

ADVENTURE : IN LORD SEVERANCE'S SERVICE

WRITING: GAYLE REICK

ADDITIONAL WRITING: HOWARD BRANDON

RULES: HOWARD BRANDON

RULES REVIEW: RUBEN RIVERA

EDITOR IN CHIEF: CARINN SEABOLT

EDITING: GAYLE REICK, MILES M KANTIR, CARINN SEABOLT

ILLUSTRATION: CHRIS BIVINS, JASON ENGLE, BIEN FLORES, ALIDA SAXON

DESIGN: AARON ACEVEDO, JASON ENGLE & ALIDA SAXON

LAYOUT: ALIDA SAXON

LINE MANAGER: GAYLE REICK

CONTENTS

In Lord Severance's Service	2	The Cryсарium Conundrum	7
Setting the Scene	2	Act One: The Inn	7
Act One: The Strangers	3	Act Two: Signs and Portents	8
Act Two: Tracking	3	Finale	10
Act Three: The Cauldron	4		

version 170109

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IN LORD SEVERANCE'S SERVICE

The Cauldron in Galea is in danger after being silent for nearly a hundred years. There are strange people asking questions about it, and the people who are guarding it have gone silent. They aren't writing to friends and family any more, and that can't be a good thing. Lord Severance is looking for a group of heroes to investigate the matter and keep the Cauldron closed.

With this two-part adventure you can offer your players a hint of the future. Forces from outside of Shaintar mount a dangerous incursion and it's up to the heroes of your gaming group to save the day. What does this mean for Shaintar? Dangerous times are ahead....

This adventure is for a group of 4-6 heroes of Veteran rank. However, this is Savage Worlds - tweaking the difficulty for your gaming group should be easy enough.

SETTING THE SCENE

Your heroes receive a note asking for a meeting. It can come from a Grey Ranger or someone else they trust. They're directed to the Inn of the Four Corners in the Freelands. Once there, your heroes are shown into a back room where they meet Lord Severance.

Lord Severance is a fifty year old human with a compelling face and salt and pepper hair. He stands tall and is wearing plate and chain armor. Upon his chest is an amulet of Archanon that seems to almost glow on its own. His piercing eyes flick from person to person in the room, assessing them in an instant.

He turns to the group, "Thank you for getting here so quickly. Please, sit down. I have much to tell you and I fear we've little time. Rumors have reached us that strangers have been moving about in Galea, asking about the Cauldron located here. I don't need to tell you how important it is that the Cauldrons are never opened again.

"I need your help in this matter. Track these people down; find out who they are and assess their goals. If my instincts are correct, you'll find they're up to no good and you'll need to stop them."

Who's This Lord Severance Guy?

Lord Severance is the spymaster of the Church of Light. He began life in the Prelacy of Camon and rose to great power. He was so trusted that he was rumored to become the next Arch-Cardinal of Judgment or even the next Grand Arch-Cardinal. His eyes were opened to the truth once he became a cardinal and realized that Darkness had consumed the heart of a false Church.

That's when he heard the call of Archanon and went to Archanaya. He now holds the rank of Vicar in the true Church and is focused upon never allowing the Church of Light to be perverted, as happened in the Prelacy of Camon. He and his spies work to drive the leaders of the Prelacy out and return the true teachings of Archanon to Camon.

Lord Damon Severance is single-minded in his mission to protect Shaintar from evil, deeply respected by all free people who share that goal.



He removes a signet ring from his left hand and gives it to whomever is speaking for the group. "I'd suggest starting in Fendwyr's Point. Take this. If you run into serious trouble, show this to any Paladin of Light and they will round up others to help you. Return to me when you are done. There may be more for you to do."

Assuming there are no major objections (and there shouldn't be - this is Lord Severance asking for a favor after all), he picks up a strange-looking crossbow and slings it on his back, takes his ironwood staff, and leaves the room with no further conversation.

ACT ONE: THE STRANGERS

Your heroes probably arrive in Fendwyr's Point in the morning about a week after leaving the inn. They have no idea where the Cauldron is or who is looking for it. The port is a large city and does a rousing trade. This would be a good place to come, blend in and ask questions. The city docks might be a good place to start asking about strangers with odd accents.

Given this is a large city, the heroes can go to any of the districts and ask questions. The districts are: the dock, the marketplace, the artisans, the nobles' quarters and the government complex. In addition, there is a trade envoy neighborhood where those from other countries come to buy and sell directly at the port, to move goods more efficiently.

After they find an inn, your group should start investigating. Below are key pieces of information they can gather using Persuasion, Streetwise or similar Traits. The Trait Test is at -2 as the citizens are suspicious of anyone asking about the Cauldron and, additionally, the strangers were trying to be circumspect. This can be adjusted to -1 if the group is able to find someone to vouch for them - a priest of Light perhaps?

They'll probably want several successes to gather all the information available, so spend as much or as little time as you wish on this part of the adventure.

SUCCESSSES

"I saw a group of people who were dressed funny over at The Drunken Parrot down by the docks a few weeks ago. They seemed odd - odder than normal for strangers, at least."

"There was a woman in charge, who had an accent I've never heard before, asking about the Gryphon Wood. I don't know if she found what she was looking for, but Wynn Netminder is a gossip who keeps up with all that sort of thing."

"One of the men seemed to be a priest who was preaching about something called the Maelstrom. I wonder what that is?"

"You might want to talk to Gerin over in the artisan's district. He deals in information and may have sold them what they needed."

If the group goes and finds Gerin, he admits he sold information about the Cauldrons. He gives no other information, but his assistant motions the group outside and tells them that he followed the group and saw them leaving the city from the north gate, riding towards the Gryphon Wood. Perhaps the authorities would want to know about this.

ACT TWO: TRACKING

As the group heads north towards the forest, they'll go through the town of Eristead. Assuming your heroes ask around, they learn that the strange people came through and stayed for a while, only leaving two weeks ago, heading into the woods.

As your heroes enter the wood, they must decide how to proceed. They need to scout around, requiring Trait rolls for Tracking to determine where these people might have left the road through the forest. The group also needs to decide whether to be sneaky or force their way through the woods.

The group must make the initial Tracking roll at -4 to accurately determine where the strangers left the road (they covered their tracks well). Once on the new path, your heroes must make a Notice roll to sense the trap ahead of them.

A slight shift, the sun reflecting on something, alerts your heroes to a number of mercenaries hired to kill anyone following along the trail. There are between 5-8 mercenaries hidden along the track. Two bowmen are hidden behind trees and 3-4 swordsmen perch in branches above the trail ready to pounce. Hidden behind a rock and unseen by the heroes is the leader of this party, a Tempest servant. The heroes shouldn't let him get away or he will warn those farther ahead....

MERCENARIES (VETERAN)

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

Skills: Fighting d8, Intimidation d4, Notice d4, Shooting d8, Stealth d6, Streetwise d6+1, Survival d4+1

Pace: 6 **Parry:** 7 (1) **Toughness:** 10 (2)

Edges: Brawny, Combat Reflexes, Mercenary

Gear: Long Sword (Str+d8), Bow (Range 12/24/48, 2d6), Full Scale Armor (+2, -4 Coverage), Crossbow (2d6, 15/30/60, AP 2, 1 action to reload), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

GRAB, TEMPEST SERVANT (VETERAN)

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

Skills: Fighting d10, Knowledge (Arcfire) d4, Notice d8, Repair d6, Shooting d10, Stealth d10, Survival d8, Tracking d8

Pace: 8 (d10 run) **Parry:** 9 (2) **Toughness:** 11 (4)

Edges: Arcfire Trained, Command, Fleet-Footed, Storm-Born, Woodsman

Gear: Enhanced Arcfire Hand Blade (+2 Fighting, Str+d6+2, AP 2), Arclance (2d8, AP 2, RoF 3, 18/36/72, 24 shots, Alt. Effects: *dispel*, *stun*; Str+d6 damage), Enhanced Light Legionnaire Armor (+4, -4 Coverage, ignores AP), Arcfire Bracers (+2 Parry)

Powers (use Vigor to cast, No Power Points rules from the *Savage Worlds* core rulebook, 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*.



ACT THREE: THE CAULDRON

Your heroes are finally close to the Cauldron. Any user of magic can feel an uncomfortable and strange magic in the air. They come to a clearing near the center of the forest, as far as they can tell. Inside the clearing they see a mage standing in front of the Cauldron, wearing robes with an unsettling design on them. She's chanting in a language that's almost painful to hear. This is the true leader of the strangers' expedition. As soon as she sees your heroes she yells to the others in the clearing, waving imperiously in front of her.

Two Tempest servitors and a number of Tempest guards step to form a protective ring around the mage. If they can hold this circle for 7 Rounds against your heroes, the mage completes the ritual. If the mage is interrupted during her ritual, she joins the fight against your heroes instead.

Afterwards, scanning the area reveals the bodies of the people who were previously guarding the Cauldron, slain by the Tempest mage and her minions.

TEMPEST GUARDS (VETERAN)

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

Skills: Fighting d10, Knowledge (Arcfire) d4, Notice d10+2, Repair d6, Shooting d10

Pace: 5 Parry: 11 (4) Toughness: 14 (5)

Edges: Alertness, Arcfire Trained, Brawny, Danger Sense, First Strike, Quick, Shield Expertise, Storm-Born, Two-Fisted

Gear: Enhanced Arcfire Blade (+2 Fighting, Str+d8+2, AP 2), Arcfire Handcaster (Range 12/24/48, 2d8, AP 2, 4 shots before reload), Enhanced Legionnaire Armor (+5, -4 Coverage, ignores AP), Enhanced Arcfire Shield (+3 Parry, +2 vs range shots that hit)

Powers (use Vigor to cast, No Power Points rules from the *Savage Worlds* core rulebook, treat as Super Powers): *bolt*, *damage field*, and *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*.

TEMPEST VANGUARD (HEROIC)

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:** 11 (2); **Toughness:** 13 (5)

Edges: Arcane Resistance, Counterattack, Fleet-Footed, Frenzy, Hold Off, Improved First Strike, Level Headed, Storm-Born, Sweep

Gear: Charged Iron Pikes (Str+d8+2, Reach 2, AP 2 vs metal armor, *Jet* (Electricity Trapping)), Enhanced Vanguard Armor (+5, -4 Coverage), Enhanced Vanguard Bracers (+2 Parry)

Powers (use Vigor to cast, No Power Points rules from the *Savage Worlds* core rulebook, treat as Super Powers): *bolt*, *damage field*, and *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*.

TEMPEST MAGUS (HEROIC)

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

Skills: Fighting d6, Investigation d8, Knowledge (Arcfire) d6, Knowledge (Cosmology) d8, Knowledge (Tempest) d8, Knowledge (Magic) d12, Tempest d12+2, Notice d8, Stealth d6

Pace: 6 **Parry:** 7 (2) **Toughness:** 9 (3)

Edges: Easy Magic (Deflection, Quickness, Tempest), Improved Level Headed, Magic

Proficiency (+2 *Bolt*, *Jet*, *Tempest*), Storm Magus (Sorcerer), Tempest Magus (Mage), Storm-Born

Gear: Enchanted Tempest Staff (Str+d4, +2 casting Tempest powers, +2 Parry, +1 Reach, 2 hands, 5 Essence), Arcfire Handcaster (Range 12/24/48, 2d8, AP 2, 4 shots before reload), Enhanced Tempest Magus Leathers (+3, -5 Coverage)

Powers: *armor*, *barrier*, *blast*, *blind*, *deflection*, *fly*, *obscure*, *pummel*, *quickness*, *silence*, *tempest* (storm)

Storm-Born Powers (use Vigor to cast, No Power Points rules from the *Savage Worlds* core rulebook, treat as Super Powers): *bolt*, *damage field*, *smite*

Essence: 25 (5) Note – Unlimited while within Spirit distance of a Tempest Cyclone.

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*.

TEMPEST CYCLONE

Tempest Magus Servitors, (as per The Godstrike Tempest adventure), have exclusive access to a terrifying variant of the Tempest (Storm) power. With a raise on the Tempest roll, the Storm-Born Tempest Magi may call down a Tempest Cyclone via the *tempest* (storm) Power. In addition to the Storm power effects, while in the presence of the Tempest Cyclone, every living creature who is not Storm-Born is subject to other effects. At the start of each Round, roll a d6 for each entity who is not inherently elemental in nature:

- **(1-2) Buffeting:** Agility or Strength check to avoid a d12+2 Push.
- **(3-4) Debris:** Vigor check to avoid a Fatigue level.
- **(5-6) Spiritual Tearing:** Spirit check to avoid a Fatigue level (Arcane Resistance applies).

Additionally, all Notice checks are at -4, and Ranged attacks are made at -4.

Once fully formed, Tempest Cyclones immediately spawn: 2d6 (Wind Wraiths, Lesser or Lightning Elemental, Lesser). The Cyclone dissipates rapidly when all summoned creatures are destroyed. Alternatively, the Cyclone can be destroyed by killing the Magus, or with an opposed dispel check vs the Tempest Mage. Either way, all spawned Tempest creatures fade once the Cyclone dissipates.

Liner Notes: Tempest Cyclones

Tempest Cyclones are not fair, not even remotely. Once summoned they provide Tempest forces with unparalleled control, as they're immune to all negative effects via Storm-Born. Worse yet, when groups of Tempest Magi work together they can create portals within the eye of the Cyclone to summon reinforcements from the Tempest realm. There's no knowing what a Tempest Magus could do summoning a Cyclone within a Cauldron. Fortunately, Cyclones can be defeated in a number of ways, if the group is clever... and works together.

WIND WRAITHS, LESSER

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

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Riding d8, Stealth d6, Tracking d6

Pace: 6 **Parry:** 8 (2) **Toughness:** 9 (3)

Edges: Cavalryman, Combat Reflexes

Gear: Long Sword (Str+d8), Full Chain (+3, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs ranged)

Special Abilities:

- **Wind Rider:** As an **action** a Wind Wraith can summon a steed of pure **wind**. The steed may only **carry** its rider into combat; if its rider is slain it **dissipates back** into the wind. While mounted the Wraith has an effective Pace of 20 and can use the Cavalryman Edge.
- **Insubstantial:** The Wind Wraiths are partly insubstantial; they ignore 1 AP from attacks against them and any non-magical, non-elemental damage against them suffers -2 to the Damage.
- **Ghostly Appearance:** Their appearance shifts like the wind making them difficult to see; ranged attacks against them suffer -2 to hit.
- **Fearless:** Nothing in the real world can frighten a Tempest being.
- **Weakness:** Wind Wraiths take +2 Damage from Life magic and salted enchanted weapons; thrown salt does 1d6+2 (Range 2/4/8). They take +1 Damage from White Silver and Everwood, but the Champion effect only causes +1 Damage to them.
- **Elemental Dependency:** Wind Wraiths require the presence of Tempest Energy. Without a significant source being present, they can't sustain themselves and disappear.