

SUZERAIN



REELIC

Winds Of Change

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).

In the mythical First Age of this fantasy realm, Relic scholars note that an evil spirit of great power, called Ynyas, rampaged across the lands of Austeria before she disappeared without a trace. No record remains of what happened, no stories in any of the faiths of the land. The First Age was a time before the gods left the mortal realms, truly wild times for the world, and almost anything could have happened to her. Or it might just be a fable. Right?

The truth is that Ynyas was the Gematriarch. Gematria is the system of assigning a number to each letter in the alphabet and then carrying out divination from the sum of words and phrases. If she hadn't disappeared, Ynyas would almost certainly have become a Great Spirit over time – a spirit of power equal to the gods.

What happened to Ynyas?

She was imprisoned in a tower by a cabal of numerologist mages who hated her, jealous of her great and natural mastery in her craft. The tower was shrunk to one 999th of its full size and encased in a milky ball of pure force. The mages then carried out a propaganda campaign saying that she was evil before fading into the pages of history themselves.

Yndement Weather

The characters are traveling across a wide plain between a set of low, forested hills on one side and tall mountains on the other. It's grassland, so why is there a wall of dust and sand rolling their way? They need to find shelter but there's none to be seen. Setting up tents and fleeing to their pocket realm isn't going to work – the tents would fly away, and who knows where they'd end up.

They have to head away from the storm. As it approaches, a whirlwind pops out of the wall of dust, almost as if leading the main storm towards the characters. It seems to the characters that they see eyes in the whirlwind, but these disappear if the characters look closely.

Nightfall approaches and the storm seems to die down, giving the characters a chance to rest their tired bodies. The night is peaceful and the winds are almost soothing, but the characters sense a presence in the darkness, as if someone's watching them.

Early the next morning the characters wake to realize the storm is definitely supernatural – it has surrounded their campsite with a wall of dust all around. A whirlwind breaks free of the main storm and approaches. Close up, the characters can make a Notice check to see the dust isn't dust at all – the storm is entirely made of fragments of words and numbers from a hundred ancient languages. Each fragment is part of the word 'Ynyas' which a little close observation and a Smarts check at -4 might figure out.

The whirlwind makes a fierce howling noise which sort of sounds like a voice saying something over and over, though it's difficult to make out because it sounds like it's being spoken in many languages at once. If the characters talk to the storm (they'll need to yell, it's so loud), the wind sounds like a woman's voice speaking the words, "Free me".

Ynside The Storm

The whirlwind starts to move off, with the main cloud parting to form a canyon through which the whirlwind twists. There's no other way than to follow it. Any attempt to enter the storm results in a heck of a buffeting, skin being blasted and visibility severely restricted. Every minute in the storm deals a level of Fatigue, and the storm will always be there, reshaping to make sure the characters have no choice but to go down the canyon and follow the whirlwind.

The characters are led to the edge of the plain, where the forested hills begin. At that point the whirlwind intensifies, sucking up the rest of the storm into a huge twister that crashes into the forest and carves a swathe of destruction into the hills, before running out of energy. As it dissipates, the characters hear the dying wind say, "Bring them to me. Please, I beg you."

If the characters follow the path into the hills, they'll see it was leading towards a large clearing with five tall towers of unknown architecture. There were clearly six at one time, evenly spaced around the clearing, but one is missing.

If you were wondering where the numerologist mages ended up... there's one in each tower. They're powerful, demigods in their own right (but failing to attain godhood), and the characters need to capture them if they're going to help (and who wouldn't help a damsel in distress, even if she's actually a storm of letters and numbers?). The numerologists are bitter that history has forgotten them, and annoyed to be disturbed in their forest retreat. Talking isn't on the cards.

If anyone mentions the word 'Ynyas' at any stage, the mages will curse and fight with doubled effort, or strain against their bonds if already captured. They look afraid. If subdued and calmed, then questioned about her, they'll say that she murdered one of their number before they bound her essence for all time (or so they thought). In truth, one of them died when they trapped her in his tower and shrank it, and they never even mourned his loss because they didn't like him much anyway. It's somewhat ironic that they were only powerful when there were six of them together. Five isn't nearly as powerful a number – which they should have guessed as numerologists. That's what caused their decline in power and falling off the radar of history.

The characters might be able to spot the lie in what they're saying, or just decide to haul the surviving mages back because the mages aren't very nice people. Either way, as long as one's alive, that's all Ynyas needs.

Yncredible Power

As soon as the characters make it back to the plain, the huge twister starts to build up again in the middle of the plain. It's a half day's walk away, but so huge they can see it from the edge of the forest. As they approach, they can see the whirlwind is tearing up the ground, then suddenly it rises up into the sky, chunks of earth falling all around. There, revealed by the whirlwind at the bottom of the torn up pit, is a sealed chest of pure Celestium - that rare and wondrous material that's harder than steel and channels Pulse for all forms of magic.

Taking the mage(s) down the hole sees them weeping and begging, offering all manner of magical goodies (which they don't have) if released. Once at the

bottom, the whirlwind slams down again, throwing the mages around the chest like rag dolls. Amazingly the characters are unaffected, though the choking wind still limits visibility. For those who try to look, they can vaguely make out the mages being thrashed about, their skin flayed off their living bodies, and sprays of blood coating the chest.

After about a minute, the whirlwind suddenly dissipates and the characters can see again. The last of the howling wind says, "They should not have locked it with a blood oath."

It's not a pretty sight.

There's a faint click and the gore-covered chest opens, revealing a padded insert holding a small milky bubble of pure Pulse. If anyone touches it, the group is sucked into the bubble, and find themselves in the middle of a thick mist, at the base of a tower (just like the ones the mages used) that stretches up out of sight. The door is locked, but strong demigods should be able to break through. Then there's just the matter of the dozen levels guarded by savage numerology spirits (picture endless streams of falling numbers that form the shapes of clawed men). This place is dual aligned, being in fact a pocket realm in the Maelstrom, so spirits and physical beings share the same space.

At the top of the tower is the leader of the savage spirits and, chained to the wall, a strikingly beautiful young woman who seems to be a living dust storm... though close inspection will show that she's made of fragments of words and numbers.

Yn The End

Killing the leader of the savage spirits breaks the enchantment on the tower, breaking the bubble and returning the tower where it belongs, back in the forest clearing and back to full size.

If the characters rescue Ynyas, she'll owe them. Big time. She's not quite a Great Spirit, and her power has faded while imprisoned, but that power will grow again over time. It never hurts to have friends like that. And hey, if you can get past the whole swirling storm thing, she's pretty hot. We're just saying. Weirder things have happened – probably to the characters by now, given they're demigods and all.

Numerologists

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d4, Vigor d4

Skills: Fighting d6, Notice d10, Spellcasting d12, Taunt d12

Pace 5 Parry 5 Toughness 5(1) Pulse 35

Gear: Numerologist Robes (+1 armor, protects torso, arms and legs. Provides +2 to resist Pulse powers and +2 Toughness against Pulse based attacks)

Edges: Gifted (Barrier, Blast, Bolt, Boost/Lower Trait, Burst, Dispel, Entangle, Environmental Protection, Invisibility, Puppet), Improved Level Headed, No Mercy, Pulse Armor

Special Abilities

- *Demigod Entity:* This ability grants the numerologists all the perks enjoyed by Demigod rank characters, i.e. +2 on soak rolls and checks to recover from being Shaken, +2 Karma for their own use, enhanced recovery rates, and so on.

Savage Numerology Spirits

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

Skills: Fighting d8, Guts d6, Notice d6, Persuasion d8

Pace 6 Parry 6 Toughness 9(3) Pulse 20

Special Abilities

- *Probability Control:* Rolls against Numerology Spirits cannot Ace.
- *LogiClaw:* (**Damage:** Smarts+d6)
- *Spirit:* Cannot manifest but don't need to – the tower is dual aligned.
- *FAIL:* Numerological protection (+3 armor, all locations).

Numerology Spirit Leader



Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d10, Guts d6, Notice d8, Persuasion d8

Pace 6 Parry 7 Toughness 9(3) Pulse 25

Edges: Improved Sweep, Improved First Strike, Opportunistic Push, Penetrating Strike: Improved

Special Abilities

- *Probability Control:* Rolls against Numerology Spirits cannot Ace.
- *LogiClaw:* (**Damage:** Smarts+d8)
- *Spirit:* Cannot manifest but doesn't need to – the tower is dual aligned.
- *FAIL:* Numerological protection (+3 armor, all locations).
- *Heroic Entity:* This ability grants the spirit all the perks enjoyed by Heroic rank characters, i.e. +1 on soak rolls and checks to recover from being Shaken, +1 Karma for its own use, enhanced recovery rates, and so on.

Credits

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