

EVIL BEAGLE GAMES PRESENTS

ONLY THE WORTHY

WRITTEN BY

SCOTT CORUM

EDITED BY

SEAN PATRICK FANNON, 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.



ONLY THE WORTHY

A Savage Worlds One Sheet by Scott Corum

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

It has lain dormant for almost a millennium, but its legend has not. Who shall find the Dragon Throne, and who shall be worthy to be its Master?

LEGENDS AND TIME

It isn't spoken of often, but if one is in Dregordia, particularly if one travels along the Illiana's Blood River, one will probably hear the legends. Somewhere nearby lies the Dragon Throne, not only a place of legendary power, but an artifact in and of itself. What power does the Dragon Throne hold? The legends are unclear on the point. It is, most definitely, an artifact from the Dragon War of 2216, or just before. Some say that thousands gave their lives willingly as sacrifices to empower the item; others say that the sacrifices were taken from the innocent in horrific rituals of blood and pain. Some say that the Dragon Throne transforms the one who sits upon it, other say that the Dragon Throne transforms itself to suit the user. There is only one phrase that has been unmistakably translated from that time, and this phrase is the reason that the Dragon Throne is still spoken of.

"The gods of Shaintar shall kneel to the one upon the Dragon Throne."

AN UNLIKELY EXPEDITION

The Player Characters are contacted by a kindly, though apparently somewhat senile, old man who has one last task to perform before he perishes. After a lifetime of study, this wise old academic believes he has found the location of the mythical Dragon Throne, but he fears it is protected by ancient and terrible defenses.

Simas Acherill, the scholar, has reason to believe that the Dragon Throne has nearby a massive horde of treasure; many of the writings he has examined say so! He is, however, an

old man close to the end of his life, and he has no family. He wishes only to see the Dragon Throne with his own eyes before he passes from the world. What of the huge treasure nearby? Why, the Player Characters are welcome to that as their reward, if only they can protect this wise old scholar and see him to the Dragon Throne in one piece. Simas's grandfatherly charm is what finally convinces the heroes that he is worth protecting and assisting even if this is a fool's errand. What harm could there be in helping an old man achieve one final dream?

Of course, being wise as well as kindly, he will release information about the Dragon Throne's location only one step at a time, lest the noble companions lose their focus and elect to make the trek without him.

ANCIENT AND TERRIBLE

Simas Acherill's directions require a short river trip along the Illiana's Blood River; he will lead the party to the branch between the Illiana's Blood River and the Hasstor River. Only a few miles East of the branch lies an unimpressive mound of Earth, completely unassuming save for its perfectly round shape. Concealed near its base by an overgrowth of brush lies a stone door; a door which defies all attempts to open it.

Acherill need only speak a simple phrase in a language none of the PCs have heard before, and the door swings inward to reveal a huge circular chamber. Before them lies a red carpet, leading to what can only be the Dragon Throne of legend.

Time has not passed in this chamber; still as clean and fine as it was nine hundred years ago, a banner emblazoned with a dragon's head flutters above the throne, over a dragon skull. A railed balcony surrounds the room, which appears otherwise unoccupied.

The red carpet passes between two bizarre candelabra; the candles ignite the moment anyone enters the room. A moment after the candles ignite, torches on the nine columns around the room also ignite; the magic is still here!

The room has an additional bizarre effect; one can only approach the Dragon Throne using the red carpet. Should anyone try to approach it from the side, or from above, they will find themselves stopped by an invisible barrier that defies all logic and reason. Truly, one is meant to walk the red carpet to sit upon the throne.

Walking upon the carpet is, of course, where the fun begins.

DEATH FROM ABOVE AND BELOW

The moment that one steps upon the red carpet, six (6) skeletal archers in ancient armor appear on the upper railed balcony, and begin to fire arrows down upon everyone in the chamber. They will pay special attention to anyone on the red carpet, but everyone in the room is fair game. The archers are spaced out evenly around the balcony; there are few places within the room that they cannot hit. The invisible barrier at the sides of the red carpet is no impediment to the skeletal archer's arrows.

If one should climb up to the balcony to engage the archers in melee, the bows in the archer's hands will become long swords with which they will defend themselves. They will not hesitate to kill in melee with as much efficiency as they kill at range.

Simas Acherill will use the Player Characters for cover, demanding that they defend him at all costs. He will do everything he can to reach the Dragon Throne.

If everyone steps off the red carpet, the skeletal archers vanish. If anyone should reach the Dragon Throne, the skeletal archers will also vanish.

If a skeletal archer is destroyed, another will rise one (1) turn later and continue to attack, as the Dragon Throne must always have an honor guard of six (6) while unconquered.

Simas Acherill will, at some point, mutter "Only the worthy one shall conquer the Dragon Throne!"

If anyone should try to sit on the Dragon Throne before Simas can reach it, he will viciously attack them; he will rain down on them with his magic, screaming "Only the worthy one shall conquer the Dragon Throne!" Anyone attacking Acherill will have to contend with his magical defenses; he's not nearly as kindly nor as helpless as he tries to appear. Pressed, he will pull out every trick in his book to reach the Throne first. Note that even if he becomes invisible, stepping on the red carpet will invite the skeletal archers to appear.

THE TERRIBLE TRUTH

Astute observers will note that there is no treasure. Simas Acherill has obviously lied to them, and all to the end that he be the one who sits upon the Dragon Throne.

When he or anyone else sits upon the Dragon Throne, the door into the chamber slams shut, the skeletal archers vanish, and a booming voice rings out. Though the voice speaks in a language not heard for nearly a millennium, it is clearly understood by everybody. Powerful magic is at work here!

"Only the worthy one shall sit upon the Dragon Throne!" the voice will call. "From this day until your last day, the terrible power now rests within you!"

The lights in the chamber dim; a green light shines down from the eye-holes of the dragon skull, and brightly illuminates the occupant of the Throne.

"The power to command all dragons is now yours! The dragons, the true gods of Shaintar, shall bow their knees to you and only you!"

While the power that fills the occupant of the Throne is, indeed, awesome and horrific, it is also completely useless; Shaintar has not known dragon-kind since 2216.

The Dragon Throne's power imbued, the outer door opens again, and the lights within the chamber go out completely; the magic of the place is expended until the death of the one who has been given the power to command dragons.

AFTERMATH

If Simas Acherill has lived this long, he will plead with the no-doubt disgruntled heroes for his life. He has collected a number of very expensive books which are, apparently, completely worthless in practice. He will gladly give them to the PCs, or sell them himself and give the adventurers the proceeds from the sale, if they will kindly spare his life. It should be good for a bonus of plus three (+3) to a couple of Resource rolls.

Otherwise, there is only the dubious power to command absent dragons to be had, and knowledge of a place of power.

SKELETAL ARCHERS

Created by a spell nearly a millennia old, these undead warriors have no concept of mercy or restraint. All they know is firing arrows and swinging swords, and they will do it until the end of time, for as long as the magic of the Dragon Throne exists.

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

Skills: Fighting d6, Notice d4, Shooting d8

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

Gear: Bow (2d6), Long Sword (d6+d6)

Special Abilities

- **Bony Form:** Half damage from piercing and slashing weapons
- **Bony Hide:** +1 Armor
- **Claws:** d6+1; Skeletons are never considered unarmed
- **Fearless:** Immune to Fear and Intimidation
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Undead:** +2 Toughness, +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

SIMAS ACHERILL

Simas is a lying, thieving megalomaniac with a madness to possess the power of the Dragon Throne, despite the fact that he obviously has no idea what it really is.

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

Skills: Fighting d6, Knowledge (Cosmology) d8, Knowledge (Legend Lore) d10, Knowledge (Magic) d10, Notice d6, Persuasion d8, Sorcery d12

Pace: 6; **Parry:** 7 (2); **Toughness:** 8 (2)

Edges: Easy Magic (deflection), Mage, Magic Proficiency (bolt)

Gear: Enchanted Staff (d6+d4, +2, Parry +1, Reach, 2-handed, 5 Essence), Partial Scale Armor (+2, -2 Coverage), Thin Robes (hiding Scale Armor)

Powers: Alain's unerring dart, bolt, boost trait, cantrips, conceal arcana, deflection, dispel, entangle, invisibility, Kaine's piercing spear

Essence: 25 (5)