

DramaScape

Savage Worlds Adventures Volume 06

Merchants House

An Adventure Module
for use with the Savage Worlds System



DSA0006



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Table of Contents

Map Description	3
Using a Man of Money	4
History of the Angling Barrel	4
A Man of Money Part One	5
♠ Ullock, Burglar	5
Vine Maze	6
Mercenary Soldiers	6
Vampiric Vines	7
A Man of Money Part Two	7
Beer Storage Cellar	7
♠ Fynn Brauer, Merchant	8
Ground Floor	8
♠ Ostane, Blood Shaman	9
Second Floor	10
♠ Amelia Orlandu, Nanny	11
Resolution	11
Potential Sequels	11
Character Cards	12
Map Layout	13
Map Overview	14
Printable Map	15



Map Description

The Merchant's Mansion has two entrances on the street. There is the front door and stone stairs descending to a wine cellar/storage cellar basement level.

The wine cellar/storage cellar basement level has a 360-degree panoramic view. The basement's walls, ceilings, and floor are made of stone with a stone stairway and wooden cellar door that leads outside to the street. There are thirteen barrels as well as some crates. There are also some baskets filled with wine bottles and sacks of grain.

The ground floor of the mansion has three major rooms accessible from a hallway on the left side of the building. The first room to the right of the hallway is a kitchen/alchemy room that has a 360-degree panoramic view. The inner walls are made of wood with stone being reserved for the outer walls. The southern wall is covered with hanging plants. The door is in the northwest corner of the room. The northeast corner has a fancy end table covered with towels partially concealing a crate underneath. South of this end table is a bowl of fruit, pestle and mortar, a jug, a cup, and a six section cabinet on top of an older, rickety, wooden table. A shelf on the wall above these tables has many flasks on top of it. South of the old wooden table is a large cabinet. There is a cup, a jug, a closed flask, urn, and some more hanging plants on top of this cabinet. To the west of this cabinet are two baskets with sacks of grain and wine bottles. The southwest table has three bowls of fruit and a fourth bowl of herbs next to a pestle and mortar. Other objects on the table include a loaf of bread and bottles of wine. Although alchemy ingredients are stored here, those ingredients that are actively being used are taken to the back workshop.

The second room to the right of the hallway in the center of the map is a dining room that has a 360-degree panoramic view. There are two doors to the dining room along the west wall with a chest and coat hanger in between them. The eastern wall has a fireplace and firewood stacked next to it in the northeast corner. The dining table has a chair for the merchant and a bench for people dining with him.

There is a couple of books, jugs, and cups, a candle, a loaf of bread, some fruit, and a wine bottle on the table. There is a large cabinet south of the fireplace. There is a candle and a couple of jugs and books on top of this cabinet. Wooden stairs are along the south wall ascending to the second floor (Visible on the second floor map). There is a window in the stone wall south of the cabinet.

The room furthest back is entered from a door at the end of the hallway. This room is a workshop. The back of the room has a fireplace with a back door that leads to an outhouse outside. The northeast corner of the room has a basket filled with firewood. The northwest corner of the room has a table with a candle and some flasks. There is a heavy chest next to the western stone wall. The southeast corner of the room has a barrel. The center of the room has a worktable with two benches. There is a basket filled with herbs, pestle and mortar, books, candle, flasks, and some fruit on this worktable.

The second floor is entered from the stairs in the dining room. The dining room is depicted on this map as seen from the second floor. There are wooden railings surrounding the dining room to prevent people on the second floor from falling to the ground floor.

The guest bedroom is in the north and has a 360-degree panoramic view. There is a fireplace in the north wall with some wood piled next to it. A back door leads to a back patio with wooden stairs descending to the back of the house to allow guests access to the outhouse without disturbing the people in the master bedroom by using the center stairs. The guest bed is in the northeast corner. There are some chests, crates, and barrels here for attic storage or for holding a guest's clothes when one is staying at the house. The panoramic view shows that there are two windows in the eastern stone wall and one in the western stone wall in the northwest corner near the firewood pile.

The master bedroom is in the south and has a 360-degree panoramic view. There are two large king sized beds with bluish-purple blankets, a baby's crib, a wooden rocking chair, some sandals on the floor, and a chest in this room. The panoramic view shows



a large window facing the street on the south wall and some hanging curtains on the northern bed that can be pulled around the bed for privacy.

Using a Man of Money

Wild Cards as symbolized by the ♠ symbol. (M) denotes a Major Hindrance. (m) denotes a Minor Hindrance.

The listed NPCs are all human but can easily be changed to another race by adding a racial template to them (and optionally removing an edge if desired for balance). Feel free to change the NPCs herein to suit your fantasy setting.

Any mention of money is in gold coins. Change this to your Savage World setting's fund type if different.

Even if not using the Savage Worlds setting, the map and panoramic views are system agnostic. You can also use the NPC descriptions and adventure herein in another fantasy game, just ignore or repurpose the Savage World statblocks.

History of the Angling Barrel

Fynn Brauer had only one passion growing up, fishing. He spent much of his early childhood and teenage years as a fisherman and was considered a natural by the hamlet he lived in.

This changed when he got his first swig of alcohol as he developed a second passion for drink. He wasn't an alcoholic; he simply enjoyed the taste of beer and wine. He fished during the day and learned the craft of brewing at night during his twenties. After learning the basics, he delved into alchemy trying to apply the lessons he was learning about how to mix flavors and ingredients to produce different varieties of beers. His search for amazing blends of tastes was endless.

His endless search for new ingredients led him to a shaman named Ostane Behrt. He started buying herbs and other ingredients from Ostane that greatly improved his brews.

By selling his new and improved brews, he managed to make enough money to buy the Angling Barrel, a small mansion in his early thirties. Shortly after that he met Zelma who he fell in love with and married. They had a son they named Hubert. They hired a nanny named Amelia Orlandu to protect Hubert.

Business was good for Fynn. So good that he bought the surrounding buildings and expanded his brewing operations. He built a small maze and hired guards to protect his holdings.

But things didn't go so well for Ostane. His tribe found out about his dealings with city folk and his slaughter of creatures to perform his bloody magic rituals. He was banished from his tribe never to return. Ostane blamed Fynn for his fall and plotted vengeance. He had lost his home and his tribe. He would do the same to Fynn. So he plotted to destroy Fynn's happy life while only being able to survive by continuously selling Fynn the herbs and ingredients he needed. He studied Fynn and his family, learning Fynn's habits slowly over time.

At one business meeting with Fynn, he made his move. He captured Fynn and sliced open his arm. He took the blood from Fynn and wiped it over his face. First his face transformed into Fynn's face and then his body. He had become Fynn! Fynn stared in horror but could not scream because of the gag.

Ostane as Fynn went home that night and took the real Fynn's place. Ostane used Fynn's money to buy mercenaries loyal to him, dismissing Fynn's loyal soldiers, angering Fynn's wife and Amelia. He tried to fire Amelia, but Zelma outright refused. His new mercenaries brought the real Fynn from the hovel he had been living in to the cellar. Ostane as Fynn forbade any one enter the cellar except for him and his new soldiers.

Every night at midnight, Ostane bleeds Fynn to maintain his disguise, needing blood to fuel his magic.

Ostane used his knowledge of magic to animate the vines that had grown on Fynn's vine maze, giving his mercenary soldiers a magic talisman which would



make them invisible to his creations as long as they wore the amulets.

With his defenses in place, Ostane took over Fynn's life.

Although he has studied Fynn's behavior well, his wife Zelma has begun to suspect that there is something wrong with him, ever since he dismissed his loyal soldiers for these men who dare to make eyes at her like wolves. She was especially upset when she tried to fire Amelia. Not only is she a nanny, but she is also a powerful bodyguard to her and her son Hubert.

Ostane is making everything of this opportunity, using the merchant's money to fuel his research into blood magic, alchemy, and shamanism.

A Man of Money Part One

This adventure should be difficult for Novice adventurers, par for Seasoned adventurers, and easy for Veteran adventurers.

Speedy Sellsword

This part of the adventure uses our [completely free Vine Maze map](#).

A rogue named Ullock has decided it's time for a big score. He has cased the area around the Angling Barrel and thinks it should be easy enough to get through the vine maze if they can dodge the patrols of soldiers. Ullock looks around the tavern named the Speedy Sellsword noted for its fast service and mercenary clientele. The tavern is a little under merchant or guild quality and above a seedy bar. Ullock is looking for some strong and tough adventurers to help him out with his big score just in case Fynn's soldiers catch him. He might be using gambling as a pretense to act busy while looking over the bar if things are peaceful in the tavern.

Our free Basic Tavern can be used for the tavern if you end up having a conflict or fight here. One idea is, a bar fight between two rival mercenary groups breaks out using the Mercenary soldier statblocks in the next section. The adventure could even start *In*

media res with the bar fight having broken out with the player characters in the thick of things between the two rival mercenary groups. Ullock may wade into the fight and offer the player characters a secret way out if they agree to help him rob the Angling Barrel.

♠ Ullock, Burglar



Ullock has a small height and frame at 5'4" and 140 lbs. Ullock has long black hair in braids, a thick black beard, and piercing blue eyes. He wears black leather armor, leather gloves, and leather boots. He has a dagger in a sheathe on his left hip and a short sword in a scabbard on his right hip. He has a buckler on his left arm. Ullock is not much of a



Character Cards

WC ULLOCK, BURGLAR

ATTRIBUTES: AG d8, SM d8, SP d6,
ST d6, V6 d4

SKILLS: Climbing d6+2, Fighting d4,
Gambling d4, Lockpicking d8+2, Notice d8+2,
Repair d4, Stealth d8+2 Urban[Streetwise d6,
Throwing d4

CHARISMA: -1; PACE: 6; PARRY: 5 (1);
TOUGHNESS: 5 (1)

HINDRANCES: Greedy (M),
Habit (m: gambling), Poverty (m)
EDGES: Alertness, Thief

GEAR: Short Sword (Str+d6),
Dagger (Str+d4, 3/6/12),
Buckler (+1 Parry), Leather Armor (+1),
Lockpicks, Rope 7", Torch

Wounds -1 -2 -3 INC -2 -1 Fatigue

WC FYNN BRAUER, MERCHANT

ATTRIBUTES: AG d6, SM d8, SP d8,
ST d4, V6 d4

SKILLS: Boating d6, Climbing d4, Fighting d4,
Knowledge (Alchemy) d6, Notice d8, Persuasion d8,
Streetwise d8, Swimming d6, Throwing d4

CHARISMA: +2; PACE: 6; PARRY: 4;
TOUGHNESS: 4

HINDRANCES: Code of Honor (M: always pay your debts),
Vengeful (m), Vow (m: marriage to Zelma)

EDGES: Charismatic, Connections (Local Taverns),
Richfilthy Rich

GEAR: Gold Wedding Ring

Wounds -1 -2 -3 INC -2 -1 Fatigue

MERCENARY SOLDIERS

ATTRIBUTES: AG d8, SM d6, SP d6,
ST d8, V6 d8

SKILLS: Fighting d8, Gambling d6, Stealth d8,
Intimidation d6, Notice d6+2, Shooting d8

CHARISMA: -2; PACE: 6; PARRY: 7 (1);
TOUGHNESS: 9 (2)

HINDRANCES: Greedy (M), Mean (m),
Loyal (m: employer or whoever pays more)

EDGES: Alertness, Ambidextrous, Brawny,
Two-Fisted

GEAR: Long Sword (Str+d8),
Crossbow (2d6, 15/30/60, AP 2, Reload 1),
Medium Shield (+1 Parry, +2 Armor vs. Ranged),
Chain Hauberk (+2), Lantern, Oil Flask,
Quiver (10 quarrels),
Talisman w/ Obscure
(Vampiric Vines) d6 gold pieces

Wounds -1 -2 -3 INC -2 -1 Fatigue

VAMPIRIC VINES

ATTRIBUTES: AG d4, SM d4 (A), SP d8,
ST d8, V6 d8

SKILLS: Fighting d8, Notice d8, Stealth d8

PACE: 0; PARRY: 6; TOUGHNESS: 6

SPECIAL ABILITIES

Vine Stab: Str+d8. On a raise or an attack that causes
a wound, the vine attaches to the victim. Next round,
the character must make a Vigor roll. On a failure, the
character gains a level of Fatigue from blood drain that
can kill a target if they are incapacitated.

Weakness (Fire): Fire adds +2 damage.

Flammable trapings: set the vines on fire on a 5 or 6.

Wounds -1 -2 -3 INC -2 -1 Fatigue

WC AMELIA ORLANDU

ATTRIBUTES: AG d8, SM d4, SP d6,
ST d10, V6 d8

SKILLS: Fighting d10, Healing d6, Intimidation d6,
Notice d6, Throwing d6

CHARISMA: 0; PACE: 6; PARRY: 8; TOUGHNESS 7

HINDRANCES: Death Wish (m),
Loyal (m: Hubert, Zelma), Vow (M: Protect her charges)

EDGES: Acrobatics, Brawler, Brawny, Bruiser,
Martial Artist

GEAR: Healing Kit, Nursemaid's Outfit

Wounds -1 -2 -3 INC -2 -1 Fatigue

WC OSTANE, BLOOD SHAMAN

ATTRIBUTES: AG d6, SM d6, SP d8,
ST d4, V6 d6

SKILLS: Faith d10, Fighting d6, Healing d6,
Knowledge (Alchemy) d6, Notice d6, Persuasion d8,
(Stealth d8, Survival d8,
Tracking d8 [All +2 in wilderness])

CHARISMA: 0; PACE: 6; PARRY: 5;
TOUGHNESS 6 (1)

HINDRANCES: Greedy (M), Vengeful (m),
Vow (m: Vegetarian)

EDGES: Arcane Background [Miracles], New Power,
Power Points, Woodsman
GEAR: Dagger (Str+d4, 3/6/12), Leather Armor (+1),
Formal Clothing in the day, Robes at night

POWERS: Barrier, Conceal Arcana, Disguise, Entangle,
Obscure,
Summon Ally (Vampiric Vines cost 3 Power Points)
POWER POINTS: 20

Wounds -1 -2 -3 INC -2 -1 Fatigue



Map Overview





Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need.

DramaScape map products are designed to be compatible with both square and hex-based games and VTT products.

“Set me free and help me slay the man who took everything away from me!”

Medieval Merchant's House is an interior map of a small mansion with a basement, ground floor, and second floor. This product includes five 360-degree panoramic views of the kitchen/alchemy room, dining room, master bedroom, guest bedroom, and wine cellar/storage room.

Medieval Merchant's House is intended for use in fantasy games. It could be useful in historical games or as a restored museum house in a modern game.

A Man of Money is an adventure for Savage Worlds continued from the adventure hook first presented in our free Vine Maze map. Even if not using the Savage Worlds setting, the map and panoramic views are system agnostic. You can also use the NPC descriptions and adventure herein in another fantasy game, just ignore or repurpose the Savage World statblocks.

A Man of Money Part Two: The group lost their burglar guide to the blood sucking vines of the Vine Maze but decided to press on towards the merchant's mansion anyway. They approach the mansion and note that it has a backdoor and a stairway leading to a second backdoor in the back and a door to the ground floor and stairs leading to a cellar below in the front. Which path do they choose? Continued inside...

