

# A One Page Adventure For THE SAVAGE WORLD OF SLAINE



## Getting Started

The characters return from a long day of fighting of cattle thieves, longing to get drunk on their village brewer Guinn's dark ale. When approaching home they are met by Guinn himself who comes running towards them alarmed.

"Somebody or some- thing has stolen the last batch."

## Investigation

Searching the brewery can reveal several clues. Roll an Investigate or Notice check for each character and consult the appropriate table below. Several characters can find the same clues.

## What happened

8 dwarves under the leadership of Gagni the Great (Self named) broke into the brewery to steal the ale. Two of them decided to cheat the rest, smacked Gagni over the mouth with a broomstick and tried to set off with the ale. They were quickly caught up and relieved of their burden, saving themselves by running towards town.

## Go get them

The town tracks are lost on the edge of town (reroll at -6) to find dwarves in tavern. The hill tracks lead to a cave in the nearby hills and are quite easy

to follow requiring only one successful tracking roll, the dwarves can be killed, humiliated and the ale taken back to town for a +1 increase in Enech or drunk in place for a good time.

## Dwarves

Use standard dwarves from the conversion rules for 7 of the dwarves. They fight with hunting spears. Gagni is a wildcard with d6 strength and fights with a hunting spear, leather armor and a small shield. Treasure is the ale and 30 s ets.

d4	Effect on a natural 1 regardless of Wild die
1	Important tracks are wiped out. Turn someone else's success to a failure.
2	Tracks from Fomorians appear to lead towards the coast. Follow them!
3	You find evidence that Guinn drank it all himself.
4	Footprints lead from the storage shelf to one of the other players. Kill him!

d4	Effect on a failure
1	You find nothing but are convinced a neighboring tribe did it.
2	No clues are detected by you.
3	You find a bottle of old mead and proclaim success in finding the lost ale.
4	No clues are detected by you.

d4	Effect on a success
1	You find a set of tracks leading up to the nearby hills.
2	You find a dirty, non human handprint in the dust.
3	You discover evidence of a struggle.
4	You find a set of tracks leading towards town.

d4	Effect on a raise
1	They can't have been strong for two of them carried the barrel.
2	A dwarven tooth is found embedded in a broomstick.
3	You find tracks of 5-6 small humanoids towards the hills and two towards town
4	It seems they carried their leader on a Palanquin.