

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

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What Is Showdown?

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.

Showdown

Realm: Shadeside (the City of Waiting, former site of purgatory)

The past is the past for a reason. Sometimes there are things even demigods would like to leave behind. Enemies of theirs who might have been lowly grunts back then, but now they've moved up the ladder, thrown their lot in with a dark god and have a grudge wide enough to drive a hyper-spatial bypass through. Enemies who are convinced your demigods were after them personally even when they were just another faceless underling of some greater evil.

One such enemy was a typical lowly mook in the bad guy's forces years ago. She took the defeat of her master pretty personally. Now she's back for revenge and has invited your demigods to the city of Shadeside for a little reunion.

This scenario is a light-hearted, pulp fiction twist on the old revenge theme and presents a curious woman called the Avenger who's convinced your demigods ruined her life on purpose. She spent the last few years on the payroll of the Egyptian god Set - not the nicest of deities - and has grown as an individual, learned new skills, honed her hatred of your demigods.

Finally, she's ready. Set dislikes goody two-shoes heroic types as much as the next dark deity, so has loaned her a Settite battlesuit with which to crush your demigods and a portal disruptor with which to ambush them.

Next Stop, The Morgue

This works really well if your demigods are just coming back from a monumental battle, tired and bloodied. For a one-off game you can simulate that by having them start with one Wound, one level of Fatigue, and only half their Pulse. In a campaign, just insert this adventure after the end of a monumental battle. Easy.

Just as your demigods step through a portal, perhaps to head back home or into their pocket realm (see *Savage Suzerain* for more about those), they smell fresh dates, feel the hot air of a desert on their face, and Wham! they're not where they're supposed to be. Set's magic-tech portal disruptor has done its job perfectly.

Instead of their intended destination they're at the crossroads of realms, the City of Waiting - Shadeside. This huge circular gothic-themed sentient city is famous for the massive ghostly clock that sits at the centre of the whole place, a clock that ticks inside the heart of everyone who's ever been there (including your demigods). Even if they've never been to this realm before, the clock's pretty well known by seasoned realm-travelers like your demigods, so they'll have a fair idea where they are.

Standard gothic tropes apply - it's nighttime far more often than it should be, cobbled streets are lined with gargoyle-encrusted houses, the only time you hear a child's laughter is when it's a junior serial killer dismembering another victim... you get the idea.

That doesn't matter, because the moment they arrive they're going to meet THE AVENGER!



The Avenger

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

Skills: Fighting d10+2, Notice d6+2, Shooting d8, Stealth d6, Streetwise d6, Survival d6

Pace 8(2) **Parry** 9 **Toughness** 15(8) **Pulse** 20

Edges: Brawny, Combat Reflexes, Frenzy, Improved Block, Steady Hands, Two-Fisted

Gear: Settite battlesuit (like a small mech, but made of animated stone. Using one is like stepping inside a statue from an Egyptian temple site).

Special Abilities

- **Animated Stone:** The battlesuit's fists are considered a pair of melee weapons (**Damage:** 2d6+4). The suit gives +4 Armor, all locations (stone skin).

- **Construct Suit:** +2 to recover from being Shaken, no extra damage from called shots, immune to disease and poison. The cockpit is also a sealed environment.
- **Heroic Entity:** This ability grants all the perks enjoyed by Heroic rank characters, i.e. +1 on Soak rolls and checks to recover from being Shaken, +1 Karma for her own use, enhanced recovery rate and so on.
- **Leaping Stomp:** A person wearing a Settite battlesuit can leap triple his modified Pace for the cost of 1 Pulse. The wearer can use this as a stomp attack (**Damage:** 3d6+4).
- **Magic-Tech Cockpit Display:** +2 to Notice and Fighting checks.
- **Size +4:** The suit's big (attacks against her are made at +2) but long stone legs give +2 Pace.
- **Static Aura:** If the Avenger makes a successful Grapple, she can spend 10 Pulse to fire the suit's static aura. The victim makes a Vigor -4 check or takes 3 levels of Fatigue and passes out for five minutes. On a Success the victim takes 2 levels of Fatigue and passes out for three minutes. On a Raise, the victim takes 1 level of Fatigue and passes out for one minute.
- **Vitality 2:** The suit allowed the Avenger to ignore the first two Wounds she takes. They get through; she just ignores them.

The Avenger doesn't waste time with flowery speeches but leaps off a rooftop straight onto one of your demigods. The magic-tech battlesuit leaves cartouches where it stomps - anyone who can read the hieroglyphs in the cartouche can translate, "Property of Set".

Every time the Avenger hits somebody with a fist or stomps on them, they hear her voice channeled through the gravelly vocal chords of the suit. "You..." *smack* "...ruined..." *crunch* "...my..." *wallop* "...life!"

The Black Watch shows up after five Rounds (2 per demigod, then the same again 3 Rounds later) and they don't care who's punching who; they want it to stop. The Avenger grabs the physically weakest demigod in her battlesuit's arms, fires the static aura and flees with the unconscious demigod further into the city using the suit's leap ability, making her next stand in a place called the Dead Ward. This leaves your demigods to deal with the Black Watch and they're not best pleased at the trouble that's kicked off in their city.

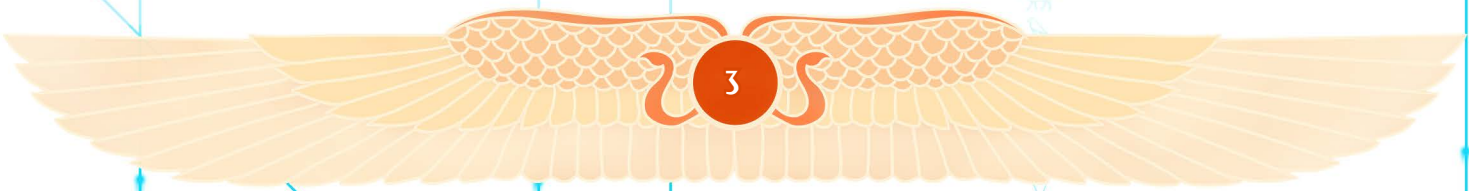


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Black Watch

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

Skills: Fighting d8, Intimidation d6, Investigation d4, Knowledge (Shadeside) d8, Notice d6, Shooting d6, Throwing d6, Tracking d6

Pace 6 Parry 9(2) Toughness 10(3) Pulse 15

Edges: Ambidextrous, Block, Combat Reflexes, Iron Inside, Two-Fisted

Gear: Black Watch plate armor (+3 Armor, all locations, 2 AP reduction), Black Watch blade (**Damage:** Str+d8, AP1), large shield (+2 Parry, +2 Armor vs ranged attacks)

Special Abilities

- *Unstoppable Hunter:* Black Watch can pay 2 Pulse to re-roll a failed Tracking or Notice check required to find the person they're tracking. They can only re-roll a single check once and they keep the best result.
- *Versatile:* Regular Black Watch appear with a sword and shield. However, as a free action once per Round they can spend 3 Pulse to have Shadeside manifest any weapon they might need directly into their hands.

After they untangle themselves from the Black Watch, your demigods can follow the Avenger to get their friend back.

The Avenger uses the Dead Ward as her showdown location. It's expansive and it has great places (like many mausoleums and ruined buildings) for her to ambush your demigods. She's trapped the kidnapped demigod into one of those mausoleums.

She fights a guerrilla-style battle and tries to use the environment to hamper your demigods. It also annoys the heck out of the denizens of the ward, so your demigods are going to be dealing with angry ghosts and other undead, who just want to be left in peace! Use zombie, skeleton and ghost stats from the Savage Worlds rulebook.

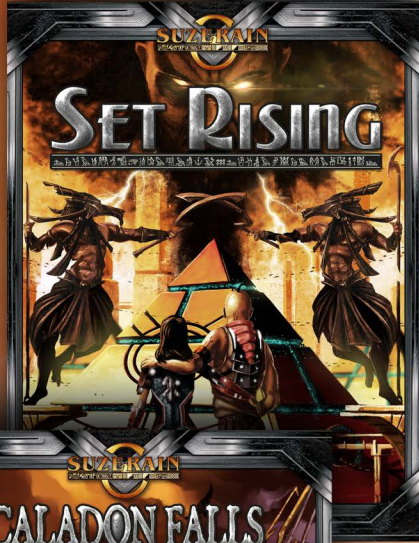
Uncle Farrow, the leader of the Dead Ward shows his face after a while (at the most dramatically appropriate moment). He's a tall, well-dressed commanding man, not a zombie though he's quite dead. He speaks in low, sonorous tones and commands both your demigods and the Avenger to stop. If they attack him, it should be clear he'll kick their butts. Farrow is more powerful than a demigod and can call on numerous allies to help him make them see reason, going so far as to involve lich-like guardians and worse. If your demigods choose that option, you don't need stats for Uncle Farrow and the rest. You'll need new characters for your players.

Their best bet is to talk to Farrow and try to resolve things with words. If they want to take down the Avenger, they need to ask the man's permission to do it on his native soil. If Farrow is suitably impressed with your demigods he allows them to settle their score. If they start to talk with the Avenger, they might realize they've been leaving a trail of destroyed lives in their wake. She was just a low-level mercenary, neither good nor bad. With the right diplomacy rolls and some decent roleplay she could even become an ally.

Of course then Set would be hot on their trail, wanting his property back, and that could be the start of another adventure....



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THE SUZERAIN CONTINUUM
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CONTINUUM EDITION

An old enemy has come back to haunt your demigods, but really she's one of those old enemies that ranks on the lowest rung of the ladder - until she gains access to some magic-tech that really allows her to even the odds. She's back, she wants revenge and she's going to go through your demigods to get it!

This One Sheet adventure for the Savage Worlds rules system lets you run encounters crossing over from the Egyptian pantheon to the gothic finery of the sentient city - Shadeside!

**She's about to be avenged,
You're about to get pulped.**

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

