

A *Savage Worlds* adventure by Bryan Hitchcock

The Savage World of Kaiser's Gate

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The Kaiser's Gate setting 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.

#3: Ghosts & Gremlins

Welcome to the third 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.

Ghosts and Gremlins is a Veteran rank adventure for *Savage Worlds* characters. Players take the roles of a rag-tag crew of experienced saboteurs. Your mission is to infiltrate one of the Kaiser's weapons factories and infest it with gremlins. Escape is also high on your priority list, but command doesn't seem to put much hope in it.

Overview of the Action

In this adventure, the squad is team of cutthroats and criminals, spies and sorcerers, sent behind enemy lines to destroy the Kaiser's newest munitions factory.

First they will have to make a sneaky approach to the Factory that is guarded by several layers of defenses.

Once they reach the factory, the tone of the mission changes, as they will see a giant rocket is being built here, one aimed at Paris! More security surrounds the bunker, forcing the team to make some tough choices.

Even after dealing with the factory and the rocket, the saboteurs must try and escape the compound before it self-destructs.

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.

Spellbinding: Gremlin Wrangling

More correctly called, imp wrangling, this spellbinding tradition is focused on summoning and controlling large numbers of small creatures from another realm. This power can be learned for fairies, imps, leprechauns, or in this case gremlins. Each being has its own style and focus. Gremlins, of course, focus on destroying machines and causing mayhem.

Obligation: Gremlin wranglers must perform a practical joke at least once each week to maintain the respect of gremlin-kind.

Novice: Cantrips: Prestidigitation, Obscure, Summon Gremlins

Initiate: Gremlin Swarm (Entangle), Bolt (electric)

Adept: Gremlin Wall (Barrier), Fey Servitude (Telekinesis)

Master: Divination, Fist of Force with gremlin trappings

The role of Gremlin Wrangler should go to a very creative player. While the mechanical effects of the gremlins are set by the spell entries, the Gremlin Wrangler is free to narrate as much entertaining description as possible.

Let me give you an example: For the Fey Servitor spell, use the mechanical effects from the rules. But it would be boring if the player just said, "A gremlin appears and brings the cell keys to me." Better is, "A bat-winged gremlin appears in a corner out of a puff of smoke and careens around the room, barely grabbing the keys before he disappears in another cloud, dropping them so they slide within arms reach of the bars."

There's nothing subtle about gremlins.

Weird Science does not use the custom magic system of Kaiser's Gate. This scenario will let you see how the two styles compare in play.

Scene 1

This is the intelligence they have: A secret German factory is preparing some new super weapon for use against the Allies. A major attack is impossible so far behind the trenches, but a daring team of smart, skilled individuals might just pull it off.

The compound is on the outskirts of the Black Forest, deep inside German territory. It has several defenses. Patrols circle the woods and the only road in has heavy defenses. Even with the woods, powerful glamours disguise the area as a dark and ruined keep.

In reality, it is a vast building inside a metal fence with guard towers at each corner, and canine patrols on constant guard.

Describe this situation to the team. Let them decide which threats to deal with and choose a leader for each task. Each person on the team should have a task. It's ok to combine some of them into one if you have less than 6 characters in play.



Assuming a team of 6, here are some suggestions for tasks and skills that could move the team closer to their goal. Be sure to award Bennies to players who come up with creative uses for their skills.

Knowledge: Battle – Time the attack perfectly. The team gradually slips between the guards.

Repair – 1. Kill the power to the fence and guard tower lights. 2. Kill the power to the compound.

Lockpicking – Get inside the factory.

Stealth – Sneak around to a better position.

Gremlin Wrangling – Cause minor catastrophes to create distractions or just destroy things.

Give everyone the opportunity to assist each task's leader, but let them know that three failures during the current task will result in capture for your team! Let them roll nearly any skill, if they have a fun way of describing how their character helps out.

The Entrances to the factory building are great rolling doors, one on each end. They are guarded by a half dozen soldiers, and locked.

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 (.45-.47) 24/48/96, 2d8, RoF 1, 10#, 15 shots

Scene 2

Once the heroes get inside the factory, they will be able to see the enormous missile that is preparing to launch. There are many technicians and soldiers moving about here. The team can either start blasting or do some research. Questioning the technicians, reading the manuals, or making a mechanical assessment of the missile can all let the party know that this

missile is aimed at Paris!

Overseeing the heart of this operation at the missile control center are the Dark Elf Taskmaster and his Hill Giant Enforcer. Include at least one group of soldiers, two if the party is succeeding too easily.



VICTOLIS THE WARLOCK

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

Skills: Fighting d6, Knowledge: Arcana d8, Notice d8, Spellbinding d12, Taunt d8

Pace: 6; Parry: 5; Toughness: 8 (2)

Special Abilities

- **Armor:** Svaldon plate, +2 armor but useless in sunlight
- **Master of Trickery:** +1 to all Tricks, including Cantrips
- **Svaldon Warrior Mage - Adept:** Cantrips: Shadows, Barrier, Boost, Obscure, Shadow Bullet (Bolt), Smite, Zombie
- **Improved Level-Headed**



GORK THE HILL GIANT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d6, Throwing d10

Pace: 8; Parry: 7; Toughness: 14 (2)

Gear: Immaculate uniform, Greatsword d10+Str

Special Abilities

- **Armor +2:** fine scale armor
- **Improved Sweep:** Hill giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against hill giants due to their size
- **Size +4:** Gork is 16' tall.

Scene 3

Once Victolis and Gork are out of the way, the surviving saboteurs must find a way to destroy or "repurpose" the missile pointed at Paris.

If the saboteurs are still alive, it's time to try and escape this death trap.



Run this part as a short dramatic task, similar to Scene 1. Let everyone have a chance to do something interesting with the character and skills they have. Any failures result in a skirmish with 1d6 guards.

Once everyone surviving has had a moment in the spotlight, the heroes have faded into the night, with the factory exploding behind them.

Wrap Up

If the team blows up the missile, they get a dramatic closing shot. Bonus points if they somehow steal the plans.

But, if they turn the missile on Berlin, they destroy the German command, winning the Great War, but triggering the Dragon War before Europe is ready to withstand the assault...



LAURENCE FONTAINE (WC)

Reluctant Leader: Captain Fontaine is a man of honor; too much honor. His honesty and nobility have earned him this suicide command. Are these misfits really France's last hope? No matter the risk, he must see this through.

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

Skills: Climbing d6, Fighting d6, Intimidation d6, K: Battle d10, Notice d10, Persuasion d4, Repair d4, Shooting d8, Stealth d8, Throwing d4,

Pace: 6; Parry: 5; Toughness: 5

Hindrances: Cautious (m) Character is overly careful, Code of Honor (M) Character keeps his word and acts like a gentleman, Loyal (m) The hero tries to never betray or disappoint his friends

Edges: Command, Assessment, Tactician, Rock and Roll!

Gear: BAR M1918 (.30-06) 24/48/96, 2d8, RoF 3, Shots 20, Automatic, Extra Ammo, Disguise

Magic Items: Tattoo of Protection from Bullets

BERETRIUS VOLL (WC)

Vengeful Engineer: Berry Voll was one of the Kaiser's foremost weapons engineers, until the Kaiser replaced him with a band of scruffy-looking, soot-stained dwarves from the Other Side. The Kaiser's agents thought holding Voll's family hostage would keep him from causing trouble. They were wrong.

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

Skills: Climbing d8, Fighting d6, Gambling d6, Notice d8, Repair d10, Shooting d6, Weird Science d10, Stealth d6, Throwing d4

Pace: 6; Parry: 5; Toughness: 6

Hindrances: Bad Luck (M) One less Benny per session, Vengeful (M) Character holds a grudge; will kill.

Edges: AB: Weird Science, Brawny, Level-Headed, New Power

Spells: Deflection, Smite

Gear: Custom Webley Revolver (.45) 12/24/48, 2d6+1, RoF 1, 6 Shots, + 1 Shooting, Grenades (3), Disguise

Magic Items: Amulet of Protection from Bullets

DIANA KOHLER (WC)

Fanatical Saboteur: In a group full of smart, highly-skilled people, Diana is the most naturally gifted mechanic present. She is also a fanatical French partisan bent on defeating the Kaiser. Scarred by German soldiers, Diana thirsts for pay-back. This mission was the perfect opportunity.

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

Skills: Climbing d6, Fighting d8, Notice d8, Persuasion d8, Repair d10, Shooting d8, Stealth d8, Throwing d6,

Pace: 6; Parry: 6; Toughness: 5

Hindrances: Bad Eyes (m)/(M) -2 to attack or notice something more than 5" distant, Blood-thirsty (M) Never takes prisoners, Ugly (m) -2 Charisma due to appearance

Edges: Fleet-Footed, Extraction, Elan, McGyver

Gear: Luger (2d6, 12/24/48, Semi-auto), Grenades (3), Disguise

Magic Items: Rod of Fireballs

RENZ LAVEAUX (WC)

Captive Thief: Renz Laveaux is a platinum-haired cat burglar with refined tastes and a keen eye for jewelry. Unfortunately, trying to rob the Louvre was a bad move. But France is desperate, the resistance has freed her but she owes them this one job. Mission one: survive.

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

Skills: Climbing d6, Fighting d8, Lockpicking d10, Notice d6, Repair d6, Shooting d10, Stealth d10, Throwing d6,

Pace: 6; Parry: 6; Toughness: 5

Hindrances: Cautious (m) Character is overly careful, Greedy (m)/(M) Character is obsessed with wealth, Wanted (m)/(M) The character is a criminal of some sort

Edges: Quick, Ambidextrous, Thief, Two-Fisted

Gear: Luger (2d6, 12/24/48, Semi-auto), Combat Knife (2), Toolkit

Magic Items: The Rosethorn Daggers (+1 Fighting, No Mercy)



ANTON D'AVIGNE (WC)

Experienced Spy: Anton Davigne is the last super agent France has at the moment. Everything is riding on this mission. If Captain Fontaine doesn't have the mettle to lead this group, then maybe Anton will have to step in. Anton is always smoking at inappropriate times and has a weak spot for the ladies.

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

Skills: Climbing d4, Fighting d6, Investigation d8, Lockpicking d6, Notice d6, Persuasion d6, Shooting d10, Stealth d8, Streetwise d8, Throwing d4,

Pace: 6; Parry: 5; Toughness: 5

Hindrances: Arrogant (M) Must humiliate opponent, challenge the 'leader', Vow (m)/(M) A pledge to a group, deity, or religion, Quirk (m) Character has some (m) but persistent foible

Edges: Attractive, Investigator, Marksman, Quickdraw

Gear: Colt 1911 (.45) (12/24/48, 2d6+1, RoF 1, 7 shots, AP 1, Semi-Auto), Toolkit, Disguise

Magic Items: Ring of Erzulie

MAX SLEEMAN (WC)

Gremlin Wrangler: Belgian Max Sleeman woke up one morning with an army of gremlin servants at his beck and call. Apparently he'd repaired a machine with a gremlin prince trapped inside. His reward... a life full of gremlins. At least he's found some use for the cursed things, in service to the Allies.

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

Skills: Fighting d6, Intimidation d8, K: Battle d8, Notice d8, Persuasion d4, Shooting d6, Spellbinding d12, Stealth d4, Taunt d6, Throwing d4,

Pace: 6; Parry: 5; Toughness: 6

Hindrances: All Thumbs (m) -2 Repair; Roll of 1 causes malfunction, Big Mouth (m) Unable to keep a secret, blabs at the worst time, Clueless (M) -2 to most Common Knowledge rolls

Edges: ABS: Gremlins, Familiar, ABS: Gremlins, Initiate, ABS: Gremlins, Adept

Spells: Novice: Cantrips: Prestidigitation, Obscure, Summon Gremlins; Initiate: Gremlin Swarm (Entangle), Bolt (electric); Adept: Gremlin Wall (Barrier), Fey Servitude (Telekinesis)

Gear: Luger (2d6, 12/24/48, Semi-auto), Ceremonial Knife, Disguise

Magic Items: Rune Charm (Fire)

Spellbinding: Gremlin Wrangling

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