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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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INCORPORATING THE VOID WALKERS INTO THE UNDERDARK CAMPAIGN

I wanted to share with you how I’ve been incorporating the elements of Call of Kungfulhu with the G-series module conversions because you might find it easier to take my work and use it. In G2 on the lower level, Room 6 (Emissaries’ Cavern), I replaced the Ogre Magi with a contingent of representatives from Osklabnidia – the Void Walkers.

You might have noticed, if you’ve read through my conversion documents, that I’ve tried to stay true to a more classic, fantasy-style dungeon crawl by using mostly the *Savage Worlds Fantasy Companion*. I’ve done this so that people can easily ignore the CoK elements and use my conversions for their fantasy campaigns – and just to be clear, CoK is nothing more than a high fantasy campaign with strong oriental flavor. You could easily take a single character from the CoK party and throw them into, for example, a Shaintar party of adventurers and they would fit right into the party; that includes most fantasy settings. This includes classic D&D style parties of Elvin Rangers, Dwarven Fighters, or Human Clerics. But I wanted to present you with the CoK campaign as I’m running it, just in case you wanted to run it in CoK.

By having the Void Walkers replace those Ogres, you bring the Kung Fu fighting element back to the bad guys. The reason they are there is simply that they want to align with the Drow. They envision a world where Atlach Nacha returns and the Drow are given to rule the Underdark while Therwyndia is given to rule the entire upper world. But only the highest priests know this grand plan. Most minions just know pieces or are just following orders.

To help you craft the baddies that will be staple fighters in this war, here is the background and some character templates to help. In G2 I didn’t insert any Wild Card’s from the Void Walkers or their minions. This is just a preliminary encounter.

THE ORDER OF HYSHU

Since the death of Huangdi Liungesh and the High Priest Jehnu-Hyshu, the Xukong Xingzhe have moved in to fill the power void (pun intended) left in Osklabnidia. Other regions of Tai Shan are more contested, but the Order of Hyshu has complete control of the Tower of Osklabnidia and much of the surrounding mountains. Currently, there has been no move by the three highest ranking Void Walkers to assume the High Priest position because all three candidates are each
worthy, cunning, and equally distrustful of each other. Besides the Wu that comprise the Order of Hyshu, here are other factions under the command of the Void Walkers.

**The Three High Priests of Hyshu** – Ji-Laothak is the oldest of the three high priests. He has close ties with Karzhi, the vizier who is trying to control King Fhan-Lo in Hang Shan. He feels he has earned his right to become the next High Priest of Hyshu because of his knowledge and experience. Dia-Ursa is a powerful sorceress who used her guile and dark beauty to control her network of loyal underlings. She believes that it’s time for a younger, more progressive leader of the Order. Vengshu is an eccentric Void Walker who is renowned for his exhaustive research into all manner of black arts and esoteric lore. He thoroughly believes that it is his destiny to rule the world through unspeakable alliances with powerful demons. He is currently struggling to find a similar spell that was used on the Red Dragon Zhulong in Shanxi Shan to beguile the Black Dragon Chilong and open the Moshu Menhu of the Void Pearl. He believes the portal will lead to a plane ruled over by some great demon with which he can form an alliance.

**The Black Panther Guild** – The Guild of Cike are completely loyal to the Void Walkers and serve as their spies as well as their assassins. Void Walkers are rarely very far from one or more deadly Black Panther Cike. The Guild itself is located near Osklabnidia in a deep cave complex high in the mountains and is very difficult to reach without an escort.

**The Elite Guard of Osklabnidia (Void Watchers)** – The Elite Guard numbers 99 as that is a magical number in the Void system of Chi magic. Of those 99, 13 are the keepers and riders of the Malvrats that patrol the skies of Tai Shan.

**The Torture Masters of Osklabnidia (Void Whisperers)** – These cruel and efficient surgeons are masters of gathering secrets from the hardiest of men, creatures, or even demons. Their dungeon is deep inside of Osklabnidia. Virtually no one who enters the prison of Osklabnidia returns alive, sane, or normal. Many people are reanimated after death or are modified in some horrible manner just to serve the Void Walkers in other capacities.

**Chilong, the evil Black Dragon** – Chilong guards the Void Pearl portal in his lair deep inside of Tai Shan. The Void Walkers have a temple adjoined to Chilong’s lair and it is here that Vengshu studies and practices his spells, hoping to find the right one to charm Chilong into revealing the secret to unlocking the Void Pearl.

**The Void Warriors** – These are the soldiers and warriors who make up the vast army of Tai Shan. They still control the area around Tai Shan to a large degree adhering to their oaths of loyalty and controlling the Quanch Giants and Foo Dogs that guard the roads, towns, and mountains of Tai Shan. In other areas of Tai Shan the army has dissolved or turned into ruffians, mercenaries, bullies, or warlords of towns and villages. The only Captain able to restore law and order without turning to villainy is Shupa, the captain of the guard at the port city of Zik.
VOID WALKER TEMPLATES

Cike of the Black Panther Guild

This assassin represents a Veteran level Cike. It can be adjusted to create lesser or higher ranking Cike.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
**Skills:** Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Persuasion d6, Stealth d8, Throwing d6
**Charisma:** 0; **Pace:** 6; **Parry:** 5 (6 when using Shuang Gou); **Toughness:** 5

**Hindrances:** Obligations (Minor; Guild), Vengeful (Major)
**Edges:** Cike Strike (same as Ninja Strike), Extraction, Heightened Senses, Improved Extraction, Nimble Strike, Shadow Arts.
**Gear:** Sheng Biao (Str+d4, Reach 1, may be thrown), Shuang Gou (Str+d8+2, Parry +1, +1 to Disarm attempts).

Void Warrior – Common Soldier

Common soldiers are easily modified according to the position they serve, but this provides a baseline soldier from which to build.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
**Skills:** Fighting d6, Knowledge (Battle) d4, Notice d6, Shooting d6, Survival d6
**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

**Hindrances:** Overconfident
**Edges:** Brawny
**Gear:** Various gear; Sifu’s choice. Example: Dao (Str+d8) and either Kwan Dao (Str+d8, Reach 1, 2 hands), Pu Dao (Str+d10, Parry -1, Reach +1, 2 hands), or Mongol Bow (12/24/48, 2d6, +2 short range). Banded Armor (+1 Toughness).

[W] Void Watcher – Elite Guard

These are the best of the best warriors who have been hand-selected to serve in the towers of Osuklabnedia to protect the Huangdi, his or her royal family, and patrol from the air the mountain valleys around Tai Shan. The 99 fortress guards are the only soldiers allowed inside of the Fortress of Osuklabnedia. Of these, there are 13 personal guards to the highest ranking members of court. The thirteen each have their own personal Malvrat with which they have bonded. They are expert riders. You can use this one as a template from which to make every one unique.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10
**Skills:** Fighting d10, Intimidation d8, Notice d10, Riding d10, Shooting d8, Survival d6
**Charisma:** -4; **Pace:** 6; **Parry:** 7(8 when using Shuang Gou); **Toughness:** 10 (2)

**Hindrances:** Bloodthirsty
**Edges:** Signature Moves (Shuang Gou), Ni-Ten, Chi Control (smite), Elemental Affinity (Void), Chi Power (bolt)
**Gear:** Shuang Gou (Str+d8+2, Parry +1, +1 to Disarm attempts). Black, custom made Leather Armor (+2 Toughness).

**Power Points:** 10

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**Xukong Xingzhe**

This Void Walker represents a typical Void Wu of Veteran rank. A Void Wu of Veteran rank resides fairly high in the Order of Hyshu. It should be relatively easy to adjust the stats up or down for other ranked Void Walkers.

**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, Greedy (Minor; Knowledge)

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

**Powers (4 Powers):** Dispel, Lower Trait, Puppet, Quake

**Power Points:** 15

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