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By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

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PLOTS AND INTRIGUES AROUND SHAN AND THERWYNDIA

Tai Shan & Hua Shan

Before you head off into *G3 Hall of the Fire Giant King*, it will require a little update on how the machinations of various contingents are progressing, as we'll be introducing some key NPCs into the cells of the prison in G3.

To begin with, it is important to note that the war is being fought on two fronts, against Tai Shan and Shanxi Shan, but these two evil factions hate each other as well. Emperor Zi-Khaf wants to rule the entire land and return Therwyndia to Shan's rule as it was in days of old. Plus, Zi-Khaf is furious with the Void Walkers because he knows that they are forming an alliance with the Drow and that it was the Drow behind his niece, Shi La's kidnapping.

In response to this, Zi-Khaf sent his brother Anzio (Shi La's father) into the Dreamlands to learn where in the Dreamlands Atlach Nacha's lair connects the two planes. Currently, Anzio is residing in the city of Thorabon (Northeast area of the Dreamlands) where he's on the verge of discovering that Atlach Nacha's lair is deep below the haunted city of Mhor in the Pool of Night (far East of the Dreamlands). Note: this affords a method for the party to split into two groups and attack Atlach Nacha from two directions. One group could go through the D modules, while the other goes through the Dreamlands and the two meet up in Q1.

Zi-Khaf is currently hyper focused on opening the Water Pearl gate and the court of Hua Shan is still firmly under his control. But this is about to change because he has just suffered another blow from the Void Walkers. One of King Wanzhi's daughters and 8 of her personal guards were recently kidnapped by the Void Walkers and are being held by the Fire Giants in G3. We'll be replacing the prisoners in the cells with these key NPCs who could very well turn into PCs. They will hopefully be rescued by the heroes and can provide a great deal of information to the party. The Drow Evil High Priestess Eclavdra, who has been alluded to in G1 and G2, has arrived to King Snurre's fortress to interrogate the prisoners and escort them back to Erelhei-Cinlu, the stronghold of the Drow.

Another switch-out we'll be making is in replacing a Titan in the original module with a Fire Wu who has been kidnapped. This Fire Wu is evil, but as it turns out, he knows Shi La personally and she should be able to glean additional information from him. His name is Gomi and his stats are given below along with Princess Nerra and her guards.

All of these NPCs and the information they can impart to the group should make G3 seem more logical in the context of our CoK campaign. Plus, once freed, they can help fight through the module.

The Temple of the Eye

One area that is pretty cool in G3 is The Temple of the Eye. Just reading it makes one realize that Gygax was riffing on Cthulhu-esque inspiration. So, let's just go ahead and make the Elder Elemental Eye (EEE) a reference to the actual Cthulhu. After all, this is Call of Kungfulhu! The EEE is a version of the god Tharizdun – a really nasty and evil Chaos deity in the D&D cosmos. We'll be converting him to Cthulhu and saying that the temple in G3 is a temple dedicated to one of Cthulhu's aspects. So, in effect, the Drow mostly worship Atlach Nacha, but they also have temples and priests dedicated to the worship of Cthulhu. Hell, even the description of the tentacled deity in the picture in the temple sounds like Cthulhu!

Key Non-Player Characters in G3

Azure Crab Warrior – Princess Guard

These soldiers are a little tougher than your average soldier since they are the personal guard of Princess Nerra

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

Skills: Fighting d10, Intimidation d6, Notice d6, Shooting d8, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Edges: Signature Moves (any one weapon type), Chi Control (1 of the following: armor, deflection, or smite), Elemental Affinity (Water), New Chi Power (1 of the following bolt, elemental manipulation, or summon elemental spirit), Weapon Focus (Signature Moves weapon)

Gear: Weapon varies; Azure Crab Armor (+2 Toughness).

Power Points: 10

[WC] Gomi – Fire Wu

Gomi is a standard Fire Wu who knows Shi La from their training together.

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

Skills: Fighting d6, Intimidation d6, Investigation d6, Notice d6, Spellcasting d8, Stealth d6, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 5 (6 when using staff); **Toughness:** 5

Hindrances: Arrogant

Edges: Arcane Background (Wu), Elemental Focus (Fire), New Power, Power Points

Powers (4 Powers): barrier, blast, detect/conceal arcana, environmental protection,

Power Points: 15

Gear: Staff (Str+d4, Parry +1, Reach 1, 2 hands).

[WC] Princess Nerra

Princess Nerra is one of the younger daughters of King Wanzhi. She is bright and feisty but doesn't possess much in the way of fighting skills.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Knowledge (Court Politics) d8, Knowledge (Family History) d8, Notice d6, Persuasion d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Code of Honor

Edges: High Born

Gear: Rich clothing