

Enascentia



Touch of Flame

An Enascentia-Shaintar crossover for 4-6 Novice adventurers by Sean Patrick Fannon

What Happened Before

Shushaka Yes-Or-Not is a peculiar type of Gromsh: blessed (or cursed) with a spark of long-term thinking, he uses it to appease the Chaos swirling in his soul. Shushaka recently heard the story of the Village on the Great Leaves, an abandoned small town built on the leaves of gigantic waterlilies on the Garomsha Lake. Every year, on the same night, the waters of the lake swirl in hundreds of colors, like a living flame, a clear sign that Chaos is flowing through it. This phenomenon is called the Garomsha Fire. Shushaka wondered what would happen if a real son of Chaos, like himself, invoked his powers near the lake during this particular time.

Well, he is going to find out, because tonight is the night of the Garomsha Fire, and he is ready to attempt the experiment, heedless of the consequences...

A Strange Sight

The heroes are travelling cross-country, and at dusk, they camp on a hill, not far away from the shores of Garomsha Lake. The houses of the Village of the Great Leaves, built directly on the lake, cast strange shadows and the waters of the lake itself are shimmering with a strange light. The heroes didn't camp in the

village for a reason: everybody knows it is a forbidden place, built by a lost race. Let the adventurers make a Common Knowledge roll: with a success or better they know something about the peculiar phenomenon that happens on the lake surface on this specific night of the year, otherwise what follows catches them completely flat-footed.

Suddenly the surface of the lake starts swirling, as if moved by a gentle breeze, and in a few moments it is covered with a rainbow of thousand different colors: it must be the famous Garomsha Fire, happening this very night! But, as if this were not enough, you hear a strong, thundering voice on the lake's shore, near the start of the path leading to the village.

"Groomsh! Give me chaoos!"

Shushaka's experiment has failed in the worst way: his chaos calling opened a rift to another dimension, the world of Shaintar, through which several Gargoyles, powerful demons, are coming!

The heroes should run to help him, before he is overpowered! Let the heroes make an Agility roll (+2 if they have the Fleet-Footed Edge): on a success they can act immediately, otherwise they arrive late and join the fight from the second round.

Gargoyle (1 per hero).

Shushaka (1). Use the Gromsh's stats on Game Master's Guide



Doorways Best Kept Closed

After the heroes help Shushaka defeat the opposition, they can catch their breath. The stocky Gromsh uses the moment to thank them.

"Thank you, fella! Shushaka tried call Chaos near swirling lake. Was cool, isn't it? Next year we'll do again and bash pesky things from outside together. It is a pity they weren't more..."

Let the players do some role-playing, attempting to get the idea through Shushaka's thick skull that messing with Chaos forces during Garomsha's Fire isn't the best thing to do.

Then, one of them notices the following.

Garomsha's Fire has ended, and the lake surface is normal now, but, wait a moment - there is a strange, gigantic rift, pulsating with a sick greenish light, in the heart of the village!

Shushaka's experiment had serious repercussions: it created a rift to Shaintar, which is still open. The heroes (with the help of Shushaka), must enter the forbidden place, find the rift and seal it, before a demonic invasion starts!



In the Village

Reaching the rift in the village can be as long and difficult as the GM wants. Below are three encounters the party can have before reaching the Rift.

Bombs on the Bridge! A long path leads from the shore of the lake to the village built on the middle. During the trip a flock of Gargoyles, flying high over the party's heads, drop huge stones on them. They are big enough to smash the heroes' heads. The only way the adventurers have to save their skins is run to the village! This is a standard length Chase, based on Agility. Due to the peculiar situation, the characters can only attack the Gargoyles at Long and Medium Range (ignore the other results). The falling boulders cause 2d8 damage and drop with Throwing d6.

Gargoyle (1 per hero)

Card	Damage	Agility Roll Modifier
2-4	3d8	+1
6-8	2d8	0
9-10	2d10	-1
J-Q	2d6	-2
K-A	3d6	-4
Joker	Two balls! Draw two other cards from the Action Deck!	

Webs in the Walls! The heroes are finally in the village, which is a peculiar structure (see sidebar). Due to the strange magical energies unleashed by the rift, the walls of the houses, made of living plants, extrude enormous, tentacle-like tendrils, which attack the adventurers. The tentacles have Fighting d8, Reach 6 and deal 2d6 damage. They can be hit and severed with a well-aimed blow (Parry: 6 Toughness: 5). The party is attacked by 2d4 tentacles. Later in the adventure, whenever the characters are near a wall and draw a Joker or a Deuce from the Action Deck, a tentacle sprouts from it, attacking the nearest character.

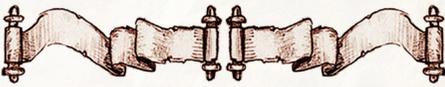
Swirling Ball of Fire! The magical energy of the rift created masses of energy, great balls the size of a bull, which roam wildly in the village. Whenever the GM decides to put the characters in trouble, a ball appears. All the characters roll Agility. The hero with the lowest result is the

unfortunate victim of the ball. Characters with the Bad Luck or Lame Hindrance roll at -2 (cumulative).

After the victim is selected, draw a card from the Action Deck to see how dangerous the ball of energy is, and how difficult is to evade it (with an Agility roll).

A ball cannot be "killed" in a traditional way, but the dispel Power (cast at -2) can destroy it.

After all the encounters are played the heroes finally reach the village's plaza, where the Rift stands.



The Village on the Great Leaves

The Village on the Great Leaves is a really strange settlement, even for Enascentia. A sort of stilt house village built over gigantic waterlily leaves, it is made of square buildings, similar to a real world pueblo. The structures are strangely plain and devoid of any decorations, but seem to be grown from the leaves, rather than actually built. Stories say this place was made by an ancient Tribe, the Maroja, now lost. If the heroes are curious and explore the buildings, draw a card from the Action Deck and check the result below to improvise a lucky find.

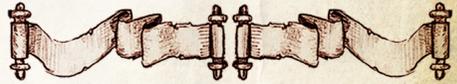
Clubs - Pottery: *The character finds an old, weird-shaped vase.*

Diamonds - Musical Instrument: *The party stumbles on a harp, which produces very high pitched sounds.*

Hearts - Food: *The adventurers find several loaves of bread. They are green, and smell funny, but very tasty, despite being hundreds of years old.*

Spades - Toy: *The character finds a toy, a small figurine representing a cross between a bird and an insect. If touched by a living person it comes to life for 1d4 hours!*

Joker - Ancient Weapon! *The hero finds an old weapon, made of living wood! It is lightweight (only 50% of usual weight) and deals +1 damage!*



The Rift

Finally the heroes reach the center of the village.

In the plaza, a nightmarish vision stands in front of you: a large rift, a sort of rip in the fabric of reality, twenty yards tall, swirls like a flame. Looking into it, you see a flickering of random images.

"Chaos on me!" Shushaka says, amazed.

Yes. "Chaos" is the right word. In that very moment the rift seems to contract and expand like a beating heart, and it vomits out terror: a flock of the winged creatures you



saw before and another one: a bulky, horned humanoid, armed with a massive scythe.

You must fight for your life!

The creatures coming out from the rift are other Gargoyles and another terrible creature from Shaintar: a Thratchen! They are only the vanguard of a large army of demons

Card	Monster
2-4	Nothing
5-8	1d4 Gargoyles
9-10	1d6 Gargoyles
J-Q	1 Thratchen (an Extra)
K-A	1 Thratchen (an Extra) plus 2d4 Gargoyles
Joker	1 Thratchen (a Wild Card) plus 1d4+1 Gargoyles

Sealing the Rift. Any character can try to seal the rift, if he is near enough (6" or less on the gaming table). To do so, he must make a Spirit (-4) roll which counts as an action, or spend 3 Power Points and make a Smarts roll. For each success and raise, place a Sealing Counter on the Rift. When there are six or more counters on the rift, it is sealed.

Note that coming so close to the rift isn't very safe: player characters and their allies (monsters are immune) which are within 6" of the rift must roll on Strength (-2) or be drawn 3" closer to the rift. When they are in contact with it, they suffer 2d6 damage of a magical nature, which ignores any non-magical armor.

coming to Enascentia. Unless the heroes seal the rift (see below), others will come.

Anytime a character (both the heroes and the opponents) is dealt a Joker, the GM must immediately draw a card from the Action Deck and check the reinforcement table below to see how many new demons emerge from the rift.

Alternatively, the GM can decide that a hero touching the rift crosses it and is drawn into the magical world of Shaintar. Is there a way to come back?

Gargoyle (1 per hero).

~~1~~ **Thratchen.**

Shushaka (1). Use the Gromsh stats on Game Master's Guide.

The End

With the rift sealed, Enascentia is safe, for now, from a magical invasion from Shaintar. But other places like the Garomsha Lake can exist, and other incautious Enascentians could open them. Alternatively, this adventure could be a great way to suck all the party into Shaintar: the rift closes, but taking the adventurers with it.

The possibilities are endless...

CREATURES AND NPC

Gargoyle

Shaintar's Gargoyles are not "beast-men", instead looking more like devilish, bat-winged monstrosities carved from stone. Ranging from deep red to coal black, with glowing gold embers for eyes and a lava-like substance for blood, gargoyles truly stand apart from other demons. In fact, most of Shaintar's scholars speculate that they have an entirely different origin.

Regardless, they are often found wherever other demons are, serving the same ends with ruthless efficiency and great might.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 4 Parry: 6; **Toughness:** 12 (5)

Edges: Alertness, Ambidextrous

Special Abilities

- **Claws/Spines:** Str+d6, AP 1.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Flying Pace 12, Climb 2.
- **Hardy:** Not wounded by a second Shaken result.
- **Infra-vision:** Halve penalties for Dark lighting against living targets (round down).
- **Living Stone:** +5 Armor, +2 to recover from Shaken, Immune to disease, poison, Fatigue effects, and fire; +2 Stealth when motionless.
- **Stonefooted:** Very slow on their feet, though they fly just fine.

~~Thratchen~~ Thratchen

Bestial, goatish-headed satyrs, the thratchen are the most alien and dangerous of the demons. They are natural teleporters, phasing in and out rapidly and moving instantly through space as easily and naturally as normal people walk. A thratchen can swing a sword 20 yards away from its intended target, shift through space in an instant, and land the blow perfectly. Thratchen are insanely fast, devoted to the martial arts, and incredibly unnerving. Even other demons are disturbed by them; thratchen are never used as leaders. Instead, they

are deployed independently to strike against the heroes and leaders of the Southern Kingdoms.

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

Skills: Fighting d12+2, Notice d6 (+2), Stealth d8

Pace: 6; **Parry:** 12 (1); **Toughness:** 10 (3)

Edges: Acrobat, Alertness, Block, Counterattack, First Strike, Frenzy, Level Headed, Quick

Gear: Enchanted Blood Steel Long Sword (Str+d8+1;+1 to **Fighting**), **Full Blood Steel Chain Armor** (+3), **Bracers or Small Shield** (+1 Parry).

Special Abilities

- **Ceynar's Might:** Flame-blooded do +1 damage with all Fighting attacks.
- **Ceynar's Warmth:** Flame-blooded gain +1 Toughness.
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements.
- **Infra-vision:** Halve penalties for Dark lighting against living targets (round down).
- **Know the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation.
- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status.

- **Phasing:** Permanent -2 deflection effect, as per the deflection Power.
- **Teleport:** 15"; Teleport move is treated the same as normal move, with a run dice of d10.

