

ANCIENT WORLD



QUICK START GUIDE



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BY

Aaron T. Huss

EDITING

The Warden, Tyler Omichinski

COVER ART

Dean Spencer

INTERIOR ART

Bruno Balixa, Jacob Blackmon, Brian Brinlee, Claudio Casini, Daniel Comerci, Andrew DeFelice, Gary Dupuis, Rick Hershey, Eric Lofgren, Matt Morrow, Paul Slinger, V Shane, Dean Spencer, Peter Temesi, Maciej Zagorski, Algol, breakermximus, Fernando Cortes, Slava Gerj, lineartestpilot, Lonely, Melkor3D, Aaron Rutten, Patrik Ruzic, Pavel Tretera, Unholy Vault Designs

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CARTOGRAPHY

Aaron T. Huss, Simon Powell

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LATE DISTURBANCE

Past the walls of civilization lie dangerous places. The lands across Dhuran are filled with violent animals, horrific demons, terrifying creatures, and the plagued. The gray elves, in all their wisdom, claim the plagued are the biggest threat. Their relentless pursuit of the death and destruction of civilization knows no bounds. Stuck in a life of undeath, they are mutated forms of their former selves. What energy could cause such a thing to happen?

The wilderness is no place for the weak. These perilous lands and the terrors they hold can only be traversed by the brave warriors who risk their lives to keep others safe. The crusaders may be trying to uncover the roots of some grand hidden secret, and the inquisitors quest to rid the land of demons, but it's the warriors who keep everyone safe. These warriors fight the beasts that draw near, vowing to protect our lands to ensure the survival of all.

Each band of warriors is unique. Some are but a pair of souls who fight bravely for others. Some are a large group who rely on teamwork to get the job done. Others are hardened soldiers who've experienced much bloodshed in their time. However, most of them are thrill seekers, searching for a way to protect their friends and family and vie for a cause they don't understand. They are warriors nonetheless, but they are young and have much to learn.

Cynric Frewer, Roylla Earthcloak, and Feradul Vonothvar would never claim to be thrill seekers. They loudly proclaim how they are a small band of brave warriors determined to rid the Known Lands of the horrific infestation. Almost every day they find themselves traveling through this dangerous wilderness, moving from place to place in the hopes of protecting their brethren in exchange for food, shelter, and maybe a few silver pieces. It is a rough life that few would ever choose, but it's a duty this small band feels must be served to protect their homelands.

The warriors rest after a hard day through the wilderness. While searching for a place to forage, the three were attacked by a pack of ocllys – large, vicious felines that roam the Known Lands. Feradul, the brave grey elf crusader, cut the heads off two ocllys while Cynric put a well-placed arrow in two others. Roylla was pinned down by one of the beasts, unable to move until the creature fled. But now, she stokes a fire, not even thinking how the oclyt could have killed her.

"See anything, Cynric?" Roylla called out.

The deft human ranger leapt down from his perch. "Nothing. I think we're safe for the night," he replied. Although his composure didn't show it, Cynric feared being exposed at night. The security offered by the fire and a canvas tent were enough to keep many animals at bay, but there's no telling when a plagued being may draw near. "What are you making?"

"I decided to cut some meat from those ocllys. It's not bad; not the best, but it will do." Roylla continued to stoke her fire while the meat cooked. As a halfling, she was taught by her tribal leaders how to use the wilderness. As a shaman, she was taught

how to survive. She did not fear the wilderness, though she knew the forest was filled with many dangers unseen. "Where's Feradul?"

"I think he's studying in the tent. I can see the glow from his lamp. Feradul! You hungry?"

The grey elf crusader emerged from the tent. "Absolutely! What did you two scrounge up for a meal?"

"Oclyt on a stick," replied Roylla.

Feradul smirked and nodded his head. "Always the resourceful one. This is why I wanted you to join us."

"I can think of better things to eat, but right now, I'll take what I can get." Roylla went back to tending to the meat.

As she knelt next to the fire, her head began to pound out a warning. For her, the headaches were a sign of contact from the spirits. She winced and pinched her eyes tight.

"What is it?" asked Cynric.

"The spirits are trying to communicate..." Roylla stood erect, her eyes slamming open, becoming transfixed on nothing and everything at once. Seconds ticked by and she regained her senses. She blinked away the reverie and turned to her comrades. "Something's here. We must be quiet."

Feradul slowly removed his sword from its scabbard and placed a finger on his lips. He pointed to Cynric and indicated that he should search to the right. He then pointed at Roylla and indicated that she should search straight ahead. Feradul crept to his left, and the three searched through the woods.

A branch snapped some distance away, the sound emanating from Cynric's direction. A rustling of leaves followed. Roylla and Feradul tiptoed towards Cynric's position in an effort to spot the culprit. Feradul leaned in closely to Cynric.

"Do you see anything?" Feradul asked.

"I can't," whispered Cynric. "It's too dark."

"There," interjected Roylla. "I can see two figures in the distance."

"Are they humanoid?" asked Feradul.

"They're walking on two legs, but their features are hard to distinguish."

"Tormentors?" asked Cynric.

"Definitely not. They don't usually wander like that and their deformities would be noticeable, even in the dark."

"I can see them now," Feradul stated. "They don't really walk like I would expect from an intelligent creature. They might be apes. Cynric, prepare your bow. Maybe we can scare them away."

Cynric removed his bow and nocked an arrow. Feradul pointed to a tree in the distance, indicated Cynric to shoot near the creatures in the hopes of scaring them away. He let the arrow fly and it thumped into the tree next to them. A loud roar answered the arrow and one of the creatures began bouncing around angrily.

"I think we made it mad!" exclaimed Cynric.

"You think so?!" yelled Roylla.

“They’ll be drawn by the glow of the fire! Prepare yourself!” Feradul stepped back and prepared for the creatures’ arrival. He could see two shadow-like forms moving quickly toward the camp. Off to the side, two more shadows joined in.

The three warriors made a half circle around the fire, waiting for the creatures to come.

As the creatures drew near, Roylla shouted out, “Stalkers! I saw two more coming just beyond these two.”

Cynric nocked another arrow and prepared himself. “Here they co...”

Before Cynric could finish his exclamation, two ape-like creatures burst into the clearing. One of them leapt onto Cynric’s chest, knocking him to the ground. Feradul was prepared and swung his sword deftly, slicing the chest of the second stalker. Two more burst through the forest, following the first ones’ lead.

Cynric was pinned to the ground. His ranger senses kicked in quickly as he grabbed a pair of daggers from his waist. Plunging the sharpened edges into the stalker’s sides, the beast jumped up and wailed in pain. Feradul’s target staggered back, holding its chest wound. Its flesh was easily stained with blood flowing freely from the wound. But the creature wasn’t quite finished and leapt to attack.

The third stalker heaved toward Feradul simultaneously as the second, knocking the other out of its way in an attempt to claw Feradul’s face. The crusader launched his leather glove into the air, catching the attack cold. The stalker ripped the leather gauntlet free and stomped angrily onto the ground. The beast quickly brought its arms around Feradul’s sides, hoping to punch him in the ribs. The second stalker regained its composure and moved to leap over its brother.

The fourth stalker ran toward Roylla. Although she didn’t have a weapon to bear, she wore her fetish on a necklace, secured tightly around her neck. Her eyes began to glow as she called upon the spirits to guide her strike against the terrifying opponent. A blue glow formed around her hand capped with a bright white halo. Roylla clapped her hands together and a near deafening burst erupted from between her palms as the light was expelled outwards, striking the stalker squarely in the chest. The burst of spiritual energy burned a hole through the creature’s chest, killing it instantly. Roylla’s head immediately began to pound in agony as channeling the spirits often caused. She dropped one knee to the ground and flinched. She was still learning to control the spirits, and it always resulted in pain.

Cynric’s target stood there with his daggers embedded in the ape’s sides. The creature tried to move, but the blades continued to bite its flesh. It started pulling both daggers free from its hide when an arrow plunged deep into its chest. The stalker stopped moving and started falling, face first, into the dirt. It landed with a thud as Cynric ran over to retrieve his daggers.

Feradul was locked in a bear hug from one stalker with the injured one hanging off his back. Cynric pulled a dagger free and threw it skillfully at the stalker grappling the crusader, planting it into the stalker’s back and causing the creature to howl, breaking the grapple. Feradul kicked the stalker in front, throwing his

body backwards to land atop the stalker behind him. He pulled a dagger from his waist belt and stabbed it into the side of the stalker pinned to the ground. Leaving the dagger in place, he stood up to see the remaining stalker turning his ire toward Cynric and ready for a charge.

Feradul recovered his fallen sword from the ground and swung wide, slicing the tendons in the beast's right calf. The creature immediately fell to the ground and began clawing the dirt to recover its momentum. It attempted to stand, but the right leg wouldn't allow it to. Feradul stalked over and placed his leather-booted foot atop the stalker's back. He plunged his sword deep into the creature, not removing it until the beast stopped flailing about.

The forest was quiet.

Roylla had recovered and moved to stand by Feradul's side. She looked up at him and then over to Cynric. The band was bruised, but no injuries were to be found. Feradul sheathed his sword and stepped back to look at them both.

"We must remove the carcasses from our camp," Cynric stated. "The smell will only serve to bring other carrions here. If we move them far enough away, we'll be able to draw any other animal's hunger away from our camp. Quickly!"

Feradul was able to carry a stalker himself while Cynric and Roylla combined carried another. They hauled the bodies far from the camp, placing them at a nearby dried-up river bed. It took them almost an hour, but the simple act would prove beneficial as the rest of the night passed by quietly.

The three warriors awoke the next morning to a vivid sunrise and the calming sounds of the forest. Not wanting to waste time, they picked through their morning rations and packed up everything. The camp took about an hour to take down given their relaxed state, and Roylla gave the two men an inquisitive look.

"Where to now?" Roylla asked.

"We are still two days out from Linnor," replied Feradul. "We need to resupply and see if we can recruit another ally into our merry band. We might be strong, but there's only three of us and the wilderness can degenerate to chaos quite quickly."

Cynric nodded his head in agreement. "Let's travel along the banks of the river. I need to clean off last night's bloodshed."

"Do you think the stalker bodies will still be there?" asked Roylla.

"Not likely," Cynric stated. "In these woods, they would have been picked clean or hauled off by now."

"Then we will follow the river," interrupted Feradul. "Even if the bodies are there, we will be able to see any threats in the daylight. Let's go."

The small warrior band disassembled their fire pit and covered the ashes with dirt. They left the ominous sanctuary of the forest for the river. It was wide and shallow there, perfect for cleaning off the signs of the conflict from the night before. After about fifteen minutes, they continued their quest, heading now to Linnor, a small town in the western lands run by gray elves. Maybe then their band of three could become a party of four.



WELCOME TO DHURAN

WELCOME TO DHURAN

The year is 500. Over the past 85 years, Dhuran has gone from survival being difficult, to a planet where leaving the sanctuary of civilization immediately puts one's life in danger. The portentous event that caused this turn for the worse was the discovery of a vast, ancient underground city called Drak'tau. Not only does this city hold secrets from an unknown time, it was soon learned that thousands of restless souls were imprisoned for all eternity. Once the city was discovered, these souls were released and the horrors of Dhuran began to come alive.

The 85 years that followed the discovery of Drak'tau have not been kind to the people of Dhuran. The Known Lands are relatively small, and dangers already lurked at the borders with the Land of the Barbarians to the northwest and the Land of the Pharaohs to the southeast. Trapped between the Inner Sea to the north and the Outer Sea to the south, there was little they could do to avoid these threats. Moving everyone to a distant land wasn't an option as there have never been enough ships and the seas are plagued with pirate fleets. The only remaining option was clear: they must fight to survive.

So they did.

Hundreds of warriors heeded the call to protect the places they call home, their friends, and families. These brave warriors are the only hope the Known Lands have to stand against the mounting horrors; a blight that seems to worsen with each passing year. Is there no stopping this oppressive evil?

The more discoveries explorers and scholars make, the worse life seems to get. Instead of dealing with indigenous creatures, which are dangerous enough, the bands of warriors have to deal with the diseased, the plagued, the undead, and demons from the chaos realm. Disturbances felt by the civilized folk reverberate across the Known Lands, angering the uncivilized humanoids, bringing them to arms against the civilized lands. It's a never-ending tidal wave of hate that grows with each passing year and shows no sign of dissipating.

Maybe the secrets locked away in the ancient cities can provide a solution. Maybe the crusaders are right and there should be a greater being protecting the Known Lands from this blight. Maybe the inquisitors are right and we need to cut off the infection that brings the plagued creatures to life. Or, maybe the heroic deeds of the warriors will finally bring an end to the madness.

What is Ancient World?

Ancient World is a dark fantasy setting for the *Entropic Gaming System* role-playing game. It takes place on the ominous planet of Dhuran within the region locally known as the Known Lands. Although the civilized races call the Known Lands home, and have been surviving and thriving there for centuries, there are many secrets locked away in remote places and deep recesses. The more that is uncovered, the more dangerous the region becomes.

In *Ancient World*, magic is real and quite dangerous. It's much safer to harness the power of the elements using alchemy and herbalism than it is to tap into the volatile nature of the spirit realm. The other option is to wield the mysterious power of the runes, a power that few understand.

Across the Known Lands, there is a stark difference between the civilized and uncivilized races. Civilized races are those that fight for the good of the people and live within the confines of true villages, towns, and cities. (These are the "civilized

places” as defined by these civilized races.) The civilized races are dark elves, dwarves, gray elves, halflings, and humans. Although they may squabble and fight amongst themselves, from time to time, they are allied with each other to battle the threats they all face on a daily basis.

Uncivilized races are those deemed a threat to the civilized races’ way of life. Another threat besides the indigenous creatures across the wilderness and the supernatural forces that plague the land, these humanoid beings have created their version of civilization that goes against the principals of the so-called civilized races. The uncivilized races include the crowmen, goatmen, harlocks, mongrels, pygmies, ragbahals, ragfowdos, raiders, ratmen, and seadogs. This doesn’t include any of the peoples from the Land of the Barbarians and the Land of the Pharaohs.

Threatening the people of Dhuran, both civilized and otherwise, is a horrific mixture of denizens. Even many of the indigenous creatures that lived beside the humanoid races for centuries are being threatened and must fight for survival. Since the discovery of Drak’tau, Dhuran has become a haven for plagued monsters, diseased creatures, undead beings, and demons. It is as if the more the civilized races uncover of Dhuran’s secrets, the more the planet rebels against those discoveries.

There is an ancient world to unravel, and the Known Lands need warriors brave enough to discover the truth.

PLAYER CHARACTERS

In *Ancient World*, player characters assume the role of explorers, warriors, adventurers, and saviors adventuring and ridding the world of everything that threatens the Known Lands. However, there are many political and social battles going on amongst the civilized races, and they could instead assume the role of diplomats that serve as liaisons between the villages, towns, and cities. Although it may seem there are more than enough horrors to threaten everyone’s way of life, noble machinations often pay little regard to the wellbeing of the rest of society, causing internal conflict to arise.

The call for brave warriors came when the outlying areas began to be continually attacked or threatened by malevolent beings. Most farmers, foragers, hunters, fishermen, miners, and axemen are simple folk; helpless in the face of these dangers. Capable of protecting themselves from only the smallest of threats to their homes, they rely on others to protect the valuable land that provides food for everyone, wood for their homes, and metal for the tools they need. It is the souls of these saviors that ensure the survival of everyone.

Dhuran may sound like a hopeless case, but in the midst of it all, there is hope: hope for a better world. The discovery of Drak’tau spoke about great beings that protect the people; beings that no scholars had ever heard of. It is as if there was a layer of protection, perhaps in the form of these good beings, that was stripped away. The more writings that are deciphered, the more the scholars learn, and the more faith they provide to the



people. The possibility of being protected by a being greater than any civilized person was previously unfathomable. From this nascent body of faith, a religion of sorts is beginning to form, and the people have begun looking toward the great warriors to uncover more, urging them to push the boundaries of safety and sanity.

These saviors, as many are beginning to call them, have a great mission ahead of them. Not only do the people rely on these intrepid heroes, the PCs to save them from the terror that sickens the land, they also rely on them to bring these protective beings to Dhuran in the hopes of saving everyone. But the task of nurturing this hope will not be an easy one; it is fraught with danger at every turn. Once the heroic PCs leave the security of the city walls, they are on their own amongst a world that would rather see them fail.

KNOWN LANDS

The homeland of the civilized races goes by many names. Whether it is the Known Lands, the Civil Lands, the Low Plains, the High Plains, or the Blue Gulf, the region is but a small portion of the continent, and an even smaller portion of all of Dhuran.

The inhabitants of the Known Lands know they are but one small part by a much larger planet. They don't know how big the planet is, but they understand their region is but one of many. Without knowing how far away other regions are or what inhabits those other regions, the people are determined to survive within the only place they call home.

The Known Lands are a mixture of forests, plains, mountains, rivers, and jungles residing between a pair of blue seas. Travel throughout is difficult, although a series of trails mark the paths between the few villages, towns, and cities that exist. The majority of the population lives near the Inner Sea, although new settlements are being founded away from the sea and away from the human urban centers.

The Known Lands, their most common name, reside between the Land of the Barbarians and the Land of the Pharaohs. There are many still unexplored areas, but the general lay of the land has been mapped and defined as follows:

BELMEAD MOUNTAINS

The Belmead Mountain range is the easternmost range that divides the Known Lands into its Northern and Southern regions. They provide a natural barrier between the Known Lands and the Land of the Pharaohs to the southeast and help to create the high plains where the halfling villages are located.

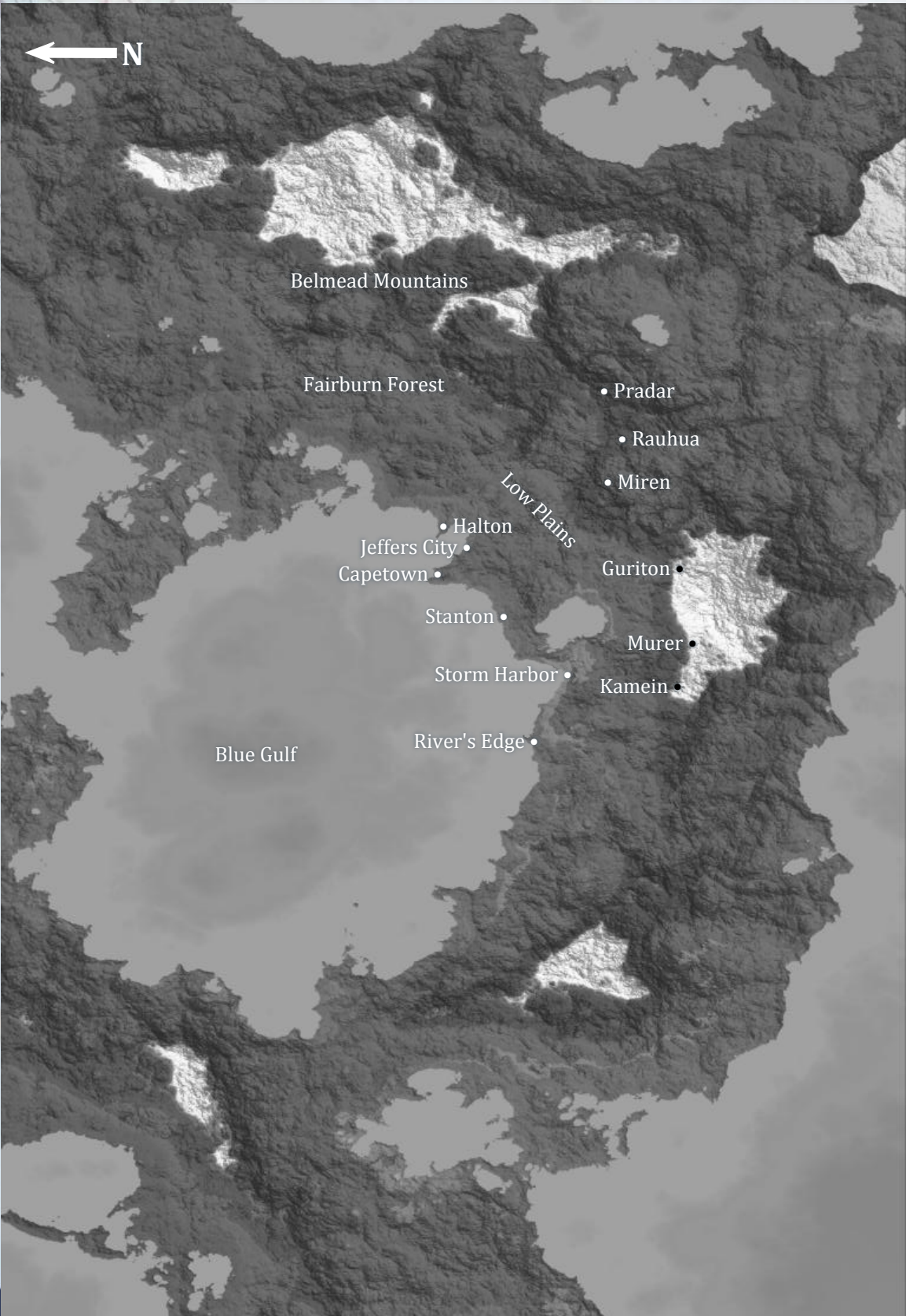
Very little is known about the Belmead Mountains. Few have ever ventured much farther than the last hunting grounds of the halflings, as the terrain becomes quite rugged and the peaks are high enough to be covered with snow almost all year round.

BLUE GULF

The Blue Gulf forms the shoreline that encompasses the majority of the Known Lands' population. This large gulf is part of the Inner Sea and provides an abundance of fish and water passage to all human urban centers and gray elf towns. Although home to numerous pirates, it is along the southern shores that civilization thrives and markets burst with all manner of goods and food. Many rivers from the Merriton Mountains end near or at one of the urban centers along the Blue Gulf's banks, allowing quicker passage to and from these markets.

The Blue Gulf ends at a pair of horns that jut into the Inner Sea, creating a small strait between them. The White Horn to the northwest is covered in high mountains. The Green Horn to the northeast is covered in lowlands and dotted with islands. Many of the pirates in the Blue Gulf make their home somewhere on one of these horns.

The Ancient World: Quick Start Guide is prominently placed in the Low Plains. There are many areas west and south of the Low Plains not described herein. However, those locations can be found in the full core setting guide, providing a much larger look at the setting.





FAIRBURN FOREST

The Fairburn Forest occupies a large tract of land in the eastern half of the Known Lands. The forest is bordered by the high and low plains to the east and the south respectively, the Belmead Mountains to the east, and the Blue Gulf to the west. No one knows what lies on the northern fringes of the Fairburn Forest, or even how far the forest goes before giving way to a different terrain.

LOW PLAINS

The Low Plains meander casually throughout the Known Lands, forming the backbone of farmland. Many predators hide amongst the tall grasses of the plains, forcing travelers to be cautious when searching for the wild game found throughout. Many different terrain features border the Low Plains, including the High Plains, Winterbrush Forest, Merriton Mountains, and the Inner Sea.

Exploration

Many gray elf scholars have jested that the Known Lands should truly be called the Unknown Lands. Although most people have a relative understanding regarding the lay of the land and can spot the major landmarks, most of the region remains unexplored, as the risks are quite high. Over the course of the past few decades, many explorations have launched with a result of few or none of the explorers returning. Those that manage to survive the ordeal return with incredible stories about long lost ruins, abandoned towns consumed by chaos, dusty villages now home to Dhuran's indigenous fauna, haunting spirits, and the ever-increasing numbers of plagued, diseased, undead, and demonic beings.

Townfolk continually question why these explorations need to be undertaken, but the gray elf scholars stand by the line; "To save Dhuran's future, we must learn of its past." In order to understand that past, explorations must be launched far from the protection of the city walls where the wilderness rules. Thrill seeking warriors and adventurers often join these exploration bands in the hopes of becoming great heroes, or incredibly wealthy (there must be treasure out there

somewhere). Although their motivations may be selfish, explorers are scholars, not warriors, and they need others to protect them.

The secrets of Dhuran's hidden past continue to surface with each passing year and each successful exploration. However, the grand puzzle that is Dhuran's history is so vast that each exploration only adds a small answer where thousands of questions still remain. There is much to be discovered and along with these discoveries comes the hope that uncovering these secrets will lead to the purification of the lands. But sometimes, the opposite is true.

Explorers often enter territory where civilized races are not meant to be. These territories seem willing to accept the foreign intruders, but only for a fraction of time. As the days crawl along, the territory becomes more and more fraught with danger as vile beings rise from the depths of the chaos realm to enslave or kill the civilized explorers. Many of these beings had never been encountered before, leading to the discovery of new denizens to add to Dhuran's growing collection of malevolent beings.

Not all is gloom and doom though; some explorations uncover vast deposits of knowledge, supplies, crafts, weapons, armor, or treasure. Setting foot into an abandoned town from unknown history may lead to the cache of a great blacksmith who forged incredible weapons with resilient tools. Stumbling upon a hidden complex, which the ancient races referred to as temples, may uncover libraries filled with books written in an unknown language. Digging down into the depths of the planet may reveal a vast civilization that thrived for what could have been millennia.

There is much to be found and much to be learned from these explorations, so the gray elves urge everyone to continue the efforts. Yes it may be dangerous, but it might only take one discovery to learn how to purge the lands of all dangerous creatures.

Denizens of the Deep

There are many indigenous creatures across Dhuran; some are harmless and some are quite deadly. The deadly ones can be quite frightening to the common folk, but it is the denizens of the deep that terrify everyone, even the bravest warriors.

Gray elf scholars have coined the phrase "denizens of the deep" as these creatures are truly so monstrous that they could not be a product of nature or natural causes. They must come from the bowels of the earth, deep where chaos spreads like wildfire. These depths are often referred to as the chaos realm.

Few have every gazed upon the chaos realm, and even fewer have lived to tell about it, for it is only visible when one of these denizens of the deep is emerging from it. The scene is at once both blackness and piercing light, swirling through a miasma of energy that radiates from the ground, or what passes for ground in that realm. It is a thing of awe to behold, but observers much take care not stare too long for the emerging denizens will rip the captivated one to shreds.

To better understand what comes from the chaos realm, gray elf scholars have devised a method of identification under the terms: demon, diseased, plagued, and undead. By understanding what these beings look like, citizens across the Known Lands and the brave warriors protecting them can quickly determine what the best course of action would be.

DEMONS

Of all the denizens of the deep, demons are the largest and most dangerous. They also appear to be the ones in charge. Determining whether the being spotted is truly a demon can be difficult as other creatures appear to have demonic tendencies and features, but slight variances set them apart. In part, this is because there are varied potential appearances for demons. Some are giant lumbering beasts that look like oversized humans, others are short awkward beings with unnatural features, and there are still many others.

There is one common thread amongst all demons though: they are all intelligent, with some of them appearing to be far more intelligent than the civilized races of the Known World. Many demons have civilized qualities in that they appear to command subordinates, form tactics, execute strategies, and function well beyond primitive instinct.

Many demons are much larger than the civilized races. The largest appear to be in charge with hordes of smaller demons or other chaotic kin swarming their feet, waiting to strike at whatever they can. Amongst these larger demons are weapons of unwieldy sizes. They are clearly the proper size for the creature, and no civilized being could possibly lift such a weapon. Most of the smaller demons use claws and teeth as their only weapons, while some demons appear to draw energy from the chaos realm, producing extraordinary abilities that rival even the greatest shamans.

DISEASED

Diseased beings are difficult to comprehend as they appear just like regular humanoid beings. Differences do exist, however; they no longer appear to have the same level of intelligence and they move about like hordes of small demons. The eyes of the diseased are black and empty, as if they no longer need them to see. Their skin has turned to muted hues of brown, green, blue, purple, or a combination thereof almost as if they died and were brought back to life after the onset of decomposition.

Diseased creatures always give off a foul odor, leading to their moniker “diseased”, much like the putrefaction of bodies after a particularly nasty battle. It is unclear if their bodies are decaying or if the stench is one that simply emanates from their skin.

PLAGUED

Plagued creatures can be a truly off-putting sight: they look like oversized or engorged versions of their non-plague ridden selves. The plague can infect nearly any creature (other than demons), including



all humanoid and indigenous beings. They are always larger than their uninfected kin, making them easier to distinguish compared to the diseased beings (which are the same size as their non-diseased kin).

Plagued creatures also show a level of civil intelligence, regardless of what form they take. It is quite shocking to encounter a plague ape speaking Trade Speak; whatever plagues these creatures seems to have has its own essence or purpose that overrides that of the shell it possesses (giving them the moniker “plagued”). Unfortunately for all civilized beings, they also appear to be driven by an insatiable desire to kill every last one. No one has been able to determine why.

Besides the swollen size of the being, most plagued creatures have either red pupils or eyes that are completely white. The eyes are believed to still be functional they always look at their target as if they’re staring deep into that victim’s essence. Their skin appears similar to that of the diseased with muted hues of brown, blue, or green as if it’s decayed, but they don’t give off the same stench as the diseased.

Their high tolerance of pain makes them difficult to defeat in combat, but they do appear to succumb to the occasional psychological trickery. They have many qualities akin to the civilized races, but with a ferocious anger attached to them.

UNDEAD

Undead beings appear to be neither dead nor alive as they appear like the empty shells of those who have rotted in graveyards for decades or centuries. They lack any sense of intelligence or what would ostensibly appear to be sentience. Those with skin and muscle still remaining on their bones emit an offensive odor, similar to a diseased creature, while those appearing like skeleton puppets have no smell at all. They seem to have little else in the way of unifying features other than each looking like a humanoid that died many, many years ago.

Undead creatures show no care for whom or what they attack. They appear to be driven by a less-than-primitive instinct unless prodded along by a demon master (who is somehow able to connect with these creatures). Some are fast moving, some are quite slow, but they all wander widely, searching for new victims. It may be the smell of the living that drives them toward a new target, or it may be the simple desire to cause more death, possibly propagating their species (if they can truly be called that).

Although it’s believed by gray elf scholars that all undead beings were once civilized or uncivilized humanoid beings, their decrepit state makes it difficult to accurately pinpoint their origins and they instead defined by new, mostly generic nomenclatures. This taxonomy defines the capability and drive of the being rather than its previous existence.

Undead creatures can often be identified by their sagging skin, dripping muscle tissue, or ragged bones. Those with eyes exhibit black eyeballs with red, sometimes glowing pupils. Those without eyes have blackened holes where the eyes used to be. Sometimes these blackened holes glow red, sometimes white. However, most scholars agree that undead creatures don’t truly see through their eyes and instead have some type of preternatural senses that allows them to know what’s around them.

Undead creatures that exhibit the least amount of putrefaction have body features that have lost their definition and mostly blend into each other. This would be what one might expect should a body be exsanguinated and not filled with any other type of fluid. If the hands are still intact, they are capable of brandishing real weapons and shields; some are even still capable of wearing armor. Those who can no longer handle a weapon often have distended claws on their fingers, and all have jagged teeth they use for biting.



CHARACTERS

CHARACTERS

Characters in *Ancient World* can vary depending on their design and physical characteristics. Players are not limited to creating only humans as other humanoid races are provided. All other humanoids throughout the Known Lands are hostile and unfit for standard play. Follow the standard **Savage Worlds** character creation rules.

Character Concepts

Assassin: In a world of politics and subterfuge, assassinations are a somewhat frequent occurrence to hush the loudest opposition or resistance. Assassins are skilled in stealth tactics and understand how to hunt their prey without getting caught. **Suggested Skills:** Climbing, Fighting, Stealth, Tracking

Barber: Barbers are the most common type of medical practitioner across the Known Lands. They typically perform the most basic medical functions even though they're not as well received as a physician (and definitely not as respected as a surgeon). **Suggested Skills:** Healing, Investigation, Persuasion

Cataphract: Cataphracts are the true knights of Dhuran, known for their ability to charge forth and cause the enemy to break and flee. They are quite skilled, albeit a bit reckless, and always lead the combat from the frontline. **Suggested Skills:** Fighting, Intimidation, Riding

Charlatan: There are many who look for the quick coin and love to cheat others out of those hard earned. These charlatans use trickery and guile to make their way through life, becoming masters of their trade. **Suggested Skills:** Fighting, Gambling, Lockpicking, Persuasion, Stealth, Streetwise

Farmer: Farmers are the hardworking laborers ensuring everyone's survival by providing food and drink. Their way of life is continually threatened by the many creatures across the Known Lands and desire little more than the protection of their families. **Suggested Skills:** Riding, Streetwise, Survival

Gladiator: The gladiator pits are filled with brave warriors who fight for praise and purse. Those who fight well live extravagant lives; those who don't often die quickly. **Suggested Skills:** Fighting, Intimidation

Gypsy: Urban centers are always home to bands of gypsies. These semi-nomadic people love to move about through civilization fleecing whatever they can from its residents. The biggest difference between them and charlatans is that gypsies provide obscure services, such as fortune telling, where people willingly hand over coin. **Suggested Skills:** Gambling, Persuasion, Stealth, Streetwise

Marshal: Large urban centers have a full watch to guard the city, while smaller towns have marshals. Marshals are charged with keeping the peace and often serve as every aspect of the law known to the town. **Suggested Skills:** Fighting, Investigation, Persuasion, Shooting, Streetwise, Tracking

Mercenary: Mercenaries are highly skilled, and highly prized, warriors for hire. They fight bravely and overcome many odds, as long as

they're paid handsomely. **Suggested Skills:** Fighting, Notice, Shooting, Survival, Tracking

Miner: The mountains are filled with deposits of ore and many miners toil away day after day extracting precious minerals. Most metals are used for creating tools, household goods, and weapons. **Suggested Skills:** Investigation, Notice

Seneschal: Seneschals are the masters of a noble house, just beneath the nobles themselves. Few decisions are ever made without the consultation or direction of the seneschal and little is ever executed that doesn't come from their command. **Suggested Skills:** Fighting, Intimidation, Knowledge, Persuasion

Scholar: Scholars have become increasingly important throughout the past years given the discovery of ancient documents detailing an unknown history. With the increased need to protect the civilized lands, scholars are also busy cataloging the Known Lands vast collection of indigenous flora and fauna. **Suggested Skills:** Investigation, Knowledge, Persuasion, Streetwise

Thief: Charlatans may try to swindle through subterfuge, but thieves will steal using little more than a dagger and intimidation. Many of them join the bands of warriors to escape the wrath of a marshal. **Suggested Skills:** Fighting, Lockpicking, Persuasion, Stealth, Streetwise, Survival

Skills

DRIVING

The Driving skill is limited to Carriages (horse-driven, two-or four-wheeled vehicles).

GUTS

Ancient World is a dark fantasy setting where Fear and Terror are frequent. It is suggested to add the Guts skill, but not required.

KNOWLEDGE

The following Knowledge Specialties may be helpful to the characters.

CRYPTOZOOLOGY

Cryptozoology is a new area of study implemented by gray elf scholars. This area of study was in response to the demands of the inquisitors to document the various diseased, plagued, and undead beings encountered on a hunt. Knowledge (Cryptozoology) can be used to identify these types of creatures along with understanding their basic taxonomy.

DEMONOLOGY

Demonology is the study of the chaos realm and the demons and demonic beings that exist within it. It was the basis for the creation of the first inquisitors and is used to better understand the chaotic beings they hunt. Knowledge (Demonology) can be used to identify demons along with understanding their basic taxonomy.

RUNOLOGY

Runology is the study of the symbols found in ancient places, such as Drak'tau. It forms the basis for runicism and appears to be a form of symbology. Knowledge (Runology) can be used to decipher what those symbols mean, or at least theorize what they mean as most have yet to be properly identified.

ZOOLOGY

Zoology was one of the first gray elf areas of study as they began investigating and documenting Dhuran's indigenous animals. Knowledge (Zoology) can be used to identify these types of creatures along with understanding their taxonomy.

PILOTING

The Piloting skill is not used in *Ancient World*.

Equipment

Ancient World uses three different types of coins as currency: copper (cp), silver (sp), and gold (gp). All costs listed in the *Savage Worlds* core rulebook are in silver. Anytime a cost is given without a suffix, it defaults to silver (sp). The exchange rate is as follows:

- 10 copper = 1 silver
- 10 silver = 1 gold
- 1 gold = 100 copper

Hindrances

EASILY FRIGHTENED (MINOR)

Dhuran is a dangerous place to live, and those with a weak will don't always make the greatest warriors. The character is a bit jumpy when it comes to traversing the wilderness and always cowers in the face of terror. He suffers a -1 penalty to all Fear rolls.

FALSE FAITH (MINOR)

The character has chosen to pursue the scholarly studies regarding the beliefs of ancient, greater beings as written about in the ancient texts. Very few amongst the Known Lands share her beliefs and instead accuse her of having faith in something completely absurd. When dealing with those who don't believe in religion, the character suffers a -1 penalty to Charisma.

WEAK WILLED (MINOR)

The character is easily pushed around. He has a difficult time choosing his actions and seeks others for guidance. He lacks any measure of assertiveness and easily succumbs to persuasion and intimidation. When making a roll against the Fright Table, he suffers a +1 penalty, the same as if the creature had an additional -1 to its Fear rating.

Edges

UNUSED EDGES

The following Edges are not allowed for player characters:

rock and roll!, adept, champion, gadgeteer, holy/unholy warrior, mentalist, mr. fix it, rapid recharge, improved rapid recharge, soul drain, wizard, arcane background (magic), arcane background (miracles), arcane background (psionics), arcane background (super powers), and arcane background (weird science)

NEW EDGES

ALCHEMIST

Type: Professional

Requirements: Novice, Arcane Background (Alchemy), Smarts d8+, Knowledge (Chemistry) d8+, Transmutation d6+

Alchemists use their knowledge of chemicals to create an art form for changing one ingredient into another. They gain a +2 bonus to Transmutation rolls when creating alchemical mixtures. Additionally, each Raise on a Transmutation roll reduces the Power Points required by 1, to a minimum of 1.

AMBUSER

Type: Combat

Requirements: Novice, Agility d8+, Stealth d6+

Some warriors are particularly skilled in the art of getting the drop on a target. Maybe they have a knack for moving about quietly without being heard, or maybe they know the best way to camouflage the body to blend into the scenery. Whichever it is, his target won't know until it's too late. He gains a +1 bonus when testing for Surprise or The Drop.

DIPLOMATIC

Type: Social

Requirements: Novice, Charisma 0+, Persuasion d6+

The character knows how to befriend others using natural charm and her friendly personality. Her soothing words not only reduce anger, they have a natural tendency to persuade others in believing what she has to say. She receives a +2 bonus to Persuasion when dealing with members of another race.

FARMER

Type: Background

Requirements: Novice, Survival d8+

The character has chosen the simple life of a farmer often leading to great survival struggles compared to those in the urban centers. The relative peace of being away from the hustle and bustle provides him comfort as does the thought of working hard for the rewards you receive. He gains a +2 bonus to all Survival rolls.

MARSHAL

Type: Leadership

Requirements: Veteran, Command, Natural Leader, Smarts d8+, Charisma 0+

Marshals are known for their leadership prowess on the battlefield, especially when facing down the Denizens of the Deep. They may share Bennies with any allied companion within their command radius.

MERCHANT

Type: Professional

Requirements: Novice, Charisma 0+, Streetwise d6+

The markets rule the urban centers and only the best merchants survive the seemingly cutthroat trade industry. The character knows how to properly buy and sell, always managing to get the best deals. He gains a +2 bonus to all rolls related to mercantile activities within the Known Lands, including negotiating with another merchant.

NOBLE

The Noble Edge can only be taken by dark elf, dwarven, and human characters.

PERSEVERANCE

Type: Background

Requirements: Novice, Spirit d8+

The character is extremely resolute when it comes to seeing a task to completion. Despite any difficulties or obstacles, she plows through them with ease and always encourages others to do the same. Once per day, she may re-roll any failed, non-combat dice roll.

RICH

The Rich Edge can only be taken by dwarven and human characters.

FILTHY RICH

The Filthy Rich Edge can only be taken by human characters.

RUNE PRIEST

Type: Professional

Requirements: Novice, Arcane Background (Runicism), Smarts d8+, Knowledge (Runology) d8+, Scribing d6+

Rune priests are trained to harness what little power comes from the runes they discover during their travels. They gain a +2 bonus to Scribing rolls. Additionally, a Raise doubles the duration of the power.

TRADER

Type: Professional

Requirements: Novice, Charisma 0+, Streetwise d6+

Merchants sell goods within the marketplaces, but it's the traders who provide goods from foreign lands. The character often travels great distances to buy and sell goods from various locations, keeping all of the Known Lands connected no matter the distance is between them. She gains a +2 bonus to all rolls related to mercantile activities outside of the Known Lands, including negotiating with merchants.

TRADESMITH

Type: Professional

Requirements: Novice, Smarts d8+, Knowledge (Choose a craft) d6+

The character is particularly skilled at crafting items desired by townsfolk or required by warriors. Her craft may provide them with quality weapons and strong armor. She gains a +2 bonus to all rolls related to her chosen craft. This Edge may be taken multiple times with a different craft chosen each time.

TWO-HANDED FIGHTER

Type: Racial

Requirements: Halfling, Novice, Strength d6+, Fighting d8+

Just because they're short doesn't mean they have to struggle when wielding larger weapons. The character is capable of wielding single-handed melee weapons one die higher than his strength by using two hands instead of just one. He ignores the Minimum Strength penalty, but only for single handed melee weapons wielded this way. Penalties still apply when wielding melee weapons that normally require two hands to wield.

CONNECTIONS EDGE

The following Connections Edge focuses are appropriate for *Ancient World* and may provide a benefit to the characters.

MERCHANTS' GUILD

Merchants seeking the best prices – and highest profit – throughout the urban centers would be wise to join the

Merchants' Guild. This guild makes many decisions about buying and selling prices in the human urban centers and knows the best traders to speak with for obtaining the highest quality merchandise.

THIEVES' GUILD

Thieves, charlatans, and gypsies have to stick together to avoid the gaze of the Watchmen. These bands are essentially lorded over by the Thieves' Guild which can offer protection and sanction to those in trouble. They also know the best secrets and have heard the sweetest rumors.

TRADERS' GUILD

Traders are those who travel between locations to obtain goods for selling. They are responsible for the spreading of goods, tools, weapons, armor, and even livestock across the land. Their career is one filled with danger, often forcing them to hire mercenaries for treks through dangerous wilderness. As such, they demand fees for this service and those fees are guaranteed by the Traders' Guild. Merchants wishing to purchase from a trader must adhere to the rules established by the Traders' Guild. Those who ignore the Guild become blacklisted and are never allowed to do business with the Traders' Guild again. However, this hasn't stopped a black market from appearing which operates outside the Guilds. (The black market is believed to be run by the Thieves' Guild, but no one has been able to prove it.)

Race

In *Ancient World*, player characters come from one of the civilized races in the Known Lands. Each race is unique with a Racial Template pertaining to how they differ from the standard human.

DWARF

Dwarves are a stark reflection of the earth they live within: unwavering, stoic, firmly planted in their beliefs, physically resilient, and proud. They build grand kingdoms to demonstrate devotion to their kings and queens with an entire society revolved around the earth that protects them. They are extremely brave and known to stand strong against the worst of terrors. To have a dwarven ally in a fight means to have someone who will always offer their aid and protection. They are also known as the most stubborn of all the civilized races.

CLIFF-FACED KINGDOMS

Dwarves live within earthen kingdoms carved into the face of the land's largest cliffs. These dwarven kingdoms are immense cities beginning on the face of a cliff and ending in a spider-web of cavities stretching for miles within the mountain. Unlike the dark elves, these cities are meant to be seen as vast strongholds of power and awe. From the valleys below, these cliff-faced kingdoms are a sight to see.

Many dwarven kingdoms reach great heights with each level serving a unique purpose. The king and queen reside on the highest level with members of the gentry and warrior castes in the levels directly underneath. Dwarves have an extremely strict caste-system and each level within the kingdom is designed to house and segregate the different castes. This gives a semblance of rising in power the higher in caste-level one goes; the king and queen can look down upon their entire kingdom from dizzying heights.

From the outside, the only visible portions of the cliff-faced kingdom are military, nobility and, of course, royalty. The lower levels of the kingdom along the cliff face contain open markets and walkways for those above to travel to lower levels. Vigilant guards are placed throughout to prevent the riff-raff from traveling to a level where they do not belong and carefully watch the valleys below as visitors draw near.

CASTE

Dwarves adhere to a very strict caste system and can only rise in caste after proving their worth due to extenuating circumstances (rising to royalty is nearly impossible). Dropping to a lower caste is a cause for great shame and is a punishment for non-serious crimes. The different castes, from highest to lowest both physically and socially, are as follows: royalty, gentry, warrior, tradesmith, merchant, scholar, worker, and servant.

The royalty caste is reserved for the king, queen, and royal family. This includes all children and siblings serving in ambassador positions. The highest level of the cliff-faced kingdom houses all members of the royalty caste. Meetings with members of other castes are strictly performed in the lower levels as only royalty are allowed on this level.

The gentry caste includes nobles, warlords, generals, and leaders of the guilds. If the king and queen's family members are not serving ambassador positions, they would instead be found in the gentry caste. Members of the gentry only hold meetings with those above them and those reporting directly to them. As such, all gatherings with the gentry are held in special rooms within their estates.

The Ancient World: Quick Start Guide has been trimmed down with two of the playable races removed. Within the full core setting guide the dark elf and gray elf player character races.



The warrior caste is a truly honored group as they are the dedicated dwarven warriors handpicked by the warlords and generals to serve the kingdom. These are no mere foot soldiers; they are the elite and required to pass a test of skills before being admitted to the caste.

Dwarven kingdoms pay much respect to their various tradesmiths as the different crafting arts – such as armor and weaponsmithing – are extremely important to them. Due to this respect, the tradesmith caste falls immediately beneath the warrior caste and above the merchants and scholars. It comprises highly talented dwarves who have proven their skills to the guild leaders.

The merchant caste is the only one given blanket permission to travel the land, trading with all other races and kingdoms in the Known Lands. They are skilled negotiators and spread high-quality dwarven wares everywhere.

Scholarly knowledge is not very important to the dwarven kingdoms and thus the scholar caste falls directly beneath the merchant caste. The scholars are the only ones able to join expeditions alongside the kingdom's greatest warriors to seek knowledge of a long forgotten past and to learn more about nearby kingdoms and cities.

The worker caste is the largest of them all, consuming three levels within the kingdom. These are the dwarves performing all the mundane tasks, including farming, hunting, foraging, and mining. They are also called upon in times of war to serve in the army with males attending soldier training twice per year.

The servant caste is the lowest of the entire dwarven kingdom. No one chooses to be a servant; the position is often either punishment for non-serious crimes or one belonging to a completely unskilled person. In their youth, many dwarves perform duties as a servant to learn the skills of a worker.

RELATIONS

When one makes friends with a dwarf, they have found an ally for life. Dwarves are extremely loyal, almost to a fault, but also extremely cautious over whom they befriend. Because of this, they are rarely found in the company of other races. They are hesitant toward others and believe only true bonds should be formed through friendship.

Due to their desire for dwarven-made goods, humans have the best relations with the dwarven kingdoms. While the warlords may not run out to support human causes, they are more than willing to listen to their pleas for help and assess the situation. Should the need arise, the kingdom will assemble a grand army led

by elite warriors and generals to assist its allies. Should they find the humans' needs are not to their benefit, the dwarves will give their warriors and warlords the decision to provide individual aid or not, without the help of the dwarven army. This produces a working relationship with each side showing respect toward the other.

Most dwarves despise the dark elves encroaching upon the borderlands and frown upon their tendencies toward chaos, believing that strength will prevail over anger. Few dwarven kingdoms purposely ally with the dark elves, considering them an annoyance. Instead, they tolerate the presence of the dark elves and avoid seeking any trade with them unless necessary. Should the dark elven cities expand into dwarven territory, a war may ensue.

Dwarves and halflings are completely neutral toward each other. Halflings have little or no need for dwarven goods and have little to nothing to offer in return. The two races rarely come to conflict and rarely become allies. More often than not, they find themselves on the same side of a conflict against the Land of the Pharaohs and reluctantly work together for the betterment of both.

PHYSIOLOGY

Dwarves are shorter than humans, but typically much stockier. They average 4-5ft tall and 175-190lbs. They have light colored skin, sometimes pale, with thick brown or red hair. Their ears are rounded and their eyes are generally darker.

RACIAL TEMPLATE

When choosing dwarf as a player character race, use the following Template:

- **Age:** The average dwarf lives for 280-320 years, typically becoming an explorer at 60 years old. A young dwarf is around 30-45 years old and an elderly one is around 200-240 years old.
- **Hardy:** Dwarves are particularly tough and gain a +1 bonus to Toughness.
- **Common Knowledge:** Dwarf characters consider the following to be common knowledge: crafting, rock, metals, and can identify all manner of weapons and armor.
- **Low Light Vision:** Dwarves gain Low Light Vision, ignoring penalties for Dim and Dark lighting.
- **Loyal:** Dwarves are extremely loyal to their kingdom and their companions. They gain the Loyal Hindrance.
- **Resilient:** Dwarves are able to resist environmental effects and gain a +2 bonus to Vigor to resist them.
- **Slow:** Dwarves have short legs; their Pace is 5.

HALFLING

Halflings are a tribal race with villages located in thin woods and throughout the plains. They are considered to be the race most in-tuned with nature living simple lives in simple surroundings, eschewing most types of conveniences. Their villages are always busy as everyone works together to better the village and aid in its survival.

Halflings are the only race living in small huts within small villages. They never build a settlement housing more than a few dozen families and only perform tasks benefitting the entire village. They are primarily self-sufficient and rely upon other races only during times of famine, extreme weather, conflict from the Land of the Pharaohs, and occasionally when supplies run low. Their ability to survive is due to their strong connection with the natural world instead of relying on the latest conveniences.

VILLAGES

Halfling villages are small, family-driven communities where everyone has a role benefitting the rest of the community. These villages remain small (by choice) with new villages formed every twenty years or so. This size allows the village to be completely self-sufficient by only needing to feed a limited number, never leaving a job undone, and never allowing a halfling to be without a job.

Each village is led by a group of elders. This group can be as small as two or as large as ten, depending on the age of the elders. Each elder provides guidance without being seen as a greater person (as human nobles are regarded). They are simply the ones who know and have experienced the most and are sought out for advice and guidance in day-to-day activities.

When major decisions are necessary, the village brings together an assembly of the most able-bodied halflings, facilitated by the elders, to discuss the event. Decisions require a majority vote, although most lead to days of discussion before a unanimous vote. Halfling villages tend to be very democratic and at the same time very stubborn. Everyone's opinion matters and should a decision affect at least one person in an important way, it needs to be discussed before them all. Giving everyone a voice helps to maintain harmony within the village.

CASTE

There are only two types of halflings in every village: elders and workers. The elders are the most experienced in terms of survival, experience, and knowledge. They don't need to be the oldest, but they do need to be the strongest mentally. They are the ultimate advisors and guides of the village.

Everyone else within a halfling village is considered a worker. Every worker has an important job and everyone is always provided for. These workers perform all types of tasks including hunting, foraging, farming, animal handling, guarding, teaching, and everything else required to run the village. Halflings don't need merchants, although they do have traders to deal with other races; typically they use what they make and make what they use. If they are in desperate need of assistance from outside the village and have nothing to offer in exchange, they instead present their own people as servants, guards, or warriors in return for those needed items. Additionally, during times of great abundance, some of their people turn to the warrior trade to build relations with other races. There are no halfling ambassadors and instead these brave warriors form the bonds between halflings and other races called upon in the future.

RELATIONS

Halflings are extremely fickle. They make efforts to remain as neutral as they can toward other races while often battling with their own kin over tribal rights and village politics. Their constant stance of isolation until dire events demand otherwise is often seen as threatening to others attempting diplomatic measures. They don't mean to insult other races, or even each other, but they often do, resulting in conflicts that can drag on for years. This often drives the need for additional warriors to help rebuild any damaged relations.

In addition to this strange behavior, halflings are very protective of their land and Dhuran's indigenous flora and fauna. If they feel someone is threatening the natural world, they lash out violently. Due to their stealth tactics, gained from centuries of tribal living, these violent outbreaks occur swiftly and seemingly come from nowhere. Halflings are extremely good at hiding and ambushing as they know a frontal assault will most likely lead to disaster.

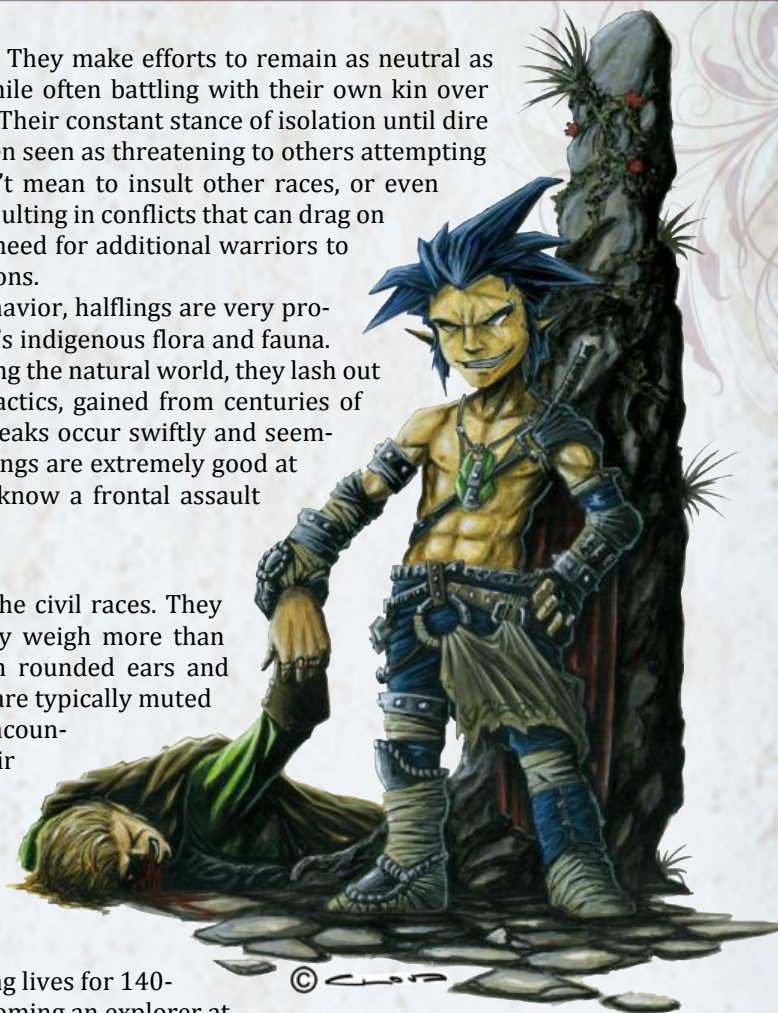
PHYSIOLOGY

Halflings are the shortest of the civil races. They average 3ft in height and rarely weigh more than 75lbs. They have fair skin with rounded ears and brown or black hair. Their eyes are typically muted colors and they can often be encountered wearing war paint on their face.

RACIAL TEMPLATE

When choosing halfling as a player character race, use the following Template:

- **Age:** The average halfling lives for 140-160 years, typically becoming an explorer at 30 years old. A young halfling is around 15-25 years old and an elderly one is around 100-120 years old.
- **Hard to Hit:** Due to their smaller size and quick feet, halflings gain a +1 bonus to Parry.
- **Common Knowledge:** Halfling characters consider the following to be common knowledge: nature, hunting, terrain, and navigating by the stars.
- **Short:** Halflings are considered Size -1, subtracting 1 from their Toughness.
- **Spiritual Upbringing:** Halflings have always been raised to better understand the natural world around them. They start with a d6 in Spirit instead of a d4.



HUMAN

Humans are focused on the grandeur of themselves and their cities, repeatedly attempting to outdo each other and the previous generation. They strive for improvement and a “better” way at all times, even if the current one works perfectly. They are a race continuously dealing with change as societal, political, and military balance has little to no meaning for them.

CITIES ON THE BAY

Human cities are large, sprawling urban areas coinciding with the ever-growing egotistical nature of those living nearer to the Inner Sea.

Along the coastline, large sprawling estates can be found capable of housing an entire halfling village. They are a thing of awe for those who rarely get the chance to see one, filled with the hustle and bustle of a hectic life: packed markets, stores selling everything you'll ever need, busy shipping ports, rowdy taverns, luxurious inns, and fine stonework.

Unlike dwarven kingdoms and dark elf cities making use of vertical space, humans do not like to share their space with others and choose to build outward instead of upward. Most homes are two- to three-stories high (wealthy humans may have castles or strongholds with numerous floors) with those in the surrounding farming areas being one to two floors high. The cities swell outwards from their center and consume a large amount of the surrounding land.

In addition to sprawling cities, humans tend to overpopulate. Throughout their cities can be found the homeless and downtrodden. Crime only gets worse where the population is denser, especially around the busy marketplaces. Due to this need for population growth, human cities are built on or near the water for easier import and export of goods and people (such as halfling servants).

CASTE

Humans have a class system where someone in one class can potentially change to a higher or lower class simply due to the actions they take in life. Sometimes members of higher classes can be viewed poorly by others due to political relations or unfavorable deeds performed (such as a lord angering

all his vassals, who in turn revolt against him, casting him out of the city). Humans do not recognize anyone of royalty, only nobility. Members of the upper class are either part of the nobility, powerful political figures, wealthy merchants, military generals, prosperous sea-captains, guild leaders, or lucky explorers.



Each city is managed by an elected mayor, who in turn chooses city officials. However, some nobles have political and physical power over the city due to land ownership and others have gained their upper class position due to wealth or prestige, thus providing social, political, and economic influence over the city and the mayor. It is a constant cold war amongst the upper classes.

The majority of humans fall into the middle class, which comprises all tradesmen, scholars, professors, warriors, guards, merchants, guild members, and countless other professions of repute. Most are treated fairly by those in the upper class partially for political purposes and partially for monetary purposes. Without the workers, the upper class would have to do all the work themselves.

Those humans who do not offer value to the city or who act in unlawful ways are considered part of the lower class. Although a valuable part of society, farmers in the city are often treated like lower class. This is why few actually visit the city.

There is hope for those in the lower class. Even though many humans snub them, if one is a particularly good warrior, he can rise from the lower class all the way up to upper class. For this, humans value prowess in many ways, regardless of what station one is born in.

RELATIONS

Humans strive to be everyone's ally. As such, their relations with other races are in constant fluctuation, often relying on the views of the other race instead of their own. Humans try hard to treat everyone as equal in the hopes they will benefit from the human cities through trade or servitude. However, many humans snub the gray elves in disgust of their mixed roots.

Fortunately for many, human cities have small districts carved into their urban scenes. These districts allow non-humans to live amongst the human population regardless of the great relations of the races. Squabbling is common, but overall those who contribute to the urban scene are viewed much higher than those who don't.

PHYSIOLOGY

Humans are the average humanoid that all other humanoids are measured against. They average 5.5-6.5ft in height and most weigh 125-175lbs. Their skin is fair with round ears and an array of eye and hair color.

RACIAL TEMPLATE

When choosing human as a player character race, use the following Template:

- **Age:** The average human lives for 80 years, typically becoming an explorer at 18 years old. A young human is around 14 years old and an elderly human is around 55 years old.
- **Adaptive:** Humans start with an extra Edge.
- **Common Knowledge:** Human characters consider the following to be common knowledge: trading, negotiating, politics, and farming.



EQUIPMENT

EQUIPMENT

Weapons, armor, and gear are essential to surviving as a warrior. All manner of equipment is crafted and sold throughout the markets, making them quite common and easy to acquire. However, hidden deep within the wilderness lays the true power of the ancient world; the relic weapons from a lost time.

Melee Weapons

Melee weapons are used in hand-to-hand combat. They can be wielded with one hand or two. The greatest of these weapons are designed and crafted by artisans.

AXES

Axe, Battle: A single-headed axe, with a long shaft, that is relatively light

Axe, Great: A double-headed axe, with a long shaft, that is heavier than a battle axe.

Bardiche: A single-headed axe with a very broad head and a thicker, long shaft.

BLADES

Dagger: A small, light blade that is easily carried.

Falchion: A one-handed, single-edged sword that is typically made in mass quantities. It is the easiest to obtain.

Shamshir: A one-handed, single-edged sword with a very pronounced curve. They are best used when slashing opponents while mounted.

Sword, Great: A two-handed, double-edged sword. They are typically only hand-crafted by the greatest artisans.

Sword, Long: A hand-and-a-half, double-edged sword for thrusting and stabbing.

Sword, Short: A one-handed, double-edged sword for thrusting and stabbing. They are the second most common blade made and are typically mass produced.

BLUDGEON

Club: A thick wooden weapon often hand-carved by the lower class.

Flail: A one-handed weapon derived from a threshing tool. It has a striking head attached by chain or flexible rope. It is barbed or studded for lethal damage.

Hammer, Great: A double-headed hammer, with a long shaft, that is heavier than a war hammer.

Hammer, War: A single-headed hammer, with a long shaft, that is designed to damage metal armor.

Mace: A one-handed club with a round or shaped metal head.

Mace, Flanged: A mace with flanges on the metal head to increase damage to metal armor.

Mace, Studded: A mace with studs on the metal head to increase damage to exposed areas.

Maul: A two-handed, single-headed hammer, with a long shaft, that is designed to damage metal armor.

Morning Star: A club with sharp spikes on the head for lethal damage.

POLE ARM

Halberd: A versatile polearm with a small axe head, a spike on the end of its shaft, and a hook on the back side of the head to pull riders from horses.

Scythe, War: A modification to the traditional scythe with a handle and concave blade designed for combat instead of farming.

MELEE WEAPONS TABLE

Type	Damage	Weight	Cost	Notes
Axes				
Axe, Battle	Str+d8	10	300	
Axe, Great	Str+d10	15	500	AP 1, Parry -1, 2 hands
Bardiche	Str+d12	20	800	Parry -2, 2 hands
Blades				
Dagger	Str+d4	1	25	
Falchion	Str+d6	4	100	Breaks when a 1 is rolled on the Fighting die
Shamshir	Str+d6	6	250	+1 damage while mounted
Sword, Great	Str+d10	12	400	Parry -1, 2 hands
Sword, Long	Str+d8	8	300	
Sword, Short	Str+d6	4	200	
Bludgeons				
Club	Str+2	5	5	Parry -1
Flail	Str+d6	8	250	Ignores shield parry and cover bonuses
Hammer, Great	Str+d10	16	550	AP 2 vs. rigid armor, Parry -1, 2 hands
Hammer, War	Str+d6	8	250	AP 1 vs. rigid armor
Mace	Str+d4	4	25	
Mace, Flanged	Str+d4	4	100	AP 1
Mace, Studded	Str+d4	4	100	+1 damage versus unarmored target
Maul	Str+d8	20	250	AP 2 vs. rigid armor, Parry -1, 2 hands
Morning Star	Str+d6	6	300	AP 1
Pole Arms				
Halberd	Str+d6	14	400	Reach 1, +1 damage when set against a charge, +2 to dismount a target, 2 hands
Scythe, War	Str+d6	10	200	Reach 1, 2 hands
Spear	Str+d6	5	300	Reach 1
Staff	Str+d4	8	10	Parry +1, Reach 1, 2 hands

Ranged Weapons

Ranged weapons allow for attacks from a distance. This includes bows, slings, and thrown weapons such as daggers, hatchets, and javelins.

Bow, Short: A small bow that can be fired on foot or while mounted. Although its range is less, its size allows for a wider range of use.

Bow, Long: A larger bow designed for distance. It cannot be fired while mounted.

Crossbow: A handheld device that fires a tipped bolt using a tension string.

Dagger: Most daggers are well-balanced for ease of throwing.

Hatchet: A small axe that can be thrown or used as a one-handed weapon.

Javelin: A type of spear designed to be thrown.

Sling: A simple missile weapon that allows the wielder to fire sharpened rocks. Blunt rocks are considered non-lethal damage. Sharpened rocks are considered lethal damage.

RANGED WEAPONS TABLE

Type	Range	DMG	Cost	Weight	Min Str	Notes
Bow, Short	12/24/48	2d6	250	3	d6	
Bow, Long	15/30/60	2d6	300	5	d8	
Crossbow	15/30/60	2d6	500	10	d6	AP 2, 1 action to reload
Dagger	3/6/12	Str+d4	25	1	-	
Hatchet	3/6/12	Str+d6	200	2	-	
Javelin	3/6/12	Str+d6	200	5	d6	
Sling	4/8/16	Str+d4	25	1	-	

Armor

Armor offers the wearer protection, as do shields which can be used to parry ranged attacks.

Gladiator Helmet: Enclosed helmet that offers additional protection to the head, but limits viewing. The wearer incurs a -2 penalty to Notice versus flanking targets.

Hide: Treated and layered leather armor to make it thicker than standard leather. It offers greater protection but is heavier.

Leather: Standard leather armor created from the skins of various animals.

Padded: Simple cloth armor that provides maximum maneuverability but limited protection.

Pot Helm: Helmet that covers the top of the head, providing no protection to the face and ears.

Scale: Consists of thin metal scales sewn to a leather backing, arranged in overlapping rows much like fish scales. It offers better protection, but is much heavier.

Buckler: A small shield that can be strapped to the arm to allow the hand to continue using a weapon.

Round Shield: A larger, wooden shield that must be held in the hand, offering protection from ranged attacks.

Kite Shield: A large, wooden shield shaped like a reverse teardrop. It offers greater protection of one whole flank with a shape that better matches the contours of humanoid torsos. Although it's strapped tight to the arm, it doesn't allow the hand to utilize a weapon, but it can still be used to grip the reigns of a horse.

ARMOR TABLE

Type	Armor	Weight*	Cost	Notes
Gladiator Helmet	3	6	150	Head, see description
Hide	2	20	300	Torso, Arms, Legs
Leather	+1	15	100	Torso, Arms, Legs
Padded	1	-	25	Torso, Arms, Legs, only effective against Str+d4 or less weapons
Pot Helm	+3	4	75	Head, 50% chance that it protects vs. a called head shot
Scale	+3	25	900	Torso, Arms, Legs
Shields**				
Buckler		8	25	Parry +1
Round		12	50	Parry +1, +2 Armor versus ranged attacks
Kite		20	200	Parry +2, +2 Armor versus ranged attacks

**Weight shown is for worn armor. If carried, weight is at least double.*

***Shields do not protect against called shots or attacks from the rear.*

Mundane Equipment

All mundane equipment from the *Savage Worlds* core rulebook that could feasibly exist within a fantasy setting is available in *Ancient World*. Modern items, such as cameras, do not exist nor do they have an equivalent. Instead of recreating that list, here is a list of additional items useful within *Ancient World*.

Alchemist's Kit: A semi-portable chemistry lab for creating alchemical concoctions. Alchemists must have access to their alchemist's kit when creating alchemical objects. Only 50% of the kit is portable, inferring a -4 penalty when creating alchemical objects away from the alchemist's lab. An alchemist's kit cannot be carried; it requires a cart to be moved about. It costs 500cp, but is provided for free with Arcane Background (Alchemy) upon character creation. If the kit is damaged, a new one must be purchased.

Apothecary's Kit: A semi-portable medicinal lab for creating herbal concoctions. Apothecaries must have access to their apothecary's kit when creating their herbal Talent objects. Only 50% of the kit is portable, inferring a -4 penalty when creating herbal Talent objects away from the apothecary's lab. An apothecary's kit cannot be carried; it requires a cart to be moved about. It costs 500cp, but is provided for free with Arcane Background (Herbalism) upon character creation. If the kit is damaged, a new one must be purchased.

Chalk: Chalk can be either a white stick or black powder and is used by rune mages to draw runic symbols when recreating Talents. Chalk is the preferred medium of rune mages as it adheres to many surfaces and is easy to apply using broad strokes. Chalk does not infer any encumbrance and its cost is related to the character's Power Points.

Parchment: Good for delivering messages non-verbally. It costs 5cp per scroll and can hold up to 400 words.

Other equipment options can be found in the *Ancient World* core setting guide such as weapon material, implements, and ancient relics.





THE DARK ARTS

THE DARK ARTS

For the sake of determining magical attacks, all forms of the dark arts are considered magic, even if they don't outright appear so (such as alchemy and herbalism).

Magic is dangerous. Arcane signatures throughout Dhuran are faint and volatile. One must use caution extracting only the slightest amount of arcane energy to delicately weave it for the sake of creating extraordinary effects. Many see this as a reckless art form that often leads to the destruction of other people's assets. Some go as far as banning the practice of the dark arts due to the volatile nature of the arcane energy.

The utilization of Powers within *Ancient World* is done through one of the dark arts: alchemy, herbalism, runicism, and shamanism. Each one is unique in its governing mechanics, representing the difficulty in harnessing the faint, volatile arcane energy.

Arcane Background (Alchemy)

Arcane Skill: Transmutation (Smarts)

Starting Power Points: 10

Starting Powers: 2

Allowed Powers: *barrier, blast, bolt, boost/lower trait, burst, confusion, fear, light/obscure, slumber, slow, smite, speed, summon ally*

Alchemy is the mixing of chemical ingredients before weaving a slight amount of arcane energy into the concoction for the purpose of creating by-products that can be stored and used at a later time. This includes vials of liquid, ceramic balls filled with explosive gas, combustible paste, and much more. Powers are a representation of the by-product, but must be created ahead of time and stored for later use. All properties of the Power are effectively split between preparation and use, depending on how that particular property applies.

Characters that use alchemy are called alchemists.

POWER POINTS

Because each Power has to be prepared ahead of time, Power Points are a representation of ingredients available to the character for the preparation of alchemical concoctions. These ingredients must be purchased ahead of time at a rate of 10cp per 1 Power Point. When an alchemist drops to 0 Power Points, he no longer has enough ingredients to create alchemical concoctions.

Maximum Power Points are a representation of the character's knowledge of creating alchemical by-products and the capacity of his alchemist's kit. He can purchase ingredients at any time, but only up to that maximum amount. Increasing Power Points is a representation of increasing the proper storage capacity of his alchemist's kit, allowing him to retain additional ingredients without them spoiling.

ACQUISITION

Alchemists may acquire new Powers by learning them from another alchemist, purchasing an alchemical recipe and spending time to understand it, or developing their own alchemical recipes through trial and error. When purchasing a new Power through character advancement, the alchemist should put some time into how that new Power was acquired.

Alchemical concoctions do not have a Range value (except *summon ally* which has a Range of hearing). Range is limited to how far the resulting by-product can be thrown. Each concoction only affects one target (unless it has an area-effect), but multiple versions of the same concoction can be created.

PREPARATION

Alchemical Powers must be prepared in advance and then stored for later use. The method of storage is at the imagination of the player, but should correlate with how the Power is utilized. For example, if choosing the *blast* Power, an alchemical grenade housed in a ceramic ball can be created.

To prepare an alchemical Power, the alchemist must first define the number of enhancements desired for the Power, which defines the total Power Point cost for creating the alchemical concoction. If the Transmutation roll to create the concoction is successful, the resulting by-product has all those defined enhancements and cannot be altered any further. It's all or nothing!

After the desired enhancements are defined (e.g. Additional Damage, Additional Targets, etc.), the character must spend the total number of Power Points (effectively depleting his ingredient supply) and make the standard Transmutation roll. On a success, the Power Points are depleted as normal and the concoction is created. On a failure, only one Power Point is depleted and the remaining ingredients may be used again as the first attempt failed. On a critical failure (rolling a 1 on both the Transmutation die and Wild Die), the full Power Points are depleted as normal and the mixture explodes doing 2d6 damage to everyone within an area equal to the LBT. The ingredients may not be reused.

Successfully created concoctions must be stored in a belt, bag, pack, or whatever that can be carried to the alchemist's next destination.

UTILIZATION

Utilizing an alchemical concoction truly depends on the target and how it's being delivered as follows:

- Thrown alchemical concoctions have a Range of 3/6/12. When the concoction lands, its housing shatters and its effects occur.
- Throwing an alchemical concoction at an enemy requires a successful Throwing roll. Failure means the object misses the target by d4" in a random direction. Then roll a d8 to determine the direction of the missed attack whereas each result on the die moves the direction clockwise 45° starting with the direction farthest from the alchemist. Critical failure doubles that distance.
- Applying an alchemical concoction to an enemy (effectively touch Range) requires a successful Fighting roll. Failure means the alchemist missed the target, but the concoction is reusable. Critical failure means the alchemist missed the target and the concoction is ruined.
- If the target is an ally (or the alchemist himself), no roll is necessary if the target is within Short Range. Past Short Range requires a Throwing roll with the standard range increment penalties. Failure means the concoction misses the ally by d4" in a random direction, but only has a 50% chance of breaking, becoming unusable. Critical failure doubles that distance and the concoction's housing shatters.

TRAPPINGS

Alchemy Powers are a by-product of combining different ingredients with arcane energy. Each one must then be stored for later use, carrying some type of physical trapping. The aforementioned Powers are the only ones available to alchemists. Here is a list of example trappings.

Barrier: Foam quickly bubbles out of the shattered ceramic ball, growing into a large wall and hardening as it settles.

Blast: Once this ceramic ball hits the ground and shatters, it explodes in all directions with red-hot ceramic fragments that can burn through armor.

Boost Trait: One drink from this vial invigorates the recipient, causing his muscles to swell.

Burst: Bursting this papier-mâché-like substance causes a shower of acid to burst forth, bathing all those in the way.

Confusion: The ceramic ball is thrown into the air and begins to spin and glow.

Lower Trait: As the vial shatters, a sticky substance adheres to the target, impeding his reflexes.

Obscure: A cloud of dark smoke bursts out of this vial as it impacts the ground.

Slow: The contents of the vial spill out and form a liquid and foam mixture that causes the target's feet to somewhat stick to the ground.

Slumber: A vapor cloud forms from this ceramic ball, assaulting the nostrils with a potent knock-out gas.

Smite: After spilling the contents of the vial on the weapon, the metal becomes warm to the touch and turns an odd shade of red, increasing its lethality.

Summon Ally: Shattering this ceramic ball sends out a deafening "boom" that can be heard a great distance away, calling an ally to provide aid.

Alchemy and herbalism Powers with an "on a Raise" property apply when being used. The Raise comes from the Throwing or Fighting roll to throw or apply the concoction. In the case where "no roll is necessary," no Raise is possible unless a roll is attempted. In this particular case, the roll automatically succeeds, but the player is attempting to get a Raise to increase the effects of the concoction.

Arcane Background (Runicism)

Arcane Skill: Scribing (Smarts)

Starting Power Points: 15

Starting Powers: 2

Allowed Powers: *bolt, boost/lower trait, burst, confusion, deflection, disguise, dispel, elemental manipulation, environmental protection, fear, fly, light/obscure, pummel, smite*

Runicism is the harnessing of energy through symbols originally found in various ancient structures. The source of the energy is completely unknown, but is believed to be an extension of the same energy that comes from the chaos realm. Drawing these symbols requires perfect accuracy and a substance that allows the symbol to be drawn in broad strokes on almost any surface. The most common substance is a form of chalk as a white stick or black powder.

Characters that use runic symbols are called rune priests or sword mages.

POWER POINTS

The power of runic symbols actually lies within the symbol being drawn. Power Points are a representation of how much medium the rune priest has to use to create the symbols. This medium must be purchased ahead of time at a rate of 5cp per 1 Power Point.

Maximum Power Points are a representation of the character's knowledge of the various symbols and how much medium they can purchase at any time or use effectively. He can purchase supplies at any time, but only up to that maximum amount. Increasing Power Points is a representation of finding better materials, better vendors, or finding a way of using the medium more sparingly.

ACQUISITION

Rune priests may acquire new Powers by learning them from another rune priest, purchasing a scroll that depicts the runic symbols and spending time to understand it, or develop their own through trial and error. When purchasing a new Power through character advancement, the rune priest should put some time into how that new Power was acquired.

Although herbalism and shamanism are an integral part of *Ancient World*, their mechanics are only found in the core setting guide. As with the other Arcane Backgrounds listed herein, shamanism has a slightly different approach to how the Shamanism Arcane Background works and how dangerous it can be in a dark fantasy setting.

UTILIZATION

Utilizing runic Powers is much different than regular Power due to several limitations. This is due to the rune priest having to touch a surface on which to draw the correct runic symbol and the number of runic symbols available.

Other than *burst* and *bolt*, runic Powers are limited to Range: Self, Range: Sight, or Range: Touch. However, both *burst* and *bolt* originate from the rune priest. Powers that benefit the rune priest have Range: Self. Powers that benefit allies or are a detriment to enemies have Range: Touch. Powers that involve or potentially involve a visual component (such as *confusion*) have Range: Sight, with Sight being the distance at which the recipient can be seen.

Increasing the effects of a runic symbol is actually represented by drawing a different form of that symbol to alter its effects. This may be a combination of symbols, slight changes to a given symbol (such as three swirls instead of two), or a larger version of the symbol.

To utilize a runic Power, make the standard Scribing roll when the Power is to be utilized with the following outcomes:

- On a success, the Power works as normal and the Power Points are expended.
- On a failure, the Power doesn't work, the Power Points are expended, and the medium must be cleaned off the surface in order for that surface location to be used again.
- On a critical failure (rolling a 1 on the Scribing die and Wild Die), the Power doesn't work, the Power Points are expended, and the energy explodes as the wrong runic symbol was drawn. This does 2d6 damage ignoring armor to everyone within an area equal to MBT. Additionally, that surface location is charred and may not be used again until it's thoroughly cleaned.

TRAPPINGS

Runic Powers require the proper runic symbol and the energy then emits from that symbol. Each one should exhibit this behavior with the effects originating from the symbol itself.

Bolt: This runic symbol is often drawn on the hand, projecting a small amount of energy that travels the desired distance depending on the angle of the arm to the target.

Burst: When drawn on the hand, this runic symbol projects a burning energy from the rune priest's hand toward whatever direction it's facing.

Disguise: When the correct symbol is drawn on the face, it alters its appearance.

Dispel: When drawn on the forehead, this runic symbol provides incredible willpower to allow the recipient to overcome magical attacks.

Elemental Manipulation: This runic symbol can be drawn on the hand to produce hardened sand.

Fear: When drawn behind the ear, this runic symbol assaults the target's mind, driving him insane.

Fly: This runic symbol is drawn on the recipient's boots, projecting a small amount of energy allowing that recipient to fly.

Light: When drawn on the wall, this runic symbol glows, providing light to the immediate area.



GUIDE TO THE KNOWN LANDS

The *Ancient World: Quick Start Guide* does not contain the full gazetteer of the Known Lands. Instead, it only contains the portion pertaining to the included adventure. For the full gazetteer, see the full core setting guide.

GUIDE TO THE KNOWN LANDS

Dhuran is clearly a large planet. Gray elf scholars don't know how big it is, but they have formed many theories that the Known Lands is but a small part of the larger Dhuran. The problem is no one knows anything outside of the Known Lands and the lands immediately next to it.

Scholars have spent countless hours hypothesizing on what else is in Dhuran. Brief expeditions have found that the Inner Sea stretches a vast distance, leading to the two horns that form the border of the Blue Gulf. There is clearly much more water beyond the two horns and land can be seen in the distance, but pirates roam the waters and it's too dangerous to go any farther.

From the jungles along the Outer Sea, the land stretches to the horizon on the west, but none have traveled to it. The area is infested with dangerous creatures and humanoid beings; traveling further would mean certain death.

The Land of the Pharaohs and the Land of the Barbarians certainly must be large enough to house their respective populations and definitely stretch past what can be seen from the mountains. Venturing into those lands will almost certainly end in one's demise, although traders have been known to do it regularly.

There is much to be learned about the territories outside of the Known Lands, but the current blight that has infected Dhuran makes it all but impossible to explore. For now, the civilized people are forced to contend solely with living in the Known Lands and defending themselves from anything that invades from abroad.

Dwarven Kingdoms

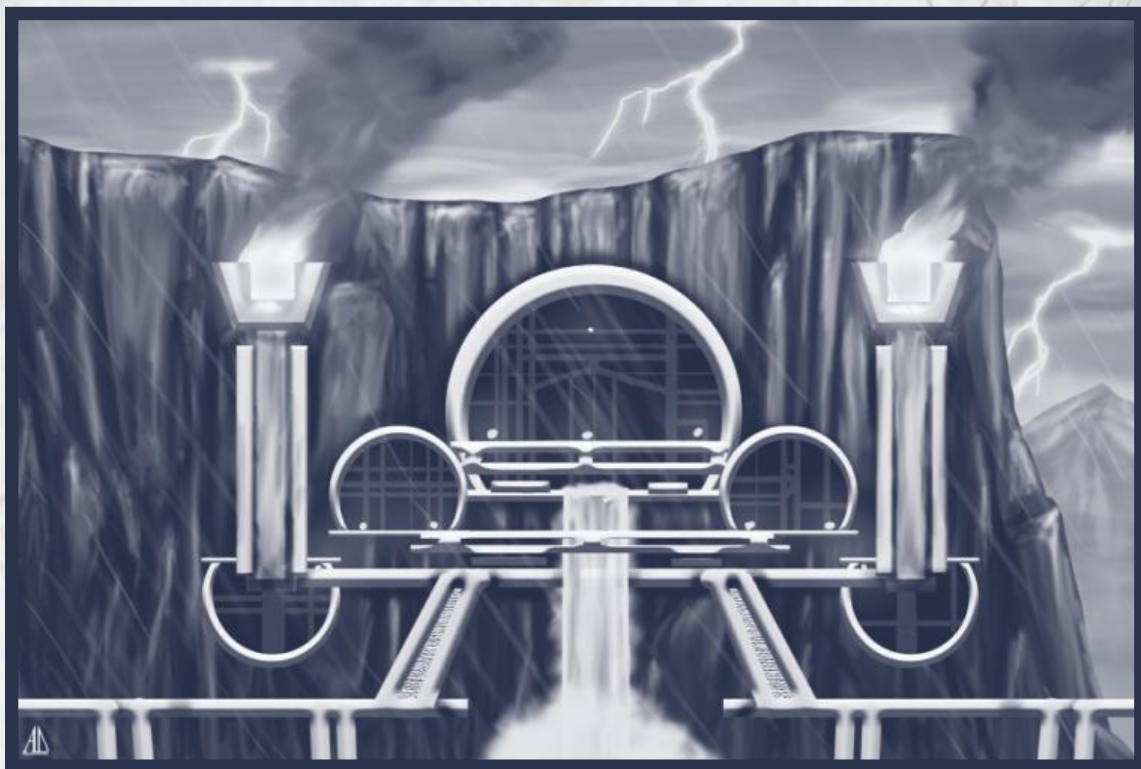
Dwarves build their kingdoms inside the mountains where large cliffs exist. The cliff is hollowed out from its outward facing, allowing the kingdom to look out at the land below it while the bulk of the kingdom is hidden inside the mountain. Large walkways are built on the cliff face to allow the dwarves to travel to and from the land below, providing limited access to the kingdom. Inside the mountain, a lot of effort is done to reinforce the structures to prevent cave-ins.

There are only three dwarven kingdoms: Kamein, Murer, and Guriton. All three are located in the easternmost peaks of the Merriton Mountains, overlooking the northern forests that blend into the Winterbrush Forest. The areas surrounding the peaks of the mountains are considered semi-arid, continental where the warm season ranges from warm to hot and the cold season ranges from mild to cold. The climate in the valleys throughout this region, where necessary farming is done, is considered hemiboreal with a similar cold season, but a longer warm season. There is more rainfall in the valleys.

KAMEIN

Kamein is located near the dark elven city of Fel'qor. It is built into the northwestern extremes of the easternmost peaks of the Merriton Mountains, and it was designed as a powerful keep to protect the mountains behind it. King Nalias has expended much effort to make his warriors the best in the dwarven lands through rigorous training and only the best training grounds. A one-mile square area just outside Kamein is reserved for warrior training.

Kamein is constructed in the traditional dwarven kingdom manner. It exhibits all the typical levels and design, but has added fortification from spires at its edges. These spires serve as keeps, when necessary, and as a menacing landmark when



times are peaceful. Lately it has been used as a guard outpost for monitoring bestial activity as Kamein soldiers have come under attack during recent patrols.

MURER

Murer is located east of Kamein where the peaks form something of a “V” shape. The cliff face is shaped like a broad arrow pointing south with Murer straddling both sides. King Arak and the gentry claim most of the center, while caste levels diminish the farther one travels from the center. This is different from the traditional level construction of dwarven kingdoms in that the levels are not built on top of each other, but rather next to each other. Each of the original dwarven kings wanted to represent his kingdom like arms stretched wide, encompassing everyone in the kingdom.

Like traditional dwarven kingdoms, the farther one is from the royal homes, the less luxurious the accommodations are. As such, the point of the arrow-shaped kingdom is decorated in the most lavish way while those on the outskirts are hardly noticeable.

Murer is a kingdom more concerned with luxuries and wealth than military force. It is the weakest of all racial settlements (even compared to the halflings) and relies heavily on mercenaries to keep it safe. Instead of training their own soldiers, the wealthy of Murer prefer to buy them.

GURITON

Like Kamein, Guriton is a traditional dwarven kingdom in its design and construction. King Thoric prefers to keep his kingdom as a stark reflection of dwarven culture, but lacks the wealth to make it as powerful as Kamein. Guriton has military strength, but without aid, it would most likely fall quickly to a siege from any other army. The people of Guriton keep close ties to the halflings and humans for protection and offer their allies assistance, if needed.

Guriton's strength comes from trade. It is said the greatest artisans live there, as their artisans forge the highest quality weapons and armor. While they don't have the manpower to create their own army, they are more than able to outfit those who can, even the Kamein kingdom. To bolster this aspect, Guriton resides next to the Known Land's largest deposit of iron ore.

Halfling Villages

Halflings build their villages within large tree groves scattered across the High Plains. These tree groves sprout up where the low hills are while the open plain is mostly flat with only sporadic savannas. The High Plains consists mostly of very tall grass which halflings are able to capitalize on due to their size. Like many predators amongst the tall grass, they can move about without their heads being visible. This creates a natural watch system as it's easy to spot when taller humanoids enter the area.

There are only three halfling villages: Miren, Rauhua, and Pradar. Each one is tightly packed into a tree grove with a large marketplace in the center for gathering and trading. Traders from abroad regularly come to the marketplace to do business. Surrounding the marketplace are hundreds of hovels, placed close together to form a natural defense against creatures that enter the tree grove. There are no palisades that bar entry into the tree grove, but rows of thorny bushes usually make a good deterrent.

The High Plains are considered semi-arid, continental where the warm season ranges from warm to hot and the cold season ranges from mild to cold. This is very similar to the temperatures in the mountain valleys, but with more variability due to the openness of the plains.

MIREN

Miren is the closest halfling village to the Merriton Mountains, where the dwarves dwell, residing at the confluence of the foothills and the prairie. Directly west of the village is a dense forest while to the east rolling hills run end at the High Plains proper.

When looking at halfling villages, there's little to distinguish one from another. Miren mirrors the simplistic features of the other villages in its use of simple construction and basic amenities. It is built near a fresh water supply and the lands surrounding the village are filled with crops, tended to by the village folk, and long stretches of fields with fruit for foraging. The nearby foothills serve as hunting grounds for wild game.

RAUHUA

Rauhua is the centermost of the three halfling villages, residing amongst the High Plains and surrounded by several miles of prairie. Farming is commonplace as is foraging, but hunting is much more difficult on the prairie. Many Rauhua halflings travel miles on foot tracking down migrant herds.

Meat is not as abundant as it is in Miren or Pradar. Rauhua is better known for the great stands of wild bushes growing nearby, providing fruit that can be traded to other halfling villages and human traders. The people of Rauhua planted an orchard on the north side of the village for additional fruit and protection from lands north of the High Plains.



PRADAR

Pradar is the easternmost halfling village. It atop where the High Plains meet the foothills of the Belmead Mountains. Lands east of Pradar are rarely traveled and barely explored as the village gets the majority of its food from lands to the south and southeast. These lands are abundant in fruit for foraging and the soil is rich for crops. Large herds of migrating animals spend time in the lands between Pradar and Vedrig Lake, a very large lake to the southeast of Pradar.

Pradar is known for its hunters. They are taught from a very young age to track and hunt the wild game that cluster around Vedrig Lake. They are masters at using the tall prairie grass to their advantage, using the sporadic savannas as cover for tracking the animals.

Human Cities

Humans build large urban centers along the coastline of the Inner Sea to allow for sea trade. These large cities are large not only to house the high population, mostly humans, but they are also a grandiose display of noble wealth and power. Additionally, humans are the most accepting of all races, often inviting non-humans to call one of these urban centers home; as long as they have the money for it.

There are five predominantly human urban centers: River's Edge, Storm Harbor, Stanton, Capetown, and Jeffers City. Each one is unique while also the other cities through standard features in each. The cities are all loosely broken down into districts with the poor districts being the most densely populated. A noble family's estate often defines a district, partially to delineate political power and partially to "mark their territory," much like a wolf peeing on a tree in the forest. There is a constant ebb and flow of political and social power amongst the noble houses, with the most powerful one typically taking over the mayor's seat.

All five human cities are located on the coastline of the Inner Sea. This area has a humid subtropical climate with cities in the east being cooler in the winter due to being in closer to the Belmead Mountains. The Inner Sea tends to regulate temperatures along the Known Lands northern coastline.

The districts within each city can be as different from each other as day and night. Some districts are riddled with crime and vice due to unfavorable living conditions, cheap rent, poorly paid residents, or just a general lack of care. Some districts are upstanding models of law and order, due to a desire to live worry-free. Some districts are wealthy with the decorated walkways and cobblestone roads. Each city is a societal melting pot with some being more drastic than others.

RIVER'S EDGE

River's Edge is the second largest human city and is widely thought to be the best organized. It was built atop what gray elf scholars believe to be ruins of an ancient city. The ancient city (whose name is unknown) had little remaining of it, most likely after years of neglect. Instead of building around what little remained, the humans burned and pilfered everything, then planned a 'proper city' that all could be proud of. This new city was designed with navigation and convenience in mind, producing a grid-like network of main roads and two main thoroughfares that allow for quick navigation to the edges of the city. These thoroughfares are designed to allow quick and easy deployment of soldiers to the bastions on the southeast and southwest corners of the city during battle.

River's Edge is not actually built on the edge of the river, but rather near to it. The Snake River that comes down from the mountains runs along the eastern edges of the city and is used as a natural defense against attacks. The eastern end was built 100ft from the banks of the river to allow for the gathering of troops should the need arise. It also allows for entry via the bridges to be well-guarded before entering the city proper.

STORM HARBOR

Storm Harbor is the densest, wealthiest, and possibly most chaotic of the human cities. It stands on the southern edges of Storm Bay and is the de facto capital of power. All the wealthiest and most influential people of the Known Lands live in Storm Harbor, each attempting to outdo each other with more and more lavish

abodes. Politics run deep, and one would be hard-pressed to spend an entire day there without witnessing some type of social conflict.

Storm Harbor is also a city of extremes. Wealthy nobles and merchants have made their homes lavish and excessive while most residents live in 2- or 3-story buildings. The poor district is quite large, with crime and vice being the worst in all human centers. There is a gray elf saying that “Storm Harbor is the city of thieves. It may be a thief picking your pocket, a merchant selling you goods you don’t need, or a noble loosening your coin purse.”

Storm Harbor is named for the violent reaction of the bay during the worst storms. Due to the v-like shape of the land, storm season waves are amplified in the southern reaches of the bay. Storm Harbor has defended itself from the sea by building large retaining walls along the coastline where the water meets the city, while short bluffs provide additional protection. The docks are built on the east side of the city, where Storm Lake sits. A set of locks enables ships to move from Storm Bay to Storm Lake, providing access to and from the Inner Sea.

STANTON

Stanton is the youngest human town, situated just north of Storm Lake and northeast of Storm Harbor. It was established as a refuge for Storm Harbor residents who no longer wished to deal with the crime and politics of the large city. It was also designed to provide living conditions that avoided the claustrophobic feeling of Storm Harbor’s crowded streets.

Stanton has now become a refuge for those who couldn’t make it in Storm Harbor. Some nobles and merchants attempt to drive out the poor residents either out of the city or onto the streets as they tear down community housing to build new homes for the middle and upper class. Stanton thus has a very poor section of town filled with small shacks and community housing for the downtrodden. While the image may not be what the residents’ desire, they find it comforting to help their fellow humans, and any race for that matter. To provide some type of job for the truly poor, the wealthiest of Stanton have been establishing fishing and trading companies.

Unfortunately, many pirates have been born in the poor areas of Stanton as a way of “getting back” at the rich of Storm Harbor.

CAPETOWN

Capetown is the most sprawling human city, although far from the most populated. It was built on Green Cape, which extends the coastline into the Inner Sea. It’s home to some of the most beautiful human homes, although not the most expensive. They are typically 1- or 2-story houses built for luxury or relaxation as opposed to showing off one’s social or political power. Most of these homes were designed and built by a group of dwarves living in Capetown who pride themselves on their architectural prowess; a skill they rarely practiced during their days in the dwarven kingdoms.

Capetown was built in a fairly popular area to humans, halflings, dwarves, and gray elves alike. The coastline can be quite breathtaking and many travel to the cape to escape the darkness that haunts the land. The horrors of the Known Lands generally avoid Green Cape, although no one truly knows why. In addition to the picturesque landscape, Capetown is home to one of the Known Lands’ busiest marketplaces. Halflings frequent this marketplace to trade meat and fruit with the humans who bring fish and the dwarves who bring supplies.

JEFFERS CITY

Jeffers City is a busy town residing on the shores of Green Bay, southeast of Capetown. It's studded with many docks and is known to produce the best fish and lobster. While open to anyone, Jeffers City is primarily a merchant town that uses the Capetown marketplace as its primary outlet for selling, buying, and trading goods. The use of the Capetown marketplace means those within Jeffers City are free to concentrate on their own business while traders bring the goods to and from the marketplace outside of town.

An extensive amount of land dedicated to farming and ranching, which supports Jeffers City. These lands are extremely dangerous due to frequent attacks from both indigenous and exotic creatures. The bulk of the farming land is enclosed within a far-stretching palisade, though some of the farmland has spilled outside it. A large group of watchmen patrol this area all day and night, but even they are frequent victims of attacks that result in death. Due to the richness of the land, however, the money from the markets far exceeds the dangerous cost of farming.

Jeffers City is rich with job opportunities. Those without work often travel there to replace those who fell victim to an attack, continue swelling the area's farmland, or work for one of the business that support the market activities. Although none of these jobs will make anyone wealthy, they are the easiest to come by and serve to harden a great explorer before he ventures off into the hinterlands.

Hinterlands

The Known Lands have a large tract of hinterlands that stretch from the coastal city and town borders out to where the Winterbrush Forest becomes so dense that even traversing it becomes a difficult task. Small paths are carved throughout, but many become quickly overgrown due to little use. The hinterlands are mostly covered by the Low Plains and thinner wooded areas where travel is easier.

The hinterlands stretch the length of the Known Lands northern coastline, but are only about 5-10 miles deep until reaching the Winterbrush Forest proper. However, this long and narrow stretch of land is extremely dangerous. While farmland dots the hinterlands near the cities and towns, past that is space where many predators lurk. Because this land is thinner than the Winterbrush Forest, predators roam about it much more frequently given the ease of travel and the large amount of prey, including herbivores, rodents, small carnivores, unlucky explorers, and farmers.

Many explorers refer to the hinterlands as the "Hunting Grounds" due to the high number of predators that emerge from the Winterbrush Forest to hunt for food. Many of these predators live within the hinterlands, but some make the first mile or so of the Winterbrush Forest their home, only coming out to hunt.

The value of the hinterlands lies in the ruins that have been discovered there. What appear to be the remnants of small towns, manor estates, and isolated compounds have been located in various places across the hinterlands. Gray elf scholars claim these are most likely a part of the ancient times associated with Drak'thau, but no one is sure. So far, none of these places have yielded any written information regarding the locale and only a few have produced drawings or paintings of some type. Their purpose and former inhabitants are quite unknown.



RAZIEL'S SECRETS

When the gods arrived at Dhuran, it was populated with savage beings and creatures of all types. Humanoid species that exist within *Ancient World* but aren't player character races were part of those savage tribes living on Dhuran before the pantheon was formed.

RAZIEL'S SECRETS

Dhuran: a foreboding planet abandoned by the gods. But not all was dark and dangerous in the beginning, for the recorded history of Dhuran began 2,000 years ago.

When the gods arrived on Dhuran, they found a luscious planet, ripe for civilized peoples. Much of the land was ideal for farming, the seas were filled with fish, and animals of all sorts wandered the islands and continents, many ready to be domesticated. After millennia of searching, the gods had finally found the planet where they would create, teach, and nurture their followers. It was aligned with other cosmic planes, creating a untold opportunities.

The races of these new worlds were forged from the very elements of the cosmos. Dark elves were shaped from the fire of the Plane of Shadows, short in temperament but strong in willpower. Dwarves were mined from the earth of the Plane of Elements, formed with stoic behavior in mind. Halflings were plucked from the air of the Plane of the Fey, given a deep appreciation of the nature that surrounds them. High elves were condensed from the ether of the Plane of Light, giving them a divine presence. Duergars were forged from the metals of the Plane of Shadows, granting them strength of mind and body. Humans were birthed from the water of the Mortal Plane, the balanced race that would produce important technology to improve everyone's lifestyle. Tribal elves were grown from the trees of the Plane of the Fey, blessing them with survivability and perseverance.

When the gods and goddesses came to rest, they brought forth a messenger that could speak to the mortal races; his name was Raziel. The pantheon can project their likeness to an individual's mind, but seeing them would overwhelm the senses and drive the mortal insane. It was deemed that only Raziel could interact directly with the mortal beings, serving as a messenger of the gods and the only servant of the pantheon. With this great responsibility, Raziel also became the keeper of secrets and knowledge for both the pantheon and the planar realms.

The Planes

The cosmos have a fascinating way of creating life. There are multiple universes that overlap each other, and when each one creates a planet with optimal conditions in the same cosmic location, it creates a planar alignment. Each cosmically aligned planet is a plane that forms in its universe, but is linked to the other planets due to its cosmic location. Few planets exhibit this planar alignment, but when it occurs, cosmic energy forms and bonds the planes together. This cosmic energy swirls throughout each plane and can be weaved into the energy of each plane, creating magical effects. Weaving this cosmic energy has a different effect on each plane due to the differences in the inherent energy on that plane.

Dhuran is part of a planar alignment that consists of six planes: Mortal Plane, Plane of Light, Plane of the Fey, Plane of Elements, Plane of Shadows, and Plane of Chaos. Dhuran comprises the Mortal Plane, also called the mortal realm. It is the innermost plane on the cosmic alignment, resulting in the least amount of cosmic energy. However, it also serves as a passage between planes, allowing those from the lesser planes to travel to the higher planes.

The Plane of Light is considered the highest plane of them all, residing on the outermost fringes of the cosmic alignment. It is represented as purity in the cosmic

alignment where evil cannot exist. Cosmic energy is quite strong and the high elves living there are spiritually and physically closest to the pantheons.

The Plane of the Fey, also known as the fey realm, is the second higher plane, residing between the Plane of Light and the Mortal Plane. It is represented as good in the cosmic alignment where evil is often stopped, but impure thoughts and beliefs can still exist. Cosmic energy is strong and the tribal elves and halflings living there are connected to the wilderness.

The Plane of Elements is a parallel plane to the Mortal Plane, acting as a balancing plane amongst the entire cosmic alignment. It is represented as neutrality in the cosmic alignment where good and evil can coexist, as long as they balance each other out. When the plane becomes unbalanced, some type of destructive force must work to rebalance the plane. The dwarves living there are masters of the elements.

The Plane of Shadows is the first lesser plane, residing between the Mortal Plane and the Plane of Chaos. It is represented as evil in the cosmic alignment, but often times only evil from a good or pure perspective, much like a heretic's beliefs are considered evil. The dark elves and duergars that dwell there have strength of will, but their beliefs continually clash with those from the other planes.

The Plane of Chaos is the second lesser plane, residing on the outermost fringes of the cosmic alignment, opposite of the Plane of Light. It is represented as chaos in the cosmic alignment where all those who dwell there serve to oppose every belief of the pantheons and wish to enslave those from the other planes. Because it is the outermost lesser plane, traveling from the Abyss to another plane is extremely difficult, preventing most of these vicious beings from ever breaking through.

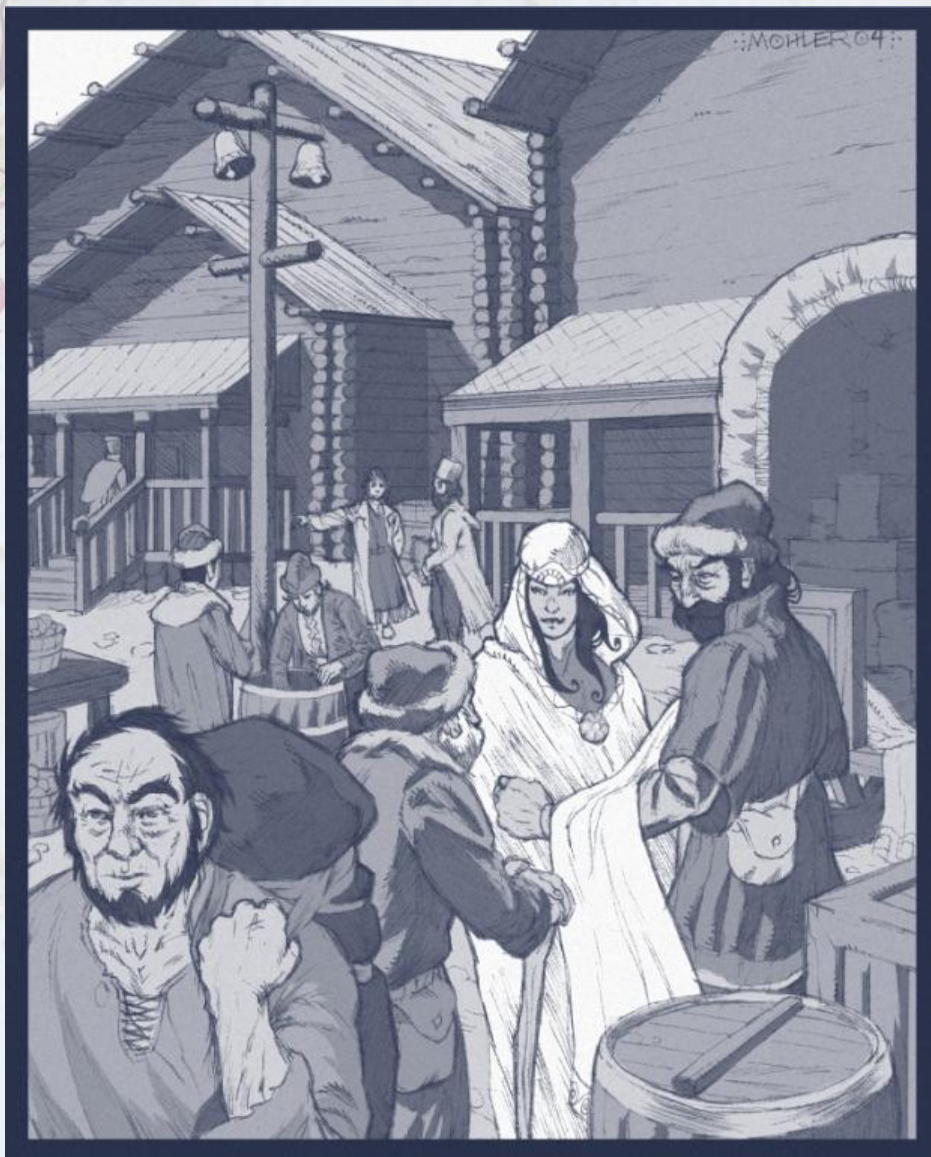
The mortal realm does not have a cosmic alignment. It sits in the perfect center, allowing all energy forces to counteract each other, eliminating any cosmic alignment (as opposed to simply balancing each other like they do in the Plane of Elements). This means the cosmic energy is everywhere in a constant state of flux due to the lack of balance. It is difficult to weave and is instead primarily absorbed by the spirit realm that encompasses the Mortal Plane. When those of the Mortal Plane die, their soul returns to the spirit realm to be cleansed and rebirthed. When those from a different realm die, their soul is returned to their plane.

The planes may be aligned, but it takes the pantheon to allow for passage amongst them. Once the energy from the pantheon fuses with the cosmic energy of the planes, it creates barriers that connect the planes, allowing passage between them depending on the strength of the barrier. The barrier of the Abyss is incredibly strong to prevent those creatures from entering the other planes. The barriers of the mortal realm are the weakest as the cosmic energy there is continually fluctuating. However, traveling to other realms must follow the cosmic alignment. One can only travel to the mortal realm from the Abyss by first passing through the Plane of Shadows. Traveling from the mortal realm to the Plane of Light requires passage through the fey realm. Passage to the Plane of Elements can only be achieved from the mortal realm as its naturally balanced energy cancels out the barriers between it and the Plane of the Fey and the Plane of Shadows.

These aspects of the planes create a cohesive planar alignment with the mortal realm serving as the core. The unfortunate part is that core can be influenced by beings from the other planes due to its unaligned status. Worshipers can communicate to the pantheon as easily as they can communicate to a demon lord, although demon lords are rarely listening. This creates a single plane with unfettered access to the influence of other planes, creating a diverse collection of religious beliefs, cultural beliefs, temperaments, vices, desires, and values. After 1,000 years, the mortal realm became a melting pot of sin.

Raziel plays an important part in the history of Dhuran. As the keeper of knowledge and secrets, he retains an unwritten record of history from the day the gods and goddesses arrived, knowing perfectly every event he's ever witnessed. He has traveled to every plane and is able to weave the cosmic energy with ease. He has created a runic language which he uses to subtly communicate with mortal beings. Each runic symbol is weaved with a miniscule amount of cosmic energy that can then be weaved with the energy of the plane. Sometimes Raziel uses these runes to provoke or manipulate mortal beings, leading to minor conflicts.

Mortal beings always retain the alignment from the plane their race originates. Although many have traveled to the mortal realm and established settlements there, they retain their cosmic connection to their native plane as long as the barrier to their plane exists. This barrier allows the essence of that plane to pass through and keep the mortal spiritually connected to that plane. Even if they are born in the mortal realm, their soul will pass to their native plane upon death. However, if the barriers are destroyed, the mortal being becomes forever disconnected from their native plane and their soul is left to wander the mortal realm for all of eternity or find passage through the pantheon and the greater cosmos, eventually reaching their native plane.



Ancient Kingdoms

For 1,000 years, the races generally lived in peace with only minor conflicts. Populations grew and families migrated across the land and through the barriers to other planes in search of new homes and challenges. Sea and river travel allowed the population to further expand; trade routes brought prosperity to all. Seeing new opportunities in the Mortal Plane, bands of dark elves, halflings, and dwarves migrated from their native planes to the Mortal Plane where they established settlements and trade with the humans living there or establish new kingdoms, birthing new royal or noble lineages. Amidst it all, a small band of tribal elves was beckoned to the Mortal Plane by the pantheon to study the flora and fauna there, documenting what they found and giving names to the unnamed.

With the growth of new kingdoms came differing attitudes, religious beliefs, and cultural beliefs. Friendships and alliance became strained and the people of

Dhuran struggled to maintain peace. Even though they all worshipped deities of the same pantheon, the ethos of each deity began to clash with the ethos of the others, causing conflicts between the civilized races.

Halflings did not like the land being cleared by the humans to make way for their ever-expanding cities. Dwarves did not like the dark elven encroachment on their land, claiming their underground passages destroy the rock used to forge the dwarven kingdoms. Humans did not like the dwarven kingdoms as they were unwilling to open their gates to regular human trade. And the dark elves – they didn't like anyone, given their flame-influenced temperament. Then, 400 years later, war dominated the planet, and the only race to flee back to its native plane was the tribal elves. All others stayed, claiming they had a right to live within the Mortal Plane.

Abandonment

The now four races of Dhuran descended into a bitter, bloody war. After 100 years of death and torture, the gods had enough. Vowing to end the rage and destruction consuming the beloved planet, the gods threatened to abandon their creations, leaving them alone to fend for themselves. But their creations scoffed and turned a deaf ear. The whole of divinity erupted in a cacophony of anger.

Driven by the ignorance of the very races they had forged, the gods unleashed an apocalypse onto the Mortal Plane. Explosions of fires raged within the underground cities of the dark elves. Inside the dwarven kingdoms, inhabitants were crushed by falling rock or suffocated by an inrush of sand. Pestilence spread quickly across the human civilizations. Showers of burning rock rained upon the halflings. The races were decimated, their bodies burning and their ashes being spread by the wind.

Only 1,000 children survived.

The gods were furious, and though they unleashed an apocalypse on their creations, their wrath was not quenched. Those who escaped the gods' rage were left to fend for themselves in a burnt, bleak world. Their blood ancestors, turned to ash by the fire and brimstone, were damned to an eternity of spiritual imprisonment.

The spirits of those whose bloodlines were completely destroyed by the apocalypse were left to wander the spirit realm of the Mortal Plane. Tethered to where their corporeal forms lie in ashes and divinely warded against leaving, the remaining spirits would not be released until their bloodlines ran dry. Only then would the divine intervention allow their spirits to find some sliver of peace within the spirit realm. However, the gods barred them from reaching the afterlife and all spirits on Dhuran became forever confined to the Mortal Plane's spirit realm. The barriers between the planes were destroyed, preventing passage between the planes and forcing the spirits of non-humans to remain forever trapped in the Mortal Plane.

Having destroyed their creation, the gods and goddesses left, leaving Dhuran an empty shell. The pantheon was destroyed, blocking the only alternate path a spirit could take to travel back to their native plane.

Years went by and the survivors struggled to live. The bodies of the dead were whisked away by the winds with their souls remaining quietly out of sight. The youth could not find their families. They could not find the clergy. They could not find anyone. They were forced to use their wits to survive on a planet that no longer wanted them there.

The thousand youth were strong and resilient. They fought the odds stacked against them and learned how to build new civilizations. A new world grew from the ashes of Dhuran, but this world was no longer lush and beautiful. The new

The damned spirits of those whose bloodline survive are referred to as bloodline spirits. These spirits seek out their bloodline to free them from the curse that keeps them tethered to the mortal realm, seeking release into the spirit realm. Those from other planes also seek to be free from the shackles of the Mortal Plane and travel back to their native plane for re-birth.

The message sent from the pantheon was delivered by Raziel. His observations of what was happening throughout the Mortal Plane became the fuel that enflamed the pantheon's anger toward their creations. The pantheon presented Raziel with the opportunity to trick the civilized races into standing down; forcing them to gather in clusters for what would become their demise. While it was easy to rouse the soldiers, leaders, and adults into listening to his words, the children couldn't have cared less. They continued in their innocence while Raziel turned a blind eye to their presence.

Dhuran was dark and foreboding, with vicious creatures – no longer restrained by the pantheon – lurking everywhere.

After 400 years, the people of Dhuran had forgotten their past. They had forgotten their gods and their goddesses. They knew nothing of their history before the apocalypse nor did they know if their bloodline went any further than that. They had built new settlements and found new leaders, and all of this was done with the help of each other. The four races became five as humans and dark elves interbred. These new races fought for survival together, acting as a mostly harmonious group.

Now forced to live together in relative peace, the people of the now Known Lands, because they have never been able to explore the lands beyond it, fight tooth and nail against a world that wishes them dead. Their survival would soon be tested when the first divine ward is broken.

The Old Ways

DARK ELVEN PAST

Before the gods decimated and abandoned the people of Dhuran, the dark elves were a powerful race, feeding on the maliciousness brewing across the land. They became power hungry and began abusing the abilities given to them by their gods. They quickly became the main antagonists in the war.

Before the war broke out, the dark elves were involved in several feuds with various dwarven kingdoms, as their cities grew ever closer. The underground dark elven cities would sometimes expand into dwarven territory, wresting ownership from the dwarves with not even a single thought as to how much it angered the dwarven kings. At the same time, they were becoming increasingly hostile to humans through the constant struggle of dark elf crime and vice versus human law and order. Although their children were none the wiser, tensions were so strained that the humans often setup embargoes against the dark elves.

After the war started, the dark elves were unable to gain any ground against the dwarves or the humans. The dwarves were too fortified and the humans were too well organized. However, the dark elves didn't relent and repeatedly struck back. When the gods became angry, they sent a message to the dark elven warriors to regroup and await orders that would crush the dwarves and the humans.

These orders never came, and the dark elf legions were caught off-guard as the gods set off explosions of fire within the walls of the cities, killing nearly the entire population. Only the innocent youth spending time in one of the many passages leading to the city were spared. Everyone else was killed.

DWARVEN PAST

Prior to the apocalypse, the dwarves were followers of deities associated with strength, justice, crafting, earth, wisdom, and victory. Their religion utilized a standard dwarven language and all dwarves were required to worship regularly. Temples exist within the lost dwarven cities, dedicated to their deities and containing myriad religious symbols; all of which would seem quite foreign to someone from the present civilizations.

The dwarven kingdoms of today are much more open than the dwarven kingdoms of the past. Before the apocalypse, they created conflict between themselves and the other races by disallowing regular trade. The dwarves possessed superior artisans that crafted armor and weapons above and beyond the quality of every other race, and they did not wish to divulge their greatest crafting secrets to the world. However, the humans were locked in battles with the dark elves and needed

a boost to their military. They looked to the dwarves for improved armor and weapons and received nothing. This was quite a shock as the humans had supplied the dwarves with food for centuries. To have the dwarven kingdoms turn their back was a dire insult.

The dwarves were also warring with the dark elves, and often with the halflings as well. Both had claims over land the dwarves wanted to expand into or takeover as part of their kingdoms. Dwarven royalty was convinced that kings and queens should always be shown the respect they deserve, even from other races. They took extreme offense to the lack of negotiations and closed their doors to the outside world. They became extremely reclusive and plotted the downfall of the dark elves and halflings near their kingdoms. By turning their backs on the humans in their call for aid, they earned another enemy in a war that would end them all.

HALFLING PAST

In the beginning, halflings worshipped deities associated with nature, natural creatures, prosperity, famine, life, death, fertility, and hunting. Their religion had a deep respect for the circle of life, understanding that life and death must coexist for the circle to be complete. While they did not wish famine upon themselves, they believed it was sometimes necessary. During times of famine, the halflings would seek out alliances with other races, find new fertile grounds, or switch from farming to other means of sustaining life.

The halflings now know nothing of the deities their ancestors worshiped. They still respect nature and have a deep connection with natural creatures, but their spiritual appreciation of the world has become their new belief. They have learned to listen to the world around them by connecting with the spirit realm, and believe a deep-rooted appreciation of nature is responsible. The truth is their race has always been in-tune with all aspects of the world, much more than other humanoids, providing them a boon when communicating with the spirit realm. In ancient times, the spirit realm was understood as a part of life and death.

Before the apocalypse, halflings had a good relationship with dwarves and little to no dealings with the dark elves. Their interaction with humans, however, was extremely strained and riddled with conflict. Humans have always had a tendency to build large, grand-scale cities, buildings, and ports that required the clearing of a lot of land. Halflings viewed this as hostile toward the natural flora and fauna of Dhuran, leading to those many conflicts, eventually driving them to join the war.

Nowadays, halfling villages are fairly remote and quite a lengthy travel from human society, leading to few dealings with humans. What dealings the two do have typically involves the halflings looking for aid or the humans looking for servants. They don't see halflings as inferior and, in fact, rather appreciate their dedication to hard work. This has built a neutral, but working relationship.

Interaction with dwarves and dark elves is similar to that of humans, except neither really cares for halfling servants. Instead, halflings given to dwarves or dark elves in exchange for supplies become farmhands or outcasts.

HUMAN PAST

Humans have a tendency to believe what they wish, when they want to believe it. Before the apocalypse, a number of religions existed including ones many considered heretical. While many had their own system of beliefs, the main deities worshiped were associated with lightning, thunder, storms, justice, avarice, lust, sunlight, life, death, mischief, sea, wisdom, war, victory, strength, and protection. These religions all used traditional human language or dialect, resulting in a lot of cross-worshipping as one was able to understand the teachings of another.

Humans in the present Known Lands are completely unaware of the damage their greed once caused. However, they struggle to hold back that greed even now, 500 years after the gods decimated the people of Dhuran. Although ties between all civilized races of the Known Lands are much stronger than they were before the apocalypse, relationships can become strained quickly if not properly nurtured.

Due to their constant need to outdo each other, many political, social, and even military conflicts arose within human society. They may be extremely adaptive, but they are also extremely stubborn. Many nobles have their own views, seeing other people's views and opinions as flawed. This type of behavior led to skirmishes between human cultures and between humans and other races. While none of them are directly tied to the outbreak of the war, as a collective whole, they did not sit well with the other civilizations. Many leaders felt all ties with the humans should be severed while others felt the humans should be taught the difference between right and wrong; some felt the humans should just be ignored. This constant change of opinion only increased the occurrence of conflicts.

Humans became the main aggressor in the years leading up to and including the war. Their constant need to keep open relations was met with closed doors and a lack of diplomatic relations. The less the other civilizations wanted to have dealings with the humans, the angrier the humans became, lashing out at their supposed allies for not coming to their aid, or not providing the goods they so desperately needed (or rather thought they desperately needed). Human greed overcame much of the population, driving them to attack any kingdom, city, or village they came upon. They even initiated wars amongst themselves between rival nobles and mayors.

As tempers flared between humans and everyone else, especially the dwarves, anger began to rise across the land among the other civilized races. The domino-like effect spiraled out of control as humans attacked dwarven kingdoms, the dark elves refused to help, and the halflings attempted to ignore it all. The more people refused to fight, the more anger brewed among the dwarves, pulling the other races into a far-reaching war. In the end, all the civilized races were fed up with issues they had between each other and the complete lack of companionship shown by the humans. These issues were once seemingly minor but became important enough to declare war. The more power-hungry the humans became, the more it affected the non-humans around them.

After seeing their people raging out of control, the gods declared their own war on the people of Dhuran – sparked by human greed.

A Perilous Beginning

For 400 years the new citizens of Dhuran learned to live with the natural resources available on the planet. They were forced to redesign previous conveniences, recreate their educational system, and build new homes to protect them from the elements. While their long-forgotten ancestors had the aid of divine intervention and arcane lore, the survivors had only their wits and skills.

Cities arose, built amongst the lands in the few remaining areas not utterly devastated. Previous civilizations were lost to the landscape, buried under years of ashes, dirt, and wind-blown debris. Beneath the ground laid centuries-old cities hidden from view until one sunny day when everything changed.

A group of five explorers were surveying the land when they came upon a large sunken patch of earth. Cautiously they inspected the ground knowing not what waited beneath. After moving into the center of the convex land, the ground gave way, dropping the group into a large cave.

The explorers landed hard. The cave held little more than a single passageway that led the opposite direction from which they originally came. They chose to follow the passage, seeing an ominous light glowing in the distance. After walking for an hour, the light revealed an underground opening of obvious intelligent design.



It was astonishing, almost too much to behold, for the explorers had come upon a lost and completely forgotten dark elven city. The cavity in the ground cut for this city was awe-inspiring. Bridges allowed travel from the passageway to the heart of the underground city. Lanterns hung from the ceiling strapped to a lattice-work of walkways leading to what looked like smaller passageways. The lanterns were unlit, yet light remained.

The explorers continued their journey into the underground city, crossing an underground river and aqueduct. The closer they got to the center, the more they realized where the light was coming from. This was not a natural light, nor was it a created light; it was the light from a thousand damned souls tracing chaotic patterns around the underground city.

The explorers stopped in their tracks, hesitating to get closer. But the spirits were tricky, eventually luring the explorers into the city. The five crossed the threshold of the underground river and were quickly set upon by thousands of malevolent spirits. Wishing to free themselves of their eternal captivity, the spirits attacked the explorers, hoping to find and end their ancient bloodline. But none were to be found. Even the one dark elf in the group did not have the same bloodline of these spirits, driving them to a cacophony of screams and laughter.

The five explorers were able to escape the attack, physically unscathed, but mentally changed forever. They followed their path back to their home and spoke of the underground city they found. The villagers stated all dark elf cities were underground, but none of this size. No, this city was much bigger than any dark elf city known to gray elf scholars.

While the five explorers were fleeing the underground city, the spirits gave chase. Thinking the divine warding would prevent their pursuit, the spirits stopped short, just before crossing the river threshold. Later, reflecting that they had nothing to lose, they ventured forward. The warding was gone; the spirits were no longer tethered to their accursed resting spot. But they were not leaving the world; they were not entering the spirit realm. Their eternal damnation persisted.

The town of Borado was abandoned due to the dangers of maintaining a town while surrounded by the dangerous wilderness. This started with the first assault from the bloodline spirits and was only made worse when the first army of demons burst through the torn fabric.

That day, the spirits learned a valuable lesson about the divine trap: if anyone from outside the city crosses the threshold of the divine warding, the warding breaks, freeing those inside. Knowing the curse kept them there due to the survival of their bloodline, there was only one way to gain freedom: they must destroy their living ancestors.

The damned spirits fled the underground city, following the passageway to the surface. There they were met by beast and humanoid alike, and their rage drove them on. Seeking to free themselves of their bonds to Dhuran (dark elf spirits seek a way back to the Plane of Shadows), the spirits attacked anything that got in their way. Their efforts were fruitless. The spirits could not physically harm the living; they could only affect them mentally. The spirits lashed out and discovered they could invade and possess the bodies of the living. They took over whatever creatures and humanoids they could find.

The newly possessed army turned its focus on a nearby town, Borado, unleashing its rage against those inside. The spirits found that in their new corporeal bodies, they could attack the humanoids while seeking out their descendant bloodlines.

The city of Borado was assaulted for days by the raging possessed victims, but the townsfolk were not easily defeated. They sent out a group of scouts and rangers to summon reinforcements from their allies; for the races of this generation held strong ties and were always there to aid their brethren. An army of dwarves and a tribe of halflings answered the call, beating down the raging beings everywhere they turned. In the end, the possessed lay dead at the feet of those who came to Borado's aid, but only after killing over half of the living.

No one knew what happened or where these creatures came from. No one knew why these wild animals were being herded by humans and drow with red, ferocious eyes. No one knew what was inside of these beings. The spirits were gone, released from their captivity; not because they killed their bloodline, but because they were killed at the hands of mortal beings (although no one understood this). After the last raging beast was killed, the land was quiet again.

The five explorers told the elders and gray elf scholars about their encounter with the spirits in the underground city. They described specters with blood-red eyes and rage-filled voices. The elders speculated the spirits must have infected the beings that attacked Borado, calling it a plague. They did not know that the creatures and humanoids that attacked were possessed, not simply infected, but the elders claimed this infection caused these creatures to go mad.

The gray elf scholars wanted to learn more about this underground city and organized an expedition. Upon arrival, they found the passageway to be completely dark with no spiritual light to guide the way. With lit lanterns, the scholars and explorers returned to the underground city, only to find that it now lay silent. The spirits were gone, but the city remained.

Ancient Drak'tau

A band of gray elf scholars returned to the underground city two days after the attacks ceased. Here they found a vast urban center complete with all the basic dark elf amenities.

Of particular interest to the gray elf scholars was the city's library. It was small, but filled with many scrolls. The language was unfamiliar to the scholars, although bits and pieces could be discerned from what was similar to Tradespeak. They brought the scrolls back to Borado for inspection by the city's finest linguists.

The scrolls referred to the city as Drak'tau, and spoke of an empress during the year 1250. The scholars were perplexed, for the year was only 415. The scholars examined the many scrolls and found numerous references to dates earlier and later than their own. The scrolls also made mention of a greater being, known as Ch'kth'walah. But the dark elves knew of no greater beings than their empresses. The scrolls continued to discuss matters of powers coming from the stars, sent by the great beings of the heavens. The scholars did not understand for these things did not exist.

Ancient Drak'tau held many secrets the gray elves did not understand. They spent many years going back, collecting as much information from the entire city as they could. The more they collected, the more the citizens of Dhuran questioned their history. They knew nothing of "beings of the heavens." They knew nothing of spirits. They knew nothing of powers. They knew nothing of that ancient world spoken of in those lost scrolls. The people of Dhuran felt more lost than ever before.

During the following 85 years, the dark elves, dwarves, gray elves, halflings, and humans would learn much from the ancient city and the knowledge it held.

Divine Warding

The divine warding tethering the bloodline spirits to the place of eternal damnation prevents them from interacting with the rest of the world. These spirits cannot enter the spirit realm nor can they cause any harm to the world around them. This is until the warding is broken.

The divine warding was designed to hold the bloodline spirits inside, it was not meant to prevent those outside from entering the warded area. Because the gods were cruel in their punishment of the bloodline spirits, they sentenced them to an eternity of spiritual life in the mortal realm that can only be broken by the death of their descendant bloodline. The warding prevents the spirits from seeking their bloodline, thus extending the length of their damnation. To fulfill this punishment, the descendant bloodline would have to have an outlet to reach their ancestors' spirits.

The warding allows those outside to enter the protected area, thus allowing the bloodline spirits to somehow vanquish their descendants. While the spirits cannot physically harm those who enter, they can cause mental strain, which has the potential to cause the mind to rot. When the spirit has overcome the last of their bloodline, they are freed (as is every other spirit tied to that bloodline). If not, they continue to seek out the rest of their bloodline.

If a mortal from outside the divine warding enters the warded area, the divine warding breaks, allowing the spirits to flee. If the spirits exploit this break in the warding, they tear it open, completely bringing it down and tearing the fabric between the planes; this causes a tunnel to open straight to the Abyss (called the chaos realm by mortals in the Known Lands). If the spirits fail to exploit this break in the divine warding, it eventually heals itself and the spirits are once again trapped.

Unfortunately for the people of Dhuran, when a spirit attacks a person's mind it may enter that person's body. This possession, referred to as "plagued" by the people of Dhuran, provides the spirit with a corporeal body (animal or humanoid) they can use to hunt down their bloodline. However, the spirit then binds with the corporeal body, preventing it from ever escaping and severing its ties to its own bloodline. Should the corporeal body die, the spirit is instead released into the Plane of Chaos. After witnessing this event, the bloodline spirits are determined to destroy their own bloodline to avoid their damnation and an eternity in the Abyss.

Normally spirits native to other planes would be released from the Mortal Plane when death comes while residing in the mortal realm. They would travel through the barriers between the planes or through the pantheon should passage through the barriers not be possible. With the barriers and pantheon being destroyed, these spirits became forever trapped in the Mortal Plane until the time when passage is once again possible.

Dhuran holds another secret besides its planar alignment, which includes a realm of chaotic beings. The pantheon was quite good at keeping the most dangerous creatures of Dhuran away from the civilizations, providing a layer of protection. Without the pantheon, these creatures are allowed to wander about once again, often bringing them into the lands of the civilized races.

The divine warding is kept in place by Raziel's runic energy. When the gods and goddesses abandoned, and destroyed, the pantheon, they gave Raziel the power he needed to enforce the eternal damnation. This divine warding is only created through the use of chaos runes, which also tap into the power of the Plane of Chaos.

When the divine warding is completely brought down and the connection to the chaos realm is partially torn open, the fabric between the mortal and chaos realms allows the denizens of the Abyss to enter Dhuran. Without divine intervention, these malevolent creatures are able to roam freely, destroying whatever they wish in their path.

Violating a divine ward creates a chaotic spiraling effect. First, the bloodline spirits are given release, allowing them to pass from their place of eternal damnation into the surrounding territory. Second, by fleeing their place of eternal damnation, the energy of the chaos rune is disrupted, tearing the fabric between the planes and creating a tunnel into the Abyss. Third, the tear in the fabric can be seen by malicious beings within the Plane of Chaos, drawing them to the source of the tear. Those who can see or detect the tear find passage into the Mortal Plane; some go as far as building an army to march into the Mortal Plane and enslave the population. Finally, after battling back and hopefully winning the fight against the plagued beings, the people of Dhuran have to deal with the demons and demonic beings that arrive days or weeks later.

Should the gods return, the people of Dhuran might yet be saved.



Present Day

The face of Dhuran has changed drastically. Before the apocalypse, many more civilizations existed with alliances being strained well past their breaking point. Before the discovery of Drak'tau, the people lived in relative peace with only the dangerous creatures of the land to deal with. Now, a blight has been unleashed and the people of the Known Lands are being tested, forced to exceed their natural limits of strength, bravery, and willpower, with the ever-vigilant eyes of Raziel watching their every move.

CHAOS REALM

The chaos realm, also known as the Plane of Chaos or the Abyss, is the polar opposite of the divine pantheon. While the pantheon encompasses gods, goddesses, demigods, angels, and other divine creatures, the chaos realm encompasses devils, demons, enslavers, the diseased, and other chaotic creatures. Many beings within the chaos realm have dark powers they use to control the dead. When the gods rained fire and brimstone down upon the people of Dhuran, their bodies turned to ash and many entered the chaos realm. Their spirits were damned to an eternal life on Dhuran, but the enslavers and demons of the chaos realm gained command of these new armies of the dead (or rather undead) as their ashen bodies were reconstructed by chaos into a putrid form.

While encountering a true denizen of the chaos realm is rare, encountering their undead minions is fairly common for Dhuran's warriors. Often riding alongside or commanding these undead minions are some of the diseased and chaotic beings normally found within the chaos realm. These creatures care about nothing and kill everyone that gets in their way.

SPIRIT REALM

The spirit realm resides parallel to the mortal realm, but is invisible to all but those trained to use it. The ancestors of Dhuran's current citizens knew about the spirit realm and how to exploit it. They could walk into the spirit realm, locate a friendly spirit, bind it to a fetish, and use it to do their bidding.

The scrolls in Drak'tau speak of this ability to walk the spirit realm, although the realm is no longer filled with friendly spirits. It is now filled with malevolent spirits, although not as rage-filled as those tethered due to their bloodline still living; these hate-brewing spirits who would rather be left alone than trapped in a fetish for periodic use. This has made shamanism much more difficult than it was before the apocalypse, but it's still a viable means of producing extraordinary effects.

FORGOTTEN RELIGION

The scrolls of Drak'tau and the temple in the city show signs of a religion, dedicated to the pantheonic worship of the deities that abandoned the planet. Although this religion no longer exists, many are convinced a greater being is possible and if they dedicate themselves, this greater being will protect them from the horrors that plague the land. This belief is most prevalent in crusaders.

Crusaders are warriors dedicated to finding these greater beings. They believe that if they fight the horrors that threaten Dhuran in the name of these greater beings, they will appear and save all of the Known Lands, and possibly all lands beyond it. The scrolls do not describe the deities in detail, nor do they describe how

The *Ancient World: Quick Start Guide* provides a partial look at the GM's view of the setting. In addition to **Raziel's Secrets**, the full core setting guide includes a chapter with tips on game-mastering the setting plus a detailed adventure builder.

the beings reveal themselves. Instead, they provide evidence that support the existence of greater beings; it's up to the people to figure out what this means.

Crusaders do not understand the bloodline spirits or their eternal damnation. They know nothing about the afterlife or what happens when one dies. This knowledge has been lost in time and the scrolls do not speak about it. They also don't understand that only humans are from Dhuran and the other civilized humanoid races are native to another plane, with a spirit that yearns to return there after death.

Most living on Dhuran do not believe in any type of religion. They know nothing of gods or goddesses or that their long lost ancestors worshipped the pantheon. They frown on the ramblings of the crusaders and propose that technology and the ill-understood spirit realm are the keys to survival. Greater beings don't exist and those who believe in them should be persecuted.

RAZIEL'S RUNES

The pantheon provided divine energy that could be weaved with the inherent energy of each plane to create greater powers. With the pantheon gone, that divine energy is gone, leaving only traces of planar energy behind (which is used to create alchemy and herbalism). However, there is one source of power tied with divinity.

Raziel is the master of runes. Many of his runic symbols and worlds are fused with energy from the planes or the pantheon, allowing the wielder to create extraordinary feats. Most of the runes located by rune priests are those associated with the Plane of Chaos, allowing them to still function due to the unfortunate tear in the fabric that opens a tunnel to the Abyss. Runes tied to the other planes no longer function, but those controlled by Raziel with what little divinity he has still work. However, Raziel kept those runes secret and they were never recorded by the civilized races of the Known Lands. Instead, Raziel only taught them to the rune priests in the Land of the Barbarians where they worship Raziel like a god.

INQUISITORS

Inquisitors are hunters of the plagued. They pledge themselves to eradicating the infected creatures and humanoids that prey on the civilized people of the Known Lands. Inquisitors rarely care about history or scholarly theories and feel the plagued beings are the most perilous threats affecting Dhuran. They believe if all plagued beings are killed, the world will become a safer place and no one will need intervention from any greater being.

CRUSADERS

Crusaders fear the world may succumb to the powers of chaos. They pledge themselves to defeating the hordes of undead and their handlers that spew from the chaos realm. They believe that proving their worth to these greater beings will result in some type of divine intervention, saving them all. Although crusaders do not know what the greater beings are or where they dwell, they are sure these beings are the key to making Dhuran a safer place.



PREGENERATED CHARACTERS

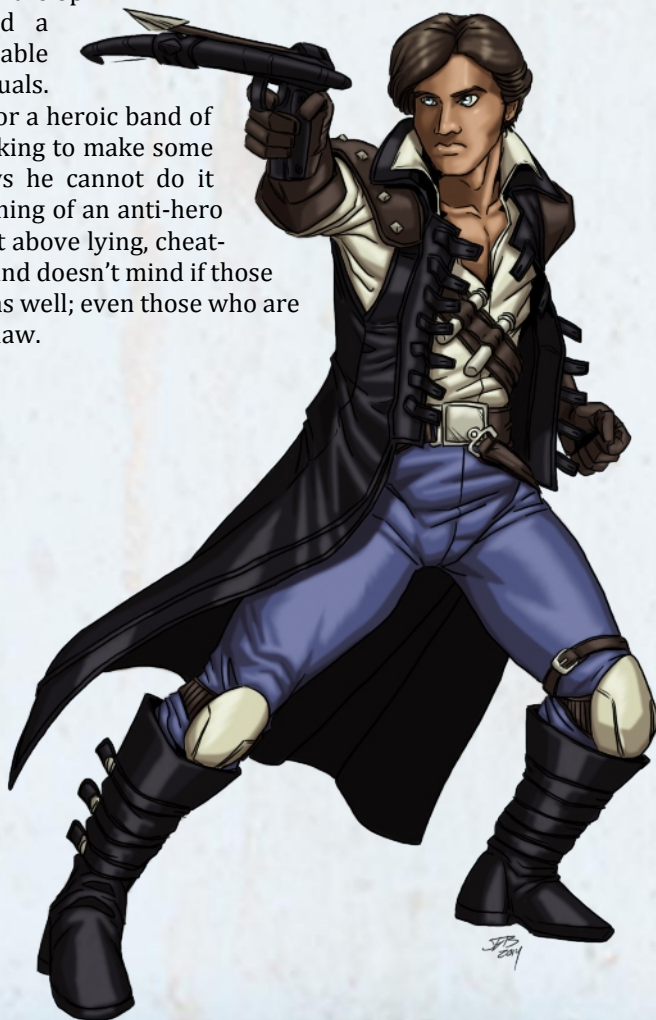
ALARIC

Alaric is the so-called leader of this misfit crew. He is something of a charlatan, and even once tried his hand at piracy. He commanded a small pirate crew, but it was not long before he was defeated by more experienced pirates, so he left that life behind. He talks as though he was a dastardly fiend who struck fear into the hearts of many, but he's really all talk. Deep down, he still yearns for a life as a pirate.

Alaric may not be a very good pirate, but he's quite skilled with his crossbow and throwing daggers. His prowess in combat was what earned him a "spot" as a pirate captain, but his inability to scare others made him appear weak to his crew. He's also not particularly skilled at running a ship, though he is know enough to captain one.

Alaric may not have been adept at looting and killing, but he did learn the merchant trade when he served on a trade ship, and then perfected those skills as a pirate. Negotiation, however, is one of his strengths and he's quite capable of talking his way into a good bargain. This was in part how he made his way to captain, convincing a crew that he could serve as a successful captain.

Alaric yearns for the opportunity to lead a small band of able bodied individuals. He's not looking for a heroic band of warriors; he's looking to make some money and knows he cannot do it alone. He's something of an anti-hero himself as he's not above lying, cheating, and stealing, and doesn't mind if those who join him are as well; even those who are running from the law.



ALARIC

Character Concept: Charlatan and wannabe pirate

Background: Alaric once was to become a pirate, but was a failure at doing so. The only thing that came from his experience is a lot of false stories.

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

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)

Skills: Boating d6, Fighting d6, Persuasion d6, Shooting d8, Streetwise d6, Throwing d8

Edges: First Strike, Merchant, Steady Hands

Hindrances: Arrogant, Delusional (Minor), Greedy (Minor)

Armor: Leather (torso, arms, legs 1)

Weapons: Crossbow (15/30/60, 2d6, AP 2, 1 action to reload), [2] dagger (3/6/12, Str+d4)

Wounds

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ROYLLA MOONCALLER

Roylla Mooncaller is a halfling fighter from Miren. From a young age, she yearned for the type of excitement she could never find within a halfling village. Shortly after turning 30, she left the confines of her family home and sought out adventure in the human cities along the Blue Gulf.

Shortly after her arrival, Roylla met a charismatic sea captain who offered her the opportunity of a lifetime: adventure on the high seas. Already being well trained and more than capable with a sword, Roylla gladly accepted and vowed to serve as a warrior in the crew. Little did she know, a devilish pirate had just kidnapped her, and had plans to sell her into slavery. Warriors would fetch an enormous price, and the pirate captain had some outstanding debts to pay. Roylla was bound and gagged for a trip across the Blue Gulf.

Upon arriving at the trade port, Roylla came to the attention of Alaric, an “aspiring” pirate who needed a strong warrior to help him take over a pirate crew. Roylla presented just such an opportunity, and Alaric moved in to “rescue” her. Using his fast-talking abilities and quick wit, he all but convinced the pirate captain that he was an intermediary that could sell the halfling and clear the captain’s debt. As the pirate captain was contemplating the offer, Alaric stabbed him, untied Roylla, and they fled to the now dead pirate captain’s ship.

Once again using his fast-talking abilities and quick wit, Alaric convinced the crew that their pirate captain was dead from a vicious duel with a slave trader, and Alaric was rescuing the crew to serve as their new pirate captain. He only managed to convince half the crew, while the other half deserted for calmer waters.

From that point on, Roylla vowed to serve as Alaric’s right-hand, hoping to live a life of adventure. She has no attraction toward him, although she does enjoy his roguish nature, but she does see him as the only real friend she has.



ROYLLA MOONCALLER

Character Concept: Fighter

Background: Roylla is a feisty halfling who has always yearned for adventure.

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

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 7/6 (3/2)

Skills: Climbing d6, Fighting d10, Gambling d6, Healing d6, Notice d6, Streetwise d6

Edges: Ambidextrous, Two-Fisted

Hindrances: Clueless, Illiterate, Mean

Racial Template: Hard to Hit (+1 Parry), Short (Size -1, Toughness -1), Spiritual Upbringing (start Spirit d6)

Armor: Scale (torso 3), hide (arms, legs 2)

Weapons: Short sword (Str+d6), dagger (Str+d4)

Wounds

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EMMON OF STORM HARBOR

A human hailing from Storm Harbor, Emmon loyally served House Marsch as their seneschal in charge of all matters of justice for over a decade. Although not quite a knight, he trained to be a warrior simply due to the need to protecting himself against the worst criminals to be prosecuted by House Marsch.

As the years went on, Emmon realized that one of the worst criminals attached to the House was Lord Marsch himself. Emmon watched as his lord frequently used subterfuge to undermine what his lord perceived to be rival houses. Lord Marsch frequently claimed underhanded politics of others and crimes against House Marsch were to blame, but in reality it was the other way around. The only one guilty of any wrongdoing was House Marsch. It culminated with, Lord Marsch even using Emmon as a scapegoat, blaming him for not fulfilling his duties as a seneschal.

After twelve years, Emmon turned his back on Lord Marsch, claiming that he would never work for a “bastard such as he” ever again. After a vow to never return to House Marsch and to leave Storm Harbor, Lord Marsch accused him of being a traitor and claimed Emmon was a criminal. After he had left Storm Harbor, Lord Marsch reported Emmon to the local Watchmen and included a large reward for handing him over to House Marsch for punishment. Fortunately, the Watch gave little credit to these claims, as they knew Emmon’s true nature. Some within the organization, however, are enamored by the possible reward. Although they will not hunt Emmon down outside of Storm Harbor, or even really look for him within its walls, if they do find him in the city, they are likely to arrest him and bring him to Lord Marsch to claim the reward.

After leaving Storm Harbor, Emmon sought out a life elsewhere. He knows that he has skills as a warrior, and no longer wishes to serve as a seneschal. Alaric and he met, and the captain quickly recruited Emmon to be an integral part of the group, seeing him as a much-needed warrior when a fight ensues.



EMMON OF STORM HARBOR

Character Concept: Former seneschal

Background: Emmon is the former seneschal of House Marsch but left after becoming fed-up with the underhanded tactics employed by his lord.

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

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

Skills: Fighting d8, Notice d6 (+2), Survival d6, Taunt d6, Tracking d6

Edges: Alertness, Nerves of Steel, Sweep

Hindrances: Heroic, Pacifist (Minor), Stubborn

Armor: Hide (torso, arms, legs 2), kite shield (Parry +2, +2 Armor versus ranged attacks)

Weapons: Long sword (Str+d8)

Wounds

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BOFRIM DUERRAL

Bofrim is a 150-year old rune priest dwarf from Murer. After completing his training, he spent seven decades serving the Murer king as a dedicated warrior. Though never allowed to train past journeyman status, he happily served the royal family and their dwarven army.

After his 70-year tenure, Bofrim requested the ability to cease his service to the army and return to his rune priest training. He wished to spend the following 20 years becoming a master rune priest so that he could serve the army as a general and tutor new rune priests. The king scoffed at him and claimed he was too old for such activities. The king then asked Bofrim to retire, never to return to the army again.

Bofrim refused, stating his health was perfect and his abilities had never been greater. The king did not like Bofrim's response and exiled him for disrespecting the throne's decision. Bofrim collected his belongings and left Murer, never to return.

Bofrim wandered from city to city looking for adventure. Unfortunately, his age once again was a deterrent and no one would give him the opportunity. This was until he came upon Alaric, who opened his arms to all those willing and capable.

Bofrim decided to join Alaric in the hopes of growing stronger as a rune priest and serving a warrior band with at least semblance of pride. Although he saved up a great deal of wealth and can easily live the rest of his life living modestly, he simply cannot fathom living without some type of action, and Alaric is the only one to allow him into his band. The dangers of Dhuran that call to him, drawing him to a life of continued adventure.



BOFRIM DUERRAL

Character Concept: Grizzled rune priest

Background: Bofrim is a former rune priest of Murer before being exiled for refusing to step-down from his station.

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

Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 7 (1)

Skills: Fighting d8, Intimidation d4, Knowledge (Runology) d8, Notice d6, Persuasion d4, Scribing d8

Edges: Arcane Background (Runicism), Rune Priest

Hindrances: Enemy [King of Murer] (Minor), Loyal, Overconfident, Stubborn

Racial Template: Hardy (Toughness +1), Low Light Vision, Resilient (+2 Vigor vs. environmental effects)

Armor: Leather (torso, arms, legs 1)

Weapons: Battle axe (Str+d8), war hammer (Str+d6, AP 1 vs. rigid armor)

Power Points: 15

Powers: *burst, elemental manipulation*

Wounds

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GADARIC

Very little is known about Gadaric. The male gypsy has spent his entire life abroad, being semi-nomadic, allowing his spirit to take him wherever he may go next. He recently came to Jeffers City and became intrigued by Alaric's call-out for warriors for his misfit band. Although Gadaric is by no means a warrior, his roguish wiles told him Alaric could be a threat to his future activities, and it may be prudent to keep him close (i.e. keep your friends close and your enemies closer).

Gadaric cares little for anyone. For some reason, Alaric and he have become quite amicable and are building something of a thieves' bond. It is not so much a friendship as serving as partners in crime. They recognize in each other much-needed talents and both are more interested in making money than they are in a desire to keep the city safe. They both have an appreciation for the others within the group, but they would also have no problem replacing one of them should they walk away from it all.

From the beginning, Gadaric was scheming on how to kill Alaric and take over the group. During his time as a member of the group, he's softened, slightly, and doesn't have those desires anymore. However, he feels no true dedication toward Alaric and the others and, should his spirit drive him to, he would up and walk away from Jeffers City to find a new place to call home. Until then, his skill with a sword is quite beneficial and his gypsy charisma is very helpful when trying to gather information.



GADARIC

Character Concept: Gypsy

Background: Gadaric has lived in many towns and cities, rarely staying for more than a couple years.

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

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5 (1)

Skills: Fighting d8, Gambling d6, Investigation d4, Notice d6, Stealth d6, Streetwise d6

Edges: Luck, Quick, Quick Draw

Hindrances: Curious, Greedy (Minor), Vengeful (Minor)

Armor: Leather (torso, arms, legs 1)

Weapons: Long sword (Str+d8)

Wounds

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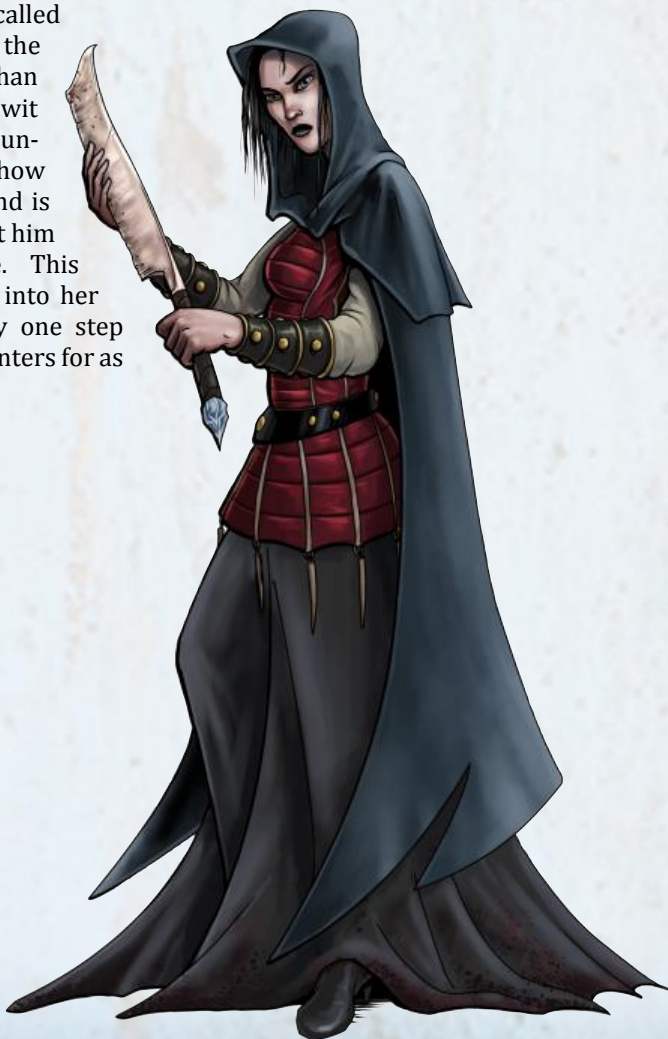
LIUVA

Liuva is a human assassin with many secrets. She has told Alaric little, but he does know a little about why she's in Jeffers City. Liuva was on a job in Linnor, a gray elf town, when she was caught by the city watch. By the time her trial came, she had escaped and fled to Jeffers City where no one knew her.

Liuva is likely not her real name, although she won't confirm or deny it. No one in Jeffers City knows anything about her, nor have they seen her, and thus she can hide away with complete anonymity. With bounty hunters assuredly looking for her, her only safety is that few ever travel far across the land due to the dangers of the Known Lands. As Jeffers City is far from Linnor, Liuva is relatively safe, at least for now.

Liuva singled Alaric, believing him to be a bit of a sucker. She feigned romantic interest in him, hoping to join his band of misfits and stay on the run. So long as she stayed away from town, or at least keep moving through it, few would see her face enough to recognize her as something other than a new person in town. Unfortunately for Alaric, Liuva has no interest in Alaric other than to use him.

Liuva is quite street smart. She sees through Alaric's so-called pirate life, and finds the man to be little more than a moron with quick wit and a fast tongue. She understands that this is how he gets through life, and is more than willing to let him continue this façade. This way, Alaric won't pry into her past and she can stay one step ahead of the bounty hunters for as long as possible.



LIUVA

Character Concept: Assassin on the run

Background: Little is known about Liuva, if that's even her real name.

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

Charisma: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 6 (1)

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Repair d6, Stealth d8, Streetwise d6,

Edges: Assassin, Fleet-Footed, Quick

Hindrances: Bloodthirsty, Greedy (Minor), Wanted (Minor)

Armor: Leather (torso, arms, legs 1)

Weapons: Short sword (Str+d6)

Wounds

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FORTY THIEVES

FORTY THIEVES

Forty Thieves is an introductory adventure for 4-6 Novice characters that can lay the groundwork for future adventures and campaigns by giving the PCs a reason to come together. It takes place within the portion of the *Ancient World* setting described in this *Quick Start Guide*.

Skill Rolls are rarely defined in this adventure, leaving the GM free to request them when he or she deems necessary. The players and GM are free to choose which Skill is most appropriate for a task and difficulty defaults to no modifier (0). If a specific Skill is required, it will be referred to. Additionally, if a Skill Roll is possible, but should be more difficult, the difficulty will be noted as a reference. However, role-playing can always trump dice rolling.

Background

Lamahs'ta, a dark elf, has stooped to new a new low. After spending most of her life as a thief, she has decided to do what many others across the Known Lands are doing: she has started a gang.

Her reasons for starting a gang are three-fold. First, she has learned how to be a fence and wishes to prosper, but she needs others to do the stealing for her. Second, she wants to strike fear into the hearts of others by being known as a powerful gang leader; this is why the gang has taken to murder and theft as the norm. Third, she is using the gang as a distraction for her other endeavor of building an undead army that she aims to use against the noble houses she hates the most.

Lamahs'ta has named her gang the Forty Thieves and the items they steal she fences through various sources in Storm Harbor. She then turns around and funds the Forty Thieves, providing just enough money to keep them happy and operating. To help her other endeavor, she has found a way to summon a demonic entity and bound him to create an undead shaman that she has some control over. She's able to keep the undead shaman from complete freedom, but she's not really able to do much else.

Fortunately for her, the demonic entity and Lamahs'ta have the same goal: to create an undead army they control. The demonic entity, as the undead shaman, can create undead soldiers, but it needs Lamahs'ta to supply it with living subjects. Lamahs'ta has devised an interesting plan to supply living subjects.

During the course of thieving and murdering, Lamahs'ta sends the Forty Thieves on random missions that bring them into the mountains. While there, they delve deep into various mountain passages, seeking out any deepstalker they can bring close to the surface. Once the deepstalkers make it near the surface, a trap is sprung and the creature is captured. Alive and quite angry, the deepstalker is brought to Lamahs'ta's hideout in the mountains. The thieves never go any farther than that, leaving the deepstalkers to be collected. There, Lamahs'ta and the undead shaman perform a ritual and turn the deepstalkers into revenants, semi-intelligent undead warriors that they can command as an army.

Getting the Characters Involved

The adventure begins in Jeffers City. Here are a few easy ways the characters could become involved:

1. In the hope of proving his band of misfits as worthy of being hired for money, Alaric (or other group leader) volunteers the group to seek out the leader of this gang and end their activities.
2. One of the PCs desperately needs to hide from the authorities, bounty hunters, or someone else of power. He or she urges the group to destroy this gang in exchange for a large reward.
3. The group is completely broke after several failed expeditions. Hired by the city watch, they need this one to go right in order to put some money in their pockets.

Call for Help

The City Watch has called a town meeting due to recent events. Malonthar, a capable gray elf alchemist, has been kidnapped and his alchemy supplies have been stolen. Early reports claim a dark elf was seen walking through the shadows and has now also disappeared. The City Watch believes these incidences related, suspecting that the dark elf kidnapped Malonthar.

In addition to the kidnapping, there's been a wave of crime, supposedly from a single gang (nicknamed the Death Guild by locals), rocking the city. This gang has been stealing all manner of valuables, and killing anyone that is unfortunate enough to be in their way. They don't appear to seek out victims for murder, but clearly deal with all confrontations swiftly and deadly.

The City Watch has quite the conundrum. Although it's their job to keep the city safe, they have dedicated a large proportion of their resources guarding the outside farmland from various predators with only a few watchmen available to patrol inside Jeffers City's walls. When things get out of hand, they rely on conscripted warriors to provide assistance. This meeting is their call for help as this gang needs to be stopped and Malonthar needs to be returned. No one within the City Watch knows for certain if these two events are actually related. However, there are plenty of eyewitnesses who claim to have seen the dark elf talking to some of the alleged gang members. None of these claims have been verified though.

Death Guild

The Death Guild is actually the Forty Thieves gang. Although the gang is led by Lamahs'ta, she only interacts with the gang when absolutely necessary or when they are back at their base, nicknamed the City of the Undead.

The Forty Thieves has, unsurprisingly, forty thieves employed to do its dastardly work, not counting Lamahs'ta. Their current standing orders are to steal valuables like gems, artwork, weapons, and armor so that Lamahs'ta can fence them in Storm Harbor and beyond. The thieves do not strike every night, as this would certainly lead to their quick capture. Instead, they are much more cautious about when they strike, looking for opportunities when the City Watch is far from their immediate area and their victims either asleep or away. Although they aren't against murder, it's much easier to get in and out when murder is unnecessary.

The members of the Forty Thieves are lowlife criminals and thugs. Most of them are capable of very little and some of them aren't even skilled at theft. They are simply willing criminals, mostly humans, halflings, and dark elves, who won't panic when cornered. Well, that's Lamahs'ta's hope anyway. Most of her employed criminals would panic and cower if forced to square off against a group of warriors.

Kidnappings by the Forty Thieves are frequent. Their other mission is to kidnap deepstalkers and bring them alive to the City of Undead. The thieves understand these deepstalkers are somehow turned into the undead guards, but they don't know how. Most of them believe it to have something to do with alchemy, feeding Lamahs'ta's desire to steal alchemical equipment, while dozens of other speculated reasons exist.

To keep things somewhat compartmentalized, Lamahs'ta has kept the Forty Thieves away from the undead shaman and has never told them of its existence. They know of the undead guards (i.e. the revenants, but the thieves simply call them undead guards) that stand vigilant in the City of Undead, but they all believe these guards to be created by Lamahs'ta (none of them understand a thing about the undead). None of them know that the undead shaman is actually responsible for creating the revenants.

If one of the Forty Thieves were to be captured, they would quickly crack from any pressure. All of them know how to get to the City of Undead and all of them know about the undead guards and Lamahs'ta. They also can report that the only time Lamahs'ta comes to Jeffers City is to find alchemical equipment; otherwise she stays away and lets the Forty Thieves do their job.

City of Undead

The City of Undead isn't actually a city at all; it is just a large underground cavern beneath some ancient ruins. The cavern was hollowed out long ago by an underground river, now long dried out, and served as a sanctuary for whatever settlement was above. The cavern provided a hiding spot and contained a series of rooms carved out of the earth. The important people from the settlement above could use these rooms to live in for a short period of time if necessary. It even includes a series of cells, should things get out of hand and they would have to maintain control through force.

The City of Undead is mostly comprised of the large cavern and smaller grottos found throughout. Beds have been built by the Forty Thieves, providing them a place to sleep when necessary. A couple communal areas have also been created for playing games to pass the time and do whatever planning is necessary when it comes time to go back out on the job. A large cell has been carved into one of the grottos to hold the deepstalkers brought to the city. Each day, one of the deepstalkers is removed and turned into a revenant by the undead shaman. The revenant then takes its place as an undead guard until the undead army is large enough that it can be deployed. As of yet, the army is much too small, with only thirty guards. While in the City of Undead, the guards just wander around and don't do much unless ordered to. However, they will protect themselves if attacked and always fight back.

Very little natural light makes it into the underground cavern via the hole above ground (which drops into a grotto only 6ft below). Light is otherwise from torches in the wall, creating many shadows and dark spots. The grottos created by the Forty Thieves all have wall sconces for torches, but the deepstalker cell has none and neither do any grottos not claimed by the Forty Thieves, as the revenants don't care about the dark. It would be easy to hide amongst the shadows, moving from

For encounters in Jeffers City's sewers, it is suggested to use the Sewer-Scape 6 x 6 Floor Tiles from DramaScape: <http://drivethrurpg.com/product/162396/SewerScape-Vol-01>.

GMs wishing to expand this adventure and incorporate additional creatures from the *Bestiarum Vocabulum* can use the Medieval Plantation or Medieval Stables battlemaps from DramaScape for encounters on the farmland and the Medieval Hunter's Cabin and Medieval Camp for encounters after the farmland: http://drivethrurpg.com/browse/pub/4491/DramaScape/subcategory/8221_19005/Fantasy.

grotto to grotto (and possibly hiding behind other cavern features) in order to reach the underground "base" with rooms to accommodate Lamahs'ta, the undead shaman, and the process of creating the revenants.

Locations

JEFFERS CITY

Like all human cities, Jeffers City sits along the shores of the Blue Gulf. Nestled between the Low Plains and Capetown, the city proper's main purpose is to support the large amount of farmland to the south and southeast. Although the City Watch has a presence in Jeffers City, they spend most of their time and resources protecting the farmland around it, as it is extremely important to all of the Known Lands.

Jeffers City is quite populous, with many of its residents working in the farmland. The city is protected by a large stone wall and the layout of the streets makes it easy for the City Watch to get around quickly should they need to. The city is supported by a series of sewers that one could traverse to get around unseen. The City Watch is aware of this, but has no resources available to monitor them. There are also many back alleys scattered about where ruffians like to spend their time.

The Forty Thieves have taken advantage of the sewers and back alleys for their thieving activities. Under the cover of darkness, they're able to maneuver unseen, break into the target location, steal any valuables, and escape the city without getting caught. Although the sewers feed the city proper, tunnels have been dug in various places leading out of the city without the city leaders knowing about it (no one pays attention to the sewers unless there's a problem).

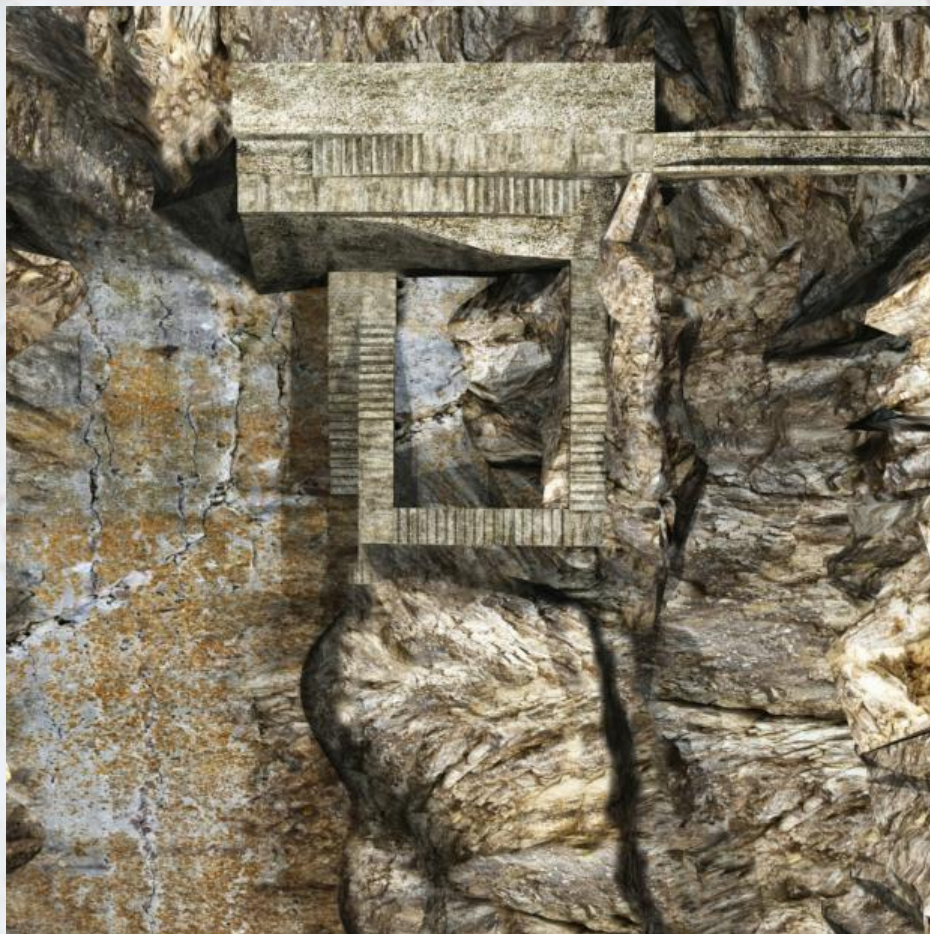
The Forty Thieves should not be considered to be professional thieves. Besides being able to sneak about through the sewers, they're a bit sloppy and often neglect to find ways of truly avoiding being caught. They use the same sewer paths to get in and out and many of the same main paths every time. They've been lucky thus far that no one up top has had the time or the resources to do anything about it. That is, until the City Watch asked for help.

FARMLAND

Farmland stretches far and wide outside of Jeffers City. The City Watch has two large watchtowers along the center on opposite ends to keep a vigilant eye on the farms and alert if anything shows up. There are dozens of watchmen stationed throughout the farms meandering around as guards should they be needed.

Fortunately for the Forty Thieves, their exit from the sewers dumps them at the outskirts of the farmland where they can easily dodge from shadow to shadow to avoid detection by the City Watch. They are very careful to ensure they do not encounter any of the Watch, and would be loath to kill a guard lest they have to deal with the entire force once they step onto the farmland. Instead, they play cat and mouse games to avoid attention and return to the City of Undead safely.

In the context of this *Quick Start Guide*, there are no other encounters in the farmland. However, the openness of the farmland is susceptible to attacks from various creatures and malicious humanoids, leading to the reason why the City Watch is stationed there.



STAIRS IN THE BLUFFS

Just beyond the Low Plains is a long series of bluffs that back up to the foothills of the Belmead Mountains. Due to the predators that stalk the bluffs, none travel through these lands unless they have a very specific, and pressing, reason. In order to find the City of Undead, the characters will have to traverse the bluffs and locate the stairwell that leads into a valley where they will find the entrance into the underground cavern.

The PCs will have had to somehow receive directions on how to find the City of Undead. Locating the bluffs where the stairs are is extremely difficult otherwise and they're not written about anywhere. No explorer has ever made mention of the random stairs, although they look incredibly well kept (this is due to others maintaining them). Most likely the characters will find their way here through interrogating or following members of the Forty Thieves.

Any number of creatures dwells within the bluffs and the areas around them, but one or more of the following are the most likely for the party to encounter:

- Carrion Bird
- Ilaahbahal
- Ratmen

The stairs lead from the top of the bluffs down into a valley that appears to have been abandoned long ago. The DramaScape battlemat for **Stairs in the Bluffs** can be found here: <http://drivethrurpg.com/product/131015/The-Stairs>.



RUINS

A couple miles north of the stairs into the valley is the end of the valley. At the end of the valley is a set of ruins, nearly indiscernible, with a large opening at one end. The ruins are unused, although there may be revenants posted there on guard duty or gang members hanging around outside.

The approach to the ruins is lined with trees on both sides. The path is only about 10ft wide, but the tree lines are about 100ft deep until the edges of the valley, where the bluffs continue on one side (west) and the foothills begin on the other (east).

If arriving during the day, it's unlikely that anyone can sneak into the cavern. It's not impossible, but there are likely to be gang members walking about inside and revenants wandering close to the opening. Under the cover of night provides a better opportunity, as does sacking some of the gang members and stealing their outfits. Many within the Forty Thieves don't know who everyone is and it's possible to pass off a good disguise.

The DramaScape battlemap for **Ruins** can be found here:
<http://drivethrurpg.com/product/111662/The-Lost-World>.



UNDERGROUND

After finding a way into the cavern, the area is open and filled with grottos and shadows. Gang members and revenants can be lurking anywhere, and caution must be used if an encounter is to be avoided. It's possible to go in with weapons drawn and looking to kill, but the PCs will quickly become outnumbered. It may be better to use their wits and move about mostly undiscovered. Otherwise, another idea is to hack away at the adversaries bit by bit by cornering them in a grotto and making sure to hide deep in the shadows and not make too much noise.

Other than the openness of the cavern, there is a single doorway (or what passes for a doorway) on the far end from the opening aboveground. This doorway leads to a passageway that is well lit and is the location of Lamahs'ta and the undead shaman. If anyone were to be considered some type of general or captain within the gang, he would also be inside here, likely meeting with a couple gang members to plan their next attack.

Not far from this doorway is the cell housing the deepstalkers. If the characters free the deepstalkers, they ignore the PCs and attack the revenants and gang members. They know the gang members imprisoned them and they know the revenants are some type of threat (they don't know what the revenants are though). They don't talk or make any attempt to communicate; instead, they quickly flee the cell and attack those who they feel are a threat. The party is not seen as a threat as they clearly saved the deepstalkers and did not imprison them. However, if they are disguised as Forty Thieves gang members, there may be hesitation or confusion on this matter.

Lamahs'ta and the undead shaman are located in whatever room is most convenient for the GM and the story at hand. They could be in the same room, they could be in different rooms, they could be guarded, or they could be alone. It really depends on the GMs approach to the adventure. However, the room where the revenants are created is the passageway to the left of the initial doorway (where the stairs are). This large room is filled with bones of failed attempts along with alchemical equipment used to "tame" the deepstalkers before the ritual occurs. The ritual binds their body with a demonic being pulled from the chaos realm, creating the revenant warrior. The revenant warriors are only subservient to the undead shaman and Lamahs'ta.

The passageway on the far end of the underground complex leads nowhere. It's an in-process passageway to Lamahs'ta's new quarters (which are currently being planned). The alchemical supplies used in the ritual are stored in a locked room in the center of the complex (it's the one filled with barrels).

The DramaScape battlemat for **Underground** can be found here:
<http://drivethrurpg.com/product/100557/Castle-Ruins>.

Adversaries



CARRION BIRD

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d12+2, Vigor d12+3

Pace: 2; **Parry:** 8; **Toughness:** 12 (3)

Skills: Fighting d12, Notice d8

Special Abilities

- **Bite:** Str+1
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Flying Pace of 12" and a climb of 6".
- **Large:** Attack rolls against it gain a +2 bonus.
- **Size +4:** Carrion birds are 10ft tall with a 20ft wingspan.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Terror:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Thick Skin:** Armor +3
- **Wings:** Str+d4

FORTY THIEVES GANG MEMBER

Forty Thieves gang members are human, halfling, or dark elf. However, none are the most capable of their race and could never make it as an actual warrior.

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

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Skills: Fighting d6, Guts d4, Notice d6, Shooting d6, Stealth d6

Armor: Leather (torso, arms, legs 1)

Weapons: Short sword (Str+d6), dagger (Str+d4) or short bow (12/24/48, 2d6)



ILAAHBAHAL

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d12+2, Vigor d12

Pace: 8; **Parry:** 8; **Toughness:** 12/15 (1/4)

Skills: Arcana d8, Fighting d12, Guts d12, Intimidation d10, Notice d10, Taunt d8

Special Abilities

- **Chitinous Plates:** Tail armor +4
- **Claws:** Str+d4, can be used to make an extra attack incurring no multi-action penalty.

- **Fear -1:** Forces Fear checks to be made.
- **Fearless:** Immune to Fear and Intimidation.
- **Fur:** Torso, arms, head armor +1
- **Powers:** Using Arcana, has 20 Power Points and knows the following Powers: *blast, confusion, farsight, fear*
- **Size +3:** Ilaahbahals are 9ft long and weigh 500lbs.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Tail:** Str+d6, can be used to make an extra attack incurring no multi-action penalty. Additionally, ilaahbahals can wrap their tail about their body for protection, requiring an action to do so.

LAMAHS'TA



Lamahs'ta is a capable dark elf with a desire to command others. She's laid out the plans for ultimate goal, but doesn't have the resources to find more capable thugs for her gang. At least the undead guards can handle themselves. Additionally, she knows a bit about spiritual magic, but needs the undead shaman to create her undead army.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

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

Skills: Climbing d6, Fighting d8, Guts d10, Intimidation d8, Invocation d8, Knowledge (Battle) d6, Notice d6, Persuasion d6, Streetwise d6, Throwing d8

Edges: Command (subordinates add +1 to Spirit for Shaken rolls), Command Presence (command radius of 10"), Fleet-Footed (rolls d10 instead of d6 to run), Nerves of Steel (Ignores 1 point of Wound Penalties), Quick (discard on 5 or lower)

Hindrances: Arrogant, Delusional (Minor), Greedy (Minor), Mean

Racial: Low Light Vision

Armor: Hide (torso, arms, legs 2)

Weapons: Long sword (Str+d8), dagger (Str+d4)

Power Points: 15

Powers: *confusion, divination, stun*

RATMAN

Attributes: Agility d10, Smarts d4, Spirit d10, Strength d6, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Skills: Climbing d10, Fighting d8, Guts d8, Lockpicking d8, Notice d6, Shooting d8, Stealth d8, Survival d10, Tracking d6

Armor: Leather (torso, arms, legs +1)

Weapons: Spear (Str+d6, Reach 1), crossbow (15/30/60, 2d6, AP 2, 1 action to reload)

Special Abilities

- **Acute (Hearing, Sight):** Gains a +2 bonus to Notice for hearing and seeing.
- **Immunity (Disease):** Immune to the effects of disease.
- **Rodent:** +2 to Climbing on rough vertical surfaces; jump full Pace horizontally; jump 3/4 Pace vertically; drop 50ft without incurring damage; dropping above 50ft 1/4 damage.
- **Size -1:** Ratmen are 4ft tall and weigh 80lbs.

REVENANT

Lamahs'ta's revenants are created from kidnapped deepstalkers. The process of turning undead has various side effects on the creature, such as removing its dependence on moisture and softening its skin. As such, Lamahs'ta has the Forty Thieves stealing leather armor to outfit the revenant warriors.

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

Pace: 6; **Parry:** 5; **Toughness:** 8 (1)

Skills: Fighting d6, Notice d4

Armor: Leather (torso, arms, legs 1)

Weapons: Short sword (Str+d6)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice for smelling.
- **Bite:** Str+d4
- **Fearless:** Immune to Fear and Intimidation.
- **Immunity (Poison):** Immune to poison.
- **Low Light Vision:** Ignores penalties for Dim and Dark Lighting.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do not extra damage, except to the head.
- **Weakness (Head):** Called shots to the head gain +2 damage.





UNDEAD SHAMAN



Lamahs'ta couldn't create an undead army by herself; she simply wasn't powerful and capable enough. Instead, she formed a pact with a demonic being, using her divination ability. She provided the demonic being with a host and allowed it to create the intelligent undead shaman that now spends its time creating the revenant warriors. Although it is a demonic being, the binding of it to a host has made it undead, though it's still immortal.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d10, Vigor d10

Pace: 6; **Parry:** 4; **Toughness:** 9

Skills: Fighting d4, Intimidation d10, Invocation d12, Notice d10

Special Abilities

- **Bite/Claws:** Str+d4
- **Chthonic:** Immortal; can only be killed by another immortal being. Upon dying, its body disintegrates and returns to the chaos realm.
- **Fearless:** Immune to Fear and Intimidation.
- **Fear -1:** The undead shaman is a frightening being to see that also emits a demonic aura.
- **Low Light Vision:** Ignores penalties for Dim and Dark Lighting.
- **Powers:** The undead shaman has 65 Power Points and knows the following powers with a spiritual trapping: *animate, blast, fear, havoc, puppet, zombie*
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do not extra damage, except to the head.

Cynric removed his bow and nocked an arrow. Feradul pointed to a tree in the distance, indicated Cynric to shoot near the creatures in the hopes of scaring them away. He let the arrow fly and it thumped into the tree next to them. A loud roar answered the arrow and one of the creatures began bouncing around angrily.

"I think we made it mad!" exclaimed Cynric.

"You think so?!" yelled Roylla.

"They'll be drawn by the glow of the fire! Prepare yourself!" Feradul stepped back and prepared for the creatures' arrival. He could see two shadow-like forms moving quickly toward the camp. Off to the side, two more shadows joined in.

The three warriors made a half circle around the fire, waiting for the creatures to come.

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