

The Savage World of Kaiser's Gate

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To make the most of this adventure, you will need a copy of the Savage Worlds Deluxe Edition as well as the Kaiser's Gate setting book.

Kaiser's Gate combines the adventure and magic of high fantasy with the vast conflict of World War One. Created by Mike Lafferty, Kaiser's Gate is now available for Savage Worlds in print or PDF.

#2: Fire & Vengeance

Welcome to the second of the Adventures & Archetypes series for Kaiser's Gate. Each adventure in this series explores a different aspect of the setting with pre-made characters. In addition, each adventure provides a new piece of gear or a new foe to use in your Kaiser's Gate adventures.

Fire and Vengeance is a Seasoned rank adventure for Savage Worlds characters. Players take the roles of an experienced golem crew fighting to repel a German armored assault on France. The squad is in one of the first villages to be attacked by a mercenary band of dark elf dragon riders the Kaiser had brought through the gate.

Overview of the Action

In this adventure, the squad is a golem crew. That means they assist, maintain, and operate a 10' tall golem made of clay and stone, and covered in steel plates.

The squad must ambush a Mark I tank passing through the village of Gommecourt in France. This signals the beginning of a wider battle. The first fight will let the squad get used to controlling the golem and hopefully witness a Kaiser's Gate classic

matchup of golem vs. tank.

Next, the squad will have to avoid the attacks of a crimson wyrm strafing the village. If the heroes haven't brought the creature down after a few passes, a lucky British gunnery crew wings the beast and it crashed near the squad's location.

The village is still in danger from the dragon and only the squad is in position to attack. The creature is wounded but very tough. The squad will have to use teamwork to get their golem in position to take the crimson wyrm.

Under the Hood

Magic in Kaiser's Gate: Spellbinding

Kaiser's Gate does not use Power Points. Instead, casters roll Spellbinding skill with a target equal to the Power Point cost of the spell or 4, whichever is higher. If he rolls over four, but under the target, he is still casting the spell and can be interrupted by being Shaken or wounded. A roll of 1 on the Spellbinding die makes the caster Shaken, unless he spends a benny to re-roll. A 1 on both the Spellbinding die and the Wild Die earns the caster a point of fatigue, as well as Shaken status. He may spend a benny to re-roll, removing the Shaken status, but he still suffers a level of fatigue.

Cantrips in Kaiser's Gate allow a spellbinder to perform Tricks by rolling Spellbinding skill instead of Agility or Smarts. The target may oppose with Agility or Smarts at the GM's discretion.

Golem Crews

It takes a master spellbinder to create a Golem. British command guards them with the highest security and most are dedicated to crafting golems for deployment on the battlegrounds of France. However, the golem can act independently of their creators, and even have their abilities enhanced by a team bonded to the construct.



Anyone can control a golem that is bound to them in a simple ritual known to Adepts of the tradition.

All the characters on the Golem Squad can perform the following standard action. **Golem Possession:** Whenever a golem needs to make an attribute check, substitute your score in that attribute or your Spellbinding skill in place of the golem's regular die. Roll your wild die, too. Range is equal to Smarts.

In other words, the golem is only an extra that can take 3 wounds until someone chooses to take control. Characters in possession of the golem may still move and act normally, they are just in command of the golem.

Scene 1

In the first scene, the golem squad is setting up and executing an ambush of a Mark I German tank passing through the village of Gommecourt. Let the squad know the tank is coming and give each person a round to prepare, using a Skill or creative description to prepare a hiding place or some other asset. With a success on the Skill roll, it's a +2 on one action; with a raise it's +4. For each person who



ADVENTURE #2: FIRE AND VENGEANCE

fails the check, the golem begins 6" away from the tank. If the entire party succeeds, the trap is flawless and the team starts with The Drop on the tank. Since the golem is the only thing that can damage the heavy armor of the tank, this battle is all about supporting the golem.

The tank will be accompanied by two infantry per player. This is going to be close quarters with the possibility of high explosives. Even the golem crew needs to stay fairly close to be of aid, though the sniper is definitely best on his own.

While it is not necessary to use a battle map for this encounter, certainly have the player with the most enthusiasm draw a diagram of the trap. The tank has some heavy guns. Make your team be very clear about where they are in relation to those guns. Remind them to use cover in their narration for situational bonuses.

GERMAN SOLDIERS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d4, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrance: Loyal

Edge: Combat Reflexes

Gear: Beyonet d6+Str, Rifle (use stats for Winchester '76)

BRITISH WAR GOLEM

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 13 (4)

Special Abilities

- **Arcane Construct:** Golems gain +2 to recover from being Shaken; take no additional damage from called shots; and are immune to poison, disease, Fear and Intimidation.

- **Armor +4:** Most clay golems are equipped with metal armor plating.

- **Darkvision:** Ignores all vision penalties based on light.

- **Improved Arcane Resistance**

- **Iron Fists:** Str+d6, AP 2, HW

- **Size +1:** Armored clay golems stand over 10' high and weigh 800 pounds.

- **Steel Heart:** Clay golems can take 3 wounds but do not get a wild die unless controlled by a member of a Golem Crew.

Scene 2

Allow the party a moment to heal or perform repairs on the golem. But the moment they are ready, the dragon attacks. The village is sprayed with flames and the shouts of British defenders can be heard fleeing their posts. But the squad has a job to do. Deal initiative as normal. On the dragon's turn it will blast any group of characters first, or the easiest target (GM's call). The dragon has to come within 12" to use its Breath of Flame, so use that as the range for player actions.

If one of the squad manages to wound the dragon, it will land near the squad. Describe the hit as injuring the dragon's wing, preventing flight. This is a chance for the squad to capture or slay one of the Kaiser's newest weapons; a huge opportunity for intelligence. The squad must neutralize the dragon and secure it before the German assault takes the city.

Scene 3

In this scene, it is crucial to note the golem's Improved Arcane Resistance, which works against the mystical fire of the Crimson Flying Wyrms.

The dragon should have at least a wound by this point. This will help prevent too many of our heroes from being eaten...

Let each squad member describe how they approach the dragon's crash site and make an appropriate skill roll. A success grants a +2 on the next roll against the dragon; a raise grants The Drop. Make anyone who gets The Drop elaborate on his description and describe the attack. Let the most animated player draw a map of the battle site.



CRIMSON FLYING WYRM

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 13 (2)

Special Abilities

- **Armor +2:** fine, scaly hide

- **Breath of Flame:** Instead of a melee attack, Crimson Wyrms may breathe a cone of fire. Use the cone template or roll 2d4 for narrative combat. Anyone caught inside must make an Agility test at -1 or take 2d8 damage and risk catching fire.

- **Claws/Bite:** Str + d6 (HW)

- **Fear:** Crimson wyrms are swift and ferocious. The sight of one causes a fear check at -1.

- **Flight:** Crimson wyrms fly at 18" and Climb 1.

- **Hardy:** The creature does not suffer a wound from being Shaken twice.

- **Massive:** Attackers add +2 to Fighting or Shooting rolls when attacking Crimson Flying Wyrms due to their size.

- **Improved Frenzy:** Instead of using Breath of Flame, crimson wyrms may make two Fighting attacks without penalty.

- **Level Headed:** Act on best of two cards.

- **Size +4:** Dragons are massive creatures. This version is over 30' long from nose to tail, and weighs over 15,000 pounds.

- **Tail Lash:** As a standard Fighting attack, a crimson wyrm can use its tail against foes behind it in a 2" long by 4" wide area. Damage is equal to the crimson wyrm's Strength -2.

Wrap Up

If the squad is successful, they will find evidence of Dark Elf involvement, the body of the crimson wyrm's rider. This signals an arms race among the sides to seal allegiances beyond the gates.



AVERY SONNENFELD (WC)

Dangerous Driver: Avery loved cars since the first time he set eyes on one. Sometimes his squad-mates may think that he volunteered for the army in order to get a chance to drive cars in combat. It may be true. He's certainly good at it.

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

Skills: Climbing d4, Driving d12, Fighting d6, Notice d6, Repair d6, Shooting d12, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident (M), Loyal (m), Mean (m)

Edges: Ace, Luck, Two-Fisted

Gear: Webley Revolver (.45) 12/24/48, 2d6+1, RoF 1, 6 Shots, + 1 Shooting, Jeep, Steel Helmet

Magic Items: Tattoo of Protection from Bullets

JAMES BARNETT (WC)

Angry Shadow-Mage: Barnett's parents were killed by a German bombing raid last year. Shortly afterward he made a pact with a Lord of the Elemental Plane of Shadow. He is consumed with vengeance.

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

Skills: Fighting d6, Notice d8, Shooting d8, Spellbinding d10, Stealth d8, Survival d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Anemic (m), Bloodthirsty (M), Quirk (m)

Edges: ABS - Shadow Mastery, Novice, Level-Headed, Shadow Matery, Initiate

Spells: Novice: Cantrips (Shadows), Obscure, Summon Shadows (Summon Ally)

Initiate: Black Tentacles (Entangle), Shadow Walk (Burrow)

Gear: Rifle (24/48/96, 2d8, RoF 1, 15 shots, Semi-auto) & Beyonet (Str+d6, Parry +1, Reach 1, 2 hands), Grenades (3), Steel Helmet

Magic Items: Goggles of Nightvision

DANIEL ROTHCHILD (WC)

Mystic Medic: Daniel was in the middle of medical school when duty called. During training, his gift for the Kabbalah manifested. The rest of the team keeps the golem going. Daniel keeps them going.

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

Skills: Driving d4, Fighting d4, Healing d8, Notice d8, Shooting d6, Spellbinding d10, Stealth d6, Survival d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Heroic (M), Loyal (m), Stubborn (m)

Edges: ABS Kabbalah, Healer, Kabbalah, Initiate, Fleet-Footed

Spells: Novice: Cantrips (Light), Boost, Deflection; Initiate: Barrier, Healing

Gear: (24/48/96, 2d8, RoF 1, 15 shots, Semi-auto) & Beyonet (Str+d6, Parry +1, Reach 1, 2 hands), Medical Kit (5), Steel Helmet

Magic Items: Potions of Healing (3)



MARK TURPIN (WC)

Green Golem Tech: A gifted scholar of religion, Mark was destined for life in the clergy or in academics. But these same gifts, and his small size, are perfect for keeping a fighting war golem in working order.

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

Skills: Climbing d4, Fighting d6, Notice d8, Repair d10, Shooting d6, Spellbinding d10, Stealth d6, Survival d4

Pace: 6; Parry: 5; Toughness: 5

Hindrances: Bad Eyes (m), Curious (M), Small (m)

Edges: ABS Kabbalah, McGyver, Kabbalah, Initiate

Spells: Novice: Cantrips (Light), Boost, Deflection

Gear: Rifle (24/48/96, 2d8, RoF 1, 15 shots, Semi-auto) & Beyonet (Str+d6, Parry +1, Reach 1, 2 hands), Golem Repair Kit, Steel Helmet

Magic Items: Rune Charm (Fire)

SEVERUS O'HARE (WC)

Cold-blooded Sniper: Severus is damn proud of his country and his team. His job is to scout and take the strongest position from which to defend his teammates. He doesn't hesitate, except to take aim.

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

Skills: Climbing d6, Fighting d6, Notice d8, Shooting d10, Stealth d10, Survival d8, Tracking d8

Pace: 6; Parry: 5; Toughness: 5

Hindrances: Bloodthirsty (M), Cautious (m), Greedy (m)

Edges: Assassin, Woodsman

Gear: Rifle (24/48/96, 2d8, RoF 1, 15 shots, Semi-auto) & Beyonet (Str+d6, Parry +1, Reach 1, 2 hands), Steel Helmet

Magic Items: Divine Bullets (1 clip)

NOEL WILEY (WC)

Skeptical Golem Captain: Yes, skeptical! Cap. Wiley has convinced himself that the golem is a mechanical construct, and magic is a form of technology. Of course, he's never seen a dragon...

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

Skills: Driving d4, Fighting d6, Intimidation d4, K: Battle d10, Notice d8, Repair d6, Shooting d6, Stealth d6, Survival d6

Pace: 6; Parry: 5; Toughness: 5

Hindrances: Doubting Thomas (m), Heroic (M), Loyal (m)

Edges: Command, Fervor, Hold the Line!

Gear: Rifle (24/48/96, 2d8, RoF 1, 15 shots, Semi-auto) & Beyonet (Str+d6, Parry +1, Reach 1, 2 hands), Binoculars, Steel Helmet

Magic Items: Amulet of Protection from Bullets