

THE SWORD OF IZIM

SAVAGE WORLDS HEROIC TALE
FOR A PARTY OF 4-6 SEASONED CHARACTERS



BY UMBERTO PIGNATELLI

Sample file



BEASTS & BARBARIANS

UMBERTO PIGNATELLI

BEASTS BARBARIANS

A Sword and Sorcery Savage Worlds setting

By UMBERTO PIGNATELLI

THE SWORD OF IZIM

CREDITS

ITALIAN VERSION EDITING: FIORENZO DELLE RUPI

ENGLISH VERSION EDITING: ANDY SLACK

PLAYTESTERS: GLAUCO GUERRIERI, MARCO BELTRAMINO, MANER SAMUEL, PAOLO BOIERO, PIERPAOLO FERRARI.

ART: MATTEO SPIRITO;  RICK HERSHEY, EMPTY ROOM STUDIO, TOMASZ TWOREK, ANTHONY COURNOYER; TAMAS BARANYA; PETER TEMEST; SOME ARTWORK COPYRIGHTS BY MICHAEL HAMMES AND PHILIP REED, USED UNDER LICENSE. www.roninarts.com

FOR M. K.

Sample file

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.penguin.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.

©2011 - 2015 Gravel, Beasts and Barbarians, Dread Sea Dominions and all related marks and logos are trademarks of Gravel. All Rights Reserved.

Produced under license by Studio 2 Publishing, Inc. The Studio 2 logo is a trademark of Studio 2 Publishing, Inc. All rights reserved.



TABLE OF CONTENTS

INTRODUCTION.	4
-----------------------	---

PART 1:

THE PRISONER.	7
-----------------------	---

PART 2

THE BATTLE OF IZIM'S PEAK.	12
------------------------------------	----

PART 3:

IN THE DARKNESS.	17
--------------------------	----

PART 4:

SWORD OF BLOOD	33
--------------------------	----

THE END.	38
------------------	----

CREATURES AND NPCs	40
------------------------------	----



INTRODUCTION

Welcome to *The Sword of Izim*, a Heroic Tale for the *Beasts & Barbarians* Savage Worlds setting.

To play this scenario you need a copy of the core rules of Savage Worlds and *GE*. This adventure is for a party of four Seasoned heroes (20-25 Experience Points is the optimal level), but it can easily be modified, following the Golden Edition instructions, for parties of different sizes and experience.

Given the nature of the scenario, it is very good for convention play or to introduce a new gaming group to the setting.

You can play it with characters of your own, or download for free a party of pre-generated heroes from the store where you found this product, or customize the archetypes found in the *Archetypes of the Dominions and Jalizar* free supplement.

If you haven't got gaming terrain at your disposal, you will also find gaming stones and several copies of Burst Templates handy, to represent specific terrain features in fights.

Parts in italics are intended to be read aloud or paraphrased by the Game Master to the players.

Now, if you intend to play this scenario, stop here: the following sections are reserved for the Game Master.

Otherwise, if you plan to run this adventure, go on, and prepare to discover the secrets of the Sword of Izim!

CHARACTER REQUIREMENTS

The adventure includes a horseback chase, tracking down an enemy in a labyrinth

and avoiding some traps. So the party should include heroes with decent levels in Notice and Tracking, while some proficiency in Riding will be useful to everyone.

In addition at some points the adventurers will face sorcery, so a character with Knowledge (Arcana) will be useful.

That said, as this scenario is firmly rooted in Sword and Sorcery tropes, some good fighters will surely be useful.

All the above is useful, but not mandatory, to run the scenario.

Horses: Heroes start the game with mounts. If they don't own them, suppose they are provided by the city council of Kodra (they are standard Riding Horses, see *Savage Worlds*, page 138).

But it was moved by a dark intelligence, and every time it was used a tragedy occurred and someone dear to the user died, a grim tribute to the evil will of the weapon.

In the end the kings of Zandor, fearful of this bewitched item, built a sanctuary on a tall peak in the middle of the southern wastelands, and put the ensorcelled sword there, guarded by a sect of watchmen, the Blade Guardians, warriors whose swords protected it, but who were absolutely forbidden to touch the cursed weapon.

In 2450 AF Zandor was invaded by Valk: in few years the eastern empire fell and was ravaged, reduced to a handful of independent city states, struggling separately against the barbarians for survival.

In these troubled years the legend of the Sword was gradually forgotten, but the Guardians continued their watch, ignored by everyone.

Everyone except the Valk.

A horde of horse-riding barbarians, led by Harmela, a Valkyria who had had a vision, came to the base of the peak. Following the orders of the blonde priestess, they attacked the sanctuary to bring her the Sword.

But the Guardians were ready. Despite being reduced to a mere two dozen, they held the sanctuary for a full month, repelling the barbarians and the monstrosities summoned by the Valkyria. In the end there were only two: Izim, the head of the order and a veteran of the Valk wars, and his young brother-in-arms, Azar.

WHAT HAPPENED BEFORE

Nobody really knows how the fabled Sword came to Zandor; some say that the Master Mages of Zand, an ancient city now lost, forged it using forbidden words of power, others say it was an age-old relic brought by Tricarnian exiles, still another legend says it fell from the sky, like a shooting star, and was found by a shepherd at the bottom of a crater, burning with flames and sorcery.

Whatever its origin, the Sword was an item of great sorcery: it bestowed incredible strength and powers on whoever wielded it, and many battles were won thanks to its rune-carved blade.