

# SUZERAIN



## The Nightfall Before Christmas

ONE SHEET





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

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**Realm:** The fey realm of Mechadia.

Something roams the far reaches of Frigia, the Winter continent of Mechadia where the fey folk live their frosty dreams in the snow-cruised shadow of Duke Bittergleam's ice palace. Boggarts and brownies, sprites and trolls, they all come for the year-round winter festivals (made possible by the latest brass-and-steam ingenuity from the Duke's contraptionarium).

The streets of Eas Glainne, Frigia's capital, buzz with excited merry-makers carrying brightly-colored parcels, many of those buzzing with the movement of tiny steam-powered widgets and gizmos, the latest marvels to thrill the children and loved-ones of the assembled fey races.

Not all is well in Frigia, though. Think of poor Betty....

**Player intro:** *Betty the yeti has discovered a portal in the sack on her back, and while you may chortle at poor Betty Gortle, where are the presents she put in her pack? It's the night before Festivemas and all through the land the people can hear a most terrible sound, a yeti who's howling and yowling and growling, curdling the eggnog of heroes and weirdos until a suitable solution is found.*

## The Call Of The Universe

Heroes. Their job is to make things right, and nothing's right about Betty the yeti's predicament. It's the night before Festivemas and your heroes are taking a break from saving the universe in the Frigian capital, Eas Glainne. They go for a stroll among the merry-makers, taking in the crisp evening air and the cheery fey lights bathing the buildings of the city when they hear a sad and pitiful wailing on a sudden gust of wind.

The universe is calling. Outside the city someone is in need. Hero-senses tingling, lead your heroes beyond the edge of town and up a snowy path into the mountains. A short while later they come across Betty Gortle, who's really upset. Somebody with some social skills might want to calm her down so that she can explain:

An unscrupulous spriggan sold Betty a cursed sack instead of a Sack of Holding. All the presents for Betty's friends have been sucked through a portal at the bottom of the sack to... who knows where?

It's time for your heroes to jump into action and climb into the sack.





## Portal-Ho!

Being heroes, they're doubtless ready for anything and, barring a little tinsel around their sword-belt and a slight hint of eggnog on their breath, they seem suitably heroic. Betty has high hopes of seeing her presents again.

The first obstacle, though, is the other end of the portal, which leads to a dark past time in the even darker realm of Nightfall. The portal exits half way up a grimy chimney. Worse, there's a fire in the fireplace below, filling the chimney with smoke and heat. It's an Agility check with negative modifiers for tall or portly heroes. Otherwise they're smoked and lightly roasted, like a bag of festive chestnuts, before they can extract themselves.

There's the sound of merrymaking below. Somebody's enjoying a really good barroom brawl in the *Mistress' Arms*, the local brothel where your heroes are. Up or down, the choice is theirs, but the dark, Gothic town around the brothel is an unwelcoming place, particularly on a cold night like this, and nobody will talk to strangers.

The locals inside aren't interested in discussing Betty's presents unless your heroes break up the brawl and prove they're serious people to be taken seriously, tinsel and eggnog-breath to the contrary. This is a fist-fight - using lethal weapons is not recommended! - against locals and brothel ladies (standard soldiers and goblins from the *Savage Worlds* core rulebook respectively, without the goblin special abilities). How many? Enough to make it a fun warm-up for what's to come, based on the power level of your heroes. Have plenty of mayhem in the bar, with room for Taunts, Intimidation, Smarts and Agility Tricks.

## Gearing Up

When all's calm, your heroes learn that the fight started because somebody found a shiny present by the door, apparently dropped by a person who was leaving in a hurry - everyone wants the present. Convincing the room that your heroes should get it, well that's the next challenge.

After that, it's a case of following the tracks in the snow from the front of the *Mistress' Arms*. They lead to a super-creepy burnt out church where a solitary lantern burns, pushing back the shadows.

## Realms Within Realms

Suzerain is a universe full of strange and wonderful realms. This adventure is a quick, fun visit to two of them. First there's the Fey Realm of Dreams where the pixies and elves live. In one corner of that lies Mechadia, an interesting Victoriana-style sub-realm created by the dreams of countless inventors and Industrial Revolution engineers. You can enjoy more adventures among them in our [Clockwork Dreams](#) book.

Then there's Nightfall, a dark, Gothic realm where there's no reason for celebrating Christmas, or any other occasion for that matter.

To enjoy more Suzerain goodies, how's about having our [core rulebook for free](#)? You can have it with our season's blessings. If you want pregen characters, on our store at [savagemojos.com](#) you can choose a set from various Suzerain realms. Pick ones you like the look of, and download them for free too. Merry Festivemas, everybody!

Sneaking or barging in, your heroes find a surly spriggan, tearing apart a clockwork toy from one of Betty's presents.

**If they fight:** Spriggans are nasty little tree-folk with a bad temper. When angered they grow into nasty BIG tree-folk. Oops. Treat this one as an ogre from the *Savage Worlds* core rulebook, but start it as a Size-1 creature and grow it just as it's about to swing its first melee attack - that should catch a hero or two off guard!

Winning the fight lets your heroes search the church. They find a beat-up construct in one corner but nothing else of note. They can collect the remaining presents, get back to Betty, and tell her that they meted out justice on the treacherous spriggan who wronged her. Everybody celebrates!

**If they talk:** The spriggan breaks down and apologizes, then explains his name is Crandor and he wishes nothing more than to help his friend Lucius. There's a mechanical man in a dark corner



of the church and it looks like one of the local beasts took a big chunk out of him. He's out cold and in bad shape.

Crandor tricked Betty so he could get the mechanical gizmos in her presents. Lucius is a forgeborn inventor, and Crandor was drawn here by the forgeborn's fevered dreams, of all the inventions he might never make if he's allowed to die. The Mechadian fey feel the link to such dreams very strongly. Lucius is clearly Crandor's muse.

Do your heroes help rip apart Betty's presents, extract the gears and cogs, and provide emergency triage/repair to Lucius? If so, spice it up by having the beast return which originally attacked him -

use a Giant Worm from the Savage Worlds core rulebook if you think your heroes are up for a challenge, while Crandor keeps working to save Lucius' life. They need to hold back the worm for six Rounds and everyone can then retreat.

If Lucius is restored, Betty understands completely, and Crandor promises to pay her back for the presents, as soon as he can scrape together some money. In fact, one of the ladies in the *Mistress' Arms* told Crandor of a giant worm's treasure horde in the forest just beyond the old church. Say, if only the heroes could get the treasure then there's still time for Betty to buy a few new presents from the stores before midnight....

**HAPPY HOLIDAYS**  
**FROM**  
**SAVAGE**  
**MOJO**





For this One Sheet visit the Fey Realm's steampunk playground: Mechadia, where elves and pixies and other fey folk are always enjoying their favorite time. Peace and good will to all fey; here comes Festivemas!

Among the happy revelers is poor Betty Gortle who just discovered that her sack has a space-time portal in the bottom of it. Now her presents are in a scary past age of the dark, Gothic realm of Nightfall. And Nightfall's the kind of place where the "festive spirit" is a specter who drains your life essence.

To save the festive present  
travel to Nightfall's past.

Inside this book you'll find a fun seasonal scenario wrapped in shiny adventure. Bring a group of heroes from any part of the universe - this is Savage Mojo's festive treat to one and all. May your holidays be happy, everyone!