



BEASTS & BARBARIANS HEROIC TALE #1:

THE CLIFFS QUEEN'S COURT

A SWORD AND SORCERY SAVAGE WORLDS HEROIC TALE FOR BEGINNING
SEASONED CHARACTERS.

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INTRODUCTION

THE HEROES were crossing the Cairnlands as part of a caravan, either working as hired guards, or as passengers traveling from the Marqueses to Valkheim. This morning the caravan was ambushed by a band of Cairnlander marauders, and only the heroes escaped.

To make matters worse, during their escape, they killed the marauders' chief's son! The heroes are presently fleeing on horseback, with the marauder band in close pursuit. The chase has lasted several hours, and their horses are exhausted—if the heroes don't find refuge soon, they are almost certainly doomed...

Sparse, and include things like rabbit burrows, and small bushes concealed in the fog. Finally, the heroes' horses are Exhausted (see Fatigue in *Savage Worlds*) and suffer a -2 to Trait rolls. The marauders horses are Fatigued and suffer a -1 to Trait rolls.

At the start of the fourth round of the chase, the leading hero may make a Notice roll. Success allows him to spot a cliff edge rapidly approaching, and he can warn his comrades, and pull up in times. Failure on the Notice roll causes the horse to spot the danger and balk, possibly throwing its rider. If the heroes fail a Riding roll, he is thrown for 2d6 damage. With their escape blocked, the heroes must face their pursuers. Luckily the chase may have split the marauders up, making them somewhat easier to deal with.

(M) Cairnlander Marauders (2 per hero).

SEA OF FOG

The heroes long ago left any recognizable trails, attempting to lose their pursuers in the wilderness along the shore of the Drowned King Sea. A thick sea fog has risen up, and covers the ground up too the horses fetlocks. This gives the heroes the eerie illusion of racing across a sea of fog—the ground is totally hidden from sight.

A group of marauders have pulled ahead of the heroes, and emboldened, spur their mounts in an attempt to catch the heroes. Run this using the Chase Rules in *Savage Worlds*. The Range Increments are 5" and the two groups are 20" apart at the start of the chase. Obstacles are

THE CLIFF'S DOOR

Once the leading group of marauders has been dealt with, the heroes have a few moments to catch their breath before deciding their next move. This allows the efforts of the day to catch up with them with a vengeance. Have each hero attempt to succeed on a Vigor roll or suffer a level of Fatigue.

Through the fog the heroes can hear the drumming of hooves, as an overwhelming mob of marauders race towards them. Their only hope of escape is down the cliff face. Heroes who peer over the edge spy a narrow, dangerous rough-hewn stairway, which disappears into the fog.

The stair descends for several hundred feet, until eventually it ends at an ancient, rusty, algae covered door set into the rockface. A successful Notice roll uncovers strange runes beneath the rust, and detritus. Written in the old Cairn language, these runes translate as "Beware things unaged! Beware the gifts not refused".

HONORED GUESTS

The door opens into a dark, damp, kelp-covered tunnel, leading deeper into the cliff. After a few minutes of traveling strange ethereal harp music and indistinct talking and laughing is heard ahead. As the heroes progress further they become aware of a light ahead, which appears to be cast by torch or brazier, but also has the quality of light, refracted through water. Eventually the cavern opens up

