

SUZERAIN



RELIC

A Door To Where?

One Sheet



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A Savage Worlds One Sheet for Demigod characters in the Suzerain setting.

Realm: Mortal realms, Relic (Yr208 of the Third Age).

The Wild-Scarred Lands are not to be traveled lightly. This is where the Warlocks first came and started the War of the Wild, ending the Second Age and all-but destroying the Caladon Kingdom which had its cities here. This is where the last Warlocks were hunted by the greatest heroes the realm had ever seen, and where many of those heroes lost their lives. Now, the characters have come here in search of... something. Whatever you choose. The fact is they're in a fantasy world, moving through a barren stretch of blasted wasteland under a permanently gloomy sky full of sickly green clouds when they notice a ruined town beyond the next hilltop.

There isn't much to the town, but at noon a loud gong rings. The direction is easy to figure out. When turning a corner the characters find a large stone slab with the image of a man carved into it. The slab is in the center of the street, standing upright, and was clearly not there when they passed this way before. Around the edges of the slab are lines of bright light like they're coming from the edges of a door. If the characters attempt to pull on the door it will open on its own. Looking through, the characters see a swirling vortex of light and color beyond.

Through The Veil

The characters have doubtless been to the Maelstrom and will recognize it immediately. This is a portal through the Veil, but one they've never heard of and which they're sure didn't exist when they came to this realm (if they came from the Maelstrom to get here). If the characters have become demigods without ever leaving Relic or interacting with any portals, they'll doubtless react with astonishment and wonder at what they see, and you'll take a slightly different approach to what happens next.

Any attempt to interact with the vortex will draw the characters into the Maelstrom. They find themselves at a wall of portals. One blood red portal in particular seems to be drawing them to it. All the other portals are sealed but the blood red one opens on its own when the characters approach.

Upon entering, the characters find themselves in a darkened alley. There is the sound of violence all around and doors being smashed. This is a realm of early medieval technology, as they'll deduce from the architecture and soldiers milling around. In the plaza at the end of the alley the main university stands and a few people on the front steps are casting attack spells at the soldiers before being overpowered. So it's a fantasy realm.

If the characters have spent some time in Relic, they'll likely recognize the architecture as Caladonian. Their Telesmae confirm that as far as their universal senses can tell the group is in exactly the same place as before. They may well figure out that they've appeared in the past, when the Caladon Kingdom still existed in these lands. In fact, these are the soldiers of the Wild who've come to destroy the city, enslave the population, and strengthen their position before moving on to greater deeds of villainy in the rest of the War of the Wild.

The characters can attempt to attack the soldiers but must be cautious as there are thousands of them. Even the best wizards of the kingdom were no match for such brutal, efficient attackers. Still, killing a few of the Wild scumbags will doubtless feel good, and the characters are about to get their chance.

Through a window they see a family cowering in one of the houses backing on the alley. As they spot the family, there's a smashing sound in the house and it's clear the front door has just been kicked in. Seconds later, a squad of Wild soldiers will burst into the room with the family and put them to the sword – unless the characters jump through the window and intervene. One of the teenage sons, Gerard, takes up a chisel and joins the fight, and it appears he has some natural talent in combat, even though he lacks training.

Another squad hears the commotion 5 rounds later and enters the house as well. The room is the workshop of Gerard's father, a stonemason. There are several half finished statues and slabs of rock around the place to make the environment a bit more interesting. Throw in a winch and pulley system with a carved angel suspended in mid-air, and any other props that seem like fun.

When the fighting is over, surviving family members explain that this strange and magical army appeared a couple of months ago, and has been driving the king's finest knights back at every battle. This town is about to fall and there's no hope but to get out of the back gate of the town and flee to the city across the hills. Luckily the alley runs along the town wall near that gate, and the characters only have to escort the family through a few more squads and a couple of Wild champions before they are clear of the gates, climb the first hill, and the family can flee into the night.

As the characters are standing on the hilltop, watching to make sure the family gets away safely, there's the sound of a gong and when they turn around, a tall slab is standing there... just like the one before. Nobody else can see it, apparently.

Going through, they'll find themselves in the Maelstrom with a blood red door as their only choice. It's all very familiar.

Further Back

This time the characters come out into the daylight. The sickly green clouds are there, though they don't completely cover the sky. The characters are on a hilltop, with a familiar walled town visible below them. People from the town are packing up their goods and forming a refugee convoy out towards a city that's vaguely visible in the distance.

There's a camp set up on the hill with knights preparing for battle. Looking into the valley on the other side of the hill, there's an enormous army lined up there. A few hundred brave knights are getting ready to try and hold back thousands of Wild soldiers.

This is the scene on the afternoon before the characters were just in the town. Stefan, a Prince of the land, is holding a strategic counsel to try and figure out what's the best way to hold back such overwhelming forces. His royal banner flutters proudly in the breeze, but the faces of his wisest noble advisors are grim. The Prince looks exactly like the image on the portal doors the characters have been using (though he knows nothing about that, if the subject ever comes up).

A few squires, horse-tenders and messengers mill around the knights in their shining armor. There's plenty of opportunity for the characters to approach the Prince and hear what's being said. Their aim is to hold back the enemy for just long enough that the town can be fully evacuated. Any surviving knights should pull back at that time, though everybody knows there won't be many of those.

The characters spot the Prince's squire is Gerard, the teenage son of the stone mason they (hopefully) saved. The Prince speaks kindly to him, trying to calm his worries, and sends him back to the town to leave with his family – he's freed of his obligation to the Prince, but promises to fight on as if he was a true knight. He's a good kid, that one.

The general advice is to charge the enemy full on as they advance up the hill, taking advantage of the slope to smash their front ranks. Hopefully it'll make them think twice, wait for morning, and then try again – by which time the town will be clear.

The characters have seen how well that tactic works, and this is their chance to suggest other options. Yes, the enemy needs to be stopped until morning, but if things progress as before, a lot of townsfolk will be slaughtered. The characters are demigods; fighting on the side of the Prince should make a huge difference, especially if the characters take on a couple of the enemy war leaders and defeat a few of the bigger war beasts.

If they succeed, the good guys hold off the enemy long enough for the townsfolk to escape. The characters hear a gong when the enemy army retreats for the night, and the tall slab is there again. It leads back to the town ruins they originally investigated,

but this time they notice the distant spires of a ruined city, the one the refugees fled to. In those city ruins they find two things: the thing they were originally looking for at the start of the adventure, and the tomb of the Prince. Despite being partially destroyed, the stone slab of the door is still visible – it's the same as the portals they've seen and it occurs to someone that the carving style on the stone is the same as the workmanship in the stone mason's workshop, back in the town.

On the side of Prince Stefan's tomb is written an epitaph. He helped thousands flee the ravages of the Wild before being overwhelmed in battle (make it tens of thousands if he survived the battle on the hilltop to regroup at the city), saved countless Caladonian lives, and allowed their culture to continue, together with their resistance against the enemy. The characters will feel a presence around the tomb and can see the ghostly form of the Prince. He smiles at them, bows in thanks for their help, and walks into the door... which briefly pulses a blood red color as the ghost dissipates to his eternal rest, then returns to being a normal, dusty tomb entrance.

If the characters have any access to Relic archives or libraries from later years, they'll be able to find out that Gerard Mason, if he was saved, was later knighted by the King for his courage on the battlefield and became one of the finest knights of the whole war.

For stats on Wild Soldiers in different shapes and sizes, look to the plot point campaign in the Savage Suzerain rulebook.

Caladonian Knights

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

Skills: Fighting d8, Guts d6, Intimidate d6, Notice d6, Riding d8, Shooting d6

Pace 6 Parry 7(1) Toughness 8(2) Pulse 10

Gear: Long Sword (**Damage:** Str+d8), Plate Armor (+3 armor, protects torso, arms and legs), Medium Shield (+1 Parry, +2 armor vs. ranged)

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