



# Who Let The Worms Out

A zealot turned nethermancer is out to destroy the warbeasts of Black Lightning Camp, and only the heroes can stop him!



## Slithering Scourge

Black Lightning Camp was once ruled by the Circle of Ebony Flame. A society of spirit callers, the Circle once dominated the northern Thunder Barrens. When Araka became Flame Spear, she drove them from Black Lightning lands. Many were slain outright, and their leaders fled the city. All but Rakhash BurningBoar.

An older ork, Rakhash has served the Circle for decades. He has hidden in the city's sewers since Araka drove out the Circle. Thirsty for vengeance, he has turned to nethermancy, using it to birth demoniac worms. He has spread their eggs into supplies of warbeast fodder, where, once eaten, the worms will hatch, drive the beasts mad, and finally kill them.

## Feasting & Fury

It is Autumn when the heroes arrive in the city. They have come with a bounteous caravan of food-stuffs, from Sweetwater wild rice, to Firestone chiles, to smoked Stonewood salmon. It is night, and after stabling their beasts at the Dancing Maulboar, the city's finest caravanserai, the heroes are celebrating.

In the midst of this, call for a Notice roll. The ground shakes, and the wooden walls of the great room collapse inward under the weight of rampaging warbeasts. Everyone must roll Agility (-2) or take 3d6 damage. Those who succeeded on the Notice roll ignore the penalty. Fast as a striking serpent, the burning lanterns quickly set the place ablaze.

Bringing calm to the warbeasts is a Dramatic Task requiring Riding (-2). Heroes can also assist by fighting flames (Vigor), clearing rubble (Strength), or calling in aid (Persuasion or Streetwise). If the Action Card is a Club, anyone failing their roll suffers 2d6 damage from the flames.

## Creeping Crawlers

Once the beasts are under control, it is clear the Dancing Maulboar is heavily damaged. The ruckus drew the attention of Molak BrokenSaddle, one of

the best warbeast riders in the city and owner of the Pack House stables. He is happy to temporarily house the heroes' warbeasts. As they guide them to the stables, the beasts begin to act sickly, coughing up a thick phlegm and stumbling through the winding streets.

Just before reaching the stables, a lumberer from the heroes' caravan lurches to a halt, then vomits all over one (or more) of the heroes. In addition to the partially digested food, the vomit contains a number of large, dead grub-like worms. They are ten feet long, and as large around as a basket chested dwarf. The use of *detect arcana* or a successful Knowledge (Arcana) (-2) roll identifies their nethermantic nature. This is no sickness or blight; this is the act of some evil force.





## The Slimy Trail

The discovery of the dead worm encourages Molak to have the heroes hunt down the source of these creatures. While their own beasts show some symptoms, many coughing up violet phlegm, there are just enough maulboars for the heroes to be paired up.

A successful Streetwise roll quickly discovers similar incidents throughout Black Lightning Camp. Lumbers ripping whole building off their foundations. Maulboars and fanghooves stampeding through the streets and boulevards. The Travelers' Pitch, home to the Dancing Maulboar and dozens of other such establishments, is still in chaos, as warbeasts rage.

After seeing a number of grisly scenes, they are told of a newly infected group of warbeasts, on the edge of the Quarter of Hearths, the former seat of power for the Circle of Ebony Flame. When they arrive, most of the beasts are already deceased, save for a single elephantine tetratusk. The huge creature gives a mighty bellow, and several living worms (1 per 2 heroes) come slithering forth, covered in slime. They immediately slither away, and the heroes should give chase!

The chase winds through the streets of Black Lightning Camp. The worms attack when they can, with burning slime and slicing bites, but are mostly concerned with escape. It ends after five rounds, or when only a single worm remains. At that point, the remaining worms swiftly head down a narrow alley, around a corner, and vanish out of sight. A successful Notice roll finds a trail of slime leading down into the sewers!

## Showdown in the Sewers

The sewers are a winding maze, with passages running in every direction. To the heroes' good fortune, the worms' slimy trail produces Dim lighting with a soft bioluminescent glow. After following the viscous spoor through a number of twists, turns, and intersections, they see a soft purple glow of dancing energies coming from around the next bend.

This is Rakhash's lair, a junction of passages with a heap of detritus at its center. Some worms (1 per 2 heroes) are churning it with their tentacled maws. A successful Notice roll discerns small amethyst spheres in the mound, shadows wriggling within - worm eggs!

Huddled in a corner, communing with his masters in the Nether Realms, is Rakhash BurningBoar. Both he and the worms are distracted at the moment, and

as long as they don't enter the lair, it only takes a successful Stealth roll to avoid their notice. This opportunity doesn't last, as after a few minutes, the ork wakes from his reverie and begins to work his magicks. This is a Dramatic Task rolling Nethermancy (-2), with a +1 bonus per active worm. If he completes the ritual, a Wild Card demoniac worm erupts from the nest.

The worms are fierce foes, and Rakhash's magic is very potent, but if the heroes are victorious, they have saved Black Lightning Camp. Molak can use the remaining eggs to put together a cure, healing the heroes' beasts first. The heroes are rewarded handsomely, and thanked by Araka RidesTheStorm herself! But there are still many questions. Does Rakhash have any allies? Is this the first step in a larger Ebony Flame scheme? How was he able to create netherforged monsters, an act of nethermancy not seen in a thousand years? Its up to your heroes to find the answers!

Rakhash BurningBoar 

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

**Skills:** Fighting d6, Nethermancy d10, Noticed d6, Taunt d8

**Charisma:** 0/-4; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **RD:** d6

**Hindrances:** Corrupted (tentacles, Reach 1).

**Edges:** Nethermancer.

**Powers:** *bolt, confusion, fear.*

**Gear:** Ritual knife (Str+d4).

**Special Abilities:**

- **Wormswarm:** Rakhash can conjure a swarm of infant demoniac worms, as the *blast* power. The area of effect remains filled with worms for 1d4 rounds, and deals 2d6 damage to anyone in it.

Demoniac Worm

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d12+2, Vigor d6

**Skills:** Fighting d10, Notice d6, Shooting d8, Stealth d4

**Pace:** 8; **Parry:** 7; **Toughness:** 11

**Special Abilities:**

- **Bite:** Str+d6.
- **Infravision:** Demoniac worms halve all darkness penalties vs. warm targets.
- **Large:** Attackers add +2 to their attack rolls when attacking a demoniac worm due to its great size.
- **Size +6:** Demoniac worms weigh more than a ton.
- **Slime Spit:** 3d6, Range 10/20/40, RoF 2, HW.
- **Wall Walker:** Demoniac worms can move on any surface at full Pace, even running or upside down.

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