

From Shaintar

Shaintar has no fixed pantheon of gods. It has beings of divine power for sure, the Scions, but the idea of gods in the heavens... not so much. Imagine, then, the cataclysmic effects of a being more powerful than a god pushing into Shaintar, imposing its unwanted presence on the land. The whole of Shaintar is one immense battery of magical energy, and this entity intends to consume that power, destroying Shaintar in the process.

As you can expect, pretty much everybody who's anybody is going to be miffed by the incursion. This is a hungry, alien, unreasoning being of immense power... which just makes it worse. As if the traditional enemies of Darkness and Flame aren't bad enough. Now there are Tempest foes to fight. This could change many things in Shaintar, unless your heroes jump in to stop it now and repel the incursion.

One night, the events of White Bay come up. A man approaches them as they listen about White Bay. He looks frail but not long ago he was clearly a strong, healthy man.

"It's true, you know. I was there at White Bay. I was a fisherman when the wave struck. Only survivor, I guess. As I lay there in the sand I saw the Rangers fighting Gaius, supposedly our protector. Some force had taken hold of him, the likes of which I'd never seen, nor the Rangers. Too weak to do more than lie there and see it happen, I watched them defeat him - he gave them such a fight."

He pauses and gathers his strength before continuing. Observant heroes might spot (Notice check) his skin rippling against his bones like swirling currents against ocean rocks.

"It wasn't over though, you see? Not for me. It wasn't just Gaius who was taken by the Tempest. It took me too, and it'll be the end of me I know it. I sense... something. A direction, which I've followed ever since, walking never stopping. Then I saw you and I just knew. By whatever providence, I'm here and my journey is over. It's you, don't you see? Finally I can give in to it - I've fought it as long as I can."

His skin writhes and buckles.

"Now... it's up... to you...."

And with that he closes his eyes. His body erupts into a cyclone of flesh, spraying your heroes then trapping them in a gruesome twister. There's no escaping it and they're drawn into its center, where a zone of eerie lightning forms to meet them, embracing them with electric arms. Each hero takes a point of Fatigue and momentarily blacks out.

From Suzerain

The Suzerain Continuum is home to many pantheons of gods, and many realms of existence. They're all linked to the way humanity advances through the ages. Shaintar is one of those realms, yet it's hidden from the rest of existence by a shroud of powerful magic. Imagine everybody's surprise when that shroud is pierced and Suzerain's gods and Great Spirits become aware of Shaintar for the first time.

Imagine everybody's shock when they discover the shroud was pierced by an alien being of divine power, an uber-god from another dimension. There aren't meant to be other dimensions. There aren't meant to be alien gods. And this one is burrowing into the newly discovered realm of Shaintar, planning on devouring its huge store of energy. Unless, that is, your heroes jump in to stop it now and repel the incursion.

From the Suzerain Continuum: Your heroes may be in their pocket realm home, or on another realm entirely. A polite cough behind them startles them and a well-dressed woman in her 50s stands in the doorway. She carries a set of papers under her arm.

"The door was open," She explains, *"May I?"* and proceeds to come in anyway. She has a very disarming smile and if anyone objects then she carries on talking anyway.

"My name is Aranna; I have a short term contract for you. My patron is [insert the name of a god or goddess your heroes are friendly with], and (s)he would like you to take a look at this. You may find it interesting."

She hands over the papers, which give a summary of a new Maelstrom realm that has been discovered - Shaintar. It also details the portal that breached Shaintar from no known location in the Continuum and includes a report written by the group of heroes who went through that portal. One of them worked for the friendly deity, hence the link. And from them to your heroes via Aranna. Share any information from the introduction above as if it came from the case file.

Aranna continues, *"You're better skilled than the other group, who rather fell into it by accident. You're my first pick, in fact. I have other choices if you aren't interested but it's a plum job, getting to step on a virgin realm. High magic - good salvage I'd imagine. You'll be there to explore the portal and report back. Not the portal the others found. As luck would have it, they managed to close that one. There's a new one just opened, tunneling through from... we don't know where. Learn what you can. Close the portal. Buy Shaintar some more time from the enemies the portal spawns."*



Your heroes can agree because it's the right thing to do, because a friendly deity asked them to, because they like the idea of "salvage", or simply because it's exciting and they have nothing lined up right now. Whatever their motivations, Aranna can take them to a point where the dimensional tunnel bores into Shaintar, and then they just have to step through, into a zone of eerie lightning that courses through the Maelstrom at that point. Each hero takes a point of Fatigue and momentarily blacks out.

HOUSE CALL

The sound of rushing air is the first thing your heroes are aware of, as if they're in a wind tunnel. Then they smell ozone and feel electricity on their tongues, as if licking a battery. Finally, their eyesight returns and they find themselves surrounded by a brilliant, multi-hued glow as every shade of magical energy covers them in a vortex. The vortex drills down into the ground and forms a cosmic tunnel, disappearing into the earth but leaving them behind.

They're in an old farmhouse. One that's been abandoned for many years. A long time ago a shepherd and his family may have lived here, hoping to use the island for good grazing, pioneers willing to set aside ghost stories of the nearby castle for a solid future. Judging by the look of the place, things didn't go so well for them.

While your heroes are assessing the poor state of the roof, it bursts inwards and a lightning-wreathed arm punches down into the building. The enemy forces have sensed them through the portal and sent a little housewarming present, a Tempest golem!

TEMPEST GOLEM

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d6, Shooting d10

Pace: 7; **Parry:** 7; **Toughness:** 21 (6)

Edges: Ambidexterity, Brawny, Improved Arcane Resistance, Two-Fisted

Special Abilities:

- *Armor* +6: -6 to bypass (and Large bonus to hit does not apply)
- *Construct*: +2 to recover from being Shaken, no additional damage from called shots, does not suffer from disease or poison
- *Fearless*: Immune to Fear and Intimidation
- *Hardy*: A second Shaken result does not cause a wound
- *Infravision*: Halve penalties for Dark lighting against living targets (round down)
- *Large*: +2 to be hit
- *Lightning Attacks*: Can use *Bolt*, *Blast*, *Burst*, or *Jet* at will (use Shooting)
- *Size* +6
- *Stormhammer Fists*: The Tempest Golem's fists strike with the thunderous fury and lightning flash of a storm, doing Str+d10; on a Shaken or better result, the target suffers a -2 on all Notice checks until they recover from Shaken
- *Weakness*: Tempest Golems take +4 Damage from Life magic and weapons that are both enchanted and have a coating of salt on them*; thrown salt does 3d6 (Range 2/4/8). They take +1 Damage from White Silver and Everwood; the Champion effect only causes +1 damage to them.

(*) - This effect is most easily achieved by dipping a weapon lard or honey, and then coating it liberally with salt.

The farm is likely to get demolished around your heroes, so one way or another they'll find themselves outside. Two things are instantly clear:

- 1) There's a castle on the hill just above them, and it's decidedly not abandoned. There's a lot of military activity around the gatehouse and on the walls.
- 2) There's something very wrong with the sky. It's like a rainbow aurora over the castle, casting strange dancing shadows across the landscape. The very air is so saturated that it tastes of a dozen flavors of magic.

ACT TWO: CASTLE WINTERHAWK

All the activity is at the castle, so that's the way to go. It's nighttime and with the spooky shadows cast by the aurora there's a decent chance to sneak into a good position. Getting onto the wall unseen will be tough, getting through the gatehouse tougher. Still, there are opportunities here to carry out some stealthy assassination of guards. We'll let your heroes come up with a plan that suits their skills.

The walls are patrolled by Tempest-infused mercenaries from somewhere beyond the lands of Shaintar. The gatehouse is permanently manned by similar troops and the Commander of the Watch, Karan-den. If the alarm is raised, a shock team of mercenaries arrives, led by the first true servitor of Z't your heroes meet, a goblin arcanist called Remi.

TEMPEST LEGIONNAIRES

These are human mercenaries from somewhere beyond the Veil of Shaintar -- possibly even from another world in the same universe! They have ~~great~~ and armor enhanced by crysalites and clearly using what many Shaintar natives would recognize as arcfire-based magical technology, similar to that which is used by the Builders who have invaded Shaintar elsewhere.

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

Skills: Fighting d10, Knowledge (Arcfire) d4, Notice d6, Repair d6, Shooting d10

Pace: 5; **Parry:** 9 (2); **Toughness:** 12 (5)

Edges: Arcfire Trained, Storm-Born, Two-Fisted

Gear: Enhanced Arcfire Hand Blade (+2 Fighting, Str+d6+2, AP 2), Arcfire Handcaster (Range 12/24/48, 2d8, AP 2, 4 shots before reload), Enhanced Legionnaire Armor (+5, -4 Coverage, ignores AP), Arcfire Bracers (+2 Parry)

Powers (use Vigor to "cast," *No Power Points* rules from *Savage Worlds Deluxe*, treat as Super Powers): *Bolt*, *Damage Field*, *Smite*

Special Abilities:

- *Low Light Vision*: Ignore attack penalties for Dim and Dark lighting

- *Storm-Born*: Those who are embraced by the Tempest, either from birth or by conversion, gain the following benefits -- +1 Toughness, *Environmental Protection* (storm and weather hazards), and inherent Powers such as *Bolt*, *Damage Field*, and *Smite*.

KARAN-DEN, COMMANDER OF THE WATCH

One of the many powerful and capable war commanders from another world who have fallen under the sway of Tempest and the promise of fortune and glory.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d12+2 (d10 Wild Die), Intimidation d10, Knowledge (Battle) d8, Notice d8, Shooting d12, Survival d6

Pace: 8 (d10 "Run"); **Parry:** 15 (3); **Toughness:** 16 (7)

Edges: Arcfire Trained, Battle Hardened, Brave, Brawny, Combat Reflexes, Command, Fervor, Fleet-Footed, Hold the Line, Improved Block, Improved Charge, Improved Frenzy, Improved Sweep, Improved Sunder, Master (Fighting), One Against Many, Shield Expert/Shield Mastery, Storm-Born, Weapon Master

Gear: Enhanced Arcfire Blade (Str+d8+2, +2 Fighting, AP 3), Arcfire Crossbow (Range 18, 26/72,

2d6+2, +2 Shooting, AP 4), Full Arcfire Plate Armor (+7, -6 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit)

Powers (use Vigor to "cast," *No Power Points* rules from *Savage Worlds Deluxe*, treat as Super Powers): *Bolt*, *Damage Field*, *Smite*

THE VANGUARD OF FURY

Servitors gathered from other lands into a force of storm-powered soldiers – literally shock troops! These soldiers are called in to deal with serious threats.

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

Skills: Fighting d12, Intimidation d8, Notice d6, Riding d10, Shooting d8, Survival d4

Pace: 8 (run d10); **Parry:** 10 (1); **Toughness:** 12 (4)

Edges: Counterattack, First Strike, Fleet-Footed, Frenzy, Hold Off, Storm-Born, Sweep

Gear: Charged Iron Pikes (Str+d8+2, Reach 2, AP 2 vs. metal armor), Full Plate & Chain Armor (+4, -4 Coverage), Bracers (+1 Parry)

Powers (use Vigor to "cast," *No Power Points* rules from *Savage Worlds Deluxe*, treat as Super Powers): *Bolt*, *Damage Field*, *Smite*

REMI

A goblin mage promised enormous power as a Servitor, so long as he sees to it that nothing interferes with the plans afoot.

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

Skills: Fighting d10, Healing d4, Knowledge (Cosmology) d8, Knowledge (Magic) d10, Notice d10+2, Shooting d6, Sorcery d12, Stealth d6, Tracking d4

Pace: 6; **Parry:** 9 (2); **Toughness:** 13 (5)

Edges: Archmage, Clever Nit, Easy Magic (*Armor*, *Deflection*, *Smite*), High Magic (*Bolt*, *Entangle*; see *Shaintar: Legends Arise*), First Strike, Improved Frenzy, Mage, Magic Proficiency (+2 *Bolt*), Nimble Nit, Speedy Nit, Storm-Born Servitor

Gear: Enchanted Long Sword (Str+d8+2, +2 Fighting), Enchanted Full Plate and Chain Armor (+5, -5 Coverage, 1/8 weight, +10 Essence), Enchanted Bracers (+2 Parry, *Arcane Shield*)



Tabletop Castle

Thanks to our friends at Fat Dragon Games, you can visualize Castle WinterHawk perfectly: it's one of their 3D map sets, an amazing piece of terrain for your tabletop. You don't need it to play this adventure, but it (literally) adds another dimension to your game. And most of the backers of the *Shaintar* Kickstarter get a copy of it for free - thank you, Fat Dragon!

Powers: *Armor, Barrier, Boost Trait, Cantrips, Deflection, Dispel, Entangle, Fly, Quickness, Warrior's Gift, Kaine's Tower Bane, Lurien's Battle Enchantment*

Powers, Storm-Born (use either Vigor or spellcasting die, whichever is higher, to cast; No Power Point rules apply, treat as Super Powers): *Bolt, Burst, Jet, Smite*

Essence: 40 (10)

Special Abilities:

- *Keen Sense of Smell:* +2 Scent-based checks
- *Small and Evasive:* -1 to be hit in combat
- *Size -1*
- *Storm-Born Servitor:* Those who are accepted by the Tempest as full Servitors gain significant benefits -- +2 Toughness, immunity to non-magical attacks and weapons, *Environmental Protection* (storm and weather hazards), Slow Regeneration, and inherent Powers such as *Bolt, Damage Field*, and *Smite*. Any damaging Powers they wield -- either inherently or via their magic training -- automatically do +2 damage due to lightning and thunder accompanying the force of the attack.
- *Tenacious:* Hardy, cannot be Wounded from a second Shaken
- *Thermal Vision:* As per the Monstrous Ability

Inside the main courtyard there are piles of supplies, a couple of wagons, and a pair of Tempest golems standing guard. Somebody is gearing up for a major military campaign, and judging by the amount of equipment there are probably a *lot* more mercenaries asleep within the castle. Best not to wake them.

It's fairly obvious from the battlements and main courtyard that the far tower has something special going on. There's a noticeable hum emanating from it and the aurora appears to be funneling down through the tower rooftop into the chamber below.

Your heroes need to get in, whether crashing through a high window or through the front door and up the stairs. In the top chamber there's a freestanding stone archway shaped like the maw of some monstrous worm-beast. The stonework crackles with energy and the archway is filled with arcane fire. As soon as your heroes enter the chamber, they can see a shadowy humanoid shape beyond the fire. It's not in the room, but beyond the sheet of arcane fire, past this portal to a much worse place.

If your heroes are native to Shaintar, they probably have a fair inkling that this is Bad News. The forces of Tempest have created a connection to the forces of Flame, which means demons and worse.

If your heroes are from the Suzerain Continuum, they just get the sense that this isn't good. They'll figure out the rest when Sebaya steps through.

Ah, Sebaya. If you've ever wondered what happens when a demon births an adept, then this is the result. She's been asked to act as portal keeper while negotiations continue beyond the portal, and wearing nothing but a skin of demonic Flame she'll do just that. This is not going to be easy on your heroes.

SEBAYA, THE INFERNO

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d12+1, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Survival d4, The Way d10

Parry: 8 (d10 "Run"); **Parry:** 13 (2); **Toughness:** 11 (4)

Edges: Adept, Battle Hardened, Elan, Exceptional Rapid Recharge, First Strike, Fleet-Footed, Force of Will, Improved Block, Improved Charge, Improved Frenzy, Level Headed, Nerves of Steel, Quick, One Against Many, Professional (Fighting), Warrior-Adept, Weapon Master

Gear: Cryarium Long Sword (+2 Fighting, Str+d8+2, focus crystal in hilt with 10 Essence), Bloodsteel Staff of Demoncall (Str+d6+2, *Summon Ally* as a Free Action, +1 Parry) Bracers (+1 Parry), Full Plate & Chain Armor (+4, -4 Coverage)

Powers: *Armor, Boost Trait, Deflection, Mind Reading, Quickness, Smite, Speed, Telekinesis, Warrior's Gift*

Essence: 35 (10)

Special Abilities:

- *Ceynara's Warmth:* Flame-blooded gain +1 Toughness
- *Ceynara's Might:* Flame-blooded do +1 damage with all Fighting attacks
- *Embrace the Flame:* Flame-blooded may take the Berserk Edge at any time without meeting its requirements
- *Fear -2*
- *Fearless:* Immune to Fear and Intimidation