

EVIL BEAGLE GAMES PRESENTS

THE COMING STORM

WRITTEN BY

MILES M. KANTIR

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.



THE COMING STORM

A Savage Worlds One Sheet by Miles M. Kantir

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

After a tranquil night's rest, it's early morning and the Rangers are traveling a wide valley alongside a lazy river, when they stop short and double check their charts. There's no mention of it, yet there's an old-style keep overlooking the river, with sturdy stone walls, towers, and a full moat. This is not a structure that got built over night.

JUST IN TIME

Approaching the keep, the Heroes see a ragged pennant with the sign of a lightning bolt on it – not the symbol of a local noble house, nor one they recognize at all, in fact. A guard hails them from the gatehouse tower and, assuming they identify themselves, disappears. The drawbridge is lowered and the Heroes are free to enter.

The main courtyard is eerily quiet and empty, but it appears that people left in a hurry – and recently. Goods are scattered around, stable doors flapping open. The door to the gatehouse opens and the guard comes out. He's a grizzled veteran man-at-arms called Bolday, and his armor looks antiquated, in a style that hasn't been seen in living memory.

OUT OF TIME

Bolday explains that he works for the Roden family, specifically Baron Karl Roden, protector of the Western Keep. A great supernatural wind came upon the Roden lands, and wherever it touched, entire villages disappeared... without any trace that they'd ever been there. The Northern Keep had been caught by the wind just a week before, and yesterday it was the Western Keep's turn.

Frightened that the keep was lost, the baron ordered an evacuation and all fled in the face of the wind. Only Bolday volunteered to stay behind, to keep the Roden pennant flying. Over

night the wind brought foul voices, chanting, wicked, screaming in an unknown language. In the morning everything was different. The wind was gone, as was the forest that filled this valley, and the river had become much wider and slow-paced.

Putting his details together with their local knowledge, the heroes can figure that Bolday and the keep have been shift several hundred years into the present.

TIME TO DIE

At this point there's a howl like a winter gale and chills the Heroes to the bone despite it being a calm and warm day. Riding through the gates at them is Baron Roden and the rest of the Western Keep garrison. They were caught and transformed – into wind wraiths.

The garrison was twenty men-at-arms strong, so the Heroes are outnumbered by a foe that's tough to see, semi-insubstantial and can ride like the wind! There are weapon lockers plus heavy weapons on the towers (one ballista on each tower), and fighting in the inner keep hallway might cut the enemy's advantage. A Knowledge (Battle) check could suggest any of these options if the Heroes don't make a good plan quickly on their own.

The baron coordinates his troops from the back, but it becomes clear that he's sending them after Bolday primarily. Bolday begs for the Heroes to fight alongside him and not to abandon him, but every Round the wind is picking up until it becomes a shrieking gale (every 2 Rounds add an incremental -1 to all checks while outside, except for the wind wraiths who are unaffected). From the ramparts the Heroes could see the rest of the valley... perfectly calm.

It should become clear that staying in the keep is a monumentally bad idea and getting out is vital. Busting out and across the drawbridge brings the Heroes back into normality, and surviving enemies won't follow them out. There's one issue, though – Bolday won't leave without the pennant. It's a matter of honor worth staking his life over.

If they leave without him, the last sight of Bolday will be him on the gatehouse tower, grabbing the pennant as he's hurled off the ramparts by the wraiths and/or wind. If they go with him, they have to last on the ramparts for 3 Rounds, protecting Bolday while he gets the pennant.

SCATTERED ON THE WIND

Once clear of the keep, it's only a matter of moments before the walls start to be torn apart by the gale as if they were made of sand, whisked away to who knows where... or indeed, who knows when.

If Bolday got out with the Heroes he will stitch the pennant into a cloak to be worn as a mark of respect for his former lord, but will offer his services as a retainer to the Heroes. If he got hurled off the ramparts, his broken body lies in the grass nearby, still clutching the pennant to a noble house that hasn't existed for centuries.

The Future

If it doesn't suit your group to have a retainer join them, simply send Bolday off to train as a Ranger; maybe they'll meet him again someday. As for the mysterious wind, so powerful that it can rip an entire keep from one time to another, who knows what the future will bring?

BOLDAY, MAN-AT-ARMS WC

With the simple, rugged charm of a man who's content with his lot in life and at peace with the universe, Bolday is a soft-spoken, actions-speak-louder-than-words kind of guy.

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

Skills: Fighting d8, Gambling d4, Healing d4, Intimidation d6, Knowledge (Battle) d4, Notice d6, Persuasion d4, Riding d4, Shooting d6, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 8(2); **Toughness:** 9(3)

Edges: Brave, Charismatic, Combat Reflexes, Hard to Kill, Shield Expertise

Hindrances: Code of Honor, Loyal

Gear: Flail (Str+d6, ignores shield), Crossbow (15/30/60, 2d6, 2AP, 1 action to reload) Full Chain (+3, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs ranged)

WIND WRAITHS

What happens when people are caught in a mystic gale, blasted by eldritch winds from another world? Wind wraiths, that's what happens. Often mistaken for undead, these unnatural beings are very much alive, with a raging anger at the universe.

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

Skills: Fighting d10, Intimidation d6, Knowledge (Battle) d6, Notice d6, Riding d8, Shooting d6, Stealth d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 10(3); **Toughness:** 10(4)

Edges: Battle Hardened, Brave, Cavalryman, Combat Reflexes, Counterattack, Shield Expertise

Gear: Long Sword (Str+d8), Full Plate & Chain (+4, -4 Coverage), Kite Shield (+2 Parry, +2 Armor vs ranged)

Special Abilities

- **Wind Rider:** As an action a Wind Wraith can summon and mount or dismount from a steed of pure wind. The steed doesn't attack but will carry its rider into combat; it cannot be harmed but if its rider is slain it dissipates back into the wind. While mounted the Wraith has an effective Pace of 20 and can use the Cavalryman Edge.

- **Insubstantial:** The Wind Wraiths are partially insubstantial; they ignore 1 AP from attacks against them and any non-magical, non-elemental damage against them suffers a -2 to the Damage.

- **Ghostly Appearance:** Their appearance shifts like the wind making them difficult to follow, ranged attacks against them suffer a -2 to hit.

BARON KARL RODEN WC

While his men are loyal to the Roden household, this is one member of the nobility who proves that not everyone born to lead has the skill to lead well. As ugly on the inside as he is on the outside, the transformation to a wind wraith has done nothing to improve his demeanor.

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

Skills: Fighting d10, Intimidation d8, Knowledge (Battle) d8, Notice d6, Riding d8, Shooting d6, Stealth d6, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 10(3); **Toughness:** 12(5)

Edges: Battle Hardened, Brave, Cavalryman, Combat Reflexes, Command, Command Presence, Fervor, Frightening, Improved Counterattack, Shield Expertise

Hindrances: Overconfident, Ugly, Stubborn

Gear: Long Sword (Str+d8), Full Plate (+5, -4 Coverage), Kite Shield (+2 Parry, +2 Armor vs ranged)

Special Abilities

- **Wind Rider:** As an action a Wind Wraith can summon and mount or dismount from a steed of pure wind. The steed doesn't attack but will carry its rider into combat; it cannot be harmed but if its rider is slain it dissipates back into the wind. While mounted the Wraith has an effective Pace of 20 and can use the Cavalryman Edge.
- **Insubstantial:** The Wind Wraiths are partially insubstantial; they ignore 1 AP from attacks against them and any non-magical, non-elemental damage against them suffers a -2 to the Damage.
- **Ghostly Appearance:** Their appearance shifts like the wind making them difficult to follow, ranged attacks against them suffer a -2 to hit.