

STARHAWK Down

ONE SHEET



Disclaimer

Our legal department requires we add this: Repeat after us, "I am not my character. I can't do the things my character can do because he's 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're such a believer but ask you to respect our right to our own interpretation.

Credit Where Credit's Due

Words: Darren Pearce.

Rules: Miles M Kantir.

Edits: Miles M Kantir.

Illustrations: Bartłomiej Fedyczak, Gill Pearce, Alida Saxon.

Design And Layout: Alida Saxon.



We Bring Worlds To Life
www.savagemojo.com

This product is copyright Savage Mojo Ltd 2014. All rights reserved. It is for personal use only, and may be printed for personal use. It may not be modified, distributed or sold without written permission.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Version: 2.savage141003

What is Starhawk Down?

Welcome to the world of the Egyptian gods. Set, a cunning and chaotic deity, has tired of life in his old pantheon's stomping ground. He's gathered a bunch of followers and claimed a new realm for himself; now he's planning to reshape reality in the god realms of the Maelstrom.

That's the starting point for *Set Rising*, and this One Sheet adventure is a taster of the gaming experience you'll find between the covers of that book.

Starhawk Down

Realm: Sunfire Domain (HQ for the techno-Egyptian pantheon)

We start this adventure with your demigods flying in the back of a techno-Egyptian military flier, double-checking their combat equipment. They've accepted an emergency call from Hokat, an agent of the Egyptian god Horus, who's after a quick response unit. Hokat and his boss are good guys, the sort that true heroes should want to help. So here they are, being shuttled through the Maelstrom at top speed while Hokat briefs them, shouting over the background noise of the flier's thrusters.

"The Aegyptus Air Corporation is a commercial and research facility run by Horus himself. One branch develops new military vehicles for the Sunfire Domain's defense force. Fifty-seven minutes ago an experimental interceptor craft was shot down at an abandoned god realm we use for test flights, a place called the Pillars of the Ancient Light. You can bet your week's pay that Set was behind it. The OracleNet shows hundreds of people closing in on the downed interceptor right now. Our job is to get there first, rescue the pilots if they're still alive, and destroy the downed craft with these charges."

He waves explosives at your demigods.

"OracleNet shows a deserted urban area, so anyone who moves is either one of our pilots or a Settite. We're coming up on the zone pretty fast, so now's the time to..."

The flier is torn open and a sheet of metal slices Hokat in half before he's sucked outside. Smoke fills the flier and everybody needs to make a Strength check to hold on.

A few seconds later, feeling like an eternity, your demigods' flier crash-lands. Anybody who failed his Strength check takes 2 Wounds as he's thrown around. Anyone who succeeds takes 1 Wound, and anyone who got a Raise avoids major injury. Everybody gets 2 levels of Fatigue.

The wreckage is extensive; there are no other survivors. Any weapons that aren't your demigods' own are gone. The explosives are gone. In fact, the only thing worth salvaging is the OracleNet feed which, by a miracle, survived. Think of it as a holographic satellite map of the suburb they're in. They can see lots of movement, plenty of it coming their way.

The feed can't zoom in any more to give detailed information on individuals, but it does act as a pretty good map of the area. It also shows the direction of the downed interceptor craft. The two pilots managed a pretty soft landing - there's a good chance they're still alive, but not if your demigods don't hustle to get to them fast.

This bit of the Pillars of the Ancient Light appears to be a large slab of a golden, translucent crystal floating in the Maelstrom, with the multi-hued clouds of pure Pulse as its sky. The buildings are made of a similar crystal as if grown from the main slab, a whole city in fact. It's strikingly beautiful, with light shining through the crystal being refracted as golden beams. Who knows who built it or why it was abandoned. If they survive, your demigods can ask Horus.

Clock's Ticking

This should be a perfect encounter for your demigods to engage the enemy, come out smiling, and avenge poor Hokat. It's also a fight against the clock to rescue the two test pilots - from the OracleNet feed it's clear your demigods have about five minutes until Set's agents reach the interceptor crash site, and about sixty seconds to get away from their own before their flier is swarming with bad guys. It's 300 yards through a warren of tiny alleys and courtyards between the two sites. Keep a countdown marker somewhere prominently displayed on your gaming table. Start it at 50, and lower it by one every time a Round ends.

Your demigods first encounter the enemy very shortly after leaving their own crash site, even if they leave right away. There's no point putting numbers on this - there are hundreds of enemy troops, usually traveling in squads

about the same size as your demigods' team. For every 30 yards they travel they meet a new squad. If your demigods pause for 3 Rounds, they come under fire by another squad from another direction. And so it goes - have enemies on rooftops, enemies in buildings, enemies coming round the corner just as your demigods are going round the corner the other way. Mix some ranged and some very close quarters encounters.

And keep the clock ticking.

Settite Warrior

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

Skills: Fighting d8, Intimidation d4, Knowledge (Battle) d4, Notice d6, Shooting d8, Taunt d6, Throwing d8

Pace 6 Parry 6 Toughness 10 (5) Pulse 10

Edges: Berserk, Extraction, First Strike

Gear: Heavy armor (+5 Armor, torso, arms and legs, -1 penalty to all actions), reaping crossbow (**Range:** 12/24/48, **Damage:** 2d8, RoF3, AP2, Auto), magically-sharpened khopesh (**Damage:** Str+d10).

Xaos Sorcerer (1 per squad)

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

Skills: Fighting d6, Intimidation d6, Knowledge (Arcana) d6, Notice d6, Persuasion d6, Shooting d6, Spellcasting d8, Taunt d6

Pace 6 Parry 5 Toughness 5 Pulse 15

Edges: Combat Reflexes, Elan, Gifted

Powers: armor, bolt, burst, smite

Gear: Magically-sharpened khopesh (**Damage:** Str+d10), static wand (**Range:** 24/48/96, **Damage:** 3d6, RoF1, any maintained *shield*, *barrier* or *armor* Power that's struck stops functioning after the attack and must be reactivated or recast), rapid blast stave (contains 30 Pulse, use the *blast* Power with Shooting for the Spellcasting roll, can fire up to three blasts which each use the small blast template).

When they've gone about half the distance to their target destination, they come across Hokat... or at least the upper half of him. Amazingly, he's still holding the explosives he had back in the flier - with those, they could prevent the experimental interceptor from falling into enemy hands.



Section 1

Section 2

Section 3

Section 4

Section 5

Section 6

Section 7

Section 8

Section 9





Just then, a Chaos Sorcerer calls on the spirits of this realm to rise. Somehow he's convinced them that this disturbance is all your demigods' fault. The nearest building trembles, then explodes. Anyone who fails an Agility -2 check takes **Damage**: 2d8 from a million crystalline shards and is drained of 2 Pulse. The next Round those shards swirl and coalesce into a huge, floating face. It doesn't look happy to meet them.

Mister Ugly Face is the combined essence of this realm's souls. He's a Small Burst Template moving at Pace 6, trying to stay directly on top of as many demigods as he can. They'll soon discover he can't be fought in the traditional way, but each Round he spews more shards from his mouth, requiring Agility -2 checks from anybody under him (same results for failure).

The way to get him to stop is to be very persuasive. Anyone who talks at Mister Ugly Face sees that he's hearing what's being said, even though he won't reply and keeps spewing crystalline shards during the one-sided conversation. However, if someone roleplays a decent reason for why Mister Ugly Face should stop and manages a Persuasion -2 check, he looks like he's considering things. Remember that your demigods continue being under fire by Settites every Round and the countdown continues, Mister Ugly Face or no.

Succeeding again on a subsequent Round makes it clear he's definitely wavering. A third success and he stops spewing. He says, "We have considered," and disperses into a million shards which fly off. A Raise or two along

the way might upgrade Mister Ugly Face to an ally, actively annoyed at the lying Chaos Sorcerer. A couple of Rounds later your demigods hear crystals tinkling in a nearby street and the scream of Settite agents getting spewed on.

Depending on how long they take dealing with Mister Ugly Face, your demigods might find they arrive too late at the wreck of the Starhawk interceptor. The pilots may be dead by then, with one squad of Settite warriors at the crash site for each demigod and more on their way. Getting explosives in place might be a tough challenge at that point.

Alternatively, they might make it on time, finding the pilots alive but unconscious and in a bad state. They only face moderate resistance (what they've faced so far) while they move the pilots out of the wreckage, set the explosives, and pick a defensible point as their Alamo.

Alive or dead, the pilots have Hard-light computer bracelets, which your demigods will know is the main communication system for members of the Sunfire military. As soon as someone puts on one of the bracelets they get through to Command. Just as well - they were about to nuke the site with a huge Sunburst strike. Knowing they have people below to secure a perimeter (your demigods can do that, right?) they'll send an extraction flier. It can drop down and land a minute later, so all your guys have to do is push the enemy back and hold the area for 10 Rounds.

They'll have earned their pay for this mission. Give them something nice for their troubles.

ONE SAVAGE METAVERSE, MANY SAVAGE WORLDS



THE SUZERAIN CONTINUUM
EVERYWHERE AND EVERYWHEN,
JUST A PORTAL AWAY



SAVAGEMOJO.COM



CONTINUUM EDITION

Racing against time your demigods are heading into the Maelstrom to rescue the pilots of a downed prototype, the Starhawk class interceptor. Agents of the dark god Set are out there looking to finish the job and your demigods need to get there before the bad guys.

This One Sheet adventure for the Savage Worlds rules system lets you line up a techno-Egyptian encounter on a countdown timer.

**When life is on the line every bullet,
every decision, every moment counts.**

Inside this PDF you'll find all you need to run a one-session scenario with Demigod Rank characters. Bring your own, or use the pre-generated demigods available from the Treasure section of our shop at www.savagemojo.com

