

BEASTS & BARBARIANS

ENYIA'S SONG



Sample file



UMBERTO PIGNATELLI

Enyia's Song

*A Sword and Sorcery Savage Worlds Heroic Tale for Beasts and Barbarians
for a party of four Seasoned characters.*

By Umberto Pignatelli

A NOTE ON ABBREVIATIONS

To save space, several abbreviations are used in this book to refer to other books of the *Beasts & Barbarians* line. They are listed below:

SEPG: Steel Edition Player Guide

SEGM: Steel Edition Game Master Guide

JCT: Jalizar, City of Thieves

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INTRODUCTION

Welcome to *Enyia's Song*, a heroic tale of the *Beasts & Barbarians* Savage Worlds setting. To play this scenario you need a copy of the core rules of Savage Worlds, *SEPC* and *SEGM*.

This scenario is for a party of four seasoned heroes, with some experience (30-35 Experience Points is the optimal level), but it can easily be modified, following the Steel Edition instructions, for parties of different size and experience.

Due its nature the adventure is also suitable for running at a convention (using a standard four hour slot) and to be played by a solitary hero (see Lone Wolf rules, *SEGM*).

You can play it with characters of your own, or download for free a party of pre-generated heroes from the same 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 unravel the secret of the Girl Who Sings!

CHARACTER REQUIREMENTS

This scenario requires sneaking unnoticed into a heavily protected place, for this reason the party should include a character with decent Stealth, Lockpicking and Climbing skills.

After this they'll have to leave in a variety of ways, so characters with the Boating, Riding and Swimming skills will find a way to shine.

As always, combat being common in the Dread Sea Dominions, a warrior or two will be useful in several situations.

Finally having a character with some Knowledge (Arcana) or the ability to read High Tricornian will give the party some extra information to better enjoy the plot.

Although all the skills above are useful, they are not mandatory.

Horses: Good mounts are essential for the mission; if the heroes don't have them, assume that Baron Vero, their patron, gave each party member a horse before the adventure's start.

BACKGROUND

The region of the delta of the Elephant River is a swampy land, rich in river and sea life, but also a bloody place because it has always been contested between Tricornia and the Borderlands.

There is a story in the delta region about a girl who loved the sea and the river so much she asked the River Mother, an ancient local deity, to be part of it forever. The girl had such a beautiful voice that the goddess, impressed, answered her plea, and transformed her into a creature half-fish and half-girl, which people call Sirenica, which in the ancient tongue of the swamp people means "girl-who-sings".

Sirenica, the legend says, lives at the mouth of the river. She loves, and in return is loved by, every beast of the swamp, big or small, predator or prey, and swims in the warm, brown waters of the ponds and marshes of the river delta.

During summer nights, when the moon shines on the swamp, travelers can hear Sirenica's song in the whispering of the wind.

The legend is very old, and though some sycas they have caught a glimpse of her, nobody truly believed in the existence of this strange creature.

Until recently.

Lord Vorakor is a Borderlands noble ruling over Tal Vorak, a small fortified town south of the river delta, on the edge of the swamps.

His blood is Tricornian, but his ancestors always fought on Faberterra's side. Lord Vorakor isn't an easy man: haughty and willful, he has a great passion for hunting. His fortress is full of kennels to host his strange hunting beasts and his trophy room is impressive.

Months ago, during a hunting expedition in the swamps, looking for swamp uros, he heard a strange singing, and curious, followed it.

Then he saw a beautiful woman with long red hair swimming naked in the water, and his heart was lost. He tried approaching her but the girl, fearful, swam away and, shocked, he saw she had a carp's tail in place of human legs!

From that day Vorakor had no other thought in mind than finding and capturing the half-fish girl. He studied the old tomes in his father's library and discovered that the magic changing the shape of the girl isn't permanent, and can be cancelled by contact with the most precious of metals, which confounds every sorcery: steel. In his family coffers Vorakor found what he needed, a couple of mysterious slave bracelets of Tricornian fabrication, made of steel. This is weird, because actually Tricornians should not know how to make steel.

With the aid of his most trusted men, the noble prepared an ambush: his beaters, leading a pack of hunting dogs, drove Sirenica into a channel where a large net was prepared. The girl fell into the trap, crying and screaming. Vorakor himself took her from the net and placed the braces on her thin wrists. When the items closed Sirenica wasn't a half-fish anymore, but fully a girl, a very beautiful and frightened one.

Vorakor brought the girl to his fortress, dressed with a cloak because he didn't want anyone to see her beauty apart from him, and covered her in silk and jewels, trying to win her heart.

But the girl refuses him, she only wants to be released and go back to the swamp and the river.

Angry and tired, Vorakor wasn't a man to give up: he locked the girl in the tallest tower of the fortress. He hopes that solitude will finally soften her. But so far that hasn't happened: Sirenica lies all day in her room, weeping, and at dusk, when the wind brings the salt-smelling air of the nearby swamp over the rocks, she sings a heart-breaking song.

Night after night, in the solitude of her heart the girl silently asks the River Mother to free her, and maybe her prayers have been heard...

TO STEAL A WOMAN OR TO FREE HER?

The last echoes of the strange chant fade away in the fresh breeze of the evening. You, like the other customers of the Red Bricks Tavern, start talking again.

"I have never heard a woman singing in such a way. She... touches your heart." A bearded Northlander merchant is the first to break the silence. His words directed to the serving girl. "So you say that she never leaves that tower?" he asks.

"Never," The girl whispers, looking uneasily toward the fortress of Lord Vorakor, the ruler of the town. "Our lord keeps her prisoner. He wants to marry her."

"And she refuses him?" the bearded man continues, puzzled. "Is she noble born?"

"I don't know. Lord Vorakor brought her here, covered in a cloak so that nobody could see her, two moons ago. And since that night, at dusk each day she sings that wordless song you have heard."

Then, raising her tone she asks: "Can more ale, bearded man?"

From your table in the vineyard patio of the inn, you can clearly see the tall tower of the fortress, and the solitary window where the mysterious singing girl is kept. She is the reason for your presence in Tal Vorak, this small place on the edge of the Borderlands.

Ten days ago a rich noble with his retinue, Baron Vero of Trelascium, passed through the town and heard the strange song coming from the fortress of Lord Vorakor. He was intrigued by her: even if nobody has ever seen the girl, people swear that she is incredibly beautiful.

Well, she can be beautiful as a goddess or ugly as a witch, you don't care; you will be paid two thousand Moons by Baron Vero if you snatch her and bring her to his castle in the Borderlands.

And you have every intention of getting that money.

The heroes arrived in town just this evening, acting as simple travelers, with a clear mission: free the strange singing girl who is becoming so famous in the region, and take her to their patron, a fat noble of the north.

Naturally, all of this must be done under the nose of Lord Vorakor, ruler of the town, and his guards. They have some time to visit the town (see Appendix, in particular Vaan the Tanner can be really helpful) and to gather some information (see Hearing Rumors), but they already know the most important fact: Lord Vorakor left the fortress this morning with most of his retinue to do some hunting, and will be away for at least a day.

This means that tonight is the perfect moment to snatch the girl.