

SUZERAIN

CALADON FALLS



Play Ball



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Disclaimer

Our legal department requires we add this: Repeat after us, *"I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe."* In other words, do not do anything that might be dangerous to yourself or others. Roleplaying is meant to be fun.

We'd also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

Thank You

Thank you, our friends and families, gamers and non-gamers alike, for supporting our arty pursuits. Thanks also to those of you who have bought this book. If you'd like to provide any feedback on your experiences with *Caladon Falls*, please visit our forums at www.savagemojo.com or send a message to hello@savagemojo.com.

Credits

Words: Curtis and Sarah Lyon.

Edits: Aaron Acevedo.

Illustrations: Jason Engle.

Design and Layout: Aaron Acevedo, Jason Engle.

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SUZERAIN RELIC CALADON FALLS

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Version 1.savage110107

What Is Play Ball?

Play Ball is a short *Savage Suzerain* adventure to give you a feel for the fantasy realm of *Relic* where our *Caladon Falls* campaign takes place. You'll want characters of Veteran rank to play this adventure, a copy of *Savage Suzerain*, and the *Savage Worlds* core rules. If you want to put this adventure into a *Caladon Falls* campaign it fits best later in the story, after the adventurers have left Vendol.

Play Ball

The war against the Wild Army isn't going well for Caladon. Although Lord Balrin is making the most of available forces, the Wild Magic of the Warlocks remains nigh unstoppable. But an even more insidious problem than Wild Taint is a lack of supplies; without sufficient food and gear, it is impossible for Lord Balrin to fight a war. As a result, *The Milltown Irregulars* (the player's party of adventurers) have been sent to the free city of Bandydown with orders to secure supplies and reinforcements for the defense of Caladon.

Bandydown is a port on the Jorna River and, although it is technically within the holdings of House Wallend, the place is a den of pirates, thieves, and gamblers that take pride in maintaining a certain sense of independence. Because gold still finds its way from Bandydown to the Wallend coffers, and since the noble house would prefer to deal with other issues, they suffer the existence of the city.

As the war has edged deeper into the heart of Caladon and closer to the city, many of the more 'honest' citizens of Bandydown have packed their belongings and either sailed across the Jorna River or headed upriver to Caladon Falls or other places of safety. But for every ship that sails away from Bandydown, another arrives.

Welcome To Bandydown

Although small when compared to the great cities that belong to the Seven Houses, Bandydown is still relatively sprawling. Well, at least insofar as one can call a tremendous number of tall, wooden buildings crammed together into a river inlet and jammed behind protective walls 'sprawling'.

Any character with the skill of Knowledge (Battle) quickly realizes two things: Bandydown is a virtual pile of kindling waiting to be put to fire and is less than defensible for its position between two rises – even more so given the fact many of the buildings have been built as part of the wall. On top of that, a large portion of those 'protective walls' have been neglected over the years, leaving them weak and vulnerable.

Ever since House Wallend lost ownership of Bandydown, fortification has been the least concern of the city – walls hold people out, and this is a place of commerce. Only the most clueless of characters will be unaware that all manner of goods and services can be had in Bandydown... for a price. And for those with no other vice to fulfill, there is gambling in spades. Conventional wisdom says as long as gold flows to the lords of the land – whoever they might be – no one will wish to invade and destroy such a ripe fruit. Then again, conventional wisdom doesn't take into account things like the Warlocks and their Wild army.

Fortunately, this is all likely to become the problem of Bandydown's current ruler, not the characters. And speaking of Bandydown's current ruler, the adventurers do need to find the person in charge of the city in order to attempt to gain Lord Balrin's much-needed supplies and assistance.

There are several ways they can accomplish this:

A successful Common Knowledge roll tells the adventurers that – while House Wallend technically controls Bandydown – the city is actually run by a shady and mysterious man known as Indiovega.

Using the Streetwise skill is another option, and there is an endless supply of people to chat with. The only problem is this is Bandydown, and those people fall into two groups: those who have recently arrived in the city and are just as confused as the adventurers, and those who have been around for a long time and know how important money is here.

As a result, any Streetwise rolls are made with a -4 penalty – but only if the characters aren't willing to fork out a few crowns. For every 10 crowns the adventurers 'invest' as they ask questions around the city, they get a +1 bonus up to a maximum of +4 (this means they have to buy off the penalty first, though). The adventurers shouldn't have a tough time figuring out how easily gold will facilitate their conversations, almost every local they talk to will suggest a 'donation' in return for information and gossip.

If the characters manage to get a Success on their Streetwise check, they learn Indiovega is heavily invested in the Coliseum, as well as a Bandyball team: *The Scurvy Dogs*. If they get a Raise on the check, they also learn *The Scurvy Dogs* have remained the bandyball champions for a staggering three years, and they're playing in a tournament this very night!

If the adventurers don't know what bandyball is, most locals will happily explain (at length) – refer to the note below, as well as our free illustrated fiction download, [The Travelogue of Tavish Thorn](#).

Let's Make A Deal

Should the characters not figure out the best place to look for Indiovega would be at the coliseum, it's easy enough to learn if they've made at least one successful Streetwise roll – any local will tell them as much if the characters are willing to part with a 10 crown 'donation'.

The coliseum is also easy to find – it being the largest structure in town – and getting in is easy... as long as one doesn't mind paying the entrance fee of, you guessed it, 10 crowns. Getting in without paying is a little tougher, since the guards aren't inclined to let people stroll in for free. Persuasion rolls are at a -4 penalty, as are Intimidation rolls unless the characters are clearly a threat, in which case the penalty is only -2 (use the stats for Indiovega's guards below for any confrontations). Note that the entrance fee will double every time the characters attempt to con or force their way past and fail.

Indiovega's Guards (1 per adventurer in each area – they will reinforce each other during a fight)

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

Skills: Fighting d8, Guts d6, Notice d6, Shooting d6, Throwing d6

Pace 6 Parry 7(1) Toughness 6(1) Pulse 5 Charisma –2
Hindrances: Loyal, Mean

Gear: Leather Armor (Armor +1, torso and arms), Small Shield (Parry +1), Shortsword (**Damage:** Str+d6)

The hardest part is getting up to the box and balcony where Indiovega entertains guests and watches the games, since Indiovega doesn't allow just any old group of adventurers up there to chat. There are guards at both ends of the stairwells leading to Indiovega's box, where more guards await along with Indiovega himself and a dozen hangers-on.

The characters can continue attempting to bribe, con or force their way upstairs, although the more brazen they are, the less cooperative Indiovega is likely to be. If they fight their way in, Indiovega starts out with a Hostile reaction – which means they aren't going to get anything in the way of supplies or aid. If they Intimidate their way in, Indiovega starts with an Unfriendly reaction, and may consider selling them supplies (at an exorbitant cost). If the characters Persuade their way in, Indiovega starts with a Neutral reaction, and can potentially be reasoned with to provide aid to Lord Balrin's army.

But savvy players may realize there's a guaranteed way to pique Indiovega's interest: gambling. If none of the players have quite snapped to the nature of Bandydown, give their characters a Common Knowledge roll to figure it out.

If the characters present the idea that they've got a 'proposition' for Indiovega, a guard delivers the message and they are promptly invited up to Indiovega's box – and Indiovega begins with a Friendly reaction.

Indiovega is a shrewd, handsome man with keen eyes and a thirst for wagers. The characters can present any proposition (or demands, should they be aiming in that direction) they wish – if they come close to something that intrigues him, Indiovega may go along with it. But what he'll propose if they're aiming too far from the mark is a challenge match of Bandyball.

Indiovega is willing to set up a match in the coliseum between the characters and *The Scurvy Dogs*. Rather than the usual rewards, the game will be played for appropriate stakes: if the characters win, he'll give them all the supplies they can manage and a company of thugs, er... soldiers to command. If the characters lose, well then, they can 'run an errand' for Indiovega, something that suits their military skills.

The characters can attempt to come up with other terms and stakes, but that's essentially what Indiovega is willing to go with.

Bandyball

Bandyball was originally adapted from a child's game by bored mercenaries, and once the gambling started, the game really took off. In the standard version, two teams of five men take on each other as they attempt to 'bandy' a 'pig' (a stuffed and sealed leather sack) to their own 'shed' (a marked area at one end of the play area). The player holding the pig is the 'Pig Boy' and can only run while protecting the pig or pass the pig off. The Pig Boy's teammates must protect him as best as possible while the other team tries to get to the Pig Boy and steal the pig – by any means they can.

Indiovega



Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Gambling d10, Guts d6, Intimidate d8, Notice d6, Persuasion d10, Shooting d6, Taunt d10, Throwing d6

Pace 6 Parry 6(5) Toughness 6(1) Pulse 20 Charisma +4

Hindrances: Greedy, Code of Honor (always honors a bet)

Edges: Attractive, Charismatic, Command, Iron Inside, Strong Willed

Gear: Leather Armor (Armor +1, torso and arms), Wrapped Great Sword (**Damage:** Str+d10, Parry -1, 2 hands)



Lighting The Match

The bandyball match can be held whenever the characters want – although they should be aware that time is of the essence, so putting it off for a week wouldn't be advisable. In any case, it is billed as "*The Milltown Irregulars take on The Scurvy Dogs*", and draws a fair crowd of curious gamblers.

By the way, should the characters wish, they can join in on the spirit of the match by betting (hopefully for themselves). *The Scurvy Dogs* are highly favored, and bets on *The Milltown Irregulars* will pay out at ten-to-one!

How To Play Bandyball

There are very few proper 'rules' for bandyball: players may wear any armor they wish, and use any weapons they wish – although all weapons must either be wooden or rebated (blunted) to minimize any injuries (all damage is taken as Fatigue unless a Raise is made on an attack roll, in which case the damage is taken as Wounds, but no extra die is rolled). Magic is legal – with the exception of 'damaging' magic (Blasts, Bolts and the like) – although the pig must actually be carried by a Pig Boy into the shed. In fact, very few things are considered 'cheating', save tampering with another team prior to the match – since, in theory, two feuding groups wouldn't have that opportunity.

While there is no 'official' size for a bandyball pen, the one in the coliseum is 60 yards on a side (30"). The shed on either side is about 12 feet wide (2"). If you don't want to use miniatures to play out the game, you can use tokens to represent each 6" of movement – five tokens gets a team to one end of the pen.

The defending team (*The Scurvy Dogs* in this case) chooses which shed is theirs. Then someone (Indiovega in this case) flips a coin – he's using a standard crown – and the challenging team (the characters in this case) calls 'heads' or 'tails'. You can flip an actual coin if you want, or just roll a die and have one of the players call 'odd' or 'even'. If the call is correct, the challengers start with the pig, otherwise, it is thrown to the defenders.

Each team faces each other across the center of the pen, standing about 12 yards (6") apart – if you're using tokens, give the starting team 2 tokens. There is no time limit – the match goes until one team is no longer capable of moving the pig to their shed (meaning at least one member must still be up and running). The team that has banded the pig to their shed the most times wins. Ties are allowed, although a defending team retains its position unless it is actually defeated.

Game play is handled just like normal combat, with Initiative Cards being dealt and each team member taking an action. Very often this action is to attempt to close with and beat the snot out of the Pig Boy.

Anyone with the pig may 'bandy' it to another teammate by making a Throwing roll. If it is successful, the receiver must make an Agility roll to catch it. The pig may also be banded by handing it to another teammate, which only requires a successful Agility check on the part of the current Pig Boy. Should any of these rolls result in Failure, the pig hits the ground, and is fair game. Anyone who can reach the pig may use an Action (subject to Initiative, of course) to attempt an Agility check to snatch it up. Whoever is the first to retrieve the pig becomes the new Pig Boy.

As a final note: should the adventurers lose, Indiovega gives them a day or two to recover before sending them on an errand (we'll leave the details to you, but collecting a debt makes a lot of sense). On the other hand, if they win, Indiovega honors his wager – although he'll do his best to convince the characters to stick around... after all, they've got a bright future in bandyball.

The Scurvy Dogs

'Captain' Fergus

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

Skills: Climbing d6, Fighting d8, Gambling d8, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d8

Pace 6 Parry 6 Toughness 7(1) Pulse 20 Charisma +2

Hindrances: Overconfident

Edges: Attractive, Command, Impromptu Weapon*

Gear: Leather Armor (Armor +1, torso and arms), Club (**Damage:** Str+d4)

*This is a new Edge in *Caladon Falls*, and allows the character to use almost anything as a weapon – the pig, for example. This allows the character to count as being armed in combat. Damage done by the weapon is based largely on size and mass – use your discretion, although most things will count as Str+d4 or Str+d6. A roll of 1 on the Skill Die renders the object useless (so the pig would need to be replaced).

Olorn 'the Ox'

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Guts d6, Notice d6, Throwing d6

Pace 6 Parry 7 Toughness 9(1) Pulse 20 Charisma -2

Hindrances: Greedy, Mean.

Edges: Brawny

Gear: Leather Armor (Armor +1, torso and arms), Great Club (**Damage:** Str+d6; 2 Hands)

'Lightfoot' Wickens

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d6, Lockpick d6, Notice d8, Stealth d8, Throwing d10

Pace 8 Parry 6 Toughness 6(1) Pulse 20 Charisma -2

Edges: Fleet-footed, Thief

Gear: Leather Armor (Armor +1, torso and arms), Club (**Damage:** Str+d4)

Rhona 'the Sorceress'

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8, Shooting d6, Spellcasting d10, Stealth d6, Throwing d6

Pace 6 Parry 5 Toughness 6(1) Pulse 20 Charisma +2

Edges: Attractive, Gifted

Powers: Deflection*, Telekinesis

Gear: Leather Armor (Armor +1, torso and arms), Club (**Damage:** Str+d4)

*Rhona likes using Deflection 'offensively' by casting it on an opposing team's favored Pig Boy, making it harder for him to receive the pig when it is banded to him.

Malhar 'Two Clubs'

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

Skills: Fighting d10, Gambling d6, Guts d6, Notice d6, Throwing d8

Pace 6 Parry 7 Toughness 7(1) Pulse 20 Charisma 0

Edges: Ambidextrous, Two-Fisted

Gear: Leather Armor (Armor +1, torso and arms), 2 Clubs (**Damage:** Str+d4)

CALADON FALLS

They came out of nowhere and started ripping the world apart, one city at a time. Using power on a scale never before seen, Warlocks, god-like leaders of the Wild army, are rampaging across Austeria with one goal: raise armies and annihilate the entire continent. Set in the fantasy realm of Relic, this book looks at warfare through the eyes of everyday people turned soldiers – soldiers whose side is losing the war.

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