

SUZERAIN



Shanghai Turkeypocalypse

ONE SHEET



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A Savage Worlds One Sheet for any characters in the Suzerain Continuum.

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Realm: The Realm of Festive Madness.

Some apocalypses come with four horsemen. Some are accompanied by fire and destruction. This one's feathery and plump around the middle.

In the [Suzerain universe](#) there are plenty of strange corners to reality. None is stranger than what happened in the small Maryland town of Shanghai in 1848, though. Forgotten by history, we tell the true story of one Shanghai night, when a burp in space-time linked a sleepy farming community to a city under siege.

It's a little known fact that in the Suzerain universe the town of Shanghai, Maryland was the turkey breeding capital of the United States for much of the 1800s. Turkey was a special treat, used as a Christmas dinner, and Shanghai farmers had figured out there was a good trade in turkey at this time of year. They bred thousands for those rich city folks in Baltimore and beyond.

One fateful night, a group of heroes stepped through a portal, felt a little queasy like they'd eaten way too much food, and turned up... in a turkey shed.

Stuffed

Your heroes are expecting to be somewhere else. Somewhere important, saving the universe as usual. They land in a huge wooden building with straw on the floor and an overwhelming smell assaulting their nostrils. Anyone who fails a vigor check is immediately violently ill and gets -1 to all checks for the remainder of this adventure.

The building is full of turkeys. Thousands of them. When your heroes arrive, the portal closes on itself through the sheer embarrassment of having messed up so badly in the one job it was given. The turkeys all wake up and start panicking at the portal's loud *woosh!* sound. They also start making *woosh!* sounds as additional turkeys are created by a confused universe. Within seconds there are double the number of turkeys and the situation is quickly getting out of control.

It's time to get out of the building. If your heroes stay, the turkeys stack up and every Round it's another -1 to wade through the plump feathered mass to get to the shed door. Acrobatic Tricks might help, but if your heroes don't get out soon, they'll suffocate as more and more turkeys *woosh!* into existence. Escaping the coop is a standard five Round Dramatic Task.

This is a big barn-like building. Within a minute it's full of turkeys and the pressure of their mass is bursting the timbers of the structure apart. The inevitable explosion can be treated as a 3d6 grenade going off near any hero who's foolish enough to still be within splinter distance. They'll be picking feathers and straw out of their wounds for days.

Thanks For That

Things just keep getting worse. Not only is the turkey population multiplying at a crazy rate (it'll stop when there are eight million, but we bet that's cold comfort to the heroes) but the universe has also messed up in another way, bringing the vampocalypse across space-time to Maryland. All the newly created animals are vampires, and maddened by ravenous hunger.

The heroes need to keep the horde at bay while someone figures a plan for reopening the portal and, if they're lucky, reversing the process.

Vampire Turkeys

Use the *Swarm* creature from the *Savage Worlds* core rules and begin with three in play in the ruins of the turkey shed. Another swarm appears every Round (scale up if you're using high Rank heroes). This isn't going to be easy. Fortunately, the farmer runs a moonshine still in his farmyard, so maybe the heroes could use that to hold back the clucking mass. Flamethrowers, molotovs - let them get inventive.

Meanwhile, one of the heroes needs to succeed on a standard five Round Dramatic Task (Smarts Trait) to figure a "supernatural gizmo way" to reopen the portal while the rest fend off the crazed, vampire turkey swarms! They should use their hero's abilities, so a shaman character might "channel the overflowing Pulse from this space-time event into my magic pendant as a temporary portal-summoning ritual." You get the idea. Reward crazy funny invention by lowering the requirement to four consecutive successes instead of five.

Shotgun Farmers

Did the heroes mess with the moonshine? Oh boy; now they've got the local farmer and his son all riled up. They're just mooks with a Fighting and Shooting of d6 (use the "Soldier" from the *Allies* section of the *Savage Worlds* rulebook) but they do have a double-barreled shotgun and a blunderbuss. It's also bad karma to kill innocent people whose hooch you stole. Non-violent means are needed to subdue them.

Eight Million Vampires

In the *Shanghai Vampocalypse* campaign, a group of demigods has the longest night of their life. They have to deal with eight million vampires attacking the cyberpunk city of Shanghai in the year 2048. Through a freak space-time wormhole there's another vampire apocalypse happening in another part of the universe.... Whatever you're giving thanks for this year, whatever day you set aside for it, we hope you have fun with these pesky undead!

You can play this festive One Sheet with your copy of the *Savage Worlds* rulebook and our free download of the *Suzerain setting* - our gift to you. If you want pregen characters, on our store at savageemojo.com you can choose a set from various *Suzerain* realms. Pick ones you like the look of, and download them for free too. Happy Thanksgiving.

Assuming your heroes managed to get the heck out of Shanghai with their tail-feathers intact, the portal *woosh/es* closed behind them and dumps them back home. The universe's Powers That Be quickly reset reality in Maryland, give the farmer super-strong moonshine to say sorry (and so he forgets all about it), and life returns to normal.

Your heroes smell fowl for months.



CONTINUUM EDITION

For this One Sheet take the contents with a pinch of salt. And a little seasoning. Play as mighty heroes in the Realm of Festive Madness... saving the universe one drumstick at a time!

It's 1848 and history takes a left turn onto the back roads of improbability. In Shanghai, Maryland there's an apocalypse about to happen, with eight million beaks out for blood. Your heroes have to stop that happening and put things right, which is only fair since they made this mess in the first place. The world could be in deep, deep guano.

**If one turkey is a feast,
eight million are the Turkeypocalypse!**

Inside you'll find a satisfying treat with all the trimmings, a scenario for any band of misfits from any part of the universe. Whether you're a glutton for punishment or merely have a taste for adventure, this is Savage Mojo's way of giving thanks - to you, the gamers of the world.

