

Nothing in this world can kill it. Luckily we're not from around here.

A Savage Worlds Sci-fi Dark Comedy One Shot By: Kyle Carty

This adventure is designed for Novice characters, though it is easily modified for more experienced streamers.

BACKGROUND

On the underdeveloped planet of Solomon, the end of the world beckons. Zalamel the Ender, the great demon spoken of in the planet's Grand Prophecy, has awoken. The mightiest kingdoms have banded together to make a desperate last stand against Zalamel, despite knowing that such action is meaningless without the Blade of Arandor, the only weapon in the world that can harm Zalamel. The planet's greatest heroes were sent on a quest to find the long lost weapon but have yet to return.

Rumors have begun to circulate on the Holo-Net and people are excitedly chattering about how bad they want to see Zalamel. Killing a world ending threat would be pretty neat and it's probably ethical to prevent the death of a planet, but maybe the streamers just want to do something interesting that will pump their viewer numbers. They just need to get past the blockade around the planet to do so.

PRE-PRODUCTION

Solomon-IV, as it is known on galactic records, is currently being blockaded by an organization that believes planets should be left to develop naturally even in events such as the return of Zalamel the Ender. The Society for the Preservation of Development and Destruction Association, or the SPDDA, is spread across three ships for their blockade. A light cruiser serves as their command vessel and two research ships armed with 2x Dual Linked Light Lasers.

The leader of the SPDDA, Calara Ves, hails any ship the blockade spots and requests a docking. Ships that resist are informed the must depart and that any attempts to land on Solomon will be met with force. Those that

agree to the meeting are made aware of the situation on Solomon by Calara, who also informs them of the intent of the SPDDA. Calara is a forthright person who truly believes that the natural course of Solomon should be preserved, even if it leads to the planet's destruction.

BLOCKADE BREAKERS

Good streamers don't let minor hiccups such as the SPDDA's blockade prevent them from streaming good content, and the same is true here. There are several ways to break the blockade. Socially inclined groups might attempt to **Persuade** the captain of one of the research ships to simply "look the other way", Famous or Rich groups might simply use their clout or bribe a greedy captain, a streamer might don a void suit to board and use **Hacking** to disable a ship's sensors, or they might simply choose to blow past the blockade at full throttle.

Attempts to simply bypass the blockade play it in one of two ways. Violent streamers might engage in a ship to ship battle around the planet or streamers looking for a non-violent solution might engage in a Chase as they rush to breach the planet's atmosphere.

PLANETBOUND

There are at least two ways to aid the people of Solomon.

The streamers can use their ship's Magic Sensors with an **Arcane Skill** or **Electronics** to find the missing heroes, the Blade of Arandor, or both before they even enter the planet's atmosphere. They can then use that information how they please, such as quickly obtaining the sword and dropping it from the sky in front of the heroes, who were never going to find it in the heart



of that volcano, they can attempt to ally themselves with the heroes, or they can masquerade as “beings from another world come to aid the heroes.”

The other option is much less subtle. The streamers can directly confront Zalamel the Ender and defeat him, though such a task isn't exactly easy. None of their weaponry falls under the category of “of this world” and, thus, Zalamel is vulnerable to the streamers' laser blasts, Cosmos Drives, and even humble kitchen knives. However, Zalamel is still a considerably powerful foe and won't go down without a fight. Zalamel is currently laying waste to the city of Garenberg, the last bastion of defense for the Alawag Empire or whatever. The medieval styled cityscape offers ramparts, spires, huts, and other traditional fantasy terrain.

Particularly practical streamers might simply choose to attack Zalamel with their ship's weapons. While this is the most efficient way to destroy the Ender it is also the least entertaining for the stream's viewers. The stream's chat erupts with negative criticism and goading encouragement to do battle with Zalamel directly.

APOCALYPSE AVERTED

With Zalamel defeated or the Blade of Arandor in the hands of the heroes, Solomon now has a chance to survive. However, the Society for the Preservation of Destruction Association is not pleased with their interference and may become antagonistic towards the streamers. Thankfully, what the streamers did *technically* wasn't illegal, so they can't take them to court.

If the streamers directly intervened in some way and decide to hang around on Solomon they are treated to a conquerer's feast and the promise of a celebration that will last a fortnite. They are also free to take their pick from the royal treasuries of all surviving kingdoms and empires, though the selection is fairly primitive and all magic items are constructed with inferior Planetary Magic instead of Cosmic Magic.

ZALAMEL THE ENDER

The destroyer of the Tarenlore Kingdom of ages long past, the bane of Barten the Bold, and the Ender of Solomon, Zalamel is the apocalyptic beast of destruction. Towering above mortals, his rocky form weeps magma from the planet's core. If only the Blade of Arandor was not lost in the previous age!

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+4, Vigor d12

Skills: Athletics d12, Fighting d10, Intimidation d10, Notice d8, Taunt d8

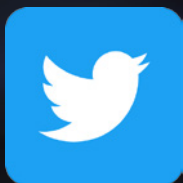
Pace: 8; **Parry:** 7; **Toughness:** 17 (4)

Special Abilities:

- **Slam:** Str+d10, Heavy Weapon, Knockback 1d6”.
- **Armor +4:** Demonic hide.
- **Fear +1:** Zalamel would be more terrifying if you'd never seen any other alien monster, but...
- **Fearless:** Before taking his first Wound, Zalamel is immune to Fear and Intimidation. He's the apex being of his planet and it went to his head.
- **Powers:** *barrier, blast, summon ally, warrior's gift*
Power Points: 20
- **Suddenly Mortal?:** Zalamel suffers a -1 penalty to recover from being Shaken. He thought he was immortal.
- **Weakness (Of This World):** No weapon of Solomon, except the Blade of Arandor, can harm Zalamel. Off-world weapons, however, sure can.
- **Size +5 (Large):** Zalamel can effortlessly smash castle walls.

BE SURE TO FOLLOW US ON SOCIAL MEDIA

BPB Games is a small, diverse group dedicated to offering quality, affordable roleplaying and tabletop game content. Please make sure to follow our social media for more quality content!



Twitter



Facebook



Patreon



Twitch