

SUZERAIN

CALADON FALLS



The Ruins Of Stone Hill



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Disclaimer

Our legal department requires we add this: Repeat after us, *"I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe."* In other words, do not do anything that might be dangerous to yourself or others. Roleplaying is meant to be fun.

We'd also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

Thank You

Thank you, our friends and families, gamers and non-gamers alike, for supporting our arty pursuits. Thanks also to those of you who have bought this book. If you'd like to provide any feedback on your experiences with *Caladon Falls*, please visit our forums at www.savagemojo.com or send a message to hello@savagemojo.com.

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The Ruins of Stone Hill

About a half-day's walk seaward of Milltown – just beyond the farms and fields – lies a series of low hills, the tallest of which is topped with an oddly-shaped stone outcrop. Although the locals are all pretty sure it marks the site of some First Age ruins, most of them don't concern themselves about it. Farmers view the ruins as too dangerous, and the few adventurers who *have* gone there to look around either found nothing but rocks and brush, or simply never returned.

What Is The Ruins of Stone Hill?

The Ruins of Stone Hill is a One Sheet for *Savage Suzerain*, a short adventure to give you a feel for the fantasy Realm of Relic where we set our *Caladon Falls* book. You'll want characters of Novice rank to play this adventure, a copy of *Savage Suzerain*, and the Savage Worlds core rules. If you want to put this adventure into the Caladon Falls campaign, it fits best early in the story, before the adventurers have left Milltown.

So Stone Hill, as the place is called, remains largely ignored other than being a convenient landmark for hunters and trappers. But this changes for the adventurers with the arrival of Zoltan the Trader.

An Unusual Caravan

Everyone in Milltown notices when Zoltan arrives. While tiny by Trader Imperium standards, the two oxen-pulled wagons making up the caravan are brightly painted and driven by a team of laborers that are garbed in colorful – some townsfolk would even say *garish* – clothing of an exotic style.

The merchants quickly set up a camp in the town commons, laying out an array of unusual goods and wares. It's not long before everyone in town – from Useless Parr, the town drunk, to Sir Balrin himself – is making his way to the commons to take a look.

Zoltan, dressed in unusual robes decorated with feathers and semi-precious stones, looks like nothing so much as a brightly-colored ferret. The short, lanky man runs back and forth, issuing a constant stream of greetings and orders, although his smile never falters. His two daughters (Tekla and Yana) sit patiently in the shade of each wagon, selling the few things townsfolk are willing to purchase.

One problem the adventurers quickly notice is, while Zoltan has a *very* interesting assortment of goods, much of it is prohibitively expensive. For example, while that celestium-infused blade looks rather nice, at a cost of 3,000 Caladonian crowns, no one's exactly rushing to buy it. So instead, the Trader is making do with selling exotic foodstuffs and the occasional trinket from beyond Caladon's borders. Zoltan keeps up a brave face, but he's surely not making much profit at the moment.

An Unusual Offer

Zoltan isn't an idiot.

The biggest reason he's invested in making such an out-of-the-way and seemingly unprofitable trip is because he's sure The Open represents an as yet untapped source of First Age relics ripe for the finding. To that end, he spends a lot of time chatting with the locals and picking up any legends they might have to share. Yep, like Stone Hill.

Within the first day or two of his arrival, Zoltan puts up a notice proclaiming his desire to hire a group of adventurers to do some exploring – interested parties should inquire at the Dancing Leg Fish tavern in the evening.

Assuming the characters have an itch to go out adventuring, they can find Zoltan at the inn after sunset (if the characters aren't the self-starting sort, either Crogan the Militia Sergeant or Egan, one of the town elders, seeks them out and asks them to look into what it is the Trader is trying to do). Zoltan is happy to speak with the adventurers, wining and dining them while he makes his pitch: all he wants them to do is go to Stone Hill and see if they can find some relics.

Zoltan offers 10 Crowns to each adventurer just for making the trek. But if they should successfully return with any relics, he'll recompense the adventurers accordingly – either in coin or trade. If they hedge on that count, Zoltan assures them that even a single relic of 'low' value would likely still be worth hundreds of crowns.

The one barrier the adventurers might still have is the fact no one has ever found anything at Stone Hill worth talking about – just rocks.

But Zoltan has an answer for *that* as well. "*They probably didn't have one of these.*" He holds up what looks like a smooth oval red stone. If asked what 'one of those' is, Zoltan explains it's a Divine Stone. The people of the First Age hid many of their secrets and treasures well – in deep vaults sealed with hidden doors. A Divine Stone is often helpful in finding the entrances to such places.

If the adventurers agree to work for Zoltan, he'll loan them the use of the Divine Stone.

Stone Hill

As we mentioned, Stone Hill is only about a half-day's walk seaward of Milltown. The weather is fairly pleasant, and the adventurers should be in reasonably good spirits when they arrive at the hills. The one with the ruins is easy to find: it's the tallest, and the stone blocks thrust into the air like giant fingers clawing their way from the ground.

There is an entrance into the hill, but it's normally hidden by brush, trees, rocks, and other detritus piled up over the ages. Any Notice check to find the door is made at a -4 penalty unless the people doing the searching have a Divine Stone. The stone emits a faint warm glow when in the vicinity of First Age magic, and grants a +4 bonus to detect such things, offsetting the penalty.

The small matter of clearing away the entrance still remains, but that is easily accomplished by making a Strength check and taking some time – four hours, less one hour for each raise to a minimum of one hour. While the adventurers are about this business, anyone with the Tracking skill can make a Smarts check to realize they aren't the first people to come through here recently: the entrance shows signs of having been exposed and then perhaphs reburied.

Beneath the entrance slab are stone steps leading down into the earth. The walls, although covered with moss and grime, appear to have once been carved with reliefs. If someone has an appropriate Knowledge skill, he can make a check with a success indicating he's pretty sure they depict some sort of ritual or acts of worship. Otherwise, the adventurers can't make heads or tails of the carvings.

Initially, tree roots actually penetrate the ceiling of the passage, but as the adventurers head deeper into the ruin, they find the stonework is surprisingly intact.

A successful Tracking roll confirms that someone or *someones* have been through here before, and eventually the passage widens into a moderately-sized chamber – about 10 meters by 10 meters. Columns line the room, and a passage exits from the other side. What should give the adventurers pause are the oddly-scattered statues dotting the room, carved in positions of defense and cringing horror. If the previous Tracking roll was a Raise, the character realizes these 'statues' made the tracks.

Everyone should make Notice checks. Give a +2 bonus to any adventurer who guesses the statues aren't statues, and an additional +2 bonus to any character who got a Raise on the Tracking roll. Any successful character gets an initiative Card; any that fails is taken by surprise by a basilisk.

Zoltan's Goods

Feel free to use whatever nicknacks you'd like Zoltan to have, but the *real* interesting items are the fine jewelry, and the Trader weapons and armor. Figure that the jewelry starts at \$20 and gets exponentially more expensive for really nice stuff. Weapons and armor cost 10x normal per +1 bonus they have. For example, Chain Armor (+3) would cost \$3,000, while a Long Sword that was both +1 to Fighting and Damage would cost \$30,000!

All over Caladon, tales are told of the giant winged snake that swoops down from the sky and turns naughty children into stone with a glance. But all stories are based on truth, and those who dare to enter the deepest caves will soon find the roots of that legend.

Basilisks are snake-like only in appearance. They have leathery skin like a shark, horny ridges around the mouth instead of teeth, and a bony plate on the top of the head, which narrows to form a ridge along the back. They also have bat like wings, complete with hooked claws, though they're usually too small to allow the creatures to do anything but glide.

They prefer to live in dry caves, making nests from anything softer than rock. Basilisks never stop growing, and can live for centuries, becoming 50 meters or longer. Their preferred diet is human flesh, but they will eat any meat, including other predators.

The famous ability of basilisks to turn flesh to stone is only technically true. The creatures have a two-stage gaze: paralysis, which forces the prey's limb muscles to relax, and petrification, which causes total muscular rigidity. The petrification is what has given basilisks their legend.

When hunting, a basilisk uses paralysis to capture prey to eat now (since they prefer to eat it live) and petrification on predators that are dangerous to it.



Basilisk

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

Skills: Fighting d8, Notice d10, Stealth d10

Pace 6 Parry 6 Toughness 8 Pulse 20

Special Abilities

- **Paralysis:** As an action, the basilisk can paralyze any creature it can see. Opponents must make a Vigor roll opposed by the basilisk's Spirit or suffer an automatic level of Fatigue. Victims of the basilisk don't have to meet its gaze to be affected by its deadly power.
- **Petrification:** As an action, the basilisk can stare at any creature it can see. Opponents must make a Vigor roll opposed by the basilisk's Spirit or suffer an automatic Wound. Victims of the basilisk don't have to meet its gaze to be affected by its deadly power.
- **Quick:** Basilisks redraw action cards less than 5.
- **Size +2:** Average adults are big but old ones get even bigger, feel free to adjust size accordingly.

The Grand Hall

The passage from the far side of the room leads into an even larger chamber – twice the size of the previous – with a vaulted ceiling. A number of suits of Plate Armor stand 'at the ready', holding great swords pointed downward, apparently guarding a raised, stone dais.

The dais itself supports a low stone fountain from which iridescent energies boil and froth. Even as the adventurers enter the room, the glowing, smokey colors coalesce into the shape of a tall, beautiful woman, composed of blue and red light. Well, at least she *would* be beautiful if her face wasn't twisted into a mask of grief and rage.

"You! You are the harbingers! Why have you let the seal be broken? They come! They come with tainted magic! I will not fail again!"

With that cryptic diatribe, she breaks up into several wisps of energy, each of which launches itself into one of the suits of armor. Then the armor attacks! Deal Initiative Cards...

Spirit-Infused Armor (2 per Hero)

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6

Pace 6 Parry 5 Toughness 9(3)* Pulse 10

Gear: Great Sword (Str+d10, -1 Parry, requires 2 hands)

Special Abilities

- **Plates Armor +3**, all locations. Whatever else these are, they're Plate Armor.
- **Fearless:** Being animated armor, these things are immune to Fear and Intimidation.
- ***Spirit Construct:** These things can be pretty nasty – they're immune to Poison and Disease, take no additional damage from Called Shots, and are +2 to recover from being Shaken. Additionally, piercing attacks only do half damage. But they do have an Achilles Heel: anyone who can enter the spirit world sees only their glowing, skull-headed, wraith-like forms – not their armor. And as Spirits, they only have an effective Toughness 4, and take full damage from Piercing attack, although they roll a d8 to recover from being Shaken. Additionally, their swords are mundane, and won't reach into the spirit world. The constructs will be reduced to using their claws, for **Damage:** Str+d4, although they will also have **Parry 6**.

Provided the adventurers survive, they are now free to examine the vault.

Each character should make a Notice check as they search the chamber. For every success and Raise the adventurers get, they find relics with a trade in value (to Zoltan) equal to their Smarts die x \$100 (in other words, a character with a Smarts d6 making a Notice roll with a Raise would roll 1d6 (no Wild die) twice, and multiply the result by 100 to determine the value of the relics he found.

At your discretion, you can define the Relics based on their value, but most of them are likely to be not much more than bits and pieces – only of value to a collector like Zoltan.

The plate armor is hacked and smashed in the melee, although characters could try to mend the pieces with leather and rivets – functionally giving each character a suit of plated leather. The great swords are actually pretty ordinary, other than remaining bright and sharp in spite of their obvious antiquity. Any of this gear can be sold in town with a successful Streetwise check for 25% of its sale value – 50% if a Raise is made on the Streetwise check.

In any case, Zoltan is true to his word, trading off his wares or money for any of the actual relics. If a character wants to keep the Divine Stone, he will let it go at an equivalent cost of \$1,000.

And the adventurers can enjoy their status as local celebrities for the time being.

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CALADON FALLS



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They came out of nowhere and started ripping the world apart, one city at a time. Using power on a scale never before seen, Warlocks, god-like leaders of the Wild army, are rampaging across Austeria with one goal: raise armies and annihilate the entire continent. Set in the fantasy realm of Relic, this book looks at warfare through the eyes of everyday people turned soldiers – soldiers whose side is losing the war.

Take the challenge and roleplay in a fantasy world where enchanters and druids rub shoulders with nobles, knights, mercenaries, and holy crusaders. Focus on a daily life and death struggle where the enemy is cruel, powerful, and around every corner. Take the challenge, and let your adventurers become...

...Caladon's only hope.



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