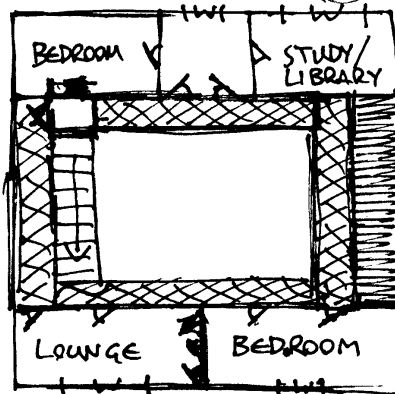
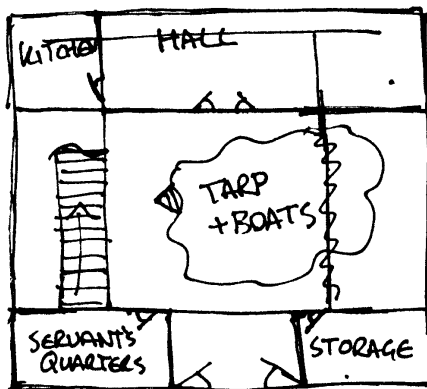


# SAVAGE EBERRON II: THE JEWEL OF GALIFAR!

of curios  
**JOBAR LENSKEIN** - collector, has heard whispers of Jewel of Galifar, but has never heard of it. ~~No one seems to his usual expert.~~  
 His usual sources have no clue either, but he has heard that a man called ~~ARNO SALVATORE~~, who lives in ~~ZILARGO~~, has been ~~also~~.  
 This just makes him want it more → He wants YOU to find out more, and if possible, retrieve the Jewel!

You have been following leads, <sup>canal city of</sup> to **ITROLANPORT** in gnawish country of **ZILARGO**.  
 So far avoided attention of The Trust, Zilargo's secret police.  
 The home of a local human businessman **ARNO SALVATORE**. Does he know something?

Door not answered. Lock TN 4, Door Tough 10.



**SALVATORE:**  
 Tall, slim and athletic  
 Perpetual sneer/smile  
 Long white hair in a ponytail.  
 Blue robes.

Balcony



UNDER TARP is a Huge spider-form warforged!

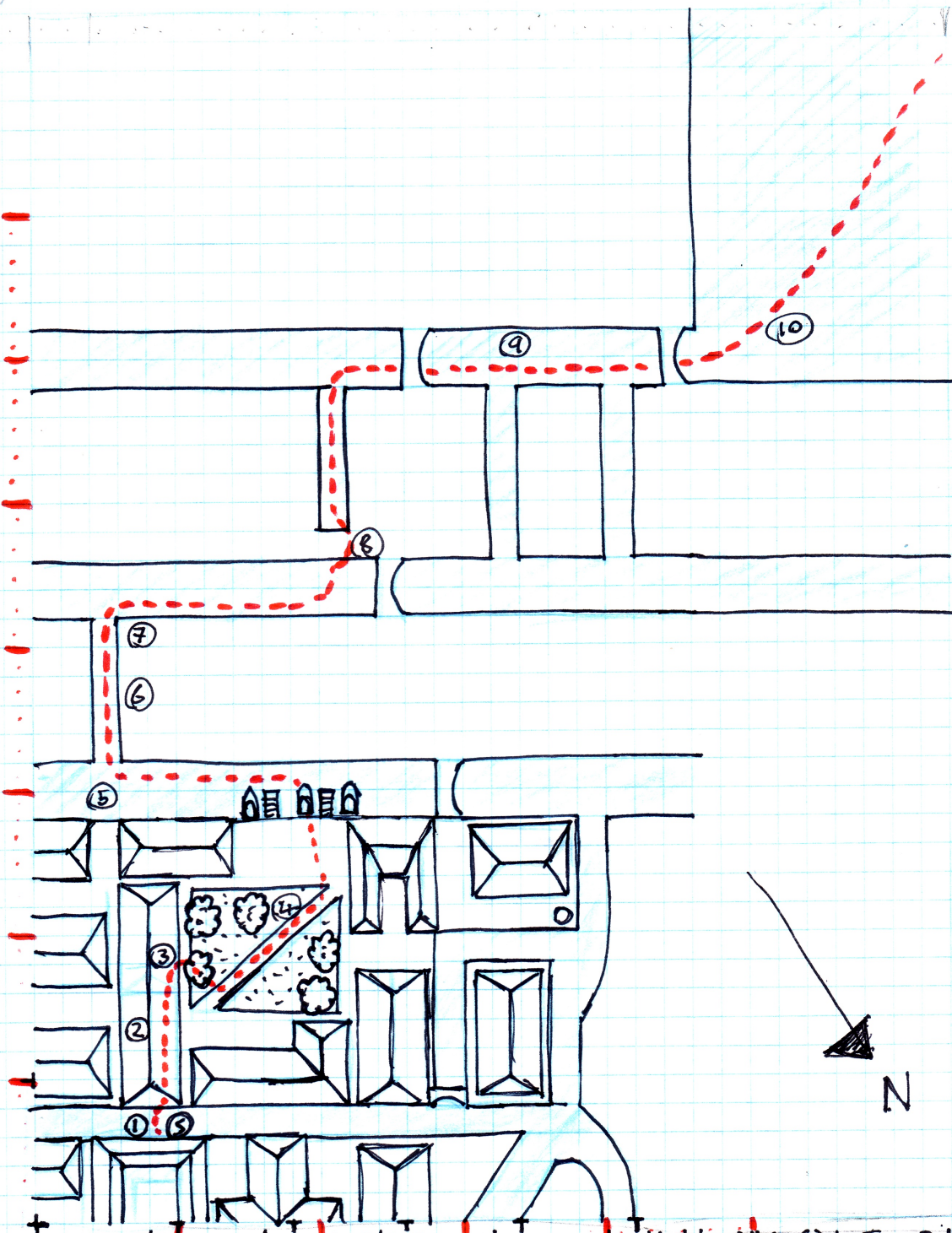
JOBAR		ONSLAUGHT	
AGL D8	Fight D8	WOUNDS	
SMA D6A	Notice D8		
SPI D6	Shoot D8		
STR D12	Battle Axe x2	SHAKEN!	
VIG D10	STR+D8		
Pace 8			
Parry 6		FATIGUE	
Tough 11(15)			
Infrason			
Low Light		CHASE	
Size+4			
Armour+4			
Construct: +2		FATIGUE	
to recover from			
Shaken; immune to			
poison, disease,		CHASE	
suffocation			
Piercing 1/2 damage			
Antidote/Toxins		CHASE	
Two-fisted			

Blocks stairs, noise alerts SALVATORE  
 Notice rolls after ROUND 2 - smell fire!

STUDY on fire!  
 ARNO nods, smiles, mock salute, then jumps out window (A).

Fire easily put out, but will let ARNO get a head start.

CHASE →



a  
there.  
a tarp.  
a what  
It is  
b6 find  
no, it is



TS

ness

Must be within (1) to Force, Distract, or convince  
Parallel.

⑤ Range: Near (2) or (3) if they hesitated.

CHASES → Success: +/-1 Raise: +/-2 Crit Fail: Out of Control\* Faster: +1 to roll

Range Increment  
1

- ① Jump: STR 4 1D6 Fall, AGL 4 Negates
- ② Run on Tiles: AGL 4\* 2D6 Fall
- ③ Jump down through tree: STR 4 +1 Fatigue if failed
- ④ Sprint through Crowd: AGL 6
- ⑤ Tight corner: Boating 4\*
- ⑥ Narrow canal: Boating 6\*
- ⑦ As ⑤
- ⑧ Jump across: Boating 6\*
- ⑨ Gun it! Boating 6 → Push it: +1 Range TN 8 for +2
- ⑩

RI: 5

SHAKEN: -2 range  
STEADY: No "drive" roll but us (+5)  
can take a second action  
with no penalty.

Gnomish Boatman  
Boating D8

-2 to attack from  
a boat

\* 1 square = 2m running 10m boating

BOAT DAMAGE T: 8 (6)

PC	-1	-2	-3	X
NPC	-1	-2	-3	X

> Toughness: "drive" roll or out of control  
Raise: "wound", as above, critical hit

**KONRAD VIGILANZA**

Knows EDDIE

Will give them missing info, but suggests they leave town for a while

## SALVATORE INFO

- ① Clean, with no prior record.
- ② Map of Southern Zilargo: X
- ③ Received visitors over past few weeks.
- ④ Notes on "The Jewel"

Even during war, he was a merchant.

Ruined hobgoblin structure there.  
(Investigation TN4?)

Karnath accents

Brought something big under a tarp.  
Took something smaller.  
(Streetwise TN4?)

Clear that he has no idea what it is, but he wants to know. It is implied that he is frightened to find out in case he angers someone. While he would like to know, it is not worth his life to find out.

## SKEETER!\*

### HALF-GIANT

Sent by Lenskin. Backup, in case you need a hand.  
Enthusiastic! From Droam.

AGL D8	Fight D10	WOUNDS
SMA D6	Intimidate D8	-1
SPI D8	Guts D8	-2
STR D8	Survival D8	-3
WIG D8	Taunt D8	⊗
Pace 6	Throw D6	-2
Pang 7		-1
Tough 6(4)/7(6)	Longspear (2H)	FATIGUE SHAKEN!
+1 Size	STR+D8 Reach 2	
Low-Light	Leather (API)	
Outsider		
Hard to Kill:		
(Ignore penalties to Vigor rolls for Incapacitation)		
Sweep:		
Attack all adj. enemies at -2		

## HOBGOBLIN ARCHAEOLOGISTS

TRACKING TN8 to discover a group of hobgoblins. From Daagnun on official business - they have permits and a gnomish observer - to investigate Dhakraani ruins.

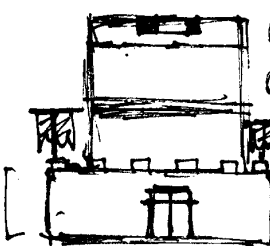
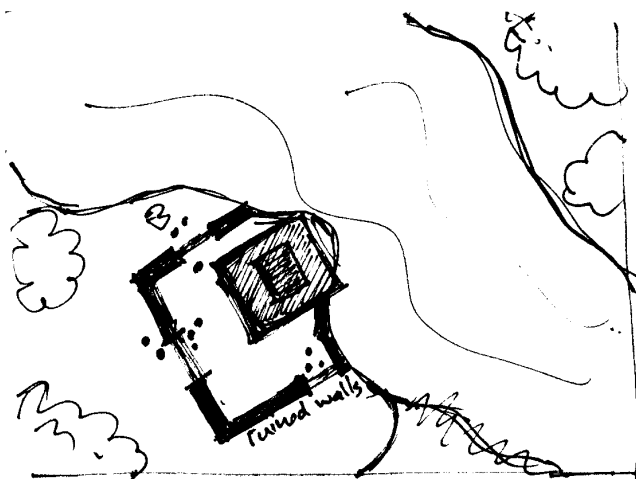
They find investigation stifling and can be convinced to assault the tower, although their leader would prefer to stay the observer is reluctant.

### THE BATTLE (without PC involvement)

Claw are fortified (-2) and outnumber hobgoblins (+5)

Round	Rolls (H/C)	
1	7/6	-1 claw
2	2/6	-1 Hob
3	0/2	-1 Hob
4	0/2	-1 Hob → Hobs Flee!

1 Claw is killed, 3 Hobs injured, but will live.

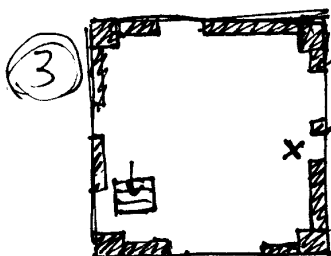


## WARRIORS

All stats D8  
 Pace 6 **Spellcasting D8**  
 Parry 6 **Blast: Hits Three**  
 Toughness 6 (7) **For 2D6 each**  
 Leather armour (i)  
 Sword STR+D8  
 Xbow 15/30/60 2D6 AP2  
 Reload 1 action

⑨ Warriors in out-courtyard  
 Snipers on roof of G.  
 N+1 warriors  
 2 snipers **EXTRAS \$50.**

Light Cover -1  
 HEAVY RAIN? Light Rain, getting heavier!



Not all of wall is present.  
 2D6 Fall + AGL; if fail, 3D6 as fall all the way.

N+2 Warriors (EXTRAS) → Gang up: +1 Fighting

X = ~~WALL~~ - WILD CARD - Iron casket covered in arcane runes and with shards embedded.

HEAVY RAIN -1

STORM: 4 Lightning blast 2D6 damage 4x4

①+2  
 2 Warriors at A  
 1 sniper at B **EXTRAS**

① Stairs at X Fallen away  
 Jump STR 4 or Fall 1D6 \$70  
 Fall: 1D6.

② Magician (Fireball) at C  
 Fire Blast 2D6  
 Fall: 2D6 \$90

Round 1: Salvatore casts BOLT.

Round 2: ROAR from above.

Round 3: BARICOS lands and attacks.

Round 4: Ally turns against PCs - tries to get Box!

Round 5: Salvatore casts GROWTH.

Round 6: BARICOS tries to take casket.

BARICOS *		ARNO * SAVATORE	
AGL D8	Climb D8	AGL D6	Fight D8+3
SMA D6	Fight D8	SMA D10	Guts D8
SPI D8	Guts D10	SPI D8	Intimidation D8
STR D12+2	Intim. D8	STR D6 (D10)	Notice D8
VIG D10	Notice D8	VIG D8	Shoot D6
Pace 8	Shoot D8	Pace 6	Spellcasting D12
Parry 6	Stealth D8	Parry 6(5)	Tough D8
Tough 9(8)	Track D6	Tough 6(8)/9(11)	GROWTH (4pt)
Bite/Claw STR+D6 (x2)		Meat STR+D8+1	STR+2 stops
Dart (10) 4/8/16 2D6		"Bloodletter"	Tough +2
Defensive Volley.		Parry -1	3 rounds +
Shooting vs all in range, 2D6		Damage +1, Fight +3	DISPEL (3pts)
damage, all 10 darts used.		2H, AP2 vs Rigid	BOLT x3 (6pts)
Once per day.		\$4400	3D6 damage
Improved frenzy attack twice		Plate corselet (clum)	Blue energy
at no penalty.		AP3	(like Troia)
Size +2		AB: Magic	HAVOC (2)
Item: Collar of Protection +2		Power Points	STR roll (-2 w/frail)
(can be worn as a belt)		New Power	or prone and moved
		Nerves of Steel +	2D6" 4x4
		Bloodthirsty	
		Aberrant Draggumark:	
		Pass Without Trace	