

AGAINST THE STORM

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Happy Birthday from all of us at Silver Gryphon Games! We hope you enjoy this brief adventure and we hope you have a great birthday!

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AGAINST THE STORM

So many adventures take place with the characters meeting up in a bar. This adventure is no different, except that it will take everything the PCs have to survive to see outside...

This adventure is definitely geared toward a fantasy setting, but realistically, it could be used in any setting. The flair of pulpy fantasy or even science fiction is best utilized in this adventure, and either way, it should be a lot of fun! It's a pit-fight on steroids and at the end, if the PCs survive, their exploits will be legendary and they will have saved the town of Stonerift from a throng of Goblins and their would-be warlord!

Meant to be a stand-alone, this adventure could be used in an existing story-arc, as a campaign springboard, or as anything else the GM comes up with. It is suggested that it takes place out of normal continuity of an existing story arc because of the sheer volume of enemies that are being thrust at the PCs.

CHARACTERS

Characters for this adventure could be Novice characters, but Seasoned or Veteran characters have a higher chance of survival. Against the

Storm uses only the Savage Worlds Deluxe. Other settings from Pinnacle or other Savage Worlds Licensees may greatly swing the difficulty to either make it easier or way more difficult.

Lower powered parties will have difficulty with this adventure, but with good tactics and a lot of luck, they can see it through to the end. Mid-to-higher powered parties will have a much higher chance of survival.

SYNOPSIS

PCs are hanging out and carousing a little after getting healed up from their last adventure. They are in the walled village of Stonerift, in the Inn of Gryphon's Rest. Inside the bar, it's a slow night, and outside the bar, a new Goblin Warchief named Skarr wants to make his mark by taking out the PCs after they (or men from their town) took out a big chunk of their war band. If the PCs were not involved, they're just people that got stuck in the wrong place at the wrong time. If they were involved, then the Goblin Warchief is out for vengeance!

The encounter starts with the PCs in the bar and then the shutters are slammed and locked shut and the doors start to flood with Goblins. Every three rounds, more pour through. Wave after wave after wave of the twisted fey pour into the bar, trying to clean out every last man and woman in there.

The first wave has one and a half goblins per PC, rounded up. Each wave is 50% larger than the last one. Consult the chart for the number of PCs in the party.

GOBLINS BY WAVE

PCs	WAVE 1	WAVE 2	WAVE 3	WAVE 4	WAVE 5
1	2	3	4	5	7
2	3	4	5	7	9
3	4	5	7	9	12
4	5	7	9	12	15
5	7	9	12	15	19
6	8	10	13	17	22

After wave five, the Goblin Warchief, Skarr will come in and mop up what's left.

ENDING IT EARLY

Once Scarr is killed, the attack breaks. If the PCs can find a way to get him earlier than waiting for him to come to them, then they will successfully defend the town! Scarr is positioned on top of a building across the street and down the block from Gryphon's Rest. He can be seen when there is a crash of lightning, but only if the PCs are scanning the roof tops.

WEAPONS AND ARMOR

Most towns, even in fantasy settings, have rules against walking around armed and armored up, and the village of Stonerift is no different. It is possible that the PCs have a room or two upstairs, but if they do not, if they are residents of Stonerift, then their gear is probably at home. This is largely up to the GM to decide.

Gryphon's Rest does have weapons and shields displayed on the wall, but no armor. They can be taken down as a standard action, but the PCs will have to get to them first. No check is needed to know they are there, the PCs have been to this bar before and have seen the weapons many times.

HELP ON THE INSIDE

There are four other customers in the bar, one barmaid, and Kamrun the bartender who is a retired soldier. They may be of some help during the fight, particularly Kamrun. No one else in the bar is a fighter, but will try to arm themselves with whatever is handy and will try to fight with a weapon if one is given to them.

KAMRUN'S UNBREAKABLE MUGS

After a group of sea-warriors from the North stopped in for a fortnight a few years back, Kamrun decided that he was tired of replacing his precious glass mugs; they had a habit of throwing down a mug when their drink was finished, shattering it on the floor. After they left, the town took up a col-

lection to have Kamrun's mugs replaced, and a local wizard decided to chip in and make the new mugs completely unbreakable. No amount of physical force will destroy them, and the barmaid is more than capable of using them as weapons.

KAMRUN'S HIDDEN STASH

In his soldiering days, a cleric had taught Kamrun how to brew an ancient healing potion to keep the troops battling on. Unfortunately (or, fortunately) it has a side-effect of making the person drinking it drunk. Each potion will heal all damage and Fatigue that a character has taken. The downside is that when one of the healing potions is taken, the PC must make a Vigor check at -2 (plus wound modifiers) in order to function without penalty. Failure means that the PC that drank the potion suffers a -1 penalty to all actions and to her Parry for the next hour. It is doubtful that the encounter will last that long.

Kamrun has two potions for each PC, one for himself, and one for the barmaid. He keeps them in a special chest under the bar and will tell the PCs they are there with his dying breath if he must. Otherwise he'll make sure the PCs stay on their feet to the best of his ability.

NO HELP ON THE OUTSIDE

Outside of the Gryphon's Rest is absolute pandemonium. There are so many Goblins that they're just shooting everything and everyone moving. Going outside is a veritable death sentence, even for the stealthiest of characters. There are Goblins with bows and arrows trained on both doors of the Gryphon's Rest. Anyone who tries to escape will have 10 attacks against them the second the door opens. Also, because they're watching, it will be almost impossible to try to use any stealth abilities to get outside.

The PCs are pinned down, and Skarr is there to make them pay. No one else in town is putting up the resistance that they are finding at the Gryphon's Rest.

SKARR'S PLAN

Almost half of the warband was decimated when the heroes rolled through. Skarr was one of the survivors of the attack and he took control of the band. If the PCs weren't the ones that attacked the Goblins, then it was a group of heroes that rolled through a couple of weeks back. Skarr swore vengeance and that's when one of his scouts found something very interesting deep in the mountain under the Goblins' lair. After a few experiments, they found out that it went to a similar circle on the other side of the world; a remnant of mages using it as a transportation device, long ago. The reason why it was built and who built it are lost to the ages, but Skarr got it to work, and he's using it to summon Goblins from the other side of the world and subjugate them to replenish his numbers.

Skarr isn't just razing the town and leaving, he's killing everyone in it and looting it before reducing it to ash. His bloodlust is merciless and his attacks are relentless. He's not stopping until everyone in Stonerift is dead or he is. It's storming outside, but Skarr came prepared. He has a small contingent of troops outside the walls with barrels of oil and hand-powered pumps and sprayers. After everyone is dead, he's going to coat the town and light it up.

NOT THE GOBLINS YOU'RE LOOKING FOR...

Player characters may recognize that the Goblins attacking them are not native to this area. They have different color skin, they have different styles of clothing and armor. Of course, they may just think that they're dirty Goblins and not really put much thought into it. The odds of the players thinking to ask if these Goblins are local are also pretty rare. Have everyone make a Notice check with a -2 penalty. Failure means the PCs don't recognize that the Goblins are not from the area, success means that they recognize that these are foreign Goblins.

IT WAS A DARK AND STORMY NIGHT

As has been said, the PCs are hanging out in Gryphon's Rest as they recover from their latest exploits. The following should be read for them:

There's a storm outside. The old structure of the Gryphon's Rest groans as it fights the wind and rain ravages the area. The inside of the inn is filled with the sounds of soft conversation of two other groups in the main common area. Each pair is keeping to themselves, but they're being friendly. They are locals, in the Gryphon's Rest for some respite from their leaky roofs and the howling wind.

The barmaid is bored, and one of the locals is hitting on her; the kind of tired flirty comments that make it sound like that banter has been going on for months and months. The maid is polite to the PCs but will not flirt back if they start flirting with her. The bartender will watch disinterestedly to make sure that nothing happens to his best waitress.

There is another loud crack of thunder and the iron shutters on the Gryphon's Rest are slammed shut and the front door is kicked open! Goblins barge through the door and start attacking!

The patrons of the bar use the same statistics listed below, the Kamrun the bartender has his own stat block, and the barmaid uses her own stat block. The patrons won't get involved until the second wave of Goblins.

BAR PATRONS

The patrons know they're fighting for their lives. They have nowhere to run and nowhere to hide. They are willing to listen to the PCs if it means saving their lives and potentially their town. They will only use the beer mugs to fight initially, but they will use weapons if they are given them by the PCs. All the patrons are human.

Gryphon's Rest Inn

Second Floor

- 8 - Landing
- 9 - Deluxe Guest Rooms
- 10 - Guest Rooms
- 11 - Storage
- 12 - Open to Common Room

North



1 square = 5'

Ground Floor

- 1 - Common Room
- 2 - Bar
- 3 - Guest Rooms
- 4 - Kamrun's Office
- 5 - Kamrun's Apartment
- 6 - Kitchen
- 7 - Storage

ATTRIBUTES

Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Pace: 6; Parry 4; Toughness 5

SKILLS:

Fighting d4, Notice d6, Stealth d4

GEAR AND SPECIAL ABILITIES:

- Unbreakable Mug: d4 + Str damage
- Home Turf Advantage: Patrons and the bar-maid are immune to fear or intimidation
- Willing to Live: Patrons will take orders from PCs without question

KAMRUN

The bartender has some fighting experience, but not much, and it's been a while. His most trying combats these days are spent breaking up bar fights. Kamrun has a huge club under the bar that he uses when he needs to be a little more persuasive. He'll fight to protect his bar, but more importantly, he'll be feeding the PCs his own special healing potions when they need him, as well as trying to run crowd control to protect his patrons.

ATTRIBUTES

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

Pace 6; Parry 4; Toughness 5

SKILLS:

Fighting d8, d8+1, Notice d6, Stealth d4

GEAR AND SPECIAL ABILITIES:

- Unbreakable Mug: d4 + Str damage
- Better than Most: Kamrun can take a wound before going down
- Hardened: Kamrun does not take a wound from being Shaken twice
- Trademark Weapon: Crowd Control - reinforced club (Str + d6 +1, +1 Fighting)
- Kamrun's Healing Potions - x2 per PC, +2. Detailed above.

HERE, THERE BE GOBLINS

Skarr has armed his army with scavenged blades. Roughly 50% of them have a dagger, and the other 50% have short swords. The vile creatures came through with their leather armor intact. Skarr was extremely displeased at this turn of events, but free soldiers are free soldiers. It is also known that, like any summoned creature, when it is slain, it returns to the point that it is summoned from. In this case, bodies go back to the teleportation circle on the other side of the planet. Any spilled blood or viscera stays behind, however, leaving ghastly splatters and no apparent point of origin. Any dead Goblin that teleports back home will leave its weapon behind.

ATTRIBUTES

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

Pace: 5; Parry: 5; Toughness: 4

SKILLS:

Climb d6, Fighting d6, Notice d6, Taunt d6, Shooting d8, Stealth d8, Throwing d6

GEAR AND SPECIAL ABILITIES

- Infravision - Goblins halve penalties for dark lighting against living targets (round down).

- Size -1 - Goblins stand 3 - 4' tall.
- Dagger - Str + d4 damage
- Short Sword - Str + d6 damage
- Short Bow: 2d6 - 1 damage, 12/24/48, ROF 1
- Superior Numbers: So long as Goblins outnumber their foes, they are immune to fear and intimidation

Once the Goblins are defeated in all five waves, Skaar will come in for mop up on whatever is left. He's much bigger and meaner than a normal Goblin; he has been bloodied in combat before as well.

SKARR (WC)

Skarr is bigger than the other goblins, but only just barely. It is obvious once he comes into Gryphon's Rest that he is not of the same tribe as the Goblins the PCs have been battling. He is physically larger, his skin is a different color, and he speaks a different dialect of Goblin. Also, he speaks the common tongue quite well, where the other Goblins were speaking only in Goblin.

Skarr will attack without mercy, sprinting toward the weakest, most injured looking PC first. He is a talented fighter and has learned to keep his back to the wall if at all possible, and he will move so he does not get cornered or surrounded. He is also armed with a nasty weapon that one of the heroes dropped and lost in the fray inside the Goblin complex; a magical cleaver that looks like something only a sadistic butcher would use. The blade is obviously magical; it "sings" as it slice through the air. He will make an attack with Goblin Splitter with one hand and throw his remaining knives with the other, keeping one for an off-hand attack for when he needs it most

ATTRIBUTES

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

Pace: 5; Parry: 6; Toughness: 6, Charisma: -2

SKILLS:

Climb d6, Fighting d8, Notice d6, Taunt d6, Shooting d8, Stealth d8, Throwing d6

GEAR AND SPECIAL ABILITIES

- Infravision - Goblins halve penalties for dark lighting against living targets (round down).
- Size -1 - Goblins stand 3 - 4' tall.
- Goblin Splitter (Str+d6 damage, +1 to Fighting, AP 2)
- Knives (6 total, Str+d4, 3/6/12, ROF 2)
- Ambidextrous
- Two-Fisted
- Quickdraw
- Ugly - Multiple scars from surviving the raid on his warband

AROUND GRYPHON'S REST

All around the bar is an assortment of weapons, most of them are decoratively crossed, but fully functional Long swords (Str +d8 damage). They can be gotten down at the cost of an action. Roughly half of these crossed sword decorations are behind medium shields which grant a +2 Cover bonus to Parry. There are a number of other weapons around the bar in the form of the aforementioned unbreakable mugs, the tables and chairs, and anything else that can be utilized if the need arises.

AFTERMATH

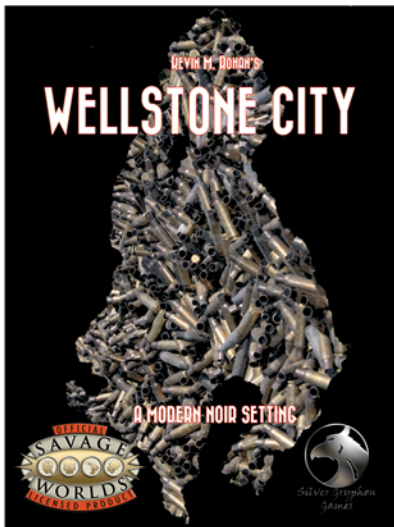
When Skarr goes down, the remaining Goblins outside the Gryphon's Rest flee into the woods. The rain stops, and they end up leaving a track that a blind farmer could follow. It goes straight to their system of hollows and caves that make up their lair and there they can be taken out or made to flee the area.

Regardless, if they follow the Goblins, it will only be a matter of time before the PCs find the summoning circle, and perhaps they may figure out how it works and what lays on the other side...

WANT MORE SAVAGE WORLDS?

We are but humble licensees of the Savage Worlds system from Pinnacle Entertainment, but we have a slug of material for it! The system emphasizes fast, furious, fun, just like what you just read, and so much more! We have our Wellstone City setting as well as several on-shot and serial adventures for you and your group to try, or for you to pick up and run at a convention!

Click a title or cover to find out more!



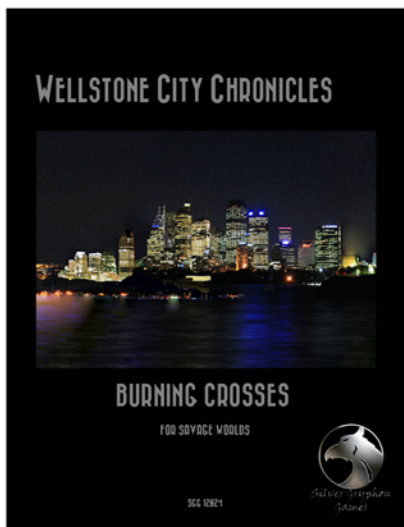
WELLSTONE CITY

The shining Jewel of the South, the Metropolis of the Caribbean. Wellstone has several names, but many try to hide its true nature; a city run by criminal syndicates and petty thugs. Make your mark doing what you do best, survive the strets, and you just might claw your way to the top, or you could end up six feet under...



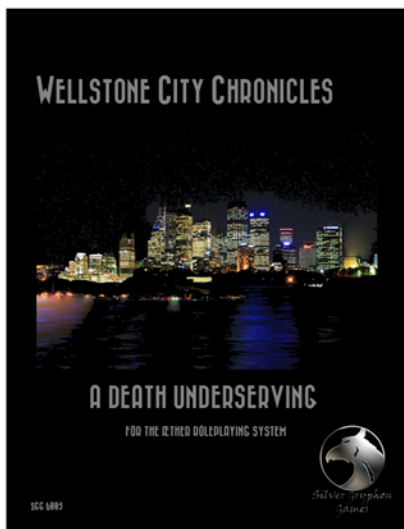
TWO-BIT THUGS

Two criminal outfits have started a turf war, and they started it in neutral territory, accidentally catching a consort of the Mayor in the cross fire. Now all hell is about to break loose unless this situation is resolved, and fast!



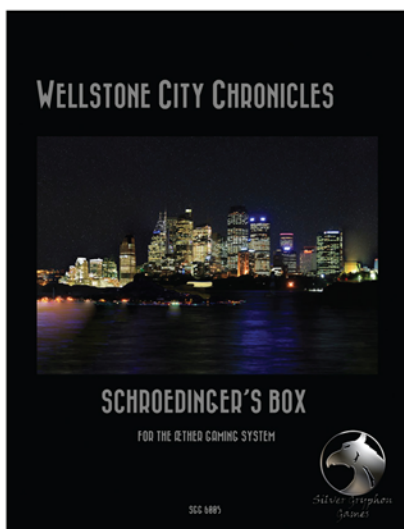
BURNING CROSSES

There's a rat in the Cross Clan and they want it stepped on before any more of their operations compromised. The pay isn't promising to be great, but the perks could be fantastic! Solve their problem for them and you could be let into the family!



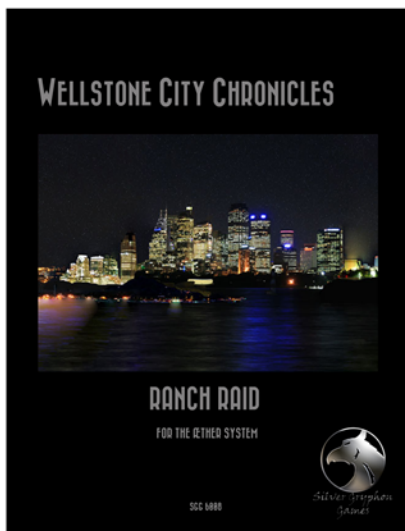
A DEATH UNDESERVING

The son of a former Cuban drug runner has turned up dead and he wants the case solved. Louis Batista will pay handsomely to see this case solved, just as long as the police aren't involved; he wants to bring justice to the murderer with his own hands...



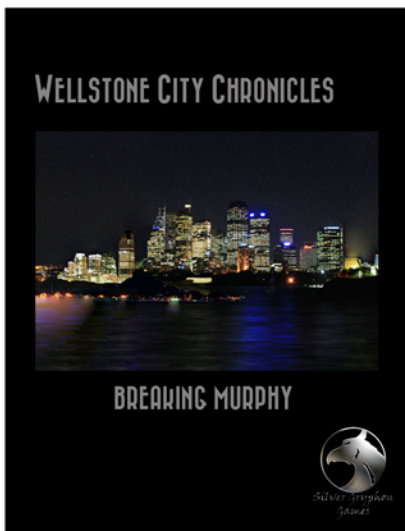
SCHROEDINGER'S BOX

Having too much information can be a bad thing, especially when it earns a price on your head so big that you're never safe. Jerry Pauluzi is in trouble, and every syndicate in town is after him. Will you take a job and get the big score, or will you risk everything to get him out alive?



RANCH RAID

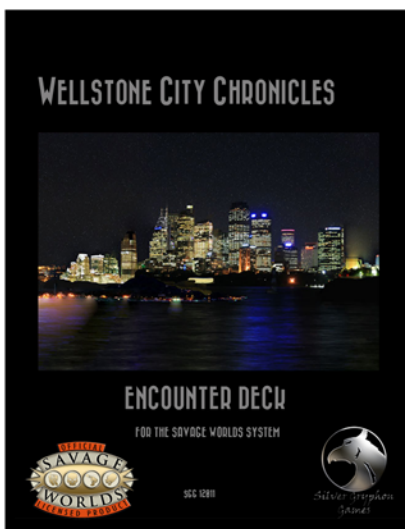
Things are getting hot in Wellstone, maybe a little too hot. A job falls in your lap that is just the ticket to get you out of the city, some extra contacts, and a boat load of cash. But, things are never that clear cut, not even when you are out of the city. Mess this up and trouble will follow you home...



BREAKING MURPHY

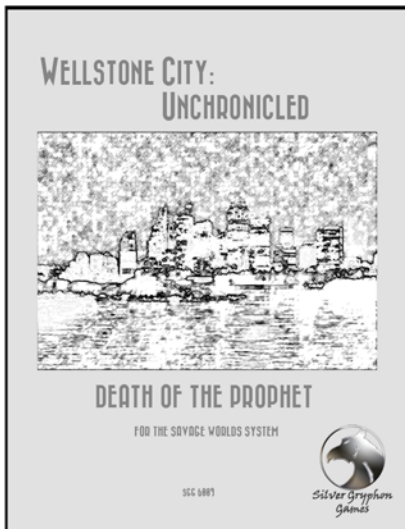
The job has to be done on a quick turn. The boss just called, and he needs something out of a vault box in some bank in Little Italy. Seems too easy...and the boss is in a big rush on this one. It's just a little bank, what could go wrong?

Everything. Everything could go wrong.



WELLSTONE CITY ENCOUNTER DECK

Need to spice up an adventure? Tired of running the same Wellstone City Chronicle with the same results every time? Pick up the rules for the Encounter Deck and spice up EVERY adventure using just a simple deck of cards!



DEATH OF THE PROPHET

One of the most widely read conspiracy papers in all of Wellstone City has been burned to the ground. Who did it, why did it happen, and how much trouble are the PCs in? Answer those questions and more in this FREE Wellstone City Chronicle, use it as a campaign starting point or just as something to do while the party keeps thier heads down!



ZOMBACALYPSE

The ultimate zombie-building tool-kit! This book covers every classic trope for zombies and more! It contains rules for making your zombies faster, smarter, and tougher, or for making them slower and easier to kill. It lists extra weapons, 30 adventure hooks, and has a full adventure in the back that takes place during the U.S. Civil War!



CAMP WICAKINI

Come have some fun in the Woods! Play the counselors in this adventure set in the early 80's and see what happens when things start going very wrong in this camp-killer zombie romp. The fun doesn't end once the zombie infection starts to spread, however. See what happens when characters start hunting down their fellow counselors!



CAMP WICAKINI: PART II

Hours after the horror unfolded at Camp Wicakini, the players are Federal Agents going in to clean and contain. Will you start from scratch or have the counselors still standing from Camp Wicakini fight the Feds?

It's another player on player melee on the shores of Lake Wicakini, with a few new surprises!

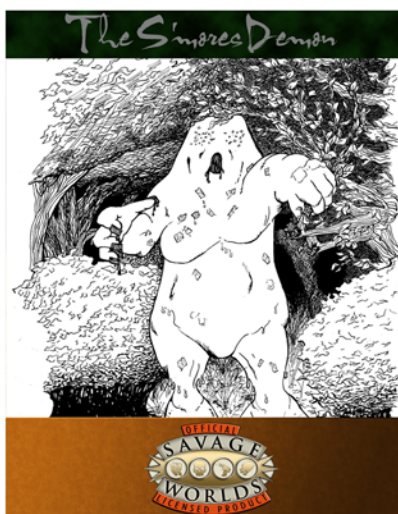


CAMP WICAKINI 3

Wanagi Mato Lives!

Five years after the massacre, the camp has re-opened, and one of the survivors of the first horror is the new caretaker. He's there to make sure it doesn't happen again. He's there to save everyone.

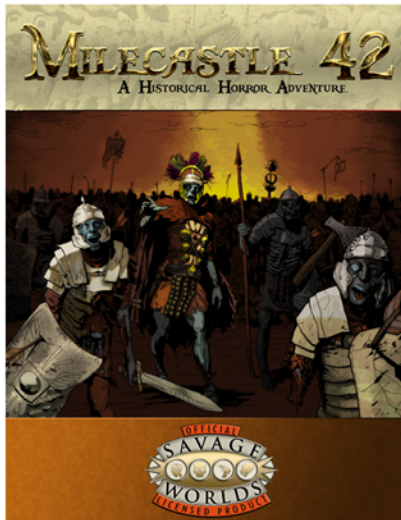
He's in way over his head.



The Smores Demon

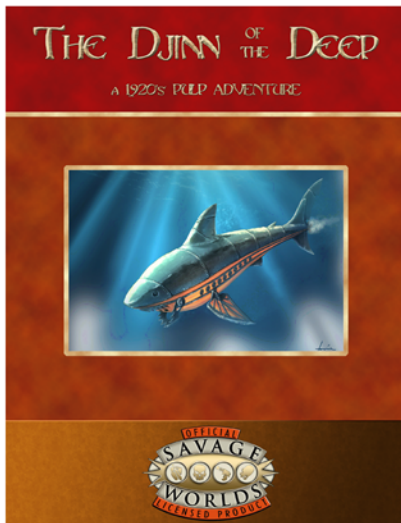
It is the late 70's, at Camp Wicakini, still years before the Great Fire. The kids are roasting marshmallows on a fire-fly filled evening when suddenly, chaos erupts! A great roaring comes from the fire and logs, flame, and sparks go flying in all directions!

Get this freebie today and give your chracters a real ghost story to tell!



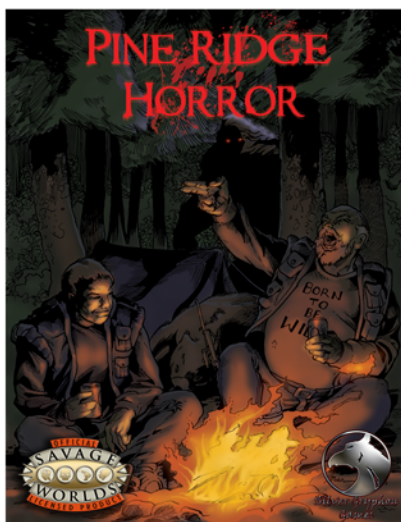
MILECASTLE 42

Years after a mysterious star streaked across the sky and the dead rose from the grave, you are part of the army charged with keeping the Empire safe. You are stationed at the wall, and you are to respond to the least sign of trouble. Last night, the signal fire at Milecastle 42 indicated trouble and then went out. It is time to go figure out why.



THE DJINN OF THE DEEP

The age of piracy was alive and well in the 1920's. As one of those pirates, you have heard that there is a research vessel coming your way, and the head researcher is loaded. There has been a lot of talk lately about a demon, a djinn, that hunts pirates and a rash of shattered ships have been found. But that is all rumor and superstition. Right?



Pine Ridge Horror

It's 1975 and you and your buddies are on a hunting trip in the Pine Ridge area of South Dakota. Rumor has it that there's a bear up there, and there are always mountain lions, bobcats, deer, and other game. This trip is going to be different though. This time, it is not the PCs that are doing the hunting.



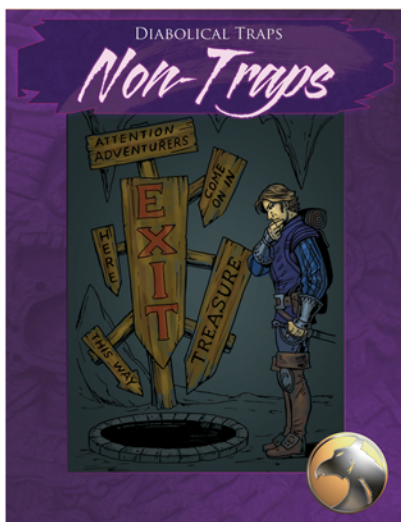
Red Blizzard

It's snowing. It's hard to imagine that it could snow this hard. You have a few hundred miles to go before you're home from your last job and then you swerve into the ditch after hitting an icy patch. There's some lights up ahead, a truck. After stopping its owner for help, it's clear he wants to help, and then he said something about having your for dinner...



TRAPS: MAINTENANCE MUMMY

Ever wonder who re-sets the traps in a dungeon after a group of oafish, theiving band of do-gooders goes through it? After reading this, you'll wonder no more and you'll want a Maintenance Mummy of your own! This Freebie compliments our Diabolical Traps line and contains commentary on its performance as well as other notes from its creator!



DIABOLICAL TRAPS: ROOMS

Ahkkad ibin-Ahkan and his two friends have retired from actively harassing do-gooders and have built lairs full of traps that are magical and mundane in nature. This book talks about Ahkkad's first series: non-traps.

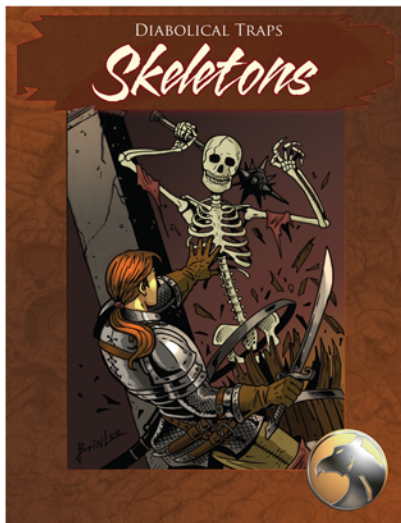
Confuse and befuddle your PCs with these devious non-traps. Slow them down, and see if they can tell the real traps from the fake!



DIABOLICAL TRAPS: ROOMS

Khankar the Artificer and his two friends have retired from actively harassing do-gooders and have built lairs full of traps that are magical and mundane in nature. This book talks about Khankar's first series: trapped rooms.

Use them in new and interesting ways to slow down, harass, and murder PCs trying to find their way through your lair!



DIABOLICAL TRAPS: SKELETONS

Zuul-Tem the Necromancer and his two friends have retired from actively harassing do-gooders and have built lairs full of traps that are magical and mundane in nature. This book talks about Tem's first series: skeletons.

Use them in new and interesting ways to slow down, harass, and murder PCs trying to find their way through your lair!



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