

EVIL BEAGLE GAMES PRESENTS

PASS TO DANGER

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PASS TO DANGER

A Savage Worlds One Sheet by Steve Perrin

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

In the Malakar Dominion, on the trade road between the towns of Kol and Tragor that sit between the Longtree Forest and the Black Mountains, there is a fork on the road that leads toward the mountains. This road is little used between the months of Raining Leaves and Falling Ice. There are no settlements or farms along the road, and between the aforementioned months the Mountains are choked with snow. Landslides and deceptively deep snowdrifts are common.

However, in the month of the First Hunt, the passes are free of snow and mostly free of the residual mud. Now is when the first merchant trains start to follow the path to be the first Malakar (and farther-based) traders arriving in the city of Quadir, bordering the Eternal Desert.

Frequently they meet Quadirian and other Desert traders making the reverse journey to bring their exotic goods to the Dominion. Even in the current unrest and turmoil, traders still essay this perilous journey with great rewards possible on the other side of the pass.

This year, however, something new has been added. On the approach to the Eastern side of the pass, two strange plinths have appeared. They look weathered, as if they had been there for decades, but no one remembers their presence in previous years. The plinths are barely man-tall and each is festooned with a stack of skulls on the surface facing the Eastern approach from Malakar and horn-like spikes along the Northern and Southern sides with another on the top. It is not a common motif for any of the immediately neighboring lands, though no one pretends to know where it might be common outside of a hundred leagues of the pass.

Just beyond the plinths three hanging cages have been set. Each cage holds a prisoner. The prisoners call out to passerbys in the local dialects, begging to be freed. No one knows

who they are, but one is clothed in Ranger Gray. One is female, the others male. They might be human or perhaps Alakar or Korindian.

NOTE TO GM: The identity of the prisoners is deliberately vague. If there are already NPCs in the campaign who might have been plucked from their usual routine to become the prisoners, they can be substituted for one or more of the prisoners. The anonymous prisoner in Ranger Gray could be a known colleague of a group of Ranger PCs, for instance. If the PCs are not Rangers, this might be an opportunity to get in good with that organization.

So far, no one admits attempting to free the prisoners, or even answer their cries for help. However, a party of adventurous folk from Kol set out for the purpose of freeing the prisoners. They have not been heard from since they started up the pass. A Quadirian trading party that passed the site a few days later says they saw signs of a fight and scraps of bone, broken weapons, and torn clothing.

Our heroes are asked to investigate the situation, question and possibly free the prisoners, and attempt to determine who set these cages and plinths on the trade pass.

DIALING IT DOWN: This adventure features creatures that can destroy a party of new Gray Rangers. If you are bringing a party of new adventurers into the Pass, be sure that the monsters are treated as Extras, not Wild Cards. If the party consists of Seasoned adventurers, treating the monsters as Wild Cards may be survivable. Veterans should have a hard fought but probable victory.

WHAT IS GOING ON

The Triad of Norngeld has found a gate to a new world. It opens into a cave in the cliffs to the North of a mountain pass. The Triad has long experience infiltrating new worlds. They have not always been successful, and their techniques are based on long experience in keeping their own world from being infiltrated. Norngeld is a desolate place, ravaged by the depredations of many sorcerous wars, both the result of internal politics and other-worldly invasions.

To test the mettle of the worlds they discover, they establish a set piece scenario in their own halls, then project it onto the new world and see how the inhabitants deal with it. To flavor the scenario, they have captured some inhabitants and lodged them in the trap cages to see how the local residents deal with some of their fellows in peril.

The traps and plinths are only partially in Shaintar. A local with the requisite lockpicking skill can open the lock on a cage, reach in, and bring the prisoner out. Any attempt to break the cage or remove it from its supports yanks the cage back into the world of Norngeld. It will reappear at the same time the next day. The supports remain, but also disappear if an attempt is made to harm or move them.

When an attempt is made to open the lock on any cage, the plinths shimmer and dissolve, and in their places are two manticores. Note that manticores are not an animal known to Shaintar. There is not even a legend about them. The manticores attack any non-manticore in the pass. Each manticore has a jeweled collar which serves to identify them as belonging to the Triad. It is also a control device to make sure the manticores fight to the death. The gems and workmanship make each collar worth 3000 silver. The magical control only works on these particular manticores. Once they are dead, the collars are just jewelry.

The plinths can be destroyed, but this doesn't disrupt their function. As long as the remnants are present, the manticores arrive as summoned. Carting the plinths or their remnants away just means the carted objects disappear after traveling half a league and reappear where they were before.

If the manticores are slain, the test has served its purpose. The cages fall to pieces and the prisoners are free. They have very little idea of what was going on. They know enough to say that they were "somewhere else" and it didn't match the description of any realm of Corelisia they have heard described. They spent their entire imprisonment in the cages and were fed very ordinary porridge and gruel served by constructs of some sort. A few days before the pass opened, each was snatched up

by a manticore and carried to the pass, where a hooded mage of some sort put them in the cages. They all need a change of clothes.

Note: Who and what placed these plinths with their prisoners and manticores may remain a mystery for future crossover adventures.

PROBLEMS FOR RANGERS: Gray Rangers are not welcomed in Malakar. However, if they pass through the country as guards for a trader caravan, traditional usage will let them pass in peace. And of course they can always put aside their gray raiments and go in disguise.

MANTICORE

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d10, Intimidation d6, Notice d6+2, Shooting d10, Tracking d6+2

Charisma 5, **Pace** 8/12 **Flight**, **Parry** 7, **Toughness** 13 (2)

Hindrances: Monstrous Size and Appearance, Loyal: Masters, Mean.

Edges: Ambidextrous, Sweep, Two-Fisted*

Special Abilities

- **Attacks:** Tail Spikes: Str+d4, AP 2; 2d4 AP 2 as Shooting Attack [ROF 3, 3/6/12]; Claws (x2)*: Str+d6; Bite: Str+d6+2
- **Dragon Wings** (Flight at 12", Run d10)
- **Flame Blooded:** (+1 Toughness, +1 Fighting Damage; +2 Spirit vs Fear and Intimidation, Healing only 1/2 effective, +2 damage from Everwood and White Silver.)
- **Keen Senses** (+2 Notice and Tracking)
- **Size +3**
- **Tail Spikes:** Can use Tail Spikes at same time as Fighting without multiple action penalty
- **Thick Skin:** +2 Armor

* A Manticore uses 2 claws when its wings are free to flap to hold it in a semi-erect position while it lashes out with both front paws. If the wings are not free, it can only make 1 claw attack. With all of its natural weapons, a Manticore can make many different attacks (although Multiple Action Penalties will apply for any rear-claw attacks, biting, or use of the Tail Spikes in melee if other Fighting attacks are made).