

BEASTS & BARBARIANS

TROLLHUNT

Sample file



KUŹNIA
GIER



R-GAMEL

UMBERTO PIGNATELLI

*A Sword and Sorcery Savage Worlds Heroic Tale for Beasts and Barbarians
for a party of 4-6 Veteran characters.*

By Umberto Pignatelli

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There is a vale, deep in the Northlands, where people live under the constant shadow of a huge glacier. They fear the mass of ice, but even more they fear the ancient creature dwelling in it: the Skarnahir, Lord of the Glacier and master of the vale.

Every year the villagers of Skarn, as the vale is called, make a horrible sacrifice to appease the monster, accepting this dire bargain in exchange for the safety of their families.

Will the heroes find a way to end this ancient threat?

Terrible battles, the secrets of forging and an evil older than mankind await the adventurers in this adventure!

Special Book of Lore Expansion: Trolls and troll hunting! Everything you need to know about these savage beasts and the ways to kill them!

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

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INTRODUCTION

Welcome to *Trollhunt!*, 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 and *SEPG* and *SEGM*.

This scenario is for a party of four Veteran heroes, with some experience (40-45 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 quite suitable to be run at a convention (using a standard four hour slot) or to be played by a solitary hero (see Lone Wolf rules, *SEPG*).

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 start the Trollhunt!

CHARACTER REQUIREMENTS

This scenario is set in a natural environment, so good Survival and Climbing skills will be useful.

There are also some opportunities to speak in public and generally have social interactions, so a character with Persuasion or Intimidation can make their mark on the story.

Rather unusually, the party will have the chance to help forge a mighty weapon, so a hero with Repair will have the chance to shine and a character with Knowledge (Legends and Lore) and Knowledge (History) can give additional insights useful in the scenario.

As usually happens in the Dominions, fights will be common, so a warrior or two are more than welcome in the party.

Although all the skills above are useful, they are not essential to complete the adventure successfully.

Horses: The party is given mounts for free if they haven't already got them.

BACKGROUND

The Legend: The village of Skarn stands in a remote valley in Northcim, not far away from the Troll Mountains. Nights are cold and winters long, but the Valley of Skarn is a peaceful one, and rich in plants and game in summer.

But there is a dark doom looming over the Valley: the Skarnahir, the Troll of the Glacier, a mythical creature which lives in the very heart of the enormous mass of ice lying immediately above the valley.

According to the legend, the Troll of the Glacier is terrible and powerful. During summer, when

the air is hot, he melts the ice and makes the glacier come down the valley, devouring it. In the old times the advance of the glacier was slow, but in recent ones the ice ate great chunks of good land each summer, making the villagers tremble in their homes.

Then, thirty years ago, a strong warrior, Ebbhorn of the Blue Shield, left the village and ventured to the glacier, determined to finally find and defeat the Troll, stopping the glacier forever.

Many were the perils he endured, but in the end he managed to face the Skarnahir in his lair: the monster and the warrior fought for seven days and nights, but neither was able to win.

So they made a pact: the Skarnahir swore to let the village live untouched and to stop the glacier if the villagers gave him a bride, a pretty girl, every winter.

Ebbhorn, battered and wounded, came back to his people and reported the words of the monster to the village elders, who after some consideration accepted the deal with the creature.

So every year, at dawn on the Midwinter Day, a girl chosen by the Elder Woman of the village is left tied to the Tree of Sacrifice, in the heart of the woods. By the morning of the following day, the girl is gone, taken by the Skarnahir to his den in the glacier to be his bride (or his meal!), and the villagers know they can live without fear of the ice for another year.

The chosen girl is marked with red paint, made of equal parts of boar's blood and strange herbs, on the face and breast, and is called the Bride of the Troll.

The Truth: What's told above is the legend, as the people of the Valley of Skarn know it; the truth is far more disturbing. When Ebbhorn went into the glacier, he found no Troll, but instead, wandering in a network of caves in the very heart of the glacier, he found an ancient city encased in the ice (it is Skarnakah, see sidebar on page 21) and a dark well, so deep that the bottom cannot be seen.

Here dwells the Spirit of the Glacier, a malevolent being trapped in the ice for eons, which caused the destruction of the city, and which has lain in a half-asleep for centuries. The presence of the warrior and the smell of his warm blood woke up the creature which, using only a fraction of its power, easily captured him. To save his life, the cowardly warrior proposed a bargain: he would convince his fellow villagers to give the Spirit a life every year, in exchange for being spared.

The Spirit, which enjoys wickedness, accepted the deal, and so Ebbhorn came back to the village to report his false story of battling against a troll. The only one to whom he revealed the truth was his mother, Ebba, the Elder Woman, who fully understood what her son had done and took upon herself the task of choosing, every year, the girl that must be sacrificed to let her son (and her village) to continue to live.

Ebbhorn, being a coward, tried to escape from the vale, but he found that the wounds he suffered fighting with the Spirit of the Glacier were infected and transformed him into something inhuman – a twisted, enormous creature; a troll!

The malevolent being in the ice had decided in a show of dark humor that if the villagers expected a troll, he must give one to them.

Driven by a primeval instinct, Ebbhorn came back to the glacier and began his slavery as servant of the Spirit, becoming to all intents and purposes the real Troll of the Glacier. Year after year he comes out from his cold prison in the ice to bring the Bride, chosen by his mother, to the evil lurking in the depths of the glacier...



Part 1: Pact of Life and Death

SACRIFICIAL LAMB

It is Midwinter Day, usually a day of feasting, but there is no warm fire, no rich meal and no bards' songs for you today; coming back to civilized lands after leading a caravan of merchants to the Cairnlands, you were forced to take an alternative route due to heavy snow closing the passes, and now you are plodding somewhere in the southern outskirts of the Troll Mountains, on the saddles of horses almost as disheartened as you.

In particular, you are crossing the remote Valley of Skarn, a pleasant place, even if it is darkened by the huge shadow of a glacier hovering on the northern mountains.

It is midmorning now, and you are slowly riding in the fresh snow, under the pale winter sun, heading to the other side of the valley. If the lone hunter you met yesterday told the truth, there you'll find a pass to the southern lands.

Let the players do some role-play, asking them what their characters plan to do after reaching civilization. Hopefully this will create some in-game dialogue between the players. When you think everybody is well into character go on with the following.

Suddenly your horses whinny and rear up, made nervous by something. You hear the sound of growling nearby, and you see a peculiar scene in a nearby clearing. Tied to a huge tree, there is a girl. Dressed only in a white fur, she is almost freezing in the cold weather. But this isn't her biggest problem; a pack of wolves, starving from the hard winter months, has surrounded her and is ready to attack! The girl doesn't scream but seems terrified indeed.