Fantasy Grounds - Savage Suzerain GameMasters Edition (Savage Worlds) Free Download Game Hacked

About This Content

Setting, Extension and Library Module for Fantasy Grounds

Suzerain is an Origins Award Nominee from the Savage Mojo design house (who brought you Shaintar and Gamescapes, and are Origins Award winners for Deadlands Reloaded). This edition of Suzerain is written for the Savage Worlds rule system (SW:EX rulebook required), expanding the core rules in a number of key ways - a new approach to races is just the beginning.

Suzerain takes characters from one world to another or even to another time. History and fantasy, past present and future - they are all your playground now. Gaming groups just became...

...a pantheon in the making

Inside this product you'll find:

- Savage Mojo GameMasters library module

- Savage Mojo Player's library module

- Custom extension and skin

- Over 50 new edges, hindrances and powers.

- Stats for over 100 new NPCs and monsters to use as allies and adversaries.

- A vastly expanded system for characters once they hit Heroic rank, with plenty of emphasis on the Legendary experience, and introducing a whole new rank - Demigod.

- 30 scenarios including a campaign spanning the three main eras of a character's development - Novice, Heroic and Demigod.

Where most Savage Worlds settings finish their campaigns, Suzerain is just getting started. With Suzerain a Novice character can expect to battle his way up to being a true Hero of the universe, to meet deities, and finally to become a god himself!

Fantasy Grounds Conversion: **Kevin Doswell**

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and a one time purchase of the Savage Worlds Ruleset.

Title: Fantasy Grounds - Savage Suzerain GameMasters Edition (Savage Worlds)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 8 Dec, 2016

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

THE GODS' ROLE

The gods are natives of the Maelstrom, as well as its most powerful residents. They've mastered the art of tapping the Maelstrom's power for themselves, and have learned how to ride its timeless wave, seeing from one end to the other at a single glance. With this knowledge, they comprehend how the Maelstrom fits together with each realm, like an enormous transdimensional puzzle. The gods are even able to see through the Veil where it is thin, though the picture they get can be somewhat garbled. Their messengers and followers are legion.

Gods are a powerful bunch, but they do have their limits: the other gods for one, and their common agreement to stay out of the mortal realms for another. Despite their subtle cosmic purpose, many gods seek to exert their influence as much as possible. To this end, they engage in politicking and favor-trading on an astronomical scale. If Ochun, She of the Sweet Waters, desires the prayers of a newly sentient race of crystal spheres, she cannot just send a few miracles and start reaping the glory. First she makes sure that none of the more powerful gods have interest in the same development. If they do, she builds up a pantheon of smaller gods who will support [...] heroes of Suzerain begins. Someone need [...] perilous realms, and guide the new race t[...]

Many of the gods within the Maelstrom ha[...] because they've peered into the mortal re[...] past though, consigned to a mythic age of [...] for the gods' eventual withdrawal to the M[...] showers of gold or horny bulls (that's right[...] but the strangest realms, the gods now c[...] other side of the Veil. In return, the morta[...] realms, the gods call upon heroes and dem[...]

Importantly, not every person with a Tele[...] after all. The gods tend to be generous em[...] glory. Heroes and demigods with more dir[...] Patron God feats) have a more traditional [...] not slaves (unless they happen to worship[...] rare enough that the gods start to treat t[...] still just mortals and keep some semblanc[...]

When needed, a god will call on one or m[...] mighty tasks. Sometimes these tasks don't[...] a prehistoric mountain moved 300m to th[...] mortal. It's perfectly normal to think that [...]

HEROIC GAMES

One of our goals with Savage Suzerain is to get you to agree that "Life begins at 60". While many Savage Worlds campaigns finish around 60-80xp, Suzerain is just getting started. At 60 xp, characters break into the big leagues; they become heroes in the eyes of the universe and get a chance to strut their stuff on the universal stage. Here are some thoughts on running games for Heroic and Legendary rank games.

Playing a Heroic rank character doesn't have to involve a patron god. Some characters become Heroic without ever stepping into the Maelstrom. They simply reach a point in their own development where they grow beyond the role of a normal person, even a normal adventurer. Their abilities and powers increase to levels no regular mortal could hope to attain, powers that appear legendary to those around them. These heroes know nothing of the Maelstrom, the gods, or the Veil - nor do they care. They find their own problems to solve, their own goals to strive toward, and their own enemies to face. And they do all that within their own native setting.

Despite this book's focus on the traveling hero, ther[...] sticks to one realm and timeframe. Not every realm [...] rank characters get together for a good time, espec[...] eye-gouging toughness. A sufficiently advanced scif[...] able to provide ample challenge to even the most s[...]

Sticking to one realm allows characters a chance to[...] build far-reaching influence. With that kind of famili[...] to evolve past their initial, possibly flat, characteriz[...] inner world deepens, its outer counterpart expands[...] to influence the fates of nations; even if they stay at[...] travel quite a bit by the movers and shakers of their[...]

☐ All Times, All Places

☐ Away Missions

HEROIC DIRECTION

The players all know how to make their characters and they're ready for the big time. You're the GM, and they're looking at you expectantly. Now you have to deliver. There are so many directions to go with a Suzerain game that the number of options can be daunting at first. How do you make the most of them to create a memorable, unique experience that they'll reminisce about for years to come? Your players are waiting, the pressure mounting.

One of the biggest questions with a Heroic rank game in Suzerain, and one of the first questions you should ask both yourself and your player, is: multisetting or single-setting? Obviously you'll all need to agree - don't force your players into a single setting when they want to explore a bunch of settings and genres, and don't kick them out into the vastness of time and space when they just want to focus on their own neighborhood.

Here are some pointers compiled from seven years of development. Relax - it's all going to be just fine.

☐ One World

Single-setting epics offer a more traditional play experience. One setting, one set of genre conventions to internalize and adapt to. If the characters are ongoing ones, both you and the players already know the setting. It's familiar territory, comfortable grounds. Of course, that should change, and quickly. Don't let the players or their characters become complacent and lazy. They're playing with the big boys now.

Throw a new threat at them, one they've never encountered before and don't know anything about. That should wake them up. Up the ante, not only with bigger and badder villains, but larger stakes,

GM's SECTION

In the Player's Section you've learned about the nuts and bolts of the Suzerain universe, been given an overview of the mortal realms and introduced to the idea of the Maelstrom, shown glimpses of the power of demigods and gods, and more besides... which is great, but now we're into the GM's Section. How's about we take the lid off and see what makes the universe tick?

First up we'll look deeper at the nature of the spirit world, and give you some sample stats for spirit beings. From there we'll focus on the Maelstrom, and while we're there we'll give you a little walk-through of some god realms. Following that, we'll detail how portals and the Veil work, and what it means for characters who are trying to move around time and space. Yes, we'll cover what happens if someone tries to change the past or the future.

The aim here is to show the true flexibility of Suzerain, and seed your mind with various ideas on how to tailor the setting into that rarest of things - the perfect ga[...]
Flexibility and choice are really important, but you don't n[...]
Rather, pick and choose. Take a new idea out for a test dr[...]
out for something else the following week.

Having talked about all that, the next stage is to discuss t[...]
experiences, and what makes them special. We won't get [...]
here since we covered that in the Player's Section in deta[...]
shouldn't know about).

Finally, we're including a full campaign that goes all the wa[...]
find assorted stats for a variety of wonderful critters to po[...]

Ready? Okey dokey then - let's go for it.

- Playing The Spirit World
- Welcome To The Maelstrom
- Mapping The Maelstrom
- Travels In Time And Space
- Of Travel: Portals
- Elastic History
- The God's Role
- Heroic Games
- Heroic Direction
- Demigod Games
- The Power And Glory

PLAYING THE SPIRIT WORLD

Welcome to the weird and less-traveled lands of the spirit world. Don't worry; the physical world will still be here when you get back. The spirit world is composed of shaped Pulse, with no physical matter at all, yet the two impact each other greatly... well, as much as is right for your game!

The spirit world and physical world are living mirrors of one another, the yin and yang of matter and energy. Moving from one to the other requires special magic. Shamanism is the easiest way for physical beings like your players' characters to slip their fleshy prisons, and the Manifest ability is the easiest way for spirits to cross the other way. There are many a[...]
chooses to use, from obscure relics created by lon[...]
introducing in the campaign.

Why Visit The Spirit World?

If the spirit world echoes the solid world so closely[...]
there? If it's just a silvery, shadow-free look at what[...]
The primary reason is its inhabitants. Those who m[...]
paired up with anyone in the solid world. They are [...]
even manifest, briefly becoming solid. It's importan[...]
While they could be run-of-the-mill poltergeists out[...]
fallen gods with a mere fraction of their former po[...]
an experiment gone wrong. Mostly, though, they're[...]
irrespective of their origin, they'll be different eno[...]
their weirdness will be memorable.

Even though great swaths of the spirit world map [...]
than that. Where the spirit world spills out beyond[...]
pay the place a visit. A waterfall of dying souls that[...]
into oblivion would make a great location for a par[...]
an even better place for a team of heroes to stop t[...]

WELCOME TO THE MAELSTROM

The Maelstrom is what happens when you're tripping the razor's edge between the solid and spirit world and you run out of land. The spirit realm keeps on going, more or less forever, kept afloat by a steady stream of Pulse; it's pretty much composed of 'beyond the edge of the map' territory. There's [...]
longer anything with which to anchor the dizzying burst of spiritual emanations, so everything really goes nuts. The far reaches are a chaotic display of power and light and color, where dreams and belief[...]
tangle with the unthinkable. The logic of mortals is likely to get one killed here unless tempered with [...]
equal shots of willpower and legend.

Out beyond this weirdness lies the Veil, a barrier that signals the end of the mortal realms and beyond[...]
which exists the endless rolling Pulse of the Maelstrom. There is very little solid ground within the Maelstrom, and what substance does exist was created by the gods as bastions of order amid the ever-changing patterns. The mountain of Olympus is just a giant cloud of raw Pulse sculpted by Zeus an[...]
the other Greek gods into forested slopes and marble columns. Fly too far from its sylvan splendor though, and the eternal storm resumes once more. This is the playground of the gods, their laboratori[...]
and natural habitat. Great, grand ideas have room to grow without the small Hindrances of finite realm[...]
feeding off the chaotic energies until they influence the fates of millions or collapse under their own [...]
bloated weight.

Most pantheons echo the example of the Greeks, shaping a comfortable corner of the Maelstrom into [...]
form that suits them. These are the sections of the Maelstrom that most heroes will be visiting: doma[...]
called Immortal Realms that follow a semblance of earthbound rules. These focus points can range in s[...]
from a single, chicken-legged hut to an entire realm populated by the scions of an alien intelligence. T[...]
deep reaches of the Maelstrom have their pleasures as well, but they are primarily reserved for madm[...]
and martyrs.

Entering The Maelstrom

Without a god's protection the mere act of entering the Maelstrom would be enough to turn most mortals into sticky statistics as their soul collapses from the huge psychic pressure of crossing the Veil[...]