

SUZERAIN



Stumbling

ONE SHEET



Stumbling

A Savage Worlds One Sheet for Novice/Seasoned/Veteran characters in the Suzerain Continuum.

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Realm: Relic (Yr208 of the Third Age).

The adventurers are exploring in a scrubby desert far from civilization and find themselves on a hill above a long-abandoned town. The only thing that looks intact is a fountain in the center which appears to be flowing with clean water (a rare thing in this bit of the middle of nowhere). While walking through the town, the lead character stumbles and sees he tripped over a mud-covered flask.

Upon looking closer, or with a successful Notice check, the adventurers see it's made of a strange metal. It appears silver at first but when exposed to the light it's covered in odd markings and glints like fire is rippling across its surface.

When the adventurers chip away the dirt, the markings are almost readable but in a language none of them knows. The longer it's examined it seems the symbols become clearer till they finally read '*Freedom is given to those who are immersed in purity*'. This isn't what it really says, but the spirit inside needs something valuable to manifest in the physical world.

Just a short way away there's a fountain

with beautifully pure water, a rare and precious commodity here in the desert. The flask has some deeply ingrained dirt and the easiest way to clean it... you guessed it. As soon as the flask is full of pure water, the spirit is released, the ghostly head of a dragon emerging from the mouth of the flask then manifesting in the physical world in front of the adventurers, together with the rest of its body. It's a dragon kin spirit - think of a humanoid dragon and you'd be about right.

Spirits can be good news or bad news depending on their nature, but the dragons sided with the Warlocks in the War of the Wild, and nobody has ever forgotten it. The adventurers would be wise to be cautious.

However, just before they can draw weapons, threaten the dragon kin, or otherwise be belligerent, he puts his hands up and begs for them not to hurt him. He's just a humble spirit of wealth, trapped inside this flask by a customer who bought two camels and one went lame so he got another camel but it got stolen before it was even delivered and he wanted to pay the customer back but before he got the chance a wizard was hired to turn him into something *unnatural* which is how he ended up in the flask where he thought he'd be forever but blessed be the gods because the adventurers helped him out and... He's a pitiful sight and looks totally harmless, and happens to have that bumbling innocent charisma which makes it almost impossible to hurt him, no matter how much his unstoppable prattling gets annoying.

According to the spirit, he wasn't always a spirit. His name is Sakash and he was a merchant before the incident with the camels, which was a long time ago. How long? Well, let's put it this way: according to Sakash he came from a draconic kingdom so ancient that none of the adventurers has heard of it, and he has never heard of the War of the Wild. That would mean he was spirited into the flask hundreds of years ago, or more. He has no idea that humans and dragon kin became enemies, which kind of makes it okay for him to get along with the adventurers, right? He insists that he owes the adventurers for freeing him, and he was turned into a spirit of wealth after all, so he'll just tag along until he finds a way to repay them. And no

amount of arguing can convince him otherwise.

Whether they like it or not Sakash will follow the adventurers and offer to help in any way he can, starting with giving them his ancient flask as a gift, which must be worth a fortune. He will defend himself if attacked by the adventurers but will beg for mercy saying he must repay them for the debt he owes. Until he's welcomed back into the group he will follow them and pout like a lost puppy.



The Deception

The whole setup is an elaborate con, though.

Sakash is no cursed merchant. In fact, he's a very clever spirit of greed with centuries of practice - it's nearly impossible to spot him telling a lie. He was never trapped in the flask. That was just a way to hook the adventurers into his story. He did need a source of something valuable to manifest in the physical world, but the flask's a cheap phony, worth next to nothing. The water source was perfect though.

Once in the physical world, Sakash will coordinate a series of combats. He knows some

spirits of battle who manifest as desert raiders and attack the adventurers, at first a few appearing from out of the abandoned buildings, then more and more, each time ambushing from out of sight. Sakash will help the adventurers, bumbling along with atrocious combat skills each time, hiding behind the biggest character to get away from pursuing raiders, and generally adding comedy rather than efficiency to the proceedings.

These battles serve two purposes. Because the 'raiders' seem to be attacking Sakash as well as the adventurers, it'll create camaraderie and help to get him accepted into the group. Also, it'll help him get a good feel for the strengths and weaknesses of each adventurer. There aren't enough spirits of battle to defeat the whole group, but Sakash doesn't intend to kill the adventurers.

Instead, when the first fight starts, a gilded sword appears in his hand. He's not much use with it, and after the battle he gives it to an adventurer who helped save his life. When asked about it, he explains that he has the ability to conjure items. He's not sure where they come from, and he supposes their true owners would possibly seek revenge if they discovered where their items went. Still, it's a useful trait to have.

Between ambushes, Sakash proves to be an excellent guide to the desert. Whenever the 'raiders' strike, he conjures a new, valuable weapon or other useful item of great value (a jewel-encrusted dagger, an ivory bow with a permanent enchantment, or whatever type of item he judges the adventurers will like most). Whenever a fight ends, he gives the weapon to the adventurer who 'saved his life'... who always happens to be the person who is most likely to covet that type of item.

Sadly, we come to the down side. After Sakash has conjured as many items as there are adventurers, he will wait one hour and summon all the spirits of battle, two per party member. This time, Sakash doesn't conjure any items, and after the battle begins he uses his touch attack to incapacitate the adventurers, starting with the best combatant. He'll make it look like he stumbled into the adventurer who takes an accidental knock and falls over. He'll try to make the second one look like it was a raider who got a good, knockout

blow. Sakash will try and keep up that pretense long enough that there aren't enough adventurers left to stop him and the raiders incapacitating the whole group.

In The End

If the adventurers would land a killing blow on Sakash, his body fades to smoke as he returns to the spirit world - they'll never see him again. The spirits of battle will also return to the spirit world. Good riddance to them. The items he conjured remain, but each one is owned by a very important and powerful person in the world of Relic, and those people are going to want their valuables back. Some may assume the adventurers are thieves. They may not bother asking questions before sending out the hunter assassins.

If the adventurers are all incapacitated, they awaken feeling weak and empty inside. It takes a second to clear the cobwebs, then they realize they're naked and all their gear is gone... except for the items they were given. That bit of the story happens either way. All hope isn't gone though; there are large overburdened dragon kin footprints leading off towards the setting sun, in the direction of the nearest market town.

Sakash, Spirit of Greed



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

Skills: Fighting d4, Notice d10+2, Persuasion d12+4, Stealth d6, Taunt d10

Pace 6 Parry 4 Toughness 4 Pulse 30 Charisma +2

Edges: Alertness, Charismatic, Iron Inside, Master (Persuasion), Trait Perfection: Heroic (Persuasion)

Special Abilities

- **Heroic Entity:** This ability grants Sakash all the perks enjoyed by Heroic rank characters, i.e. +1 on soak rolls and checks to recover from being Shaken, +1 Karma for his own use, enhanced recovery rates, and so on.
- **Spirit:** Sakash can manifest in the physical

world if he is in close proximity to something valuable. This costs 10 Pulse and lasts 24 hours, during which time the 10 Pulse does not recover.

- **Summon Object:** This power works exactly like Manifest Object (see *Savage Suzerain*) with a few caveats: Sakash acts as if he succeeded on the casting check without a Raise - he doesn't need to roll, he simply pays enough Pulse to get the item required. The items are pulled from somewhere in the realm so must exist, but Sakash doesn't get to specify the exact item. An expensive magic bow that fits the bonuses he paid for might be right in front of his eyes, but it doesn't guarantee that bow will be summoned. The summoning effect is permanent, more like a teleport for items. Being a Spirit of Greed, Sakash gets +2 to increase the exquisiteness of the item, whether that comes from being jewel-encrusted, of fine craftsmanship, or from being a revered relic of religious significance.

Spirits Of Battle

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

Skills: Fighting d*, Intimidate d6, Shooting d*, Stealth d6, Taunt d6, Throwing d*

Pace 6 Parry 6(1) Toughness 7(2) Pulse 15

Edges: Combat Reflexes

Gear: Battle Tunic (+2 Armor, protects torso, arms and legs), Sword (**Damage:** Str+d6), Buckler (+1 Parry)

Special Abilities

- **Battle Skills:** To ensure fair combat the Fighting, Shooting and Throwing Skill of a spirit of battle is equal to that of the target of their attack. Parry is static and not linked to Fighting in this case.
- **Spirit:** May physically manifest for 1 hour at the cost of 4 Pulse. Each additional hour costs a further 1 Pulse.

Exploring through the scrubby desert, the heroes stumble across long abandoned town. However, things are rarely as straightforward as they seem to be. With great riches comes...

Great peril!

Inside you'll find a Savage Suzerain One Sheet set in the Third Age of Relic, our fantasy realm.