

Broken Crown

A Savage Worlds One Sheet for Drakonheim: City of Bones

In the previous One Sheet adventure, *Gray Matter*, the heroes were hired to track down and capture the Gray Man. Now their former employer wants to hire them again, this time to locate the Gray Man's lair, uncover his secrets, and liberate anything of value.



Gray Origin

The specifics of this adventure will depend heavily on the outcome of the previous adventure. If the Gray Man was a Gray Society experiment then the heroes will be looking for an arcane laboratory, while if he was the guardian of a tomb or cache, the heroes will need to find the place he was guarding. On the other hand, if the Gray Man was just a disguised fanatic or smuggler, then the heroes will probably be searching for a secret hideout.

But regardless of the specifics, the overall goal of the adventure remains the same: the heroes are hired to search through the sewers, enter the catacombs, and retrieve anything of value from the Gray Man's lair.

If the heroes captured the Gray Man in the previous adventure, he will have been thoroughly interrogated, and the characters will be privy to additional details about the route through the sewers. This advantage is represented in abstract terms; each player receives an extra Benny at the beginning of the adventure.

However if the Gray Man was killed in the previous adventure, or captured by a rival faction, the heroes will only have a rough idea of their destination, based on some rather ambiguous divination spells.

Sewer Search

The sewers of Drakonheim are highly dangerous, and few have the courage to enter of their own volition, but the heroes must take this route if they wish to find the entrance into the catacombs.

Resolve the search with a Tracking-based Dramatic Task (at the standard -2 difficulty), except that it isn't limited to five actions; the heroes must keep searching until they accumulate five successes. Use the Random Encounter table for the sewers (described in *Heroes of Drakonheim*) as well; if the heroes fail their Tracking roll on a complication, the enemy surprises them, but they can continue the Dramatic Task after the battle.

If none of the heroes have the Tracking skill, they may need to recruit the aid of Gozzy the Quiet.

Pale Killers

The heroes aren't the only ones in the sewers, and as they finally enter the catacombs they come face to face with a group of undead assassins. If the heroes needed more than five actions for the Dramatic Task in the previous scene, the villains have time to set an ambush and surprise them. On the other hand, if the heroes required fewer than five actions, the assassins are surprised. If the heroes required exactly five actions, then neither side is surprised.

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It is unclear if these reanimated assassins work for a particular faction, such as the Gray Society or Baron Karlos Vasili, or whether they are perhaps connected to the Gray Man in some other way. While they fight intelligently, they do not speak, and they fight to the death. The Game Master should field 1-3 assassins per player, depending on how tough the heroes are.

Whenever someone draws a Club for initiative, roll d6 and immediately apply the appropriate result from the following list. Should multiple character act on the same initiative card, the result only applies to one of them, chosen at random.

1. The character steps on a patch of slimy rock, and must make an Agility roll at -2. On a failure she falls Prone, and cannot stand up again this round.

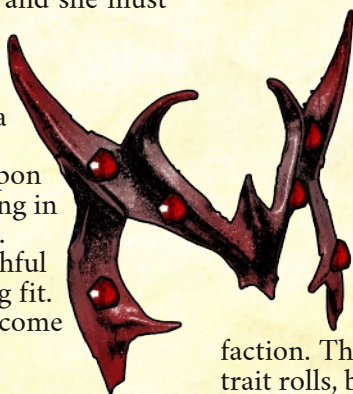
2. The character trips over a stalagmite, and must make a Strength roll at -2 or drop what he is holding.

3. A stalactite breaks free from the ceiling directly over the character's head. He can try to evade with an Agility roll, on a success the stalactite hits his shoulder rather than his head, while on a raise he manages to avoid it completely. The stalactite inflicts 2d6 damage, or 2d6+4 damage if it hits the character on the head.

4. Dirt and dust shower down upon the character's head, dislodged by the sounds of battle, and she must make a Smarts roll to close her eyes and hold her breath. On a failure she suffers a level of Fatigue and becomes Shaken, on a success she is only Shaken, and on a raise she suffers no ill effects.

5. The character feels ghostly hands upon his flesh, and hears faint voices whispering in his ear. He must make a Fear check at -2.

6. The character inhales a large mouthful of dust and stale air, inducing a coughing fit. She must make a Vigor roll at -2 or become Shaken.



Lost and Found

The tunnel leads deeper down into the catacombs, and after a short walk the heroes encounter a locked and heavily reinforced door. This door appears to be a relatively new addition, no more than a few years old.

The characters can open the door with a successful Lockpicking roll at -2, but on a failure they trigger a magical trap; everyone within a Large Burst Template centered on the door must make a Spirit roll or suffer 3d6 damage (with an Enervation trapping), as the life is drained from their bodies. The door can be forced open, but this automatically triggers the trap. The trap can only be triggered once, then it becomes inactive.

Once through the door, the heroes discover a stash of ancient loot: rusty weapons, decayed artwork, dusty bottles of soured wine, and more. But there are also signs of recent habitation - a dusty bed, an ink-stained desk, and a bookshelf lined with arcane and medical texts; someone obviously lived here until recently. On the left side of the desk rests a twisted metal crown studded with blood-red rubies.

The Game Master might allow the heroes to find a few other trinkets, perhaps calling for a Notice roll to see how well they search, but the true identity of the former inhabitant is hidden, even from divination.

Race against Rivals

Shortly after returning to the sewers, the heroes run into several other groups of treasure hunters, most of whom were presumably hired by rival organizations. The characters are badly outnumbered (8-10 foes per player), so the obvious choice is to flee with their loot. This escape through the sewers can be resolved as a standard five-round Chase, except the complication (when dealt a Club) varies each round, as follows:

Round 1: Thousands of bats hang from the ceiling, and they are disturbed when the characters rush past. Complication: Make a Spirit roll or become Shaken.

Round 2: The vile stench in this area of the sewer is overpowering. Complication: Make a Vigor roll or suffer a level of Fatigue.

Round 3: This part of the sewer splits off into a labyrinth of narrow corridors. Complication: Make a Smarts roll or become Shaken.

Round 4: Rubbish and refuse has piled up, and the heroes have to fight their way through. Complication: Make a Strength roll or suffer a level of Fatigue.

Round 5: A narrow walkway keeps the characters dry, but alligators swim through the nearby water. Complication: Make an Agility roll or take d10+d6 damage from an alligator bite.

The new complications replace those in the Chase Complication Table, but the roll still incurs the rank-based penalty (i.e., -4 for a 2 of Clubs, -2 for a 3-10 of Clubs, no penalty for a Jack or better).

Some of the rivals attack each other, but about half give chase, as they suspect that the heroes have already looted the Gray Man's lair. There is one group of 4-5 foes per player, each representing a different faction. They make group rolls for their maneuvering trait rolls, but attack individually.

Although the heroes are heavily outnumbered, there is little room to maneuver, and so only two members of each group can attack each round.

TREASURE HUNTERS

Attributes: Everything d6

Skills: Everything d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Short sword (Str+d6), leather armor (+1), bow (Range 12/24/48; 2d6 damage)

PALE ASSASSINS

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

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 9 (1)

Hindrances: Charnel Taint, Deathly Visage

Edges: Ambidextrous, Quick Draw

Gear: Rapier (Str+d4; +1 Parry), leather armor (+1), crossbow (Range 15/30/60; 2d6 damage; AP2), several daggers (Range 3/6/12; Str+d4 damage)

Special Abilities

• **Undead:** +2 Toughness; +2 to recover from Shaken; Immune to poison and disease; No additional damage from called shots.