



BEASTS & BARBARIANS

STEEL EDITION

Damsel in the Dee

*"True is the blade of Azerkarnoth."
- Ancient Saying*

A Beasts & Barbarians One Sheet by Jerry Blakemore

12 to Midnight

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WHAT HAPPENED BEFORE

No one knows who or what Azerkarnoth is any more. Some references speak of Azerkarnoth as a place, while others speak of him as a person or being of great power. Sorcerers look for relics that are attributed to Azerkarnoth as they make a name for themselves.

Tawna Luc wants to make a name for herself and be a sorcerer of renown. For five years she has served – no, slaved – for her master, Aved Redal. She now decides the time has come for her to leave. Redal can find someone else to keep his cave clean and stoke the fires of his slimy home. Tawna believes she deserves compensation for her time and so she steals Redal's Azerkarnoth Dagger. But the item Tawna truly longs for is the Bleeding Ruby of Azerkarnoth – a choker necklace that matches this dagger in beauty and evil. She lusts to possess that power.

Her treachery is uncovered by Aved Redal. The sorcerer summons Twisted Servants to bring Tawna and his dagger back. The heroes discover Tawna when she comes screaming out of the wilds with the Twisted Servants in close pursuit. Once the heroes have rescued Tawna, she encourages them to help her against Aved Redal. She uses her beauty and persuasive abilities to encourage them to stop this evil man. Once the heroes have assisted her in obtaining the Bleeding Ruby of Azerkarnoth, she departs to pursue her own glory.

A NOT SO QUIET NIGHT

The night air is chill as you sit around the campfire. Work is scarce in the Dread Sea Dominions so you have been moving from town to town as you seek out employment.

Suddenly, the night birds cry out. You hear something shuffling through the brush. A beautiful red-headed woman wearing torn robes runs into your camp. "Please, you must help me," she cries out. "That cur would have me dead!" The woman collapses at your feet and hugs your leg.

There is no time to question Tawna for Twisted Servants run into the campsite and attack the party. Aved Redal dispatched them to bring back Tawna and his dagger. Anyone that tries to prevent this from happening is to be killed. Once the party has dispatched these foes, read the following:

"Thank you, kind protectors of the weak," Tawna says. "An evil man by the name of Aved Redal attacked the caravan transporting me with those things. He hoped to sell me to the slavers, but I escaped."

She answers the heroes' questions, hoping to arouse their greed. Tawna tells a convincing lie and she aims to manipulate the party into attacking Redal. Aved Redal does possess some wealth, buried in his cave, so she does not have to lie a great deal. She seduces a hero if she has to do so to get the party moving under her direction.

(E) **Twisted Servants** (1 per Hero). See *SEGM*.

(WC) **Tawna Luc** (1). See NPCs below.

AVED REDAL

Once she has convinced the party to move against Aved Redal, the trip to his cave takes half a day through the wilds. The GM can add a random encounter or two along the way, or move straight on to the next encounter.

The Cave. If you did not know the entrance was there you would have walked past it. Tawna knows exactly where the cave's opening is located. You enter the cave and there is a man wearing a red ruby choker. He sees you and speaks words in a language that you do not recognize.

As soon as Aved Redal sees the heroes, he orders the zombies that are buried throughout this cave to attack. The zombies can dig themselves out in one round. There is one Zombie for each hero, as well as a Headless Zombie (wild card) that has been given the Berserker Edge at the cost of one of Aved Redal's Power Points. Aved Redal fights to the death. He is also wearing the Bleeding Ruby of Azerkarnoth during the fight.

During the fight Tawna hangs back out of sight. She has no wish to be recognized by Redal and risk her duplicity being revealed. She points out where treasure is buried in the cave and seeks to get the choker from Redal at the first opportunity. There should be enough loot here to keep the heroes in song and strong drink for a month. If the GM feels the party had a sufficient challenge, a worthy weapon might be extracted from the hoard.

(E) **Zombie** (1 per Hero). See *Savage Worlds Deluxe Explorer's Edition*.

(WC) **Headless Zombie** (1). Add the Berserker Edge. See *SEGM*.

(WC) **Aved Redal** (1). See NPCs below.

THE END

Tawna holds no love for the heroes even should she sleep with one. She breaks away at the first opportunity. Tawna's desire for power could have her cross paths with the heroes in the future. She could possibly employ them or seek to destroy them depending on her need on the day they meet again. Tawna can potentially become quite powerful, and someday she could be a worthy arch villain for the heroes. Providing she survives this day, that is.

NPCS AND RELICS

✧ AVED REDAL

Aved Redal learned sorcery in Gis. Ironically, he had to flee after stealing the Azerkarnoth Dagger and the Bleeding Ruby of Azerkarnoth. Since then, he has lived a lonely life moving across the wilderness. He seeks knowledge in these lonely lands and has learned quite a bit. Unfortunately, he has not become powerful enough to return to Gis and reestablish himself.

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

Skills: Fighting d6, Knowledge (Arcana) d10, Intimidation d8, Notice d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Greedy, Stubborn

Edges: Arcane Background (Sorcery), Impressive Aura, New Powers, Power Points, Binding Ritual, Soul Drain

Powers [25 PP]: *Armor* (invisible shield), *bolt* (tendrils of darkness), *boost/lower trait* (corrupt), *deflection* (I am not here!), *invisibility* (You cannot see me!), *summon ally* (Keronian Imp, Twisted Servant, medium swarm, Fanged Ape).

Gear: Sorcerer's rod (Str+d4), ensorcelled robes (+1), Bleeding Ruby of Azerkarnoth, two Lotus concoctions (obscure, stun).

Special Abilities:

- **Binding Ritual:** Aved Redal has permanently bound a Wild Card Headless Zombie to his will. This creature acts as Redal's personal servant and bodyguard.

TAWNA LUC

Tawna Luc fled the fields surrounding the city-state of Caldeia. She charmed and cheated her way across the continent. A chance encounter placed her in Aved Redal's path; she saved him from an assassin's blade and he offered her gold, but she begged him to teach her magic. He agreed and the two have been together since that day. Now she is tired of Redal's stubborn ways and has decided that she needs a change.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d8, Notice d10, Persuasion d10, Stealth d8

Cha: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Quirk (reminds foes of past defeats), Vengeful

Edges: Arcane Background (Sorcery), Bikini Heroine, Impressive Aura, New Powers, Power Points, Very Attractive

Powers: [15] *Armor* (invisible shield), *bolt* (tendrils of darkness), *boost/lower trait* (corrupt), *deflection* (I am not here!).

Gear: Azerkarnoth Dagger (Str+d4), bikini.

AZERKARNOTH DAGGER

This dagger grants a benny when conducting a ritual. When someone inflicts a wound with the dagger while wearing the Bleeding Ruby of Azerkarnoth, the relic regains 1d4 Power Points. The dagger does normal damage otherwise.

BLEEDING RUBY OF AZERKARNOTH

The Bleeding Ruby of Azerkarnoth is a relic sought after by many a sorcerer. It is a ruby encrusted choker fastened on a strip of leathery flesh from an unknown creature. The sorcerer uses this item to cast *summon ally*. When casting, the sorcerer spits out a wad of blood, which turns into a medium swarm of scorpions. The scorpions remain until they are destroyed or the sorcerer chooses to have them dissipate. The item casts the *summon ally* spell with Arcane Skill (Sorcery) d6 and holds 10 Power Points. When the sorcerer suffers Backlash he coughs up blood, causing him to become Fatigued until he can rest for eight hours.