

KAISER'S GATE: ADVENTURES & ARCHETYPES

A *Savage Worlds* adventure by Bryan Hitchcock



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.

#5: Against the Necromancer

Welcome to the fifth 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.

Lair of the Necromancer is a Legendary rank adventure for *Savage Worlds* characters. Players take the roles of a team of fabled heroes from many races, who must band together to thwart the vile Necromancer, Verdikai the Unbound. Verdikai's foul magic threatens to turn many worlds into zombie kingdoms under his dominion, including Earth!

Overview of the Action

In this adventure, players take on the role of a party of Legendary commandos from Earth, the Kingdom of Dunedhin and other realms. The vile machinations of the necromancer Verdikai threaten all the worlds connected by the gates with an invasion of un-death. His Plague Cauldron must be destroyed!

The first scene is a council of war, as available leaders from several races come together

to choose a leader for the last-ditch attempt to stop Verdikai. This will be a social conflict and a great way to get to know the characters.

Once the leader is established, it's on to the action, as the team can teleport right into the courtyard of Verdikai's castle fortress. The cost is great, but it gives the party a chance to assault the necromancer with surprise on their side.

When the outer defenders have been defeated, the tower assault will be run as a dramatic task, with the results providing a possible advantage to the heroes in their final battle.

The necromancer has a small army of defenders and a cauldron of doom about to blow. The party has 5 rounds to prevent a multi-realm plague, if they can survive Verdikai the Unbound's terrifying magic.

Under the Hood

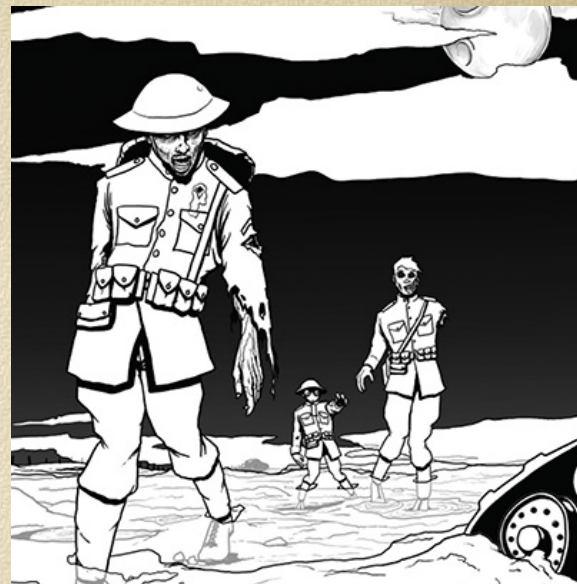
Magic in Kaiser's Gate: Spellbinding

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.

Scene 1

The first scene takes place in the Shadow Chamber, a grand room formed by the arching trees and dagger-like leaves of the



Darkwood. It is an ancient neutral ground just outside the Kingdom of Dunedhin where many a treaty has been forged. Anyone entering the chamber must swear to do no violence within. There are apparently horrific consequences for shedding blood within the chamber, but no one—orc, human, elf, dwarf... no one—has ever tested the place. The group has come together as champions of their peoples to help end the threat of the necromancer. But, this being a military operation, someone has to be in charge.

Have each character introduce themselves and let them roleplay a little bit. An NPC spirit, Barael the Black, will remind them of the rule against violence if anything gets too heated. In the event that someone tests the rule against bloodshed, start with something funny or humiliating, like being turned into the opposite sex or turning all their armor into their least favorite color. In the event of repeat offenses or an actual killing, the character receives the Oathsworn curse: -4 to all rolls until justice is done.

Once the introductions are made, the negotiations can begin. Have each PC give a statement either making a bid for leadership of the team or supporting someone else for leader. Use the Social



ADVENTURE #5: AGAINST THE NECROMANCER

Conflict rules from Savage worlds. The conflict will go 3 rounds, with everyone taking a turn each round.

Special Rules: On their turn, PCs can roll Persuasion to gain successes for their personal pool or to give to another PC's effort. Players may use Taunt instead of taking a regular turn to subtract 1 (or 2 with a raise) from the successes of each other PC implicated in the taunt. PCs with a technical objection may roll another skill (usually a Knowledge) and subtract 1 (or 2 with a raise) from their target's successes.

After three rounds, the PC with the most successes is declared winner by Barael the Black. If there is a tie, allow those tied to make one more point each and another roll. Repeat until victory is established. Give the group a moment to accept the outcome, but move on as soon as they are ready.

Scene 2

The next scene brings the party to the chamber of Gandelfray the Arch-Wizard who intends to use the last of his waning power to open a gate for the party right on Verdikai's doorstep. He is standing in a well-used arcane library at the edge of a wide ritual circle. The old man coughs and leans on his staff, but greets the heroes with hope twinkling in his eyes.

Once they take their places, he will begin the spell without preamble. In seconds, the party finds themselves in the deep end.

In The Lich's Courtyard

The party finds itself in a huge, gothic courtyard. The ground is thick with putrid green mist. An undead giant (see below) guards the tower entrance. If the team has 5-6 PCs, add another undead Giant. In addition there are half a dozen lesser undead per PC present. Zombies and Skeletons, armed and lightly armored, are a good choice.

Verdikai's forces are legion, but there is no need to detail every skirmish. Treat the assault on the tower and descent into the

necromancer's lair as a dramatic task. Each failure earns a point of fatigue, but let the heroes roll with nearly any skill, provided they narrate an appropriate scene.



UNDEAD GIANT

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+4, Vigor d12
Skills: Fighting d8, Intimidation d10, Notice d6, Throwing d8
Pace: 8; **Parry:** 6; **Toughness:** 15 (1)
Gear: Hides (+1), huge broadsword (Str+d10+2, one-handed), thrown rock (Range: 6/12/24, Damage: 3d6)

Special Abilities

- **Outsiders:** Hill giants are strangers to the mortal realm and have a -2 penalty on Common Knowledge checks.
- **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:** Hill giants are over 15' tall.
- **Undead:** +2 to recover from being Shaken, no additional damage from called shots, no Wound Modifiers, does not suffer from disease or poison.

Scene 3

At the challenge's end, they must face off against Verdikai, his personal guard, and the Plague Cauldron itself. Impress upon your players the importance of interfering with the Plague Cauldron.

Destroying the Plague Cauldron is a dramatic task (Difficulty -2). PCs may try with different skills provided they give reasonable narration of their skill use. Repair, Lockpicking, or pure Strength could be used to upset the cauldron. However, successes only stack if PCs use the same skill. The heroes have 5 rounds to upset the cauldron before it boils over and the plague cloud has grown too large. You should let them know right away how important it is to



VERDIKAI THE UNBOUND, LICH

Undead Warlock: Verdikai has worked for centuries toward his goal of dominating his world for eternity. The opening of so many gates to Earth and other realms has just made the possibilities exponentially richer. Verdikai schemes to rule all worlds.

Abilities: Agility d6, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d12, Knowledge (Occult) d12+2, Notice d10, Spellbinding d12, Taunt d10

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

Hindrances: Bloodthirsty, Fanatic, Overconfident

Edges: Alertness, AB Spellbinding (Necromancy Unbound), Combat Reflexes, Command, Feror, Imp. Level Headed, Strong Willed

Gear: Staff (Damage 1d6+Str)

Special Abilities

- **Death Touch:** Liches drain the lives of those around them with a touch. Instead of a normal attack, a lich may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target.
 - **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; ignores wound penalties.
 - **Necromancy Unbound:** Verdikai is a master of several schools of magic and has synthesized them into his own school, which requires enormous concentration and research to maintain.
- Obligation:** Verdikai spends every waking moment obsessing over and pursuing arcane power. Nothing less than total commitment to research and learning will enable control of this ornate spellbinding tradition.
- Novice:** Cantrips: Spirits, Fear, Spirit Shield (Deflection)
- Initiate:** Black Tentacles (Entangle), Shadow Strike (Bolt)
- Adept:** Shadow Walk (Burrow), Zombie
- Master:** Horrid Wilting (Blast), Summon Shadow Warrior (Fist of Force with shadow trappings)

defeat the cauldron.

For 3-4 PCs, Verdikai has 1 young vampire bride (see Savage Worlds), 1 Undead Giant and 6 lesser undead per PC. For a full group, add another Undead Giant, or vampire bride, as well as appropriate lesser undead.



ATTRENIMIER OF ELDERDARK (WC)

Attrenimier is intent on becoming the leader of the Dark Elf resistance. He is willing to work with his inferiors, but will be insufferable if he has to follow one.

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Investigation d6, K: Battle d10, Notice d8, Persuasion d6, Shooting d6, Spellbinding d12, Stealth d6, Streetwise d6, Survival d4, Swimming d4, Taunt d6, Throwing d4

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

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

Edges: ABS: Earth Magic (Master), Arcane Resistance, Command, Tactician

Spells: Novice: Cantrips (Earth), Armor, Heat Metal: Stun with trappings; Initiate: Burrow, Bolt with earth trappings; Adept: Barrier, Pummel; Master: Summon Earth Elemental, Baleful Polymorph

Gear: Colt Revolver (.45) 12/24/48, 2d6+1, RoF 1, 6 Shots, +1 Shooting, 3 Grenades (5/10/20, 3d6); Long Sword (Str+d8)

Magic Items: Rune Charm (+1 v. Magical Attacks), Rod of Fireballs, Potions of Healing (3)

BARSUUL SINGLE-EYE (WC)

Barsuul is here to defeat an enemy of his people. He believes it is his destiny to lead the party. He is one mean customer, but he knows the Necromancer must be defeated first.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d12, Notice d8, Persuasion d6, Shooting d6, Spellbinding d12, Stealth d6, Streetwise d6, Survival d4, Swimming d4, Throwing d4

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: One Eye (M) -1 Charisma, -2 to rolls requiring depth perception, Mean (m) -2 to his Charisma for ill-temper and surliness, Vengeful (m) holds a grudge

Edges: ABS: Priest of the One-Eyed God, Novice, OEG, Initiate, OEG, Adept, OEG, Master, Brawny, Noble

Spells: Novice: Cantrips (Electricity), Boost, Deflection; Initiate: Healing, Bolt (Lightning); Adept: Barrier, Dispel; Master: Divination, Summon Air Elemental

Gear: Maul (Str+d8, 20#, AP 2 vs. rigid armor, Parry -1, 2 hands); 3 Grenades (5/10/20, 3d6); Winchester 1876 (.44) 24/48/96, 2d8, RoF 1, 15 Shots

Magic Items: Amulet of Protection from Bullets, , Potions of Healing (3)

ELIZA THE SHADOW (WC)

Eliza has no illusions about running the group, but she'll back an orc or dark elf over a human any day. She hopes to win glory for goblin-kind and to kill many, many things.

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d12, Lockpicking d10, Notice d8, Persuasion d6, Shooting d10, Stealth d12, Streetwise d6, Survival d4, Swimming d4, Taunt d6, Throwing d4, Tracking d4

Pace: 6; **Parry:** 8; **Toughness:** 6

Hindrances: Curious (M) Character wants to know about everything, Greedy (m) Character is obsessed with wealth, Illiterate (m) Hero is unable to read or write

Edges: Ambidextrous, Two-Fisted, Thief, Extraction

Gear: Twin Blades of Mordikai (Str+d6, 4# ea., Bloodthirsty); 3 Grenades (5/10/20, 3d6); Colt Revolver (.45) 12/24/48, 2d6+1, RoF 1, 6 Shots, +1 Shooting

Magic Items: Tattoo of Protection from Bullets, Potions of Healing (3)



ADVENTURE #5: LAIR OF THE NECROMANCER

FALCON OF GREENWOOD (WC)

Falcon was chosen by the Greenwood Queen to be her champion. He has sworn an oath to defeat the Necromancer, but he will chafe at taking orders from a Dark Elf or an Orc.

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Notice d8, Persuasion d6, Repair d8, Shooting d12, Stealth d12, Streetwise d4, Survival d8, Swimming d4, Throwing d4, Tracking d8

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

Hindrances: Cautious (m) Character is overly careful, Greedy (m) Character is obsessed with wealth, Yellow (M) The character is cowardly and suffers -2 to Fear checks

Edges: Assessment, Marksman, Woodsman, Assassin, Level-Headed, Imp. Level-Headed, No Mercy

Gear: Heartseeker Bow (15/30/60, 2d6+2, +2 Shooting, 5#); 3 Grenades (5/10/20, 3d6), and lots of Knives (3/6/12, Str+d4)

Magic Items: Everfull Quiver, Rope of Climbing, Potions of Healing (3)

PELLEUS, CHAMPION OF MARS (WC)

Peleus is a Greek soldier who awakened to his power at the outset of the Great War. He is determined to stop Verdikai at any cost. He is chatty and vivacious, but does not suffer fools.

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

Skills: Climbing d4, Fighting d10, Healing d6, Notice d6, Persuasion d8, Shooting d6, Spellbinding d10, Stealth d6, Survival d4, Swimming d4, Throwing d4

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Arrogant (M) Must humiliate opponent, challenge the 'leader', Big Mouth (m) Unable to keep a secret, blabs at the worst time, Vow (m) A pledge to a group, deity, or religion

Edges: ABS: Chosen of Mars (Master), Champion, Healer, First Strike, Imp. First Strike, Trademark Weapon (Spear), Imp. Trademark Weapon

Spells: Novice: Cantrips (Fire), Damage Field, Succor; Initiate: Heal, Smite; Adept: Barrier, Pummel; Master: Summon Fire Elemental, Quickness

Gear: Spear of War (Str+d6+1, Parry +1, Fighting +1, Reach 1, 2 hands); 3 Grenades (5/10/20, 3d6); Colt Revolver (.45) 12/24/48, 2d6+1, RoF 1, 6 Shots, +1 Shooting

Magic Items: Elemental Ring (Fire), Goggles of Nightvision, Potions of Healing (3)

SERGE AMBERKEG (WC)

Serge just wants to fight the Necromancer's legion for the glory of it. But he'll be damned if any elf is going to give him orders.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Climbing d6, Fighting d10, Intimidation d6, Notice d6, Persuasion d4, Repair d4, Shooting d8, Stealth d8, Streetwise d4, Survival d4, Swimming d4, Taunt d6, Throwing d4, Tracking d4

Pace: 6; **Parry:** 7; **Toughness:** 7

Hindrances: Overconfident (M) The hero believes he can do anything, Quirk (m) always drinking but rarely drunk, Greedy (m) Character is obsessed with wealth

Edges: Brawny, Berserk, Combat Reflexes, First Strike, Frenzy, Improved Frenzy, Sweep, Improved Sweep

Gear: Great Axe of the Elders (Str+d10, 15#, AP 1, Parry -1, 2 hands); 3 Grenades (5/10/20, 3d6); Colt Revolver (.45) 12/24/48, 2d6+1, RoF 1, 6 Shots, +1 Shooting

Magic Items: Amulet of Wind Walking, Potions of Healing (3)