

## FORWARD

Welcome to the third of four anthologies; Enemies: Old and New. Within these pages, you will find four adventures along with the worst of the nations whose sole focus is acquiring power over the lands to the south.

Player's and GMs will find vital background information, including the history of these countries and the reasoning behind why they've turned to evil at the highest levels. GMs will find a treasure trove of history, beliefs, military, magic and so much more that inhabits these dark countries. In addition, the adventures found within these pages could help kick off a campaign and become part of the history of Shaintar. There's also help with character or NPC creation, should someone want to play a reformed citizen of Camon, Kal-A-Nar, Shaya'Nor or the Malakar Dominion.

The following can be found in their entirety within this tome:

**Frank's Thank You** – Frank, a sergeant in Grayson's Grey Rangers has tracked your group down to ask for your help. For Novice rank groups, this adventure can be scaled up to take on larger and/or more experienced players. Frank represents the rangers and is sending you on a series of missions designed to see if you can make it as a Grey Ranger.

**Godstrike Tempest** – Og'M Drakar is the eye of the Dragon, a lake in the Northern Gables. In the middle of the lake is an island that few venture to. In the middle of the island lies Castle WinterHawk, built by a pre-Kal empire and long abandoned. This is where a portal to a hungry god has opened and where the Tempest will strike – today!

**In Lord Severance's Service** – Lord Severance has too many missions and not enough operatives and he's sent for help – you! After meeting him at an inn, a group of people are sent on a mission that will teach them that there's more to the world than they've been told. Do they have what it takes to figure out what is going on and save Lord Severance?

**Kal-A-Nar Guidebook** – The Kal-A-Nar may be the first place men came to when fleeing the breaking of the world. Warlords rule this land, and all bow to the Emperor and worship Ceynara as the Queen of Hell. War is the business of the Empire and humanity comes first, with all others considered slaves. This guidebook covers the history and culture of the land, those in power, and those who fight against it.

**Malakar Dominion, Guidebook** – The Malakar Dominion is well known for dark intrigues and vile business practices, but within its borders lie some of the most forward-thinking enclaves in Shaintar. For every merchant with crooked scales is a Fae lord living next door to goblinkind. One person wrote about this country: "It would be a utopia, if you didn't have to sleep with a dagger under your pillow."

**Prelacy of Camon, Guidebook** – The Prelacy is the most rigid of the kingdoms of Shaintar. It's roots were based in monarchy, but the Church of Archanon has risen to power and openly rules in the name of a theocratic state. There is much to the history and beliefs of this culture – along with the secret lie used by the highest prelates to maintain their power, and the reason they vilify magic and those who use it.

**Shaya'Nor, Guidebook** – This kingdom once belonged to the Dwarves; it's now home to Vainar the Wise and his Necrolords. Their dark church has corrupted the land and death is not the end – but a beginning. The undead walk freely in this land and it's an honor to give blood to local vampire lords. Learn more about this culture and the dark magic that is used within its borders.

**The Burning Heart, Adventure** – Relive the tale of Aradius and Vandara and their love for each other. See how Ceynara planned on using them to regain a place in Shaintar once again. Do you have what it takes to stop her? Can you re-unite the lovers and foil the evil plans in time? This adventure takes your heroes on an amazing journey in the midst of the War of Flame. Take part in skirmishes and large battles in the fight to find out what the forces of Ceynara and Vainar have planned, and how to stop them.

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# FRANK'S THANK YOU

## ADVENTURE

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# A BEGINNING WITH FRANK

Grayson's Grey Rangers are looking for new recruits but they're working on new ways of taking a look at potential candidates, and this is one of them. Rangers in good standing can send potential new Rangers on a series of missions that can be considered tests, which, if passed, will show their ability and commitment.

Frank and his squad of Rangers has been tasked with the first round of tests and he's come up with three missions that show various situations Rangers have to deal with. This would be a great way to introduce new would-be heroes to Shaintar adventures.

If your heroes are already Rangers then a little refresher course on the basics of rangering (yes, we just made up that word) couldn't do any harm, could it?

This adventure is written for a group of 4-6 heroes of Novice or Seasoned Rank. If your group is of a higher level, feel free to upgrade the difficulty of the bad guys or any Trait checks required. We recommend 1-2 XP per adventure so that by the end of all three parts, your heroes get an Advance.



## Our Thank you

This book is a little bit special: it features locations from Shaintar backers JR Tyner, David Vibbert and Greg Krywusha, and features Frank (from Frank's Rangers) as the Ranger who is giving out missions to vet a new group of Rangers.

Really though, it's us at Savage Mojo saying thank you to Frank, JR, David and Greg - they backed rewards in the Shaintar Kickstarter and chose to share those rewards with the world. We're only too happy to oblige, turning their adventures into the book you're reading now.

Three cities, three investigations and three sets of bad guys to take down - Frank's Rangers, we salute you.

# ALMAHRAD, CITY OF DREAMS

Your heroes are young and have been together only a short while, building a reputation as heroic types. They're a little down on their luck and in between escapades when they're approached by a man. He offers to buy them a meal if they listen to a proposition from a group looking for people who want to do good things in the world. Once they get to the local inn, he takes them to a back table and an excellent meal is put in front of them.

Frank lets them know he represents a group of people who are tasked with keeping the Southern Kingdoms safe by investigating and resolving situations, whether by following rumors or responding to requests for help from royalty. He asks if your group is interested in joining, and then sets them on their first quest:

*Almahrad, sometimes called the City of Dreams, is having some problems. Go to this city and find out what the Velthana family needs; see what you can do to help.*

He'll provide the group with an envelope that contains a letter of introduction to the rulers of the city.

## FINDING THE CAUSE

Almahrad is in the mountains, way to the south of the Dwarven Clanhomes, with few paths in or out and a river port at the base of the city. Once the heroes get to the gates (or docks), they must convince the Captain of the Guard they're there to meet with





the rulers of the city. A successful Persuasion check convinces him to pass the buck; he gives instructions to the palace and considers it their job to find their way.

Once your heroes get inside the city, they notice there's a wide mix of races and it's an open and bright place to live. Most homes have a shop attached and artisans can be seen working on their creations. Snatches of song can be heard as they walk.

The palace guard takes the letter of recognition and return to invite your heroes to meet the rulers. The Prince and Princess seem very young humans, though it's said they've ruled for many years. It's time to produce an heir and they've been unsuccessful so far - they suspect a curse of some kind.

The Prince and Princess don't want to alarm their citizens, which is why the Rangers have been brought in (as represented by your heroes). A quiet investigation needs to take place and they're unable to help, save financially - though they'll reward your heroes handsomely.

The heroes should be led to the royal apartments and start there. A number of successful Notice checks at -2 may detect that something is amiss. If there's a mage in the group, a successful detect magic check reveals that there was some sort of spell involved, and perhaps it's being combined with some alchemical compound or plant. Investigation and supporting Traits help glean further information.

#### SUCCESSSES

*The heroes discover a fine powder sprinkled throughout the room. It's a strange amber-reddish color, yet clearly not sand or dust.*

*There's a scrap of paper in the corner that has a symbol or rune on it. A mage can determine that this is part of a spell scroll.*

*There are only a few people allowed access to these quarters as they are the private home of the ruling family. Some questioning reveals that only one maid has been cleaning the royal quarters while her regular companion has been ill.*



An alchemist making a successful Knowledge (magic) test, with other caster types at -2, may discover the following:

*The residual energy and powder requires at least an alchemist AND a mage to be involved in this plot against the royal couple.*

## ELOWEN - THE MAID

Once your heroes discover that one maid has been unsupervised within the royal apartment, they may want to question her right away. She's wary but very sincere when she says that she's never done anything to harm the royal couple and only wishes them well. It takes Persuasion or Intimidation to get any further information from her. A successful Persuasion check or an Intimidation check at -2 will get her to talk.

She tearfully explains:

*"I've been worried about them for a long time and I've tried to find out from others how to help someone with fertility issues. I never said who it was for - just a friend. It wasn't until recently that I met a nice older man who seemed willing to help me. He suggested there were some plants and minerals that might help my friend.*

*"When that didn't help, he gave me a scroll to read aloud and some powder to burn within the room. He said he said would be sure to help my friends become parents. I never meant to... sniff."*

## SETTING THINGS STRAIGHT

The city is set up in districts so the weavers, tanners, tailors, and shoemakers are together and the same goes for alchemists, mages, druids, and other magical craftsmen. It requires a successful Streetwise check at +2 to ensure the heroes don't get lost. If the Streetwise check is unsuccessful, the group spends a few hours in the wrong district of the city. Successful Streetwise checks or asking directions helps them find their way back to the proper district of the city.

Once they get to Hamid's shop they notice a woman in robes standing several doors down, in front of another shop. He smiles and waves as he enters the shop. Above the door are the words "Enchanted Sundries".

Upon entering Hamid's shop your heroes find a small front room with a counter top and shelves along one wall with jars, vials and, pitchers upon them - some full and others seemingly empty. There's a door to a larger area in back and your heroes hear a voice bidding them to come through.

There are stairs at the back of this much larger room, leading up to what are probably living quarters. A man is standing at a table that has burners, a small hood, forceps, and a number of beakers, as well as other containers and several powders laid out neatly. There's a desk a few feet away from the table.

The man introduces himself as Hamid and asks how he can help such a fine group of people. A love potion, perhaps? Maybe something to enhance their very lucky lives? A successful Notice check at -1 allows your heroes to realize Hamid is trying to shift things on his desk to obscure something. When your heroes begin to question Hamid about his friendship with the maid, he'll deny it. He has many friends but is too lowly to know anyone working at such an exalted place.

A successful Intimidation check causes Hamid to drop more information. He admits to knowing how to brew up a concoction that might affect the ability of a woman to have a child. If pressed, he reluctantly tells the heroes that a mage could create a spell that would have a similar effect. He thinks that combining the effects of a spell scroll with such a concoction would reinforce both effects. He insists that he has never done something like this.

A successful Notice/Smarts check at -2 reveals that Hamid is lying. As he gets more agitated, the bell at his front door rings and he calls out that he's "back here". Perhaps this guy is innocent after all....

Unfortunately, the alchemist is prepared to fight and he has a couple of bullies from the neighborhood gang who have just come in from the front of the shop to kick the heroes out. Additionally, the mage from down the street has been helping Hamid and uses an alleyway to get to the back door and come join the fight. These men know their future is bleak if they get caught.

Hamid darts to his table and throws a *blast* potion at the heroes to start the fight.