned to their families.

What was the ritual meant to do? A trained caster with Knowledge: Magic (-2) might be able to tell that the ritual was meant to open a long-term portal to Norcan Darr – the “Hard Lands” – from whence more childer could be summoned. Doubtless, the Rangers will now want to figure out how to shut down access to this place again.